



Australian Government

Department of Education, Employment and Workplace Relations

UEE31107 Certificate III in Gaming Electronics

Release: 1

UEE31107 Certificate III in Gaming Electronics

Modification History

Not Applicable

Description

Scope

This qualification provides competencies to select, install, set up, test, fault find, repair and maintain gaming machines used in registered clubs and hotels and dedicated games machines used in electronic game venues.

Pathways Information

Not Applicable

Licensing/Regulatory Information

Not Applicable

Entry Requirements

Not Applicable

Employability Skills Summary

Not Applicable

Packaging Rules

Completion requirements

The requirements for awarding this qualification are that the following are successfully achieved:

- All of the Core competency standard units;
- The required number of Stream Core competency standard units;
- The required number of Elective competency standard units as prescribed in the respective Schedule; and
- All the required pre-requisite competency standard units have been met as required.

Core Competency Standard Units

All Core competency standard units to be achieved

UEENEEC023B	Participate in gaming electronic work and competency development activities
UEENEEE001B	Apply OHS practices in the workplace
UEENEEE002B	Dismantle, assemble and fabricate electrotechnology components
UEENEEE003B	Solve problems in extra-low voltage single path circuits
UEENEEE004B	Solve problems in multiple path d.c. circuits
UEENEEE005B	Fix and secure equipment
UEENEEE007B	Use drawings, diagrams, schedules and manuals
UEENEEE034B	Document occupational hazards and risks in electronics
UEENEEH002B	Carry out basic repairs to electronic apparatus by replacement of components
UEENEEH007B	Carry out repairs of predictable faults in general electronic apparatus
UEENEEH009B	Set up and test gaming/games equipment
UEENEEH011B	Troubleshoot d.c. power supplies with single phase input
UEENEEH012B	Troubleshoot digital subsystems
UEENEEH013B	Troubleshoot amplifiers

Core Competency Standard Units

All Core competency standard units to be achieved

UEENEEH014B	Troubleshoot frequency dependent circuits
UEENEEH015B	Develop software solutions in microcontroller based systems
UEENEEH020B	Find and repair faults in gaming and games equipment
UEENEEH038B	Find and repair faults in complex power supplies
UEENEEH039B	Troubleshoot basic amplifiers

Stream Core Competency Standard Units

At least 2 of the following competency standard units to be achieved

UEENEEC001B	Maintain documentation
UEENEEC002B	Source and purchase material/parts for installation or service jobs
UEENEEC003B	Provide quotations for installation or service jobs
UEENEEC010B	Deliver a service to customers
UEENEEC001B	Use basic computer applications relevant to a workplace
UEENEEE009B	Comply with scheduled and preventative maintenance program processes
UEENEEE020B	Provide basic instruction in the use of electrotechnology apparatus
UEENEEK042A	Participate in environmentally sustainable work practices

Elective Competency Standard Units

In accordance with Schedule 3, which forms an integral part of this qualification, achieve a Unit Strand Total of at least 9 as specified.

Note: 1. Pre-requisite pathways shall be identified and met for all elective units selected.
2. In selecting elective units considerations to career planning advice should be given to units that form part of a pre-requisite pathway for the progression to achieve particular competencies or qualification at a higher level.

END OF QUALIFICATION
