

MAKING CAREER CHOICES

FACT SHEETS TO HELP YOU CHOOSE
THE RIGHT CAREER AND STUDY PATH



IT – Games Development

Animator, Games Producer, Digital Video-Sound Editor, Games Programmer, Producer/Director, Technical Artist/3D Artist, Tester

Industry Description

Practitioners in this industry are generally required to work in team environments to design, create and produce computer or video games. This could include preparing design documentation, creating and modifying program codes, testing games and preparing media for editing such as animations and sound.

Below are some of the particularly demanding requirements. Reasonable Adjustment may apply for individuals with specific support needs in industry training. The learner should have the ability to:

- communicate clearly with others
- sit, stand and bend for long periods of time
- match or detect differences between colours including shades of colour and brightness (colour vision)
- work accurately and within time constraints (efficiency)
- plan, organise, prioritise and self-manage work tasks (organisation)
- see details at close range (near vision)
- come up with ideas and solutions to complex or multi-layered problems
- meet deadlines and maintain control in stressful situations
- focus attention on a particular task
- handle and control objects and tools (manual dexterity).

Below are some of the important personal abilities that are required. The learner should have:

- an aptitude for computing
- creativity and artistic flair
- good communication skills
- an aptitude for drawing
- the ability to negotiate with clients and colleagues

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- commitment to understanding and using new technology
- the ability to work as part of a team.

Workplace Health and Safety

All practitioners must understand their workplace health and safety obligations and safety requirements under the:

- *Work Health and Safety Act 2011* which imposes obligations on people at workplaces to ensure workplace health and safety.
- *Work Health and Safety Regulation 2011* that describes what must be done to prevent or control certain hazards which cause injury, illness or death.
- *Codes of Practice*, which are designed to give practical advice about ways to manage exposure to risks common to industry.

All practitioners must be able to participate in Risk Assessments, Incident Reports and Hazard Identification.

Legislative or licensing issues

All practitioners must meet the qualification requirements set by industry standards.

Resources and further information

For more information on duties, tasks and career and labour market information relating to IT – Games Development, please refer to <http://joboutlook.gov.au>.

Industry information/professional associations

Australian Computer Society: www.acs.org.au

Australian Graphic Design Association: www.agda.com.au

For career resources to help explore and plan careers, visit www.myfuture.edu.au.

This is intended to be used as a tool for career research, in conjunction with other resources. For specific course information, please refer to the TAFE Queensland website www.tafeqld.edu.au or ring 1300 308 233.