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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 checklist* 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 2.93+* * *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
       - * *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
       - * *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
       - * *Provide documentation of written explanation of all questions*
    5. Outline the stages in the production process from initial design through to finished product
       - * *Provide documentation of written explanation of all questions*
    6. Outline the roles and responsibilities of project team members
       - * *Provide documentation of written explanation of all questions*
    7. Industry standard game hardware and software products
       - * *Provide documentation of written explanation of all questions*
    8. Game-engine architecture and methods used in component importing
       - * *Provide documentation of written explanation of all questions*
    9. 3-D components testing methods and processes
       - * *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
        - the use of industry formats in developing 3-D models and objects
          * *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
        - * *Provide documentation of written explanation of all questions*