



Australian Government

Assessment Requirements for ICTGAM554 Create games for mobile devices

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:

- produce and demonstrate an original working game on a mobile device.

In the course of the above, the candidate must:

- document plans and schedules applicable to game development
- implement game development and production strategies
- apply strategies for trialling and testing game prototypes
- evaluate whether games meet design brief, creative and technical requirements.

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:

- leading industry standard mobile game devices
- leading tools and technologies needed for creating applications on mobile devices products
- technical constraints that mobile devices place on design and development of games
- suitable programming languages for mobile devices
- budgeting and scheduling considerations for game design
- importance of risk assessment and critical path planning applicable to creating games for mobile devices
- human resources required in the process of creating a game for a mobile device and outline the team members' respective skills.
- techniques for concept visualisation and development.

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:

- computer hardware and software
- games engine
- file storage
- integrated development environments
- mobile devices.

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>