**Presentation Observation Checklist** – V1.0

**-** This checklist is to be completed by the assessor.

**-** For a satisfactory result, all steps of the procedure must be performed to the standard described below.

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| **Details of observation** | |
| **RTO** | Academy of Interactive Entertainment |
| **Candidate name** | Luke Stanbridge |
| **Assessor name** | John Millard |
| **Competency standard** | BSBCMM401 (Game Art)  BSBCRT512 (Programming, Design) |
| **Assessment date** | 12/10/2022 |
| **Task/procedure observed** | Presentation of concept to stakeholders |

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| **Observation Checklist** | | | |
| Did the candidate: | | **Yes** | **No** |
| **1** | Present to relevant stakeholders. | X |  |
| **2** | Convey the key concepts and central ideas in the presentation. | X |  |
| **3** | Select ideas based on research and analysis, and present own ideas and their development. | X |  |
| **4** | Utilise presentation aids to support the audiences understanding of key concepts. | X |  |
| **5** | Use appropriate language and communication techniques to secure audience interest to achieve the presentation outcomes. | X |  |
| **6** | Summarise key points and ideas where required to facilitate understanding. | X |  |
| **7** | Provide opportunities for stakeholders to ask questions and clarified concepts where necessary. | X |  |

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| **Results** | | |  |
| **Overall performance** | **X** Satisfactory | | **☐** Not yet satisfactory |
| **Feedback to candidate** | Good presentation that covered all relevant aspects the game pitch in the allotted time | | |
| **Assessor signature** | John Millard | Date:25/10/2022 | |
| **Candidate signature** | Luke Stanbridge | Date: 25/10/2022 | |