



Australian Government

ICTSS00136 Gaming Development for Introductory Roles Skill Set

Release 1

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Modification History

Release	Comments
Release 1	This version first released with the Information and Communications Technology Training Package Version 8.0. Newly created to serve as a stackable skill set that builds towards attaining <i>ICT40120 Certificate IV in Information Technology</i>. The units in this skill set comprise the mandatory units required for a specialisation in Gaming development in <i>ICT40120 Certificate IV in Information Technology</i>.

Description

This skill set addresses the skills and knowledge required to develop and produce digital games containing models contextualised for three-dimensional (3D) environments in a range of introductory roles in information and communications technology (ICT) workplace contexts.

Pathways Information

The units provide credit towards ICT40120 Certificate IV in Information Technology and other qualifications that allow for selection of these units. The units in this skill set comprise the mandatory units required for a specialisation in gaming development in ICT40120 Certificate IV in Information Technology. Users are advised to consult the skill set pathways section of the current version of ICT Companion Volume Implementation Guide to confirm the currency of this information and for further guidance.

Licensing/Regulatory Information

Not applicable.

Skill Set Requirements

ICTGAM418 Use simple modelling for animation

ICTGAM420 Produce interactive games

ICTGAM421 Identify and apply games design and game play principles

ICTGAM426 Write narrative scripts for interactive games

ICTGAM427 Use 3-D software interface and toolsets

ICTICT433 Build graphical user interfaces

Target Group

This skill set is for individuals who work in game development roles, including concept artists, and other related introductory roles, who are responsible for designing, programming and building content that supports the production of interactive games.

Suggested words for Statement of Attainment

These units of competency from the ICT Information and Communications Technology Training Package meet industry requirements for developing digital games and models contextualised for three-dimensional (3D) environments in a range of introductory ICT workplace contexts.