



## Delivery and Assessment Plan (DAP)

QD020102

Qualification Details			
Training Package Code & Title		ICT Information and Communications Technology	
Qualification National Code & Title		ICT40120 – Certificate in Information Technology (Gaming Development)	State code: AC17
Units of Competency (UoC) detailed in this DAP   Week/Stage/Block/Cluster :			
Unit National code and title			State Code
ICTGAM433 Prepare and complete image rendering processes			
ICTICT433 Build graphical user interfaces			

Duration of Training/location and group details					
Start date	1/02/2022	End date:	21/06/2022	Session Times:	Example 9:00-12.00 Tues
Location	South Metropolitan TAFE – Thornlie Campus – Room 8G23				
Group Details	Semester 1 2022				
Mode of delivery	<input checked="" type="checkbox"/> Face to face <input type="checkbox"/> Combination (describe) <input type="checkbox"/> Flexible <input type="checkbox"/> Other <input type="checkbox"/> On-the-job				
Individual study requirements	ICTGAM433 = 2hrs 6min per week in class (42 hrs total) 24min out of class pw (8hrs total) ICTICT433 = 54 min in class per week (18 hrs total) 6min out of class pw (2hrs total)				

Pre-requisite requirements
n/a

Lecturer contact information
Colton Onderwater Colton.underwater@smtafe.wa.edu.au

Required resources, texts, equipment you will need
For this cluster students will need access to the following <ul style="list-style-type: none"><li>- Computer capable of running the latest following software: 3d modelling (blender or Maya), 2D imaging (photoshop or GIMP), Game engine (Unity and Unreal), IDE (visual studio and vs code)</li><li>- PC computer literacy</li><li>- Word processor e.g Microsoft word or Google docs</li><li>- Software that can do the following: 3D modelling, 2D imaging, Game Engine, and IDE</li><li>- Internet Connection</li><li>- Access to blackboard and the shells detailed in this DAP</li><li>- Access to assessment resources detail in assessment plan</li></ul>



### Occupational Health and Safety (OHS) arrangements/requirements:

Learners are expected to follow health, safety and well-being requirements and must ensure they do not endanger themselves, others or equipment used in this course.

## Additional Information

The following information is to be read in conjunction with the “Current Students” section of the website.

### Recognition of Prior Learning (RPL) / Credit / Credit Transfer

You are encouraged to speak to your lecturer about the possibility of recognition of prior learning if you believe you have any existing skills and knowledge that may be formally recognised towards the unit or qualification you are undertaking.

If you have previously completed qualifications or units speak to your Lecturer regarding the possibility of credit or credit transfer.

### Assessment Rules and Appeals Process

If your first submission is deemed not satisfactory you will be allowed one further attempt. This is to be negotiated with your lecturer. You are entitled to appeal if you are not satisfied with the assessment process or outcome. The appeal must be lodged within 20 days of receiving the assessment information or outcome. In the first instance, approach your lecturer for information about the process, or check the ‘current students’ section of the SM TAFE website.

### Absences

If you are unable to attend any class or assessment session you must inform your lecturer as soon as possible.

If you miss an assessment due to illness, please provide your lecturer with a medical certificate in order to negotiate an alternate time for the assessment.

### Reasonable adjustment in the assessment process:

In some circumstances, adjustments to assessments may be made for you. If you require support for literacy and numeracy issues; support for hearing, sight or mobility issues; change to assessment times/venues; use of special or adaptive technology; considerations relating to age, gender and cultural beliefs; format of assessment materials; or presence of a scribe you need to inform your lecturer.

### Student support services

South Metropolitan TAFE has a number of services available to assist and support you while you are an enrolled student. These include:

- Disabilities support
- Language literacy and numeracy
- Aboriginal and Torres Strait Student Services
- Assistive technology

### Delivery and assessment schedule

Week/ session	Topic	Link to UOC	Assessments
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		<i>(Element level only)</i>	
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<b>Week 1</b>	<b>Lecture:</b> <ul style="list-style-type: none"> <li>- Introduction to course / assessments</li> <li>- Designing GUI</li> <li>- Go through ICTICT433 AT1</li> </ul>	ICTICT433 1	
<b>Week 2</b>	<b>Lecture:</b> <ul style="list-style-type: none"> <li>- Object Orientated Programming and GUI</li> </ul> <b>In class activity:</b> <ul style="list-style-type: none"> <li>- work on ICTICT433 AT1</li> </ul>	ICTICT433 1	
<b>Week 3</b>	<b>In class activity:</b> <ul style="list-style-type: none"> <li>- Tutorial on how to build and implement a GUI</li> </ul>	ICTICT433 2	<b>ICTICT433 AT1 DUE</b>
<b>Week 4</b>	<b>In class activity:</b> <ul style="list-style-type: none"> <li>- Work on ICTICT433 AT2</li> </ul>	ICTICT433 2	
<b>Week 5</b>	<b>In Class activity:</b> <ul style="list-style-type: none"> <li>- Gather feedback of GUI according to ICTICT433 AT3</li> </ul>	ICTICT433 3	<b>ICTICT433 AT2 DUE</b>
<b>Week 6</b>	<b>In class activity:</b> <ul style="list-style-type: none"> <li>- Improve GUI according to ICTICT433 AT4</li> </ul>	ICTICT433 3	<b>ICTICT433 AT3 DUE</b>
<b>Week 7</b>	<b>Lecture:</b> <ul style="list-style-type: none"> <li>- Go through ICTGAM433 assessments</li> <li>- Go through ICTGAM433 design brief</li> <li>- Introduction to rendering in Blender</li> </ul>	ICTGAM433 1	<b>ICTICT433 AT4 DUE</b>
<b>Week 8</b>	<b>In Class activity:</b> <ul style="list-style-type: none"> <li>- Work on ICTGAM433 AT1</li> </ul>	ICTGAM433 1	
<b>Week 9</b>	<b>In Class activity:</b> <ul style="list-style-type: none"> <li>- Tutorial on correct rendering settings</li> <li>- Students to apply settings to their rendering projects</li> <li>- Students to work on ICTGAM433AT1 and ICTGAM433AT2</li> </ul>	ICTGAM433 2	
<b>Week 10</b>	<b>In Class activity:</b> <ul style="list-style-type: none"> <li>- Tutorial on test rendering and optimisation techniques</li> <li>- Students to work on ICTGAM433AT2 and ICTGAM433AT3</li> </ul>	ICTGAM433 3	<b>ICTGAM433 AT1 DUE</b>
<b>Week 11</b>	<b>In Class Activity:</b> <ul style="list-style-type: none"> <li>- Students to work on ICTGAM433 AT3</li> </ul>	ICTGAM433 3	<b>ICTGAM433 AT2 DUE</b>
<b>Week 12</b>	<b>In Class Activity:</b> <ul style="list-style-type: none"> <li>- Students to work on ICTGAM433 AT3 and ICTGAM433 AT4</li> </ul>	ICTGAM433 3,4	
<b>Week 13</b>	<b>In Class Activity:</b> <ul style="list-style-type: none"> <li>- Students to work on ICTGAM433 AT3 and ICTGAM433 AT4</li> </ul>	ICTGAM433 3,4	
<b>Week 14</b>	<b>In Class Activity:</b> <ul style="list-style-type: none"> <li>- Students to work on ICTGAM433 AT3 and ICTGAM433 AT4</li> </ul>	ICTGAM433 3,4	

<b>Week 15</b>	<b>In Class Activity:</b> - Students to work on ICTGAM433 AT4	ICTGAM433 4	<b>ICTGAM433 AT3 DUE</b>
<b>Week 16</b>	<b>In Class Activity:</b> - Students to work on ICTGAM433 AT4	ICTGAM433 4	
<b>Week 17</b>	<b>Catch up on overdue assessments and re submits</b>	All	
<b>Week 18</b>	<b>Catch up on overdue assessments and re submits</b>	All	<b>ICTGAM433 AT4 DUE</b>
<b>Week 19</b>	<b>Catch up on overdue assessments and re submits</b>	All	
<b>Week 20</b>	<b>Catch up on overdue assessments and re submits</b>	All	

<b>Assessment 1</b>	
<b>Title</b>	<b>ICTICT433 – Assessment 1: GUI Design</b>
<b>Brief Description</b>	Students are to submit a <b>Design Document</b> of a GUI system according to a supplied design brief. The GUI must accommodate mobile and PC devices. Contents of the document outlined in assessment guide
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 1 – Week 3
<b>Conditions</b>	Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to: <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>

<b>Assessment 2</b>	
<b>Title</b>	<b>ICTICT433 – Assessment 2: Prototype GUI</b>
<b>Brief Description</b>	Students are to build a functional prototype of the GUI designed in Assessment 1.
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 3 – Week 5
<b>Conditions</b>	Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy

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Issue date: 16/09/2020 | Review date: 16/09/2022 | Use with: QD02

	<p>conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>
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<b>Assessment 3</b>	
<b>Title</b>	<b>ICTICT433 – Assessment 3: Testing and Feedback</b>
<b>Brief Description</b>	Students are to test their GUI with at least 3 other students. Test must involve at least 2 different browsers and be able to run on PC and Mobile devices. Students are to submit a document containing what's specified in assessment guide
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 5 – Week
<b>Conditions</b>	<p>Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>

<b>Assessment 4</b>	
<b>Title</b>	<b>ICTICT433 – Assessment 4: GUI iteration</b>
<b>Brief Description</b>	Students are adjust the GUI design and build it. Students must then test the build. Students are the keep adjusting and rebuilding until build meets user requirements. GUI must run on at least 2 different browsers as well as PC and mobile devices
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 6 – Week 7
<b>Conditions</b>	<p>Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>

## **Assessment 5**

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<b>Title</b>	<b>ICTGAM433 – Assessment 1: Project Plan</b>
<b>Brief Description</b>	Student are to read the design brief and submit a plan of their project that specifies what is outlined in the assessment guide
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 7 – Week 10
<b>Conditions</b>	<p>Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>

<b>Assessment 6</b>	
<b>Title</b>	<b>ICTGAM433 – Assessment 2: Prepare Software for Rendering</b>
<b>Brief Description</b>	Based off their project plan and using the software chosen, students are to present annotated screenshots showing what is specified in the assessment guide
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 9 – Week 11
<b>Conditions</b>	<p>Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"> <li>• appropriate computer hardware, software and games engines</li> <li>• file storage</li> <li>• design specifications and production documentation</li> </ul>

<b>Assessment 7</b>	
<b>Title</b>	<b>ICTGAM433 – Assessment 3: Optimization</b>
<b>Brief Description</b>	Students are to run a test render of at least one of the images required in the design brief. Students are then to optimize the rendering process and then render the same image and document what is outlined in the assessment guide
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 10 – Week 15
<b>Conditions</b>	Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be



	<p>used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"><li>• appropriate computer hardware, software and games engines</li><li>• file storage</li><li>• design specifications and production documentation</li></ul>
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<b>Assessment 8</b>	
<b>Title</b>	<b>ICTGAM433 – Assessment 4: Render Submission</b>
<b>Brief Description</b>	Students are to render the 3 images defined in the design brief. Students and then to email their lecturer the rendered images, which the lecturer will then provide feedback on the images. Students are then to render the 3 images again, implementing the feedback received. Students are then to submit what is outlined in the design brief
<b>Where</b>	South Metropolitan Tafe – Thornlie Campus - 8G23
<b>When</b>	Week 12 – Week 18
<b>Conditions</b>	<p>Students are assessed individually whilst completing a digital game project, students work in production teams. Their game project provides context for assessment, if their individual games do not cover the performance criteria portfolio items may be used as evidence. It is recommended that the game project is used as often as possible. Please check the plagiarism policy conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:</p> <ul style="list-style-type: none"><li>• appropriate computer hardware, software and games engines</li><li>• file storage</li><li>• design specifications and production documentation</li></ul>





## Delivery and Assessment Plan (DAP)

Qualification Details			
Training Package Code & Title:	ICT Information and Communications Technology		
Qualification Code & Title:	ICT40120 – Certificate in Information Technology (Gaming Development)	State code	AC17

### Student Declaration

I have read the delivery and assessment plan for:

Unit/s of Competency:

The delivery and assessment details have been discussed with me. I understand my role and responsibilities and agree to undertake the assessment tasks as detailed in the delivery and assessment plan.

I am aware that all assessment work I submit must be my own work and must abide by all the assessment rules set by my lecturer.

I am aware that my lecturer may seek to verify the authenticity of any unsupervised assessment activities I may have undertaken to confirm it is my own work

I also understand that copying directly from research sources or another student's work without acknowledgement is plagiarism. I further understand that plagiarised work (or cheating of any kind) will not be accepted and may result in disciplinary action taken against me.

#	Student name (please print)	Student id	Date	Signature
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## Delivery and Assessment Plan (DAP)

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10				