



Australian Government

ICTGAM504 Manage interactive media production

Release: 1

ICTGAM504 Manage interactive media production

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Application

This unit describes the skills and knowledge required to manage interactive media or game production.

It applies to individuals who manage personnel in the interactive media or game development industry who may be concept artists, designers, programmers, animators and others.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Game development

Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Attend to the placement of staff for a digital media production	1.1 Undertake the work placement of a production team 1.2 Ensure punctuality and appropriate dress 1.3 Follow organisational guidelines to support workplace culture, and the corporate image
2. Monitor workplace structure and staff responsibilities	2.1 Identify the duties carried out by various personnel 2.2 Observe the lines of reporting and communication 2.3 Determine the responsibilities of own area or department
3. Identify appropriate behaviours and attitude	3.1 Apply communication skills to interact effectively with other staff and clients 3.2 Demonstrate behaviour that reflects the organisational culture

ELEMENT	PERFORMANCE CRITERIA
4. Carry out tasks within the range or context specified for the workplace	4.1 Complete set tasks according to instructions and deadlines 4.2 Discuss any problems or concerns with assigned work with the supervisor or a mentor
5. Report on workplace experience	5.1 Maintain a log book that records daily activities 5.2 Complete a short report of the work experience

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	3.1, 4.1	Interprets and comprehends instructions, including textual and diagrammatic information to inform job requirements
Writing	1.3, 3.1, 5.1, 5.2	Uses correct spelling and grammatical structures, clear language, and technical terminology when recording activities and writing reports
Oral Communication	3.1, 4.2	- Elicits information using effective listening and open questioning techniques - Speaks clearly and concisely, converting highly technical language and terminology to plain English, when providing information
Navigate the world of work	1.1-1.3, 2.1-2.3	Draws on a repertoire of experience to facilitate understanding of the culture and the environment
Interact with others	1.2, 1.3, 3.1, 3.2, 4.2	- Cooperates and collaborates with others as part of routine activities, and to elicit support and feedback - Collaborates with others sharing information to build strong connections, demonstrating behaviours reflective of organisational culture
Get the work done	4.1, 5.1, 5.2	- Plans, organises and completes work according to defined requirements and schedules, taking responsibility for decisions, and scheduling tasks to achieve efficient outcomes - Responds intuitively to problems requiring immediate resolution, drawing on past experiences to focus on the cause of a problem rather than the symptom

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
ICTGAM504 Manage interactive media production	ICAGAM504A Manage interactive media production	Updated to meet Standards for Training Packages	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2>

Assessment Requirements for ICTGAM504 Manage interactive media production

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Performance Evidence

Evidence of the ability to:

- monitor behaviour of self and others to ensure compliance with the workplace culture
- operate according to the lines of reporting and required method of communication
- allocate tasks to appropriate staff members
- plan and complete assigned tasks in a production environment, to meet deadlines
- demonstrate effective communication, listening and questioning skills with various people, including use of industry terminology.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- summarise basic 3-D techniques
- explain the budgeting and scheduling considerations for 3-D design
- discuss capabilities and constraints of 3-D packages
- outline current game-play hardware and software products
- discuss the technical constraints that hardware or software imposes on graphics and visual design
- explain the process required to produce a 3-D animation sequence or components
- summarise the roles and responsibilities of team members producing 3-D animations and digital effects
- summarise effective strategies for communicating with production teams and clients.

Assessment Conditions

Gather evidence to demonstrate consistent performance in conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- an environment where interactive media production may be carried out
- organisational guidelines and policies
- relevant people.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

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