

Assessment Mapping Matrix

ICTGAM533 — Create complex 3-D interactive games

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

Coverage verdict

Requirements mapped	62
Assessed (direct item-level citation)	48 / 62
Asserted — confirm at validation	6 (not counted as assessed)
Gaps	0 — no unmapped requirements, but 14 of 62 lack direct assessment evidence (inherited or asserted only — see below)
Status	PARTIAL — 14 requirement(s) lack direct assessment evidence; confirm at validation

This matrix demonstrates coverage of the unit of competency against the learning content and assessment evidence generated for delivery. Learning content (storyboard slides) and assessment evidence are shown in separate columns; only assessment tasks that exist in the assessment package are cited. Sentinel assertions (e.g. delivery-context claims) are listed under "Asserted — confirm at validation" and are never counted as assessment evidence. It must be confirmed at validation (see the Assessment Validation Record) before the tools are used for a live assessment judgement.

Requirement-by-requirement mapping

PC — Performance Criteria (28)

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
1.1	Obtain project brief and other required documents and organisational procedures	• E1-S02 (learning content) • E1-S03 (learning content) • E1-S04 (learning content) • E1-S05 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ1 • E1-PROJ1 • E1-Q1 (knowledge question) • E1-Q2 (knowledge question)	—
1.2	Identify game production assets required to meet creative and production requirements and technical specifications	• E1-S06 (learning content) • E1-S07 (learning content) • E1-S08 (learning content) • E1-S09 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ2 • E1-PROJ2 • E1-Q3 (knowledge question) • E1-Q4 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
1.3	Discuss formats of assets and issues of asset integration with required personnel	• E1-S10 (learning content) • E1-S11 (learning content) • E1-S12 (learning content) • E1-S13 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ3 • E1-PROJ3 • E1-Q5 (knowledge question) • E1-Q6 (knowledge question) • E1-Q16 (knowledge question)	—
1.4	Determine sequence for development of beta-version prototype for testing game play	• E1-S14 (learning content) • E1-S15 (learning content) • E1-S16 (learning content) • E1-S17 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ4 • E1-PROJ4 • E1-Q7 (knowledge question) • E1-Q8 (knowledge question) • E1-Q9 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
1.5	Create schedule for production and testing	• E1-S18 (learning content) • E1-S19 (learning content) • E1-S20 (learning content) • E1-S21 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ4 • E1-PROJ5 • E1-Q8 (knowledge question) • E1-Q10 (knowledge question) • E1-Q11 (knowledge question) • E1-Q12 (knowledge question)	—
1.6	Determine strategies for monitoring production progress against schedule	• E1-S22 (learning content) • E1-S23 (learning content) • E1-S24 (learning content) • E1-S25 (learning content) • E1-S26 (learning content) • E1-S27 (learning content)	• E1-WQ4 • E1-WQ5 • E1-PROJ5 • E1-Q13 (knowledge question) • E1-Q14 (knowledge question) • E1-Q15 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
2.1	Identify and review range of industry-standard game-engine software and development tools available	• E2-S02 (learning content) • E2-S03 (learning content) • E2-S04 (learning content) • E2-S05 (learning content) • E2-S18 (learning content) • E2-S19 (learning content)	• E2-WQ1 • E2-PROJ1 • E2-Q1 (knowledge question) • E2-Q2 (knowledge question) • E2-Q3 (knowledge question) • E2-Q4 (knowledge question)	—
2.2	Assess software and tools related to specified game concept and play requirements	• E2-S06 (learning content) • E2-S07 (learning content) • E2-S08 (learning content) • E2-S09 (learning content) • E2-S18 (learning content) • E2-S19 (learning content)	• E2-WQ2 • E2-WQ3 • E2-PROJ2 • E2-Q5 (knowledge question) • E2-Q6 (knowledge question) • E2-Q7 (knowledge question) • E2-Q8 (knowledge question) • E2-Q9 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
2.3	Discuss considerations for selection of game-engine software with required personnel and confirm selection will meet specified outcomes	• E2-S10 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S13 (learning content) • E2-S18 (learning content) • E2-S19 (learning content)	• E2-WQ3 • E2-PROJ2 • E2-Q10 (knowledge question) • E2-Q11 (knowledge question) • E2-Q12 (knowledge question) • E2-Q13 (knowledge question)	—
2.4	Select game-engine software and development tools	• E2-S14 (learning content) • E2-S15 (learning content) • E2-S16 (learning content) • E2-S17 (learning content) • E2-S18 (learning content) • E2-S19 (learning content)	• E2-PROJ3 • E2-Q14 (knowledge question) • E2-Q15 (knowledge question) • E2-Q16 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
3.1	Establish environment for project that supports sharing of project assets produced by team members	• E3-S02 (learning content) • E3-S03 (learning content) • E3-S04 (learning content) • E3-S05 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E3-WQ1 • E3-PROJ1 • E3-Q1 (knowledge question) • E3-Q2 (knowledge question) • E3-Q3 (knowledge question) • E3-Q11 (knowledge question)	—
3.2	Review attributes of assets required in a game project related to game engine	• E3-S06 (learning content) • E3-S07 (learning content) • E3-S08 (learning content) • E3-S09 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E3-WQ2 • E3-PROJ2 • E3-Q4 (knowledge question) • E3-Q5 (knowledge question) • E3-Q6 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
3.3	Create or acquire visual assets for a games project	• E3-S10 (learning content) • E3-S11 (learning content) • E3-S12 (learning content) • E3-S13 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E3-WQ3 • E3-PROJ3 • E3-Q7 (knowledge question) • E3-Q8 (knowledge question) • E3-Q9 (knowledge question) • E3-Q10 (knowledge question)	—
3.4	Customise asset attributes according to game design and chosen game engine	• E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E3-WQ2 • E3-PROJ4 • E3-Q12 (knowledge question) • E3-Q13 (knowledge question) • E3-Q14 (knowledge question) • E3-Q15 (knowledge question) • E3-Q16 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
4.1	Create, modify or access scripts or code and combine assets	• E4-S02 (learning content) • E4-S03 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S14 (learning content) • E4-S15 (learning content)	• E4-WQ1 • E4-PROJ1 • E4-Q1 (knowledge question) • E4-Q2 (knowledge question) • E4-Q3 (knowledge question) • E4-Q4 (knowledge question) • E4-Q5 (knowledge question)	—
4.2	Create and check game-play elements according to creative and technical requirements	• E4-S06 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S09 (learning content) • E4-S14 (learning content) • E4-S15 (learning content)	• E4-WQ2 • E4-PROJ2 • E4-Q6 (knowledge question) • E4-Q7 (knowledge question) • E4-Q8 (knowledge question) • E4-Q9 (knowledge question) • E4-Q10 (knowledge question) • E4-Q11 (knowledge question) • E4-Q12 (knowledge question) • E4-Q13 (knowledge question) • E4-Q14 (knowledge question) • E4-Q15 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
4.3	Test and run game prototype as a presentation and confirm sequences meet creative, production and technical requirements	• E4-S10 (learning content) • E4-S11 (learning content) • E4-S12 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content)	• E4-WQ3 • E4-PROJ3 • E4-Q11 (knowledge question) • E4-Q12 (knowledge question) • E4-Q13 (knowledge question) • E4-Q14 (knowledge question) • E4-Q15 (knowledge question) • E4-Q16 (knowledge question)	—
5.1	Demonstrate initial prototype to required personnel and seek feedback	• E5-S02 (learning content) • E5-S03 (learning content) • E5-S04 (learning content) • E5-S05 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ2 • E5-PROJ1 • E5-Q1 (knowledge question) • E5-Q2 (knowledge question) • E5-Q3 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
5.2	Evaluate prototype against criteria including achievement of a creative and user-friendly product	• E5-S06 (learning content) • E5-S07 (learning content) • E5-S08 (learning content) • E5-S09 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ2 • E5-PROJ2 • E5-Q4 (knowledge question) • E5-Q5 (knowledge question) • E5-Q6 (knowledge question) • E5-Q8 (knowledge question)	—
5.3	Discuss and agree on required changes	• E5-S10 (learning content) • E5-S11 (learning content) • E5-S12 (learning content) • E5-S13 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ3 • E5-PROJ3 • E5-Q12 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
5.4	Assist if required in tests and user trials	• E5-S14 (learning content) • E5-S15 (learning content) • E5-S16 (learning content) • E5-S17 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ1 • E5-PROJ4 • E5-Q9 (knowledge question) • E5-Q10 (knowledge question) • E5-Q11 (knowledge question)	—
5.5	Evaluate feedback from user trials	• E5-S18 (learning content) • E5-S19 (learning content) • E5-S20 (learning content) • E5-S21 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ1 • E5-WQ2 • E5-PROJ4 • E5-Q7 (knowledge question) • E5-Q8 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
5.6	Confirm endorsement from required personnel and develop prototype into a complete product	• E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content)	• E5-WQ3 • E5-PROJ5 • E5-Q13 (knowledge question) • E5-Q14 (knowledge question) • E5-Q15 (knowledge question) • E5-Q16 (knowledge question)	—
6.1	Make required changes as indicated by user trials	• E6-S02 (learning content) • E6-S03 (learning content) • E6-S04 (learning content) • E6-S05 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)	• E6-PROJ1 • E6-Q1 (knowledge question) • E6-Q2 (knowledge question) • E6-Q3 (knowledge question) • E6-Q4 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
6.2	Integrate all game elements as required by specifications	• E6-S06 (learning content) • E6-S07 (learning content) • E6-S08 (learning content) • E6-S09 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)	• E6-WQ1 • E6-PROJ2 • E6-Q5 (knowledge question) • E6-Q6 (knowledge question) • E6-Q7 (knowledge question) • E6-Q8 (knowledge question)	—
6.3	Make final checks and confirm sequences conform to navigation design	• E6-S10 (learning content) • E6-S11 (learning content) • E6-S12 (learning content) • E6-S13 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)	• E6-WQ1 • E6-WQ2 • E6-PROJ2 • E6-PROJ3 • E6-Q9 (knowledge question) • E6-Q10 (knowledge question) • E6-Q11 (knowledge question) • E6-Q12 (knowledge question)	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
6.4	Obtain final sign-off from required personnel	• E6-S14 (learning content) • E6-S15 (learning content) • E6-S16 (learning content) • E6-S17 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)	• E6-WQ3 • E6-PROJ4 • E6-Q13 (knowledge question) • E6-Q14 (knowledge question) • E6-Q15 (knowledge question)	—
6.5	Assemble final publication for distribution according to organisational procedures	• E6-S18 (learning content) • E6-S19 (learning content) • E6-S20 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)	• E6-WQ3 • E6-PROJ4 • E6-Q16 (knowledge question)	—

PE — Performance Evidence (9)

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
PE1	create a complex 3-D interactive game according to a design brief, on at least one occasion	— not taught —	• E3-PROJ3 • E3-PROJ4 • E4-PROJ1 • E4-PROJ2 • E4-PROJ3 • E6-PROJ1 • E6-PROJ2 • E6-PROJ4	—
PE2	apply a variety of strategies for game trialling and testing	— not taught —	• E5-PROJ1 • E5-PROJ2 • E5-PROJ4 • E6-PROJ1 • E6-PROJ3	—
PE3	apply original and innovative approaches to creative development of a 3-D game	— not taught —	• E3-PROJ3 • E4-PROJ2	—
PE4	collaborate in use of tools and features of software applicable to game-production process	— not taught —	• E2-PROJ1 • E2-PROJ2 • E2-PROJ3 • E3-PROJ1 • E3-PROJ4 • E4-PROJ1	—
PE5	implement game development and production strategies	— not taught —	• E1-PROJ4 • E1-PROJ5 • E4-PROJ3 • E6-PROJ4	—
PE6	maintain integrity of the design brief and game design document	— not taught —	• E1-PROJ1 • E1-PROJ2 • E3-PROJ2 • E5-PROJ2 • E5-PROJ5 • E6-PROJ2	—
PE7	communicate, collaborate and participate in a team environment	— not taught —	• E1-PROJ3 • E2-PROJ2 • E3-PROJ1 • E5-PROJ1 • E5-PROJ3 • E5-PROJ5 • E6-PROJ4	—

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
PE8	compare different controller designs required according to different devices	— not taught —	• E6-PROJ3	—
PE9	confirm functionality on at least two different browsers and at least two different digital devices	— not taught —	• E6-PROJ3	—

KE — Knowledge Evidence (11)

KE1	basic programming techniques and language	• E1-S08 (learning content) • E1-S16 (learning content) • E1-S26 (learning content) • E1-S27 (learning content) • E3-S09 (learning content) • E3-S13 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content) • E4-S02 (learning content) • E4-S03 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S09 (learning content)	• E4-WQ1 • E4-PROJ1 • E1-Q8 (knowledge question) • E1-Q16 (knowledge question) • E3-Q10 (knowledge question) • E3-Q14 (knowledge question) • E3-Q16 (knowledge question) • E4-Q1 (knowledge question) • E4-Q2 (knowledge question) • E5-Q2 (knowledge question) • E5-Q11 (knowledge question) • E5-Q14 (knowledge question) • E6-Q2 (knowledge question) • E6-Q7 (knowledge question) • E6-Q11 (knowledge question) • E6-Q14 (knowledge question)	—
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E5-S11 (learning content) • E5-S16 (learning content) • E5-S17 (learning content) • E5-S20 (learning content) • E5-S23 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S03 (learning content) • E6-S04 (learning content) • E6-S08 (learning content) • E6-S11 (learning content) • E6-S16 (learning content) • E6-S19 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE2	capabilities and constraints of game engines	• E1-S06 (learning content) • E1-S07 (learning content) • E1-S08 (learning content) • E1-S10 (learning content) • E1-S11 (learning content) • E1-S12 (learning content) • E1-S15 (learning content) • E1-S24 (learning content) • E1-S26 (learning content) • E1-S27 (learning content) • E3-S01 (learning content) • E3-S07 (learning content) • E3-S08 (learning content) • E3-S09 (learning content) • E3-S10 (learning content) • E3-S12 (learning content) • E3-S14 (learning content)	• E2-WQ1 • E2-PROJ1 • E2-PROJ2 • E2-PROJ3 • E3-WQ2 • E3-PROJ2 • E3-PROJ4 • E4-PROJ1 • E1-Q3 (knowledge question) • E1-Q5 (knowledge question) • E1-Q6 (knowledge question) • E1-Q16 (knowledge question) • E3-Q5 (knowledge question) • E3-Q6 (knowledge question) • E3-Q8 (knowledge question) • E3-Q9 (knowledge question) • E3-Q12 (knowledge question) • E3-Q13 (knowledge question) • E3-Q14 (knowledge question) • E3-Q15 (knowledge question) • E3-Q16 (knowledge question) • E4-Q1 (knowledge question)	—
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		• E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content) • E4-S01 (learning content) • E4-S02 (learning content) • E4-S03 (learning content) • E4-S05 (learning content) • E4-S06 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S11 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content)	• E4-Q5 (knowledge question) • E4-Q6 (knowledge question) • E4-Q8 (knowledge question) • E4-Q11 (knowledge question) • E4-Q15 (knowledge question) • E5-Q2 (knowledge question) • E5-Q4 (knowledge question) • E5-Q8 (knowledge question) • E5-Q11 (knowledge question) • E5-Q14 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E6-Q6 (knowledge question) • E6-Q9 (knowledge question)	
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		• E5-S03 (learning content) • E5-S06 (learning content) • E5-S09 (learning content) • E5-S11 (learning content) • E5-S16 (learning content) • E5-S17 (learning content) • E5-S20 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S01 (learning content) • E6-S04 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S12 (learning content) • E6-S18 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E6-S19 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE3	processes used for games development, including specific terminology	• E1-S01 (learning content) • E1-S02 (learning content) • E1-S03 (learning content) • E1-S04 (learning content) • E1-S05 (learning content) • E1-S06 (learning content) • E1-S07 (learning content) • E1-S09 (learning content) • E1-S10 (learning content) • E1-S11 (learning content) • E1-S13 (learning content) • E1-S14 (learning content) • E1-S16 (learning content) • E1-S17 (learning content) • E1-S18 (learning content) • E1-S19 (learning content) • E1-S22 (learning content)	• E1-WQ1 • E1-PROJ1 • E3-WQ1 • E3-PROJ1 • E4-WQ3 • E4-PROJ3 • E5-WQ1 • E5-WQ3 • E5-PROJ1 • E5-PROJ3 • E5-PROJ4 • E5-PROJ5 • E6-WQ1 • E6-WQ3 • E6-PROJ2 • E6-PROJ4 • E1-Q1 (knowledge question) • E1-Q2 (knowledge question) • E1-Q4 (knowledge question) • E1-Q5 (knowledge question) • E1-Q7 (knowledge question) • E1-Q9 (knowledge question) • E1-Q11 (knowledge question) • E1-Q13 (knowledge question) • E1-Q14 (knowledge question) • E1-Q16 (knowledge question) • E3-Q1 (knowledge question)	—
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		• E1-S23 (learning content) • E1-S25 (learning content) • E1-S26 (learning content) • E1-S27 (learning content) • E3-S01 (learning content) • E3-S02 (learning content) • E3-S03 (learning content) • E3-S04 (learning content) • E3-S05 (learning content) • E3-S06 (learning content) • E3-S09 (learning content) • E3-S10 (learning content) • E3-S11 (learning content) • E3-S12 (learning content) • E3-S13 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E3-Q2 (knowledge question) • E3-Q4 (knowledge question) • E3-Q7 (knowledge question) • E3-Q8 (knowledge question) • E3-Q9 (knowledge question) • E3-Q10 (knowledge question) • E3-Q11 (knowledge question) • E4-Q1 (knowledge question) • E4-Q3 (knowledge question) • E4-Q5 (knowledge question) • E4-Q9 (knowledge question) • E4-Q12 (knowledge question) • E5-Q1 (knowledge question) • E5-Q3 (knowledge question) • E5-Q4 (knowledge question) • E5-Q5 (knowledge question) • E5-Q9 (knowledge question)	
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		• E4-S01 (learning content) • E4-S02 (learning content) • E4-S03 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S06 (learning content) • E4-S09 (learning content) • E4-S10 (learning content) • E4-S12 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S02 (learning content) • E5-S04 (learning content) • E5-S05 (learning content) • E5-S06 (learning content) • E5-S07 (learning content)	• E5-Q12 (knowledge question) • E5-Q13 (knowledge question) • E5-Q15 (knowledge question) • E6-Q1 (knowledge question) • E6-Q2 (knowledge question) • E6-Q3 (knowledge question) • E6-Q4 (knowledge question) • E6-Q7 (knowledge question) • E6-Q8 (knowledge question) • E6-Q9 (knowledge question) • E6-Q10 (knowledge question) • E6-Q11 (knowledge question) • E6-Q13 (knowledge question) • E6-Q14 (knowledge question) • E6-Q15 (knowledge question) • E6-Q16 (knowledge question)	
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		• E5-S10 (learning content) • E5-S12 (learning content) • E5-S14 (learning content) • E5-S15 (learning content) • E5-S18 (learning content) • E5-S19 (learning content) • E5-S21 (learning content) • E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S01 (learning content) • E6-S02 (learning content) • E6-S03 (learning content) • E6-S05 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E6-S06 (learning content) • E6-S08 (learning content) • E6-S09 (learning content) • E6-S10 (learning content) • E6-S11 (learning content) • E6-S12 (learning content) • E6-S13 (learning content) • E6-S14 (learning content) • E6-S15 (learning content) • E6-S16 (learning content) • E6-S17 (learning content) • E6-S18 (learning content) • E6-S20 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE4	production and testing scheduling techniques	• E1-S01 (learning content) • E1-S04 (learning content) • E1-S09 (learning content) • E1-S13 (learning content) • E1-S14 (learning content) • E1-S15 (learning content) • E1-S16 (learning content) • E1-S17 (learning content) • E1-S18 (learning content) • E1-S19 (learning content) • E1-S20 (learning content) • E1-S21 (learning content) • E1-S22 (learning content) • E1-S23 (learning content) • E1-S24 (learning content) • E1-S25 (learning content) • E1-S26 (learning content)	• E1-WQ4 • E1-PROJ4 • E1-PROJ5 • E1-Q4 (knowledge question) • E1-Q7 (knowledge question) • E1-Q8 (knowledge question) • E1-Q9 (knowledge question) • E1-Q10 (knowledge question) • E1-Q11 (knowledge question) • E1-Q12 (knowledge question) • E1-Q13 (knowledge question) • E1-Q14 (knowledge question) • E3-Q2 (knowledge question) • E3-Q3 (knowledge question) • E3-Q6 (knowledge question) • E3-Q7 (knowledge question) • E3-Q9 (knowledge question) • E3-Q10 (knowledge question) • E3-Q16 (knowledge question)	—
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		• E1-S27 (learning content) • E3-S01 (learning content) • E3-S02 (learning content) • E3-S03 (learning content) • E3-S04 (learning content) • E3-S05 (learning content) • E3-S09 (learning content) • E3-S10 (learning content) • E3-S11 (learning content) • E3-S12 (learning content) • E3-S13 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content) • E4-S06 (learning content) • E4-S08 (learning content) • E4-S09 (learning content)	• E4-Q9 (knowledge question) • E4-Q10 (knowledge question) • E4-Q11 (knowledge question) • E4-Q12 (knowledge question) • E4-Q13 (knowledge question) • E5-Q1 (knowledge question) • E5-Q7 (knowledge question) • E5-Q8 (knowledge question) • E5-Q9 (knowledge question) • E5-Q10 (knowledge question) • E5-Q11 (knowledge question) • E5-Q12 (knowledge question) • E5-Q13 (knowledge question) • E5-Q15 (knowledge question) • E5-Q16 (knowledge question) • E6-Q2 (knowledge question) • E6-Q4 (knowledge question)	
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		• E4-S10 (learning content) • E4-S11 (learning content) • E4-S12 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S02 (learning content) • E5-S04 (learning content) • E5-S09 (learning content) • E5-S10 (learning content) • E5-S11 (learning content) • E5-S12 (learning content) • E5-S13 (learning content) • E5-S14 (learning content) • E5-S15 (learning content) • E5-S16 (learning content)	• E6-Q8 (knowledge question) • E6-Q12 (knowledge question) • E6-Q13 (knowledge question) • E6-Q15 (knowledge question) • E6-Q16 (knowledge question)	
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		• E5-S17 (learning content) • E5-S18 (learning content) • E5-S20 (learning content) • E5-S21 (learning content) • E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S01 (learning content) • E6-S02 (learning content) • E6-S03 (learning content) • E6-S05 (learning content) • E6-S09 (learning content) • E6-S12 (learning content) • E6-S13 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E6-S14 (learning content) • E6-S15 (learning content) • E6-S16 (learning content) • E6-S17 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE5	key features of game-play hardware and software products	• E1-S02 (learning content) • E1-S03 (learning content) • E1-S05 (learning content) • E1-S06 (learning content) • E1-S08 (learning content) • E1-S11 (learning content) • E1-S12 (learning content) • E1-S20 (learning content) • E1-S26 (learning content) • E1-S27 (learning content) • E3-S06 (learning content) • E3-S08 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content)	• E2-WQ2 • E2-PROJ1 • E6-WQ2 • E6-PROJ3 • E1-Q1 (knowledge question) • E1-Q3 (knowledge question) • E1-Q5 (knowledge question) • E1-Q6 (knowledge question) • E1-Q10 (knowledge question) • E3-Q5 (knowledge question) • E3-Q12 (knowledge question) • E3-Q13 (knowledge question) • E3-Q14 (knowledge question) • E3-Q16 (knowledge question) • E4-Q3 (knowledge question) • E4-Q4 (knowledge question) • E4-Q7 (knowledge question) • E4-Q11 (knowledge question) • E4-Q16 (knowledge question) • E5-Q2 (knowledge question)	—
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		• E4-S03 (learning content) • E4-S04 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S10 (learning content) • E4-S11 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S06 (learning content) • E5-S08 (learning content) • E5-S09 (learning content) • E5-S14 (learning content) • E5-S16 (learning content) • E5-S18 (learning content)	• E5-Q4 (knowledge question) • E5-Q6 (knowledge question) • E5-Q8 (knowledge question) • E5-Q9 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E6-Q9 (knowledge question) • E6-Q10 (knowledge question)	
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		• E5-S19 (learning content) • E5-S20 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S04 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S08 (learning content) • E6-S10 (learning content) • E6-S12 (learning content) • E6-S18 (learning content) • E6-S19 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		
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KE6	risk and critical path management techniques	• E1-S01 (learning content) • E1-S05 (learning content) • E1-S07 (learning content) • E1-S09 (learning content) • E1-S12 (learning content) • E1-S13 (learning content) • E1-S14 (learning content) • E1-S15 (learning content) • E1-S17 (learning content) • E1-S18 (learning content) • E1-S19 (learning content) • E1-S20 (learning content) • E1-S21 (learning content) • E1-S22 (learning content) • E1-S23 (learning content) • E1-S24 (learning content) • E1-S25 (learning content)	• E1-WQ5 • E1-PROJ5 • E1-Q2 (knowledge question) • E1-Q3 (knowledge question) • E1-Q4 (knowledge question) • E1-Q6 (knowledge question) • E1-Q7 (knowledge question) • E1-Q8 (knowledge question) • E1-Q9 (knowledge question) • E1-Q10 (knowledge question) • E1-Q11 (knowledge question) • E1-Q12 (knowledge question) • E1-Q13 (knowledge question) • E1-Q14 (knowledge question) • E1-Q15 (knowledge question) • E3-Q1 (knowledge question) • E3-Q3 (knowledge question) • E3-Q7 (knowledge question)	—
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		• E1-S26 (learning content) • E1-S27 (learning content) • E3-S02 (learning content) • E3-S03 (learning content) • E3-S04 (learning content) • E3-S05 (learning content) • E3-S08 (learning content) • E3-S09 (learning content) • E3-S11 (learning content) • E3-S12 (learning content) • E3-S15 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content) • E4-S05 (learning content) • E4-S08 (learning content) • E4-S09 (learning content)	• E3-Q8 (knowledge question) • E3-Q11 (knowledge question) • E3-Q16 (knowledge question) • E4-Q2 (knowledge question) • E4-Q5 (knowledge question) • E4-Q8 (knowledge question) • E4-Q9 (knowledge question) • E4-Q12 (knowledge question) • E4-Q13 (knowledge question) • E4-Q16 (knowledge question) • E5-Q3 (knowledge question) • E5-Q8 (knowledge question) • E5-Q10 (knowledge question) • E5-Q12 (knowledge question) • E5-Q13 (knowledge question) • E5-Q15 (knowledge question) • E5-Q16 (knowledge question)	
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		• E4-S10 (learning content) • E4-S12 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S04 (learning content) • E5-S05 (learning content) • E5-S09 (learning content) • E5-S10 (learning content) • E5-S11 (learning content) • E5-S12 (learning content) • E5-S13 (learning content) • E5-S15 (learning content) • E5-S17 (learning content) • E5-S20 (learning content) • E5-S21 (learning content)	• E6-Q1 (knowledge question) • E6-Q2 (knowledge question) • E6-Q3 (knowledge question) • E6-Q4 (knowledge question) • E6-Q8 (knowledge question) • E6-Q9 (knowledge question) • E6-Q10 (knowledge question) • E6-Q11 (knowledge question) • E6-Q12 (knowledge question) • E6-Q13 (knowledge question) • E6-Q14 (knowledge question) • E6-Q16 (knowledge question)	
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		• E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S01 (learning content) • E6-S02 (learning content) • E6-S03 (learning content) • E6-S04 (learning content) • E6-S05 (learning content) • E6-S09 (learning content) • E6-S11 (learning content) • E6-S12 (learning content) • E6-S13 (learning content) • E6-S14 (learning content) • E6-S15 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E6-S16 (learning content) • E6-S17 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE7.1	technical constraints that hardware imposes on — graphics requirements	• E2-S01 (learning content) • E2-S04 (learning content) • E2-S05 (learning content) • E2-S08 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S14 (learning content) • E2-S15 (learning content) • E2-S17 (learning content) • E2-S18 (learning content) • E2-S19 (learning content) • E3-S08 (learning content) • E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content)	• E2-WQ3 • E2-PROJ2 • E3-WQ3 • E3-PROJ4 • E2-Q3 (knowledge question) • E2-Q4 (knowledge question) • E2-Q7 (knowledge question) • E2-Q11 (knowledge question) • E2-Q12 (knowledge question) • E2-Q15 (knowledge question) • E3-Q5 (knowledge question) • E3-Q12 (knowledge question) • E3-Q16 (knowledge question) • E4-Q8 (knowledge question) • E4-Q15 (knowledge question) • E4-Q16 (knowledge question) • E5-Q6 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E6-Q9 (knowledge question)	—
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		• E3-S19 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S11 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S06 (learning content) • E5-S08 (learning content) • E5-S09 (learning content) • E5-S14 (learning content) • E5-S15 (learning content) • E5-S16 (learning content)	• E1-WQ-KE7	
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E5-S18 (learning content) • E5-S20 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S04 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S12 (learning content) • E6-S19 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE7.2	technical constraints that hardware imposes on — code development	• E2-S01 (learning content) • E2-S04 (learning content) • E2-S05 (learning content) • E2-S08 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S14 (learning content) • E2-S15 (learning content) • E2-S17 (learning content) • E2-S18 (learning content) • E2-S19 (learning content) • E3-S08 (learning content) • E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content)	• E2-WQ3 • E2-PROJ2 • E4-WQ2 • E4-PROJ2 • E6-WQ2 • E6-PROJ3 • E2-Q3 (knowledge question) • E2-Q4 (knowledge question) • E2-Q7 (knowledge question) • E2-Q11 (knowledge question) • E2-Q14 (knowledge question) • E3-Q14 (knowledge question) • E3-Q16 (knowledge question) • E4-Q2 (knowledge question) • E4-Q8 (knowledge question) • E4-Q15 (knowledge question) • E5-Q2 (knowledge question) • E5-Q9 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E6-Q9 (knowledge question) • E1-WQ-KE7	—
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		• E3-S19 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S11 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S06 (learning content) • E5-S08 (learning content) • E5-S09 (learning content) • E5-S14 (learning content) • E5-S15 (learning content) • E5-S16 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E5-S18 (learning content) • E5-S20 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S04 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S12 (learning content) • E6-S19 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE7.3	technical constraints that hardware imposes on — creative visual design	• E2-S01 (learning content) • E2-S04 (learning content) • E2-S05 (learning content) • E2-S08 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S14 (learning content) • E2-S15 (learning content) • E2-S17 (learning content) • E2-S18 (learning content) • E2-S19 (learning content) • E3-S08 (learning content) • E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content)	• E2-WQ3 • E2-PROJ2 • E3-WQ3 • E2-Q7 (knowledge question) • E2-Q11 (knowledge question) • E2-Q15 (knowledge question) • E3-Q13 (knowledge question) • E3-Q15 (knowledge question) • E3-Q16 (knowledge question) • E4-Q8 (knowledge question) • E4-Q14 (knowledge question) • E5-Q6 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E1-WQ-KE7	—
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		• E3-S19 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S11 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S06 (learning content) • E5-S08 (learning content) • E5-S09 (learning content) • E5-S14 (learning content) • E5-S15 (learning content) • E5-S16 (learning content)		
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E5-S18 (learning content) • E5-S20 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S04 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S12 (learning content) • E6-S19 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE8	creative, production and technical requirements of creating 3-D games	• E2-S01 (learning content) • E2-S02 (learning content) • E2-S03 (learning content) • E2-S04 (learning content) • E2-S05 (learning content) • E2-S06 (learning content) • E2-S07 (learning content) • E2-S08 (learning content) • E2-S09 (learning content) • E2-S10 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S13 (learning content) • E2-S14 (learning content) • E2-S15 (learning content) • E2-S16 (learning content) • E2-S17 (learning content)	• E1-WQ2 • E1-PROJ2 • E3-WQ3 • E3-PROJ3 • E4-WQ2 • E4-WQ3 • E4-PROJ2 • E4-PROJ3 • E5-WQ2 • E5-PROJ2 • E5-PROJ4 • E6-WQ1 • E6-PROJ1 • E6-PROJ2 • E2-Q1 (knowledge question) • E2-Q2 (knowledge question) • E2-Q3 (knowledge question) • E2-Q4 (knowledge question) • E2-Q5 (knowledge question) • E2-Q6 (knowledge question) • E2-Q7 (knowledge question) • E2-Q9 (knowledge question) • E2-Q10 (knowledge question) • E2-Q11 (knowledge question) • E2-Q12 (knowledge question) • E2-Q13 (knowledge question)	—
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		• E2-S18 (learning content) • E2-S19 (learning content) • E3-S01 (learning content) • E3-S02 (learning content) • E3-S05 (learning content) • E3-S06 (learning content) • E3-S07 (learning content) • E3-S08 (learning content) • E3-S09 (learning content) • E3-S10 (learning content) • E3-S11 (learning content) • E3-S13 (learning content) • E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content)	• E2-Q14 (knowledge question) • E2-Q15 (knowledge question) • E3-Q3 (knowledge question) • E3-Q4 (knowledge question) • E3-Q5 (knowledge question) • E3-Q6 (knowledge question) • E3-Q7 (knowledge question) • E3-Q9 (knowledge question) • E3-Q10 (knowledge question) • E3-Q12 (knowledge question) • E3-Q13 (knowledge question) • E3-Q14 (knowledge question) • E3-Q15 (knowledge question) • E3-Q16 (knowledge question) • E4-Q6 (knowledge question) • E4-Q7 (knowledge question) • E4-Q10 (knowledge question)	
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		• E3-S19 (learning content) • E4-S01 (learning content) • E4-S06 (learning content) • E4-S07 (learning content) • E4-S08 (learning content) • E4-S09 (learning content) • E4-S10 (learning content) • E4-S11 (learning content) • E4-S12 (learning content) • E4-S13 (learning content) • E4-S14 (learning content) • E4-S15 (learning content) • E5-S01 (learning content) • E5-S02 (learning content) • E5-S04 (learning content) • E5-S05 (learning content) • E5-S06 (learning content)	• E4-Q11 (knowledge question) • E4-Q12 (knowledge question) • E4-Q14 (knowledge question) • E4-Q16 (knowledge question) • E5-Q1 (knowledge question) • E5-Q3 (knowledge question) • E5-Q4 (knowledge question) • E5-Q5 (knowledge question) • E5-Q6 (knowledge question) • E5-Q7 (knowledge question) • E5-Q12 (knowledge question) • E5-Q14 (knowledge question) • E5-Q15 (knowledge question) • E6-Q5 (knowledge question) • E6-Q7 (knowledge question) • E6-Q8 (knowledge question) • E6-Q10 (knowledge question)	
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		• E5-S07 (learning content) • E5-S08 (learning content) • E5-S10 (learning content) • E5-S11 (learning content) • E5-S13 (learning content) • E5-S18 (learning content) • E5-S19 (learning content) • E5-S21 (learning content) • E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content) • E5-S27 (learning content) • E6-S01 (learning content) • E6-S05 (learning content) • E6-S06 (learning content)	• E6-Q11 (knowledge question) • E6-Q12 (knowledge question) • E6-Q13 (knowledge question) • E6-Q14 (knowledge question) • E6-Q16 (knowledge question)	
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E6-S07 (learning content) • E6-S08 (learning content) • E6-S09 (learning content) • E6-S10 (learning content) • E6-S11 (learning content) • E6-S13 (learning content) • E6-S14 (learning content) • E6-S15 (learning content) • E6-S16 (learning content) • E6-S18 (learning content) • E6-S19 (learning content) • E6-S20 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

KE9	asset formats and issues of game asset integration	• E2-S01 (learning content) • E2-S03 (learning content) • E2-S05 (learning content) • E2-S09 (learning content) • E2-S11 (learning content) • E2-S12 (learning content) • E2-S14 (learning content) • E2-S16 (learning content) • E2-S17 (learning content) • E2-S18 (learning content) • E2-S19 (learning content) • E3-S01 (learning content) • E3-S02 (learning content) • E3-S03 (learning content) • E3-S04 (learning content) • E3-S05 (learning content) • E3-S06 (learning content)	• E1-WQ3 • E1-PROJ2 • E1-PROJ3 • E3-WQ2 • E3-PROJ2 • E3-PROJ4 • E2-Q2 (knowledge question) • E2-Q3 (knowledge question) • E2-Q4 (knowledge question) • E2-Q8 (knowledge question) • E2-Q11 (knowledge question) • E2-Q12 (knowledge question) • E2-Q14 (knowledge question) • E2-Q16 (knowledge question) • E3-Q1 (knowledge question) • E3-Q2 (knowledge question) • E3-Q3 (knowledge question) • E3-Q4 (knowledge question) • E3-Q5 (knowledge question) • E3-Q6 (knowledge question) • E3-Q7 (knowledge question)	—
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		• E3-S07 (learning content) • E3-S08 (learning content) • E3-S09 (learning content) • E3-S10 (learning content) • E3-S11 (learning content) • E3-S12 (learning content) • E3-S13 (learning content) • E3-S14 (learning content) • E3-S15 (learning content) • E3-S16 (learning content) • E3-S17 (learning content) • E3-S18 (learning content) • E3-S19 (learning content) • E4-S04 (learning content) • E4-S05 (learning content) • E4-S13 (learning content) • E4-S14 (learning content)	• E3-Q8 (knowledge question) • E3-Q9 (knowledge question) • E3-Q10 (knowledge question) • E3-Q11 (knowledge question) • E3-Q12 (knowledge question) • E3-Q13 (knowledge question) • E3-Q14 (knowledge question) • E3-Q15 (knowledge question) • E3-Q16 (knowledge question) • E4-Q3 (knowledge question) • E4-Q4 (knowledge question) • E4-Q16 (knowledge question) • E5-Q2 (knowledge question) • E5-Q3 (knowledge question) • E5-Q4 (knowledge question) • E5-Q9 (knowledge question) • E5-Q11 (knowledge question)	
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		• E4-S15 (learning content) • E5-S01 (learning content) • E5-S03 (learning content) • E5-S05 (learning content) • E5-S06 (learning content) • E5-S07 (learning content) • E5-S09 (learning content) • E5-S11 (learning content) • E5-S12 (learning content) • E5-S14 (learning content) • E5-S17 (learning content) • E5-S20 (learning content) • E5-S22 (learning content) • E5-S23 (learning content) • E5-S24 (learning content) • E5-S25 (learning content) • E5-S26 (learning content)	• E5-Q12 (knowledge question) • E5-Q14 (knowledge question) • E5-Q16 (knowledge question) • E6-Q5 (knowledge question) • E6-Q6 (knowledge question) • E6-Q7 (knowledge question) • E6-Q8 (knowledge question) • E6-Q13 (knowledge question) • E6-Q16 (knowledge question)	
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Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
		• E5-S27 (learning content) • E6-S06 (learning content) • E6-S07 (learning content) • E6-S08 (learning content) • E6-S09 (learning content) • E6-S12 (learning content) • E6-S14 (learning content) • E6-S16 (learning content) • E6-S18 (learning content) • E6-S19 (learning content) • E6-S20 (learning content) • E6-S21 (learning content) • E6-S22 (learning content) • E6-S23 (learning content)		

FS — Foundation Skills (8)

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
FS1	Reading — Interprets and comprehends a large range of textual and diagrammatic information, to inform instructional, technical and conceptual requirements	— not taught —	— NO ASSESSMENT MAPPED —	—
FS2	Oral Communication — Uses listening and open questioning techniques to obtain required information and concepts using appropriate industry language for intended audience	— not taught —	— NO ASSESSMENT MAPPED —	—
FS3	Numeracy • Uses whole numbers, decimals and percentages when manipulating software according to technical and design component requirements • Defines timeframes according to schedule requirements	— not taught —	— NO ASSESSMENT MAPPED —	—
FS4	Teamwork — Cooperates and collaborates with others as part of routine activities to achieve team results, and to confirm that outcomes meet requirements	— not taught —	— NO ASSESSMENT MAPPED —	—
FS5	Initiative and enterprise — Uses creativity and initiative in game design	— not taught —	— NO ASSESSMENT MAPPED —	—
FS6	Planning and organising • Plans, organises, and completes work according to defined requirements and schedules, taking responsibility for decisions, and sequencing tasks to achieve efficient outcomes • Plans, organises, and completes work according to defined requirements and schedules, taking responsibility for decisions and sequencing tasks	— not taught —	— NO ASSESSMENT MAPPED —	—
FS7	Self-management • Sources, analyses and evaluates applications, tools and assets for their potential to meet creative requirements • Uses a systematic process to evaluate work and to implement improvements	— not taught —	— NO ASSESSMENT MAPPED —	—
FS8	Technology — Identifies purposes, and uses key features, of specific digital systems and tools, and operates them in order to complete design tasks	— not taught —	— NO ASSESSMENT MAPPED —	—

AC — Assessment Conditions (6)

Code	Requirement	Learning content	Assessment evidence	Asserted — confirm at validation
AC1	hardware and software applicable to creating 3-D interactive games	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions
AC2	project brief	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions
AC3	games engine	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions
AC4	browsers and digital devices	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions
AC5	file storage	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions
AC6	the internet	— not taught —	— NO ASSESSMENT MAPPED —	asserted from the delivery context / assessment conditions