



THE ACADEMY OF INTERACTIVE ENTERTAINMENT LTD

Enrolments and completions by Units of Competency

Year 2013, Offshore flag: Y

Unit of Competency	Description	Enrolments	Completions
BSBCRT101A	Apply critical thinking techniques	342	367
BSBCRT301A	Develop and extend critical and creative thinking skills	343	374
BSBCRT401A	Articulate, present and debate ideas	2	0
BSBCRT501A	Originate and develop concepts	373	392
BSBCRT601A	Research and apply concepts and theories of creativity	0	40
BSBDES201A	Follow a design process	356	386
BSBDES202A	Evaluate the nature of design in a specific industry context	72	71
BSBEBU401A	Review and maintain a website	41	37
BSBINN501A	Establish systems that support innovation	53	50
BSBINN601B	Manage organisational change	53	50
BSBINN801A	Lead innovative thinking and practice	54	50
BSBIPR301A	Comply with organisational requirements for protection and use of intellectual property	0	6
BSBITB701A	Implement advanced electronic technologies	53	50
BSBOHS201A	Participate in OHS processes	0	5
BSBOHS302B	Participate effectively in OHS communication and consultative processes	0	6
BSBOHS509A	Ensure a safe workplace	0	50
BSBPMG522A	Undertake project work	363	384
BSBREL701A	Develop and cultivate collaborative partnerships and relationships	53	50
BSBRES801A	Initiate and lead applied research	54	51
BSBSUS201A	Participate in environmentally sustainable work practices	119	117
BSBSUS301A	Implement and monitor environmentally sustainable work practices	30	64
BSBWHS201A	Contribute to health and safety of self and others	124	119
BSBWHS304A	Participate effectively in WHS communication and consultation processes	60	81
BSBWHS501A	Ensure a safe workplace	309	289
BSBWOR203A	WORK EFFECTIVELY WITH OTHERS	10	10
BSBWOR203B	Work effectively with others	298	298
CUEPRP501A	Conceive, develop and realise prop designs	0	40
CUETEM08B	Realise productions	360	297
CUFANM301A	Create 2D digital animations	0	11
CUFANM302A	Create 3D digital animations	266	266
CUFANM303A	Create 3D digital models	464	353
CUFANM401A	Prepare 3D digital models for production	369	325
CUFANM402A	CREATE DIGITAL VISUAL EFFECTS	0	2
CUFANM501A	Create 3D digital character animation	191	189

CUFDIG201A	Maintain interactive content	119	117
CUFDIG302A	Author interactive sequences	30	33
CUFDIG304A	Create visual design components	162	151
CUFIND201A	Develop and apply creative arts industry knowledge	281	307
CUFIND301A	WORK EFFECTIVELY IN THE SCREEN AND MEDIA INDUSTRIES	9	9
CUFIND301B	Work effectively in the screen and media industries	63	62
CUFIND402A	Develop screen and media specialist expertise	177	137
CUFLGT101A	Apply a general knowledge of lighting to work activities	29	28
CUFLGT501A	Conceive and develop lighting designs	0	38
CUFPOS201A	Perform basic vision and sound editing	0	5
CUFPOS402A	MANAGE MEDIA ASSETS	0	2
CUFPPM404A	Create storyboards	194	190
CUFRES201A	Collect and organise content for broadcast or publication	339	364
CUFRES401A	CONDUCT RESEARCH	0	2
CUFSOU204A	Perform basic sound editing	120	118
CUFWRT501A	Develop storylines and treatments	0	40
CUFWRT601A	Write scripts	0	40
CUFWRT602A	Edit scripts	0	40
CULDMT301A	Provide multimedia support	275	305
CUSOHS301A	Follow occupational health and safety procedures	536	568
CUSSOU503A	Implement sound designs	0	40
CUVACD201A	Develop drawing skills to communicate ideas	34	32
CUVACD301A	Produce drawings to communicate ideas	379	332
CUVCOR08A	PRODUCE DRAWINGS TO REPRESENT AND COMMUNICATE THE CONCEPT	9	9
CUVCOR09B	Select and apply drawing techniques and media to represent and communicate the concept	0	2
ICAGAM301A	Apply simple modelling techniques	0	6
ICAGAM302A	Design and apply simple textures to digital art	191	194
ICAGAM303A	Review and apply the principles of animation	0	6
ICAGAM401A	Produce an interactive game	42	40
ICAGAM402A	Identify and apply principles of games design and game playing	43	37
ICAGAM403A	Create design document for interactive games	41	37
ICAGAM404A	Apply artificial intelligence in game development	83	73
ICAGAM405A	Write story and content for digital games	3	0
ICAGAM413A	Design and create 3-D digital models	2	0
ICAGAM501A	Create design concepts for digital games and 3-D media	131	0
ICAGAM503A	Create a complex 3-D interactive computer game	16	1
ICAGAM508A	Develop complex 3-D software for games and interactive media	52	1
ICAGAM510A	Prepare games for different platforms and delivery modes	82	71
ICAGAM511A	Manage testing of games and interactive media	11	1
ICAGAM514A	Design and create models for a 3-D and digital effects environment	140	0
ICAGAM515A	Design and create advanced particles, fluids and bodies for 3-D digital effects	64	2
ICAGAM521A	Create interactive 3-D environments for digital games	3	0
ICAGAM525A	Apply digital texturing for the 3D environment in digital games	139	0
ICAGAM526A	Create complex 3-D characters for games	131	0

ICAGAM530A	Develop and implement physics in a 3D digital game	60	2
ICAGAM531A	Complete compositing to create elements for the 3-D and digital effects environment	192	188
ICAICT201A	Use computer operating systems hardware	123	124
ICAICT202A	Work and communicate effectively in an IT environment	139	207
ICAICT203A	Operate application software packages	132	121
ICAICT204A	Operate a digital media technology package	120	118
ICAICT209A	Interact with ICT clients	119	112
ICAICT211A	Identify and use basic current industry-specific technologies	120	118
ICAICT301A	Create user documentation	27	66
ICAICT302A	Install and optimise operating system software	26	58
ICAICT304A	Implement system software changes	13	4
ICAICT305A	Identify and use current industry-specific technologies	15	21
ICAICT306A	Migrate to new technology	143	213
ICAICT307A	Customise packaged software applications for clients	13	4
ICAICT308A	Use advanced features of computer applications	50	43
ICAICT406A	Build a graphical user interface	85	72
ICAICT409A	Develop macros and templates for clients using standard products	13	4
ICAICT417A	Identify, evaluate and apply current industry-specific technologies to meet industry standards	99	87
ICAICT703A	Endorse business plan components for a new initiative	53	50
ICAICT707A	Direct research and business response to new ICT technology	53	50
ICAPRG301A	Apply introductory programming techniques	229	264
ICAPRG405A	Automate processes	81	62
ICAPRG406A	Apply introductory object-oriented language skills	193	153
ICAPRG413A	Use a library or pre-existing components	97	72
ICAPRG415A	Apply skills in object-oriented design	177	147
ICAPRG416A	Manage a software component reuse library	85	76
ICAPRG417A	Apply mathematical techniques for software development	92	58
ICAPRG418A	Apply intermediate programming skills in another language	83	73
ICAPRG504A	Deploy an application to a production environment	11	1
ICAPRG505A	Build advanced user interface	69	1
ICAPRG523A	Apply advanced programming skills in another language	11	1
ICAPRG527A	Apply intermediate object-oriented language skills	98	86
ICASAS301A	Run standard diagnostic tests	31	87
ICAU3126B	USE ADVANCED FEATURES OF COMPUTER APPLICATIONS	9	9
ICAWEB201A	Use social media tools for collaboration and engagement	150	155
ICAWEB301A	Create a simple markup language document	42	38
ICAWEB302A	Build simple websites using commercial programs	42	38
ICAWEB303A	Produce digital images for the web	42	38
ICTSUS6233A	Integrate sustainability in ICT planning and design projects	11	1
M1GD	Game Design	0	29
M2	Games Industry and Console Development	0	29
M3-ART	Advanced Game Development Skills I - Game Art Specific	0	17
M3-PROG	Advanced Game Development Skills I - Programming Specific	0	12
M4-ART	Advanced Game Development Skills II - Game Art Specific	0	17
M4-PROG	Advanced Game Development Skills II - Programming Specific	0	12

M5	Major Work Specialisation & Portfolio	0	29
M6	Game Development Project	0	29
PGDGSP601A	Develop complex systems for real time applications	70	1
PGDMTH601A	Apply fundamental games programming mathematical skills	84	75
PGDPRD601A	Plan and pitch a game design proposal	12	1
PGDPRD603A	Manage major game production	11	1
PGDPRD604A	Implement online promotion strategy	15	1

Comments

Enrolments:

Completions: