

SIR50212 Diploma of Visual Merchandising

Release: 2



SIR50212 Diploma of Visual Merchandising

Modification History

The version details of this endorsed qualification are in the table below. The latest information is at the top.

Release	Comments
Release 2	Editorial updates
First Release	SIR50212 replaces, and is equivalent to State qualification remains unchanged. The total number of units required completave decreased from 32 to 23 units. The number of core units has decreased from The number of elective units has increased.

Description

This qualification provides the skills and knowledge required by those who hold or wish to hold positions as specialist visual merchandisers in the retail industry. It applies to those who are working as members of a national, state or store-based retail visual merchandising team or are self-employed as freelance visual merchandisers.

Job roles

- Individuals with this qualification are able to perform roles, such as:
- · retail store visual merchandiser
- visual merchandising team leader/manager
- freelance visual merchandiser
- exhibition or event display designer
- photographic stylist.

Possible job titles

- visual merchandiser
- visual merchandise team manager
- freelance visual merchandiser
- photographic stylist

Approved Page 2 of 7

Pathways Information

This qualification is not suitable for an Australian Apprenticeship pathway or VET in Schools (VETiS) delivery.

Pathways into the qualification

Individuals undertaking this qualification may not have any prior or formal retail industry experience or qualifications.

Relevant skills and knowledge that would indicate likely success at this qualification level may include:

- successful completion of art and design related subjects at secondary or post-secondary level
- previous merchandising experience in a retail environment.

Pathway from the qualification

After achieving SIR50212 Diploma of Visual Merchandising, individuals may undertake:

• SIR80112 Vocational Graduate Certificate in Retail Leadership.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this qualification at the time of endorsement.

Entry Requirements

Not applicable.

Approved Page 3 of 7

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

The following table contains a summary of the employability skills as identified by the retail industry for this described here are broad industry requirements that may vary depending on qualification packaging options. Due to the high proportion of electives required by this qualification, the industry/enterprise requirements des representative of the business-to-business industry in general and may not reflect specific job roles. Learning qualification should be based on the requirements of the units of competency for this qualification.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	 effectively and responsively negotiate and share information wit a retail enterprise structure and culture receive and interpret verbal, written and diagrammatic briefs and and implementation of visual merchandising concepts
Teamwork	 participate in visual merchandising teams, working independent work as a team member on store display projects and promotion members or the wider retail store team support and encourage other team members' design ideas and us build trust and respect within the team lead visual merchandising project teams, mentoring and support
Problem-solving	 implement retail enterprise visual merchandising standards to creaccount of individual store design, available floor space and stoc instructions, information and feedback supplied by relevant line compare and evaluate sales turnover before and after remerchand
Initiative and enterprise	 regularly suggest and implement approaches to visual merchand current enterprise/industry visual merchandising design standard develop and implement merchandising ideas for boutique promote regularly and actively research key competitors' visual merchandinternational trends in store and exhibition design and display
Planning and organising	 work to implement visual merchandising standards that contributes set clear goals for implementing enterprise visual merchandise standard required timelines to achieve outcomes within budget work with sales and logistics staff to collect, manage and interpressock and fixtures needed to plan and organise a display installat
Self-management	 evaluate and monitor own contribution and responsibilities in the establish and follow own work plans and schedules in the context accept responsibility for achieving self-directed visual merchand actively seek feedback and guidance from line manager in relation organisational policies and procedures monitor own displays for increased customer interest in and imp
Learning	regularly and actively research key competitors' visual merchan-

Page 4 of 7

international trends in store and exhibition design and display

	 seek and share workplace information product knowledge and d
	use the internet to research the latest developments in retail visu
Technology	 access and safely use a variety of design, word processing, prese applications as relevant to the project and task
	 develop and verbally present design ideas along with concept vi designs, illustrations and/or hand or computer-developed working concept models of designs
	inform and effectively negotiate with clients in response to a des

Approved Page 5 of 7

Packaging Rules

23 units must be completed:

- 15 core units
- 8 elective units:
 - a minimum of 4 units must be selected from the elective unit list below
 - a maximum of 4 units may be selected from other relevant arts, design or business-related Training Package or accredited course first packaged at AQF level 4, 5 or 6.

The choice of elective units must be guided by the core function or role of the current or intended work environment, local industry requirements, and the characteristics of the AQF level of this qualification.

Units chosen from other Training Packages must not duplicate units selected from or available in SIR07 V3 Retail Services Training Package.

Core units	
BSBDES301A	Explore the use of colour
BSBDES302A	Explore and apply the creative design process to 2D forms
BSBDES303A	Explore and apply the creative design process to 3D forms
BSBDES305A	Source and apply information on the history and theory of design
CUVDIG201A	Develop digital imaging skills
SIRRMER508	Produce retail visual illustrations
SIRRMER509	Manufacture visual merchandising signage and support structures
SIRRMER510	Produce working drawings
SIRRMER511	Plan, organise and maintain display lighting
SIRRMER519	Design and produce merchandising and in-store presentations
SIRXIND101	Work effectively in a customer service environment
SIRXIND102	Plan a career in the retail industry
SIRXMER304	Present products
SIRXMER407	Plan and build visual presentations for a range of merchandise categories

Approved Page 6 of 7

SIRXWHS101	Apply safe work practices	
Elective units		
Art and Design		
CUFDIG304A	Create visual design components	
CUVPHI302A	Capture photographic images	
CUVPHI401A	Capture images in response to a brief	
Marketing and Public Relations		
SIRXMPR001A	Profile a retail market	
Merchandising		
SIRRMER405	Produce visual merchandising signs	
SIRRMER406	Design, construct and maintain props	
SIRRMER407	Design merchandisers	
SIRRMER512	Produce perspective drawings, plans and elevations	
SIRRMER513	Develop concept visuals	
SIRRMER514	Design and produce store plans and floor layouts	
SIRRMER515	Manage visual merchandising projects	
SIRRMER516	Style merchandise for photography	
SIRRMER517	Develop and apply strategies for merchandising and corporate presentations	
SIRRMER518	Present design concepts	
SIRXMER406	Monitor in-store visual merchandising displays	
Quality and Innovation		
SIRXQUA002A	Lead a team to foster innovation	

Approved Page 7 of 7