



Australian Government

ICTGAM534 Manage interactive media productions

Release: 1

ICTGAM534 Manage interactive media productions

Modification History

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

Application

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

It applies to those who manage personnel in the interactive media or game development industry, including 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. Prepare digital media team	1.1 Undertake work placement of production team according to project requirements and business need 1.2 Confirm team requirements according to business need 1.3 Confirm team expectations according to organisation policy and procedures and business need
2. Monitor workplace structure	2.1 Determine duties carried out by various personnel according to project requirements 2.2 Observe lines of reporting and communication 2.3 Determine responsibilities of own department
3. Identify behaviours and attitude	3.1 Identify and document organisational culture according to organisational requirements 3.2 Determine and document model behaviour and

ELEMENT	PERFORMANCE CRITERIA
	communication methodologies 3.3 Engage and communicate with required personnel according to project requirements
4. Report on team workplace experience	4.1 Record team daily activities according to organisational requirements 4.2 Determine and document summary of team workplace experience according to organisational requirements

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

Skill	Description
Learning	Draws on a repertoire of experience to facilitate understanding of the culture and the environment
Oral communication	Uses listening and open questioning techniques to obtain required information and concepts using appropriate industry language for intended audience
Reading	Interprets and comprehends instructions, including textual and diagrammatic information to inform job requirements
Teamwork	- 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
Planning and organising	Plans, organises and completes work according to defined requirements and schedules, taking responsibility for decisions, and scheduling tasks to achieve efficient outcomes
Problem solving	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

Supersedes and is equivalent to ICTGAM504 Manage interactive media production.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for ICTGAM534 Manage interactive media productions

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:

- plan assigned tasks and monitor team behaviours in a production environment on at least two occasions.

In the course of the above, the candidate must:

- demonstrate effective communication, listening and questioning skills with required personnel, including use of industry terminology
- operate according to the lines of reporting and required method of communication
- allocate tasks to required personnel
- document plans and outcomes.

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 3-D techniques relating to managing interactive media production
- budgeting and scheduling considerations for 3-D design
- capabilities and constraints of 3-D packages
- key features of industry standard game-play hardware and software products
- technical constraints that hardware or software imposes on graphics and visual design
- process required to produce a 3-D animation sequence or components
- roles and responsibilities of team members producing 3-D animations and digital effects
- strategies for communicating with production teams and clients.

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:

- an environment where interactive media production is carried out
- organisational guidelines and policies
- personnel required to managing interactive media productions.

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>