



**Australian Government**

# **Assessment Requirements for ICTGAM532**

## **Create design concepts for digital games and 3-D media**

**Release: 1**

# Assessment Requirements for ICTGAM532 Create design concepts for digital games and 3-D media

## Modification History

| Release   | Comments                                                                                                     |
|-----------|--------------------------------------------------------------------------------------------------------------|
| Release 1 | This version first released with ICT Information and Communications Technology Training Package Version 6.0. |

## Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- develop concept art and design specifications consistent with an identified game genre for at least one of each of the following:
  - heads-up display
  - splash screen
  - start screen
  - game field screen
- implement a working heads-up display with at least three basic functionalities.

In the course of the above, the candidate must:

- demonstrate original and innovative approaches to the creative development of a game
- implement game development and production strategies
- maintain integrity of design brief
- develop technical specifications for game mechanics, artificial intelligence, physics, sound, game play and overall usability
- confirm design concepts are functional on at least two different browsers and at least two different devices
- evaluate different controller designs required according to different devices digital games and 3-D media.

## Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- basic programming techniques and language
- industry-standard software applicable to developing design concepts

- capabilities and constraints of game engines
- concept development process and visualisation skills
- game development process, including specific terminology
- key features of game-play hardware and software products
- human resources required in the process of creating games and their respective skills and technology requirements
- work health and safety (WHS) requirements relating to:
  - ergonomics
  - electrical safety
- risk and critical path management techniques
- technical constraints that hardware imposes on:
  - software development
  - graphics requirements
  - code development
  - creative visual design
- organisational procedures applicable to documenting and creating design concepts.

## Assessment Conditions

Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- hardware and software applicable to creating design concepts for digital games and 3-D media
- games engine
- file storage
- browsers and digital devices
- the internet
- organisational procedures applicable to documenting and creating design concepts.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards.

## Links

Companion Volume Implementation Guide is found on VETNet -

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