



Australian Government

ICTSS00153 Game Programming for Intermediate 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>ICT50220 Diploma of Information Technology</i>. The units in this skill set comprise the mandatory units required for a specialisation in Game programming in <i>ICT50220 Diploma in Information Technology</i>.

Description

This skill set addresses the skills and knowledge required to develop artificial intelligence and three-dimensional (3D) software for interactive games in intermediate roles.

Pathways Information

The units provide credit towards ICT50220 Diploma 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 game programming in ICT50220 Diploma 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

ICTGAM423 Apply artificial intelligence in game development

ICTGAM533 Create complex 3-D interactive games

ICTGAM535 Develop complex 3-D software for games and interactive media

ICTGAM537 Prepare games for different platforms and delivery modes

ICTICT433 Build graphical user interfaces

Target Group

This skill set is for individuals who work in game programming roles, including senior concept technicians, and other related intermediate roles, who are responsible for independently completing complex programming activities for multifaceted digital games.

Suggested words for Statement of Attainment

These units of competency from the ICT Information and Communications Technology Training Package meet industry requirements for a range of intermediate roles that apply complex programming techniques across gaming platforms in ICT contexts.