# Studio Practice Assessment 1:

# Legal and Ethical Requirements in App Development

## Criteria

### Unit code and name

ICTICT532 - Apply IP, ethics and privacy in ICT environments

BSBXCS402 - Promote workplace cyber security awareness and best practices

### Qualification/Course code and name

ICT50220 | Diploma of Information Technology

## Student details

### Student number

### Student name

## Assessment declaration

*Note: If you are an online student, you will be required to complete this declaration on the TAFE NSW online learning platform when you upload your assessment.*

This assessment is my original work and has not been:

* plagiarised or copied from any source without providing due acknowledgement.
* written for me by any other person except where such collaboration has been authorised by the Teacher/Assessor concerned.

### Student signature and date

Version: *1.0*

Date created: 27/10/2021

Date modified: *03/05/2024*

For queries, please contact:

SkillsPoint Technology and Business Services

Location Ultimo

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This assessment can be found in the: [Learning Bank](https://share.tafensw.edu.au/share/access/searching.do?doc=%3Cxml%2F%3E&in=P7ac4831b-430a-4b8d-8b56-f7b32ed5b9cf&q=&type=standard&sort=rank&dr=AFTER)

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## Assessment instructions

Table 1 Assessment instructions

| Assessment details | Instructions |
| --- | --- |
| **Assessment overview** | The objective of this assessment is to assess your knowledge and performance in planning a gaming app while abiding by a proper understanding of IP, privacy and ethics |
| **Assessment Event number** | 1 of 2 |
| **Instructions for this assessment** | This is a project-based assessment and will be assessing you on your knowledge and performance of the units.  This assessment is in 4 parts:   1. Establish your studio 2. Design your app and IP 3. Adhere to privacy and security 4. Uphold ethics   This assessment is supported by the following:   * Assessment feedback |
| **Submission instructions** | On completion of this assessment, you are required to submit it to your assessor for marking.  It is important that you keep a copy of all electronic and hardcopy assessments submitted to TAFE and complete the assessment declaration when submitting the assessment. |
| **What do I need to do to achieve a satisfactory result?** | To achieve a satisfactory result for this assessment, all items in the Assessment and Observation Checklists must be marked Satisfactory. |
| **What do I need to provide?** | USB Drive or other storage method to save work to, with at least 1Gb of free storage. |
| **Due date/time allowed** | 7th of March  2 days in classroom |

## Scenario

## You and your studio are looking to *conceptualise* a new hit gaming app for mobile devices based on your own original IP. The app will require the collection of personal data, so you must ensure your privacy policy is up to code.

## Task 1: Establishing your studio

Establish the following details about your studio:

* The name of your studio
* Where your studio operates (***does not*** have to be a real location)
* Your publisher (***does*** have to be a real company)

|  |
| --- |
| Doom shroom games  1 town ave, neighbourvil Australia nsw  Pop cap |

## Task 2: Designing your app and IP

Establish the following details about your gaming app:

* What kind of game is it? Include its name, genre, gameplay loop and any other details you wish to specify (themes, narrative etc.) Make sure your game is an ***original IP*** and doesn’t breach copyright in any capacity.
* What information is required from the player, and what purpose does it serve within the app? (For the purpose of this assignment, at least ***2 types*** of information are required from the player.)
* Include at least 2 visual mock-ups of your game. This must include:
  + The title screen.
  + The gameplay scene.

|  |
| --- |
| Game name – crabmagedon  Genre – 3rd person city destruction sim  Gameplay loop – run around a city and destroy everything to find colour crystals  Information, email adress  Information – email address and location |

## Task 3: Adhering to privacy and security

**3.1:** Generate a privacy policy using the previous details that you have established.

<https://www.privacypolicies.com>

**(Generate and include a link to your privacy policy below)**

|  |
| --- |
| https://www.privacypolicies.com/live/2136933b-a081-4150-a72b-8ac82f1b3f79 |

**3.2:** Your studio is also looking to become an APP (Australian Privacy Principles) entity. This will require abiding by said principles when managing the personal information of your player base.

<https://www.oaic.gov.au/privacy/australian-privacy-principles/australian-privacy-principles-quick-reference>

For each of the following scenarios, list one of the 13 APPs that is being ignored:

A friend of an employee uses a studio computer to access some of the personal information of your player base.

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| --- |
| App 12 |

The login details for the game *require* the player to input their full name. This will be shared publicly amongst other players.

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| --- |
| App 11 |

Personal player details appear in a public advertisement for the game.

|  |
| --- |
| App 7 |

**3.3:** As an APP entity you must also abide by the NDB scheme in the case of a cyber-attack or any other form of data breach.

Describe below:

* What defines a data breach?
* What must your data breach notification include?

|  |
| --- |
| A data breach occurs when personal information an organisation or agency holds is lost or subjected to unauthorised access or disclosure. For example, when:  a device with a customer’s personal information is lost or stolen.  personal information is mistakenly given to the wrong person.  personal information is mistakenly given to the wrong person.  a database with personal information is hacked.  The notification to individuals must include recommendations about the steps they should take in response to the data breach. |

## Task 4: Upholding ethics

There have been 2 recent instances of members within your studio acting unethically:

1. Someone was caught using another employee’s personal laptop without their permission.
2. An employee accessed one of the studio’s social media accounts and made a crude post that painted the studio in a negative light.

Recommend 2 additions to your studio’s code of conduct to ensure that these instances are less likely to occur again. **Include these in a formal email directed towards a hypothetical stakeholder.** Make sure to format your suggested codes of conduct as shown below:

**An example of a code of conduct:**

Use of Technology

‘(Name of studio) provides its employees with the required computer hardware and software to develop its applications. While in use, employees are responsible for both the care and maintenance of these tools.’

|  |
| --- |
| Doom shroom provides and expects its employees to use technology responsibly |

## Assessment feedback

*NOTE: This section must have the Teacher/Assessor and student signature to complete the feedback. If you are submitting through the TAFE NSW online learning platform, your Teacher/Assessor will give you feedback via the platform.*

### Assessment outcome

Satisfactory

Unsatisfactory

**Assessor feedback**

Has the assessment declaration for this assessment event been signed and dated by the student?

Are you assured that the evidence presented for assessment is the student’s own work?

Was reasonable adjustment in place for this assessment event?

*If yes, ensure it is detailed on the assessment document.*

*Comments*:

### Assessor name, signature and date

### Student acknowledgement of assessment outcome

*Would you like to make any comments about this assessment?*

### Student name, signature and date