



Australian Government

UEE31111 Certificate III in Gaming Electronics

Release 4

UEE31111 Certificate III in Gaming Electronics

Modification History

Release	Action	Core/Elective	Details	Points
2	Update	Group A	HLTCPR211A Perform CPR	10
2	Update	Group A	HLTFA311A Apply first aid	10
2	Edit		Edit Name to reflect correct Unit title UEENEED104A Use engineering applications software on personal computers	40

4	Update	Elective	HLTAID001 - Provide cardiopulmonary resuscitation	10
4	Update	Elective	HLTAID003 - Provide first aid	10
4	Edit	Core	Correct title of UEENEEE101A - Apply Occupational Health and Safety regulations, codes and practices in the workplace	20
4	Edit	Core	Correct title of UEENEEE102A - Fabricate, assemble and dismantle utilities industry components	40
4	Edit	Core	Correct title of UEENEEH102A - Repairs basic electronic apparatus faults by replacement of components	40
4	Edit	Core	Correct title of UEENEEK142A - Apply environmentally and sustainable procedures in the energy sector	20
4	Edit	Elective	Correct title of UEENEED101A - Use computer applications relevant to a workplace	20
4	Edit	Elective	Correct title of UEENEED102A - Assemble, set-up and test computing devices	80
4	Edit	Elective	Correct title of UEENEEE123A - Solve basic problems electronic and digital equipment and circuits	80

4	Edit	Elective	Correct title of UEENEEE179A - Identify and select components, accessories and materials for energy sector work activities	20
---	------	----------	--	----

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 granting this qualification will be met when competency is demonstrated and achieved for:

- All the Core competency standard units, defined in the Core Competency Standard Units table below and
- A combination of Elective competency standard units to achieve a total weighting of 360 points in accordance with the Elective Competency Standard Units table below.

Core Competency Standard Units		Weighting Points
All Core competency standard units to be achieved		
UEENECC023B	Participate in gaming electronic work and competency development activities	60
UEENEEE101A	Apply Occupational Health and Safety regulations, codes and practices in the workplace	20
UEENEEE102A	Fabricate, assemble and dismantle utilities industry components	40
UEENEEE104A	Solve problems in d.c. circuits	80
UEENEEE107A	Use drawings, diagrams, schedules, standards, codes and specifications	40
UEENEEE137A	Document and apply measures to control OHS risks associated with electrotechnology work	20
UEENEEH102A	Repairs basic electronic apparatus faults by replacement of components	40
UEENEEH109A	Set up and test gaming and game equipment	60
UEENEEH111A	Troubleshoot single phase input d.c. power supplies	40
UEENEEH112A	Troubleshoot digital sub-systems	80
UEENEEH113A	Troubleshoot amplifiers in an electronic apparatus	80
UEENEEH114A	Troubleshoot resonance circuits in an electronic apparatus	80
UEENEEH139A	Troubleshoot basic amplifier circuits	40
UEENEK142A	Apply environmentally and sustainable procedures in	20

Core Competency Standard Units		Weighting Points
All Core competency standard units to be achieved		
	the energy sector	
Total points in core		700

Elective Competency Standard Units		
Complete Elective units to achieve a total of weighting of 360 points from the following groups:		
Group	Minimum points	Maximum points
A Imported and Common Elective Units Imported units from other training packages and/or state accredited courses can be added to this group, but they must be selected from qualifications where the unit is first packaged at AQF level 3. If units have not being assigned a weighting by the relevant EE-Oz Industry Technical Advisory Committee, their weighting will be 10 points.	0	160
B Qualification Elective Units You may select all your elective units from this Group	200	360

Group A – Imported and Common Elective Units		Weighting Points
You may complete units to a maximum weighting of 160		
UEENEEC001B	Maintain documentation	20
UEENEEC002B	Source and purchase material/parts for installation or service jobs	20
UEENEEC003B	Provide quotations for installation or service jobs	20
UEENEEC010B	Deliver a service to customers	20
UEENEED101A	Use computer applications relevant to a workplace	20
UEENEEE009B	Comply with scheduled and preventative maintenance program processes	20

UEENEEE020B	Provide basic instruction in the use of electrotechnology apparatus	20
HLTAID001	Provide cardiopulmonary resuscitation	10
HLTAID003	Provide first aid	10
	<p>Imported units from other training packages and/or state accredited courses can be added to this group, but they must be selected from qualifications where the unit is first packaged at AQF level 3. If units have not being assigned a weighting by the relevant EE-Oz Industry Technical Advisory Committee, their weighting will be 10 points.</p> <p>Note: For further information see Application of the NQC Flexibility Formula, UEE11 Electrotechnology Training Package, Version 1, Volume 1 Qualification Framework</p>	Up to 160 points

Group B – Qualification Elective Units		Weighting Points
Complete units to a minimum weighting of 200 You may select all your elective units from this Group		
UEENEED102A	Assemble, set-up and test computing devices	80
UEENEED104A	Use engineering applications software on personal computers	40
UEENEED146A	Set up and configure basic local area network (LAN)	80
UEENEEE105A	Fix and secure electrotechnology equipment	20
UEENEEE108A	Lay wiring/cabling and terminate accessories for ELV circuits	40
UEENEEE123A	Solve basic problems electronic and digital equipment and circuits	80
UEENEEE179A	Identify and select components, accessories and materials for energy sector work activities	20
UEENEEH107A	Repair predictable faults in general electronic apparatus	40
UEENEEH115A	Develop software solutions for microcontroller based systems	60
UEENEEH120A	Fault find and repair gaming and games equipment	80
UEENEEH138A	Fault find and repair complex power supplies	40

Note:

1. Prerequisite 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 prerequisite pathway for the progression to achieve particular competencies or qualification at a higher level.

END OF QUALIFICATION**Custom Content Section**

Not applicable.

