



Australian Government

Assessment Requirements for ICTXRE402 Apply virtual reality solutions in organisations

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 unit of competency to address in-demand skills needs.

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:

- apply at least two virtual reality (VR) solutions to a virtual workspace, using at least one of the following concepts:
 - web design-based concepts
 - application design-based concepts
 - mobile design-based concepts.

In the course of the above, the candidate must:

- develop VR prototype using required programming language
- securely and safely store VR solutions to required locations
- apply required organisational policies and procedures.

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:

- key functions and features of desktop, web and mobile programming language, including:
 - Java Script
 - Python
 - C#
 - C++
- key functions and features of web developments and components, including:
 - backends
 - servers

- application programming interfaces
- app development
- game development
- required functions and features of:
 - neural networks and machine learning
 - three-dimensional (3-D) and animation technologies
- VR-enabled solutions, including:
 - VR applications
 - console and personal computer (PC)-connected headsets
 - standalone headsets
 - VR user experience hubs and showrooms
- functions and features of artificial intelligence-based diagnostic tools
- methods to configure and apply VR solutions in virtual workspaces using different concepts and technical guidelines
- organisational formats for documentation and reports
- organisational policies and procedures and legislative requirements relating to work tasks.

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:

- a virtual workspace where VR solutions are applied
- VR technological infrastructure, including tools, hardware, software and configuration components
- opportunities for interaction with others
- work brief and organisational policies and procedures required to demonstrate the performance evidence.

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>