

Assessor Guide / Instructions for Assessment

ICTGAM533 — Create complex 3-D interactive games

RTO	[RTO name]
Training package	Information and Communications Technology
Unit release	1 (current)
Delivery mode	online
Document	Assessor Guide · version 1.0 · review by [review date]

1. Purpose and unit context

This guide instructs assessors in conducting assessment for **ICTGAM533 — Create complex 3-D interactive games**. It should be read alongside the Assessment Tools (student), the Marking Guide (assessor) and the unit of competency.

This unit describes the skills and knowledge required to use original and innovative ideas and industry-standard production techniques, to create functional games according to specific design briefs. It applies to those who support the design, development and programming of interactive 3-D media, and digital games as part of a larger development team. No licensing, legislative or certification requirements apply to this unit at the time of publication.

2. Assessment conditions

The following conditions are mandated by the unit and must be met for the assessment to be valid:

- hardware and software applicable to creating 3-D interactive games
- project brief
- games engine
- browsers and digital devices
- file storage
- the internet

Additional conditions	None beyond the unit-specified conditions.
Simulated environment	Assessment is conducted online — evidence is gathered from submitted artefacts and, where required, a recorded demonstration.
Third-party evidence	Not available.

3. Assessor credentials and currency

Assessors hold the current TAE assessor credential, demonstrated vocational competency at least to the level being assessed, and maintain current industry skills and knowledge. [to be completed by RTO]

4. Evidence to be gathered

Assessors must gather sufficient evidence covering **9** performance-evidence requirement(s) and **9** knowledge-evidence requirement(s).

Performance evidence

- create a complex 3-D interactive game according to a design brief, on at least one occasion
- apply a variety of strategies for game trialling and testing
- apply original and innovative approaches to creative development of a 3-D game
- collaborate in use of tools and features of software applicable to game-production process
- implement game development and production strategies
- maintain integrity of the design brief and game design document
- communicate, collaborate and participate in a team environment
- compare different controller designs required according to different devices
- confirm functionality on at least two different browsers and at least two different digital devices

Knowledge evidence

- basic programming techniques and language
- capabilities and constraints of game engines
- processes used for games development, including specific terminology
- production and testing scheduling techniques
- key features of game-play hardware and software products
- risk and critical path management techniques
- technical constraints that hardware imposes on:
 - graphics requirements
 - code development
 - creative visual design
- creative, production and technical requirements of creating 3-D games
- asset formats and issues of game asset integration

5. Conducting the assessment

1. Confirm the student's identity and readiness, and review the authenticity declaration.
2. Explain each task, the conditions, and the reasonable-adjustment options before beginning.
3. Administer **E1 Knowledge Questions — Prepare to create game** (knowledge questions, E1) and gather the evidence.
4. Collect and mark **E1 Project — Plan the game production** (project (submitted evidence), E1) and gather the evidence — required artefacts: Project brief acknowledgement referencing organisational procedures, Asset requirements register (assets mapped to creative/production/technical specs), Asset format and integration decisions record (with personnel consultation notes), Beta prototype development sequence plan, Production and testing schedule (Gantt/milestone chart), Progress-monitoring strategy statement.
5. Administer **E2 Knowledge Questions — Evaluate game-engine software and tools** (knowledge questions, E2) and gather the evidence.

6. Collect and mark **E2 Project — Select the game engine and tools** (project (submitted evidence), E2) and gather the evidence — required artefacts: Game-engine and tools evaluation report (options reviewed and assessed against the concept), Selection recommendation with personnel consultation record, Confirmed engine and development tools selection statement.
7. Administer **E3 Knowledge Questions — Prepare required assets** (knowledge questions, E3) and gather the evidence.
8. Collect and mark **E3 Project — Prepare and customise game assets** (project (submitted evidence), E3) and gather the evidence — required artefacts: Configured shared project environment evidence (repository/asset-sharing setup with screenshots), Asset attribute review document (assets checked against game-engine requirements), Created or acquired visual asset set for the game, Customised asset files/settings aligned to game design and chosen engine.
9. Administer **E4 Knowledge Questions — Use game-engine software and development tools** (knowledge questions, E4) and gather the evidence.
10. Collect and mark **E4 Project — Build and run the game prototype** (project (submitted evidence), E4) and gather the evidence — required artefacts: Scripts/code files that combine assets and drive game-play, Working beta prototype build (engine project files or exported build), Game-play elements checklist against creative and technical requirements, Prototype presentation run recording/screencast confirming sequences.
11. Administer **E5 Knowledge Questions — Evaluate game prototype** (knowledge questions, E5) and gather the evidence.
12. Collect and mark **E5 Project — Evaluate and endorse the prototype** (project (submitted evidence), E5) and gather the evidence — required artefacts: Prototype demonstration record with feedback captured from required personnel, Prototype evaluation report against creative and user-friendly criteria, Agreed changes register (discussed and endorsed), User trial plan and results with feedback analysis, Endorsement/sign-off record to proceed to complete product.
13. Administer **E6 Knowledge Questions — Transform prototype into final publication** (knowledge questions, E6) and gather the evidence.
14. Collect and mark **E6 Project — Deliver the final publication** (project (submitted evidence), E6) and gather the evidence — required artefacts: Change implementation record (changes from user trials applied), Fully integrated complete 3-D interactive game build, Final checks and navigation conformance report, Controller design comparison for the target devices, Cross-browser/cross-device functionality test results (2+ browsers, 2+ devices), Final sign-off record from required personnel, Assembled final publication package for distribution.
15. Record outcomes against the Marking Guide and provide feedback to the student.

6. Making the assessment decision

Apply the **principles of assessment** — validity, reliability, flexibility and fairness — and the **rules of evidence** — evidence must be valid, sufficient, authentic and current. Judge each item Satisfactory or Not Yet Satisfactory; the unit is Competent only when all activities are Satisfactory under the assessment conditions.

7. Reasonable adjustment

Adjust the way evidence is gathered (not the competency standard) to meet individual learner needs, and record any adjustments made. [to be completed by RTO]

8. Recording and appeals

Recording outcomes	[record S/NYS per item and the overall C/NYC judgement in the RTO's student management system — to be completed by RTO]
Reassessment	[RTO reassessment policy — to be completed by RTO]
Appeals	[RTO complaints and appeals process — to be completed by RTO]