



Australian Government

Assessment Requirements for ICTGAM533

Create complex 3-D interactive games

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 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:

- create a complex 3-D interactive game according to a design brief, on at least one occasion.

In the course of the above, the candidate must:

- apply a variety of strategies for game trialling and testing
- apply original and innovative approaches to creative development of a 3-D game
- collaborate in use of tools and features of software applicable to game-production process
- implement game development and production strategies
- maintain integrity of the design brief and game design document
- communicate, collaborate and participate in a team environment
- compare different controller designs required according to different devices
- confirm functionality on at least two different browsers and at least two different digital devices.

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
- capabilities and constraints of game engines
- processes used for games development, including specific terminology
- production and testing scheduling techniques
- key features of game-play hardware and software products
- risk and critical path management techniques
- technical constraints that hardware imposes on:

- graphics requirements
- code development
- creative visual design
- creative, production and technical requirements of creating 3-D games
- asset formats and issues of game asset integration.

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 3-D interactive games
- project brief
- games engine
- browsers and digital devices
- file storage
- the internet.

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>