

Assessment Validation Record

ICTGAM533 — Create complex 3-D interactive games

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

Validation session details

Unit	ICTGAM533 — Create complex 3-D interactive games
RTO	[RTO name]
Validation date	
Panel members	
Chairperson	

Validation confirms that assessment tools and completed judgements are consistent with the principles of assessment and the rules of evidence.

Validation panel — credentials and independence

Under the Compliance Standards 2025 and the Credential Policy, validation must be undertaken by person(s) holding the required credentials, and the validation outcome must not be solely determined by a person who designed or delivered the training and assessment being validated.

Validator name	Credentials (per the Credential Policy)	Vocational competency / industry currency	Designed or delivered this product? (Y/N)

Independence declaration

The validation panel declares that the outcome of this validation was **not solely determined** by any person who designed or delivered the training and assessment under validation.

Declared by (chairperson) · Date

Sampling

Sample size	
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Risk-based rationale	[record the risk-based rationale for the sample size — e.g. cohort size, changes to delivery mode or tools since the last validation, previous validation/audit findings, assessor profile — to be completed by RTO]
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Tools reviewed

- E1 Knowledge Questions — Prepare to create game (knowledge questions, E1)
- E1 Project — Plan the game production (project (submitted evidence), E1)
- E2 Knowledge Questions — Evaluate game-engine software and tools (knowledge questions, E2)
- E2 Project — Select the game engine and tools (project (submitted evidence), E2)
- E3 Knowledge Questions — Prepare required assets (knowledge questions, E3)
- E3 Project — Prepare and customise game assets (project (submitted evidence), E3)
- E4 Knowledge Questions — Use game-engine software and development tools (knowledge questions, E4)
- E4 Project — Build and run the game prototype (project (submitted evidence), E4)
- E5 Knowledge Questions — Evaluate game prototype (knowledge questions, E5)
- E5 Project — Evaluate and endorse the prototype (project (submitted evidence), E5)
- E6 Knowledge Questions — Transform prototype into final publication (knowledge questions, E6)
- E6 Project — Deliver the final publication (project (submitted evidence), E6)

Validation checklist

Question	Yes / No / NA	Comment
Tools map to all performance criteria (PC), performance evidence (PE), knowledge evidence (KE) and foundation skills (FS) — cross-check against the mapping matrix.		
Assessment tools meet the principles of assessment (validity, reliability, flexibility, fairness).		
Evidence gathered meets the rules of evidence (valid, sufficient, authentic, current).		
Benchmark answers / decision rules are clear and consistently applied.		
The assessment conditions specified by the unit are addressed.		
Reasonable adjustment is provided for without compromising the competency standard.		
Instructions are clear and unambiguous for students.		

Findings and actions

Finding	Action	Responsible	Due

Finding	Action	Responsible	Due

Sign-off

The validation panel confirms the outcomes recorded above.

Chairperson signature · Date

Panel member signature · Date

DRAFT validation record — to be completed during a scheduled validation session.