



Australian Government

Assessment Requirements for ICTGAM523 Collaborate in the design of 3-D game levels and environments

Release: 1

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Modification History

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

Performance Evidence

Evidence of the ability to:

- collaborate with others to plan and implement the design process for creating an interactive 3-D environment
- produce and present draft design documents for the production of an interactive 3-D environment, and gather feedback
- review and modify the designs to create a finalised design for a 3-D environment.

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 the budgeting and scheduling considerations for game design
- discuss the capabilities and constraints of game engines
- discuss the process used for computer game development
- outline current game-play hardware and software products, together with any technical constraints that products impose on graphics and code development, and creative visual design
- explain the technology and human resources required in the process of creating a game, including the team's respective skills.

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:

- computer hardware and software

- games engines
- file storage.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet -

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