



Australian Government

Assessment Requirements for ICTGAM555 Analyse business opportunities in the digital games 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:

- research and document at least five factors when starting up and operating a small business in the digital games industry on at least one occasion.

In the course of the above, the candidate must:

- research key organisations and types of projects undertaken in the digital games industry
- document resources, roles and skills requirements of a gaming development team, and the interaction required between team members
- document business models and revenue ideas for commercial game.

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:

- sources of information about the Australian digital games industry
- process of subcontracting
- various methods that could be used to allow interaction and collaboration between different members of a development team
- how rating standards affect digital game production and marketing
- risk and critical-path management relating to analysing business opportunities in the digital games environments
- copyright and intellectual property laws as they pertain to the development of digital games.

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
- the internet for research purposes
- legislation, including copyright and intellectual property legislation, and work health and safety legislation applicable to analysing business opportunities in the digital games 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>