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| **Qualification details** | | | |
| **Training Package Code and Title:** | **ICT – Information and Communications Technology** | | |
| **Qualification National Code and Title:** | **ICT40120 Certificate IV in Information Technology (Gaming Development)** | **State code:** | **AC17** |

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| **Assessment Title** | **AT03 Knowledge Questions** | | |
| **Unit National Code & Title** | **ICTGAM418 Use simple modelling for animation** | | |
| **ICTGAM429 Develop 3-d components for interactive games** | | |
| **Date Due** |  | **Date Received** |  |

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| **Student Name** |  | **Student ID** |  |
| **Student Declaration** | I declare that the evidence submitted is my own work:  ………………………………………….. | | |

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| **Assessor Name** |  | | | |
| **Assessment Decision** | Satisfactory | | Not Yet Satisfactory | |
| **Assessor Signature** |  | | **Date** |  |
| **Is student eligible for reassessment (Re-sit)?** | No | Yes | **Reassessment Date:** |  |

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| **Feedback to student** | | | |
| *Via Blackboard (LMS) – Please check [Grade] section.* | | | |
| **Feedback from student** | | | |
| *Via Blackboard (LMS) – Please use [Comment] section during submission.* | | | |
| **Student signature** |  | **Date** |  |

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| **Assessment Instructions** |

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| **TO THE ASSESSOR** | |
| Type of Assessment | *AT03 Knowledge Questions* |
| Duration of Assessment | *16 Class Sessions (Week 2- 18)* |
| Location of Assessment | *Classroom* |
| Conditions | *Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.*  *This includes access to:*   * *required hardware and software* * *industry-standard modelling software* * *client requirements documentation* * *game design document* * *games engine* * *file storage\* * *design specifications and production documentation*   Learners are required to complete the required tasks in class and submit the required documentation electronically via Blackboard  The scenario for assessments is set within a simulated studio context (Immersive Studio’s) Thelecturer takes on the role of a studio head and the lecturer must have full access to the project management system Hack n Plan and all of the student’s projects  *Instruction checklists* refer to marking guide |
| Elements and Criteria | As detailed in the assessment plan  You are required to make sure that all students meet the elements, performance criteria and oral communication items as outlined in the provided checklist. |

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| **TO THE STUDENT** | |
| Purpose of Assessment | The purpose is to evaluate knowledge aligned to the units within the training package selected.  You are required to show you can:  *ICTGAM418 use simple modelling for animation:*   * *Identify and confirm 3-D component requirements within game context* * *Plan Approach* * *Produce animated sequence for review* * *Finalise animated sequence*   *ICTGAM429 Develop 3-D components for interactive games:*   * *Identify the game component assets* * *Establish content creation pipeline and integration methods within game architecture* * *Create, integrate and test required 3-D components*   You are required to meet the elements, performance criteria and oral communication items as outlined in the provided checklist. |
| Allowable Materials | Blackboard (Topic by topic) will include the following: Weekly Readings, Class notes, and Weekly Activities. |
| Required Resources | *Computer with:*   * *Internet Access* * *Word processing software* * *Access to Learning Management System (LMS)* * *Blender 3.0 +* * *Unity* * *Hard drive* |
| Reasonable Adjustment | 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. |
| Assessment Submission | *All activities must be attempted.*  *Use of research tools and peers in formulating answers are acceptable – but work submitted must be your own work.*  *Final project documentation is to be uploaded to the appropriate area in the Blackboard course created for this unit.*  *If you are marked as NYS (Not Yet Satisfactory) on your first attempt, you will be provided with another opportunity to re-attempt the assessment.* |
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Students must:

Task’s breakdown:

* **Task C1, Knowledge Questions:**
  + Please answer all questions for the knowledge-based component of the units within the 3D Modelling cluster:
    1. Outline basic digital animation techniques **(reflect on your processes within your project or portfolio work as context)**
       - * *Provide documentation of written explanation of all questions*
    2. Outline the principles of animation, screen, visual design, and communication in relation to the production of animated sequences
       - * *Provide documentation of written explanation of all questions*
    3. Describe the features of a range of delivery platforms for animated sequences **(how is your animation displayed on what platform or program to be published**)
       - * *Provide documentation of written explanation of all questions*
    4. Discuss the issues and challenges that arise in the context of creating models for digital animations **(reflect on your processes within your project or portfolio work as context)**
       - * *Provide documentation of written explanation of all questions*
    5. Outline the stages in the production process from initial design through to finished product **(reflect on your processes within your project or portfolio work as context)**
       - * *Provide documentation of written explanation of all questions*
    6. Outline the roles and responsibilities of project team members **(You may use task allocation within your project management system *“Hack n Plan”* outlying examples of team members tasks)**
       - * *Provide documentation of written explanation of all questions*
    7. Industry standard game hardware and software products **(You may provide a list; it could also list functions of the hardware or software)**
       - * *Provide documentation of written explanation of all questions*
    8. Game-engine architecture and methods used in component importing ***(Outline the process of importing your assets into the game engine and required file format)***
       - * *Provide documentation of written explanation of all questions*
    9. 3-D components testing methods and processes ***(How were the 3D components assessed to be ready for implementation into the production)***
       - * *Provide documentation of written explanation of all questions*
    10. Processes and techniques applicable to:
        - the creation of 3-D objects within industry-standard modelling software **(A brief explanation of the software used and the processes used in the development of the 3D components)**
        - the use of industry formats in developing 3-D models and objects **(A brief explanation on the required formats of the assets and why those formats are used)**
          * *Provide documentation of written explanation of all questions*
    11. Organisational procedures and quality assurance standards that may be used in the development of 3-D components for interactive games **(use your simulated studio and teamwork as context, how did you meet the projects requirements, How did your team or studio heads indicate the asset met the requirements of the project?)**
        - * *Provide documentation of written explanation of all questions*