



Australian Government

SISXICT001 Select and use technology for sport, fitness and recreation work

Release: 1

SISXICT001 Select and use technology for sport, fitness and recreation work

Modification History

Not applicable.

Application

This unit describes the performance outcomes, skills and knowledge required to assess and regularly review the technology requirements of an organisation. This unit requires the ability to source technical information and use technology skills in a sport, fitness or recreation context.

This unit applies to a range of individuals working in the sport, fitness or recreation industries who require an essential and broad knowledge of technology to support their activities.

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

Pre-requisite Unit

Nil

Competency Field

Computer Operations and ICT Management

Unit Sector

Cross-Sector

Elements and Performance Criteria

ELEMENTS

Elements describe the essential outcomes

1. Conduct technology appraisal.

PERFORMANCE CRITERIA

Performance criteria describe the performance needed to demonstrate achievement of the element.

- 1.1 Identify, access and interpret specific technical information on relevant technology.
- 1.2 Identify ways in which technology can be used to enhance own work.
- 1.3 Confirm access to technology and organisation conditions of use.
- 1.4 Identify and evaluate technology currently used in the organisation.

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| | 1.5 Identify suitable alternatives or improvements to technology selection and use within budget, as required. |
| 2. Apply wireless requirements. | 2.1 Identify and evaluate role of social media and other wireless technologies.
2.2 Identify general internet requirements of organisation.
2.3 Use wireless technology in day-to-day communication. |
| 3. Apply monitoring software requirements. | 3.1 Use monitoring software according to legal obligations and industry standards of ethical practice.
3.2 Download data from monitoring.
3.3 Take action to solve common problems.
3.4 Interpret data and explain results clearly and concisely to relevant others. |
| 4. Apply capture technology requirements. | 4.1 Determine the purpose and value of capturing vision or audio.
4.2 Identify and use techniques for obtaining the best quality vision or audio.
4.3 Use software applications to import and edit vision or audio, as required.
4.4 Take action to solve common problems.
4.5 Share vision or audio with relevant individuals. |
| 5. Maintain technology equipment. | 5.1 Use appropriate methods to use, store and maintain equipment securely and safely.
5.2 Identify maintenance problems with equipment and refer to appropriate personnel for action. |

Foundation Skills

Foundation skills essential to performance in this unit, but not explicit in the performance criteria are listed here, along with a brief context statement.

SKILLS

DESCRIPTION

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|----------------------------|---|
| Reading skills to: | <ul style="list-style-type: none">• interpret often complex information in technology documentation and user guides• interpret organisational policies and procedures for technology requirements and use. |
| Learning skills to: | <ul style="list-style-type: none">• improve technology-related skills through practice. |
| Problem-solving skills to: | <ul style="list-style-type: none">• deal with routine technology problems. |

Unit Mapping Information

No equivalent unit.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1ca50016-24d2-4161-a044-d3faa200268b>

Assessment Requirements for SISXICT001 Select and use technology for sport, fitness and recreation work

Modification History

Not applicable.

Performance Evidence

Evidence of the ability to complete tasks outlined in elements and performance criteria of this unit in the context of the job role, and:

- source information on at least three different technologies used in the sport, recreation and fitness industry that are appropriate to the performance of own work role
- evaluate the applicability and usefulness of the above and at least three currently used technologies within the organisation
- use wireless technology, including social media, to effectively communicate with at least four of the following relevant individuals:
 - athletes
 - clients
 - coaches
 - personal trainers
 - sports scientist
 - support personnel
 - administrators
 - IT support
 - officials
 - media
 - sponsors
 - volunteers
- capture vision and audio and use software applications to enhance audio and vision for the purpose of gathering information or enhancing performance for at least two different individuals and two different purposes.

Knowledge Evidence

Demonstrated knowledge required to complete the tasks outlined in elements and performance criteria of this unit:

- organisational policies and procedures for the use, care and storage of technology equipment
- specific technical information on commonly used and available technology of relevance to the sport, fitness and recreation industry

- features of standard technology based equipment and related software and the ways it can be used in the sport, fitness and recreation industry
- work health and safety/occupational health and safety practices, procedures and ethical standards as they apply to using technology
- use of wireless technologies for communications:
 - social media
 - internet
- event or competition communication systems
- client relationship management
- ethical requirements in regards to technology use:
 - professional relationships
 - information collection, storage and dissemination
 - intellectual property
 - inclusive and non-discriminatory practices.

Assessment Conditions

Skills must be demonstrated in:

- a sport, fitness or recreation environment. This can be a workplace or simulated environment.

Assessment must ensure use of:

- a variety of technology based equipment and relevant software for the individual's current or intended work
- relevant information sources in order to conduct research and collect sufficient information
- codes of ethical behaviour or conduct
- technical documentation relevant to sport, recreation and fitness technologies.

Assessment activities that allow the individual to:

- conduct audio or vision recordings of individuals using technology based equipment in sport, recreation and fitness contexts
- assess application of technologies to different situations and contexts.

Assessors must satisfy the Standards for Registered Training Organisations' requirements for assessors.

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