



Australian Government

Assessment Requirements for ICTGAM524

Integrate multiple data sources into interactive 3-D 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:

- research and obtain data sources, tools and libraries needed to integrate elements into an interactive 3-D environment
- create and test prototypes that integrate multiple data sources into a working interactive 3-D environment
- deliver a 3-D environment with working interactions that includes all data sources, with documented reasons for its implementation.

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:

- outline the range of data sources for the 3-D environment
- discuss how game design, genre and mechanics, game-play elements and level specifications affect the choice of data source
- summarise current game-play hardware and software products used for interactive 3-D environments, including any technical constraints imposed on design and development
- describe the technology requirements and human resources required in the process of creating a game, including team members' 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>