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| **Qualification details** | | | |
| **Training Package Code and Title:** | **ICT - Information and Communications Technology (Release 6.0)** | | |
| **Qualification National Code and Title:** | **ICT40120 - Certificate IV in**  **Information Technology** | **State code:** | **BFF9** |

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| **Assessment Title** | **AT02 Task 1 Elevator Pitch** | | |
| **Unit National Code & Title** | BSBCRT404 - Apply advanced critical thinking to work processes (Release 1) | | |
| **Date completed** | **6/5/2022** | | |
| **Student Name** | **Richard Pountney** | **Student ID** | 30007736 |

**Note: GDD = Game Design Document**

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| --- | --- | --- |
|  | **Did the student:** | **Y/N** |
| **Part 1 Planning the approach and identifying the pitch requirements** | |  |
|  | In discussion with the required personnel *(lecturer to play role of manager or contact)* identify the objective and intended outcomes of the pitch, clarify the intended target audience and determine suitable format | Y |
| **Part 2 Conducting the Elevator Pitch** | |  |
|  | Student participated in discussion (pitch) with the required personnel, presenting their idea | Y |
| **Part 3 Verbal exchange with effective listening and answering (following initial pitch)** | | |
|  | In discussion with required personnel the student: | Y |
| **Part 4 Agreement** | | |
|  | After discussion student to confirm appropriate next action | Y |

**Include completed checklist with student’s finalised assessment document**