



Australian Government

ICTPRG437 Build a user interface

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.

Application

This unit describes the skills and knowledge required to design, build and test a user interface (UI) to specification, including command-line interfaces (CLI), graphical user interfaces (GUI), web user interfaces (WUI) and natural user interfaces (NUI).

It applies to those who work as user-interface designers and are responsible for specifying the layout and style of the desired user interface. This includes developers working in the area of user interface design and implementation.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Programming and software 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. Establish task requirements and build a prototype user interface (UI)	1.1 Gather UI requirements and expectations from clients 1.2 Identify organisational guidelines relating to task 1.3 Determine application required to create prototype 1.4 Build prototype using prototyping tools in determined language 1.5 Review UI prototype with client and edit as required
2. Design and build UI	2.1 Formulate application content flow 2.2 Design UI components according to task requirements

	2.3 Define UI actions 2.4 Itemise UI events 2.5 Determine required language according to task requirements 2.6 Build UI with required functionality according to task and organisational requirements
3. Test and document UI, and obtain client sign-off	3.1 Test overall functionality of UI according to requirements 3.2 Iterate UI design and build, until test results meet requirements 3.3 Document UI and user requirements according to organisational procedures and guidelines 3.4 Obtain client sign-off to completed UI

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
Numeracy	Selects from, and applies a range of mathematical and problem-solving techniques
Oral communication	Uses listening and questioning techniques to confirm requirements and articulate complex concepts and take lead where required
Reading	Applies strategies and constructs meaning from texts when reading technical data
Writing	Develops documentation detailing UI design and user requirements using appropriate structure, layout and technical programming language
Planning and organising	- Uses a combination of formal, logical planning processes and increasing knowledge of context - Identifies applicable information and risks and evaluates alternative strategies and resources when gathering requirements - Uses systematic processes, setting goals, gathering information and identifying and evaluating options against agreed criteria
Problem solving	Decides on a course of action using analytical processes
Self-management	Identifies and follows explicit and implicit, protocols and meets expectations applicable to own role when documenting user requirements and gaining sign-off

SKILL	DESCRIPTION
Technology	• Actively identifies systems, devices and applications with potential to meet current and future needs • Improve personal productivity and optimises software functions using a broad range of features within applications

Unit Mapping Information

Supersedes and is equivalent to ICTPRG410 Build a user interface.

Links

Companion Volume Implementation Guide is found on VETNet -

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