



Australian Government

Assessment Requirements for ICTGAM550

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 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 and test prototypes that integrate at least one data source into a working interactive 3-D environment.

In the course of the above, the candidate must:

- research and obtain data sources, tools and libraries needed to integrate elements into an interactive 3-D environment
- select data sources to integrate according to the following:
 - 3-D environment
 - game design
 - game genre
 - game mechanics
 - game-play elements
 - level specifications
- test functionality of interactive 3-D environment on at least one small device and one large device and confirm pixels are optimised
- deliver 3-D environment with working interactions including all data sources and documented reasons for its implementation.

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:

- industry standard data sources for different 3-D environments
- how game design, genre and mechanics, game-play elements and level specifications affect choice of data source

- key features of game-play hardware and software products used for interactive 3-D environments, including any technical constraints imposed on design and development
- technology requirements and human resources required in the process of creating a game, including team members' respective skills
- data source creation processes applicable to interactive 3-D environments
- prototype development processes applicable to integrating elements into 3-D environments
- testing processes applicable to developing 3-D environments
- industry standard tools and libraries used to integrate elements into 3-D environments
- organisational procedures applicable to integration of multiple data sources into interactive 3-D 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, software, tools and libraries applicable to integrating multiple data sources into interactive 3-D environments
- digital devices
- data sources
- the internet
- 3-D environment requirements
- games engine
- file storage
- organisational procedures applicable to integration of multiple data sources into interactive 3-D 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>