



Australian Government

Assessment Requirements for ICTGAM549 Collaborate in 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 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:

- collaborate with others to plan and implement the design process for creating an interactive 3-D environment.

In the course of the above, the candidate must:

- produce and present draft design documents to produce an interactive 3-D environment
- gather reference materials and visualise 3-D environment, including environment profiles, game genre, game design and game-play elements
- gather feedback from peers to review and modify designs to create a finalised design for a 3-D environment
- render design on at least one small device and one large device and confirm pixels are optimised.

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:

- required budgeting and scheduling considerations for game design
- capabilities and constraints of industry standard game engines
- features and functions of industry standard 3-D modelling and animation software, and painting, shading and texturing software
- process used for digital game development
- industry standard project planning methodology and processes
- design practices and considerations applicable to designing 3-D game levels and environments
- applicable time-management principles
- 3-D environment visualisation techniques

- quality assurance principles applicable to 3-D design processes
- industry standard game-play hardware and software products, together with technical constraints that products impose on graphics and code development and creative visual design
- different team member roles and responsibilities required in designing 3-D game levels and environments
- technology and human resources required in the process of creating a game, including the team's respective skills
- organisational procedures applicable to designing 3-D game levels and environments.

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 designing 3-D game levels and environments
- project and design brief
- games engine
- digital devices
- file storage
- the internet
- organisational procedures applicable to designing 3-D game levels and environments.

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>