

#### Information and Communications Technology Clusters for Digital Media Technology (DMT)

QF Level for Reference	Game-2D	Game-3D	Game Designer	Game Programmer	Game QA	Animation	Digital AV Artist	Digital AV Compositor	IM Development	ММ	SM
7										Chief Marketing Officer (DMT)	Chief Strategic Officer (DMT)
6	Producer (SM & MM)	Producer (SM & MM)	Producer (SM & MM)	Producer (SM & MM)					Project Manager	Marketing Director / Assoicate Marketing Director (DMT)	Director (DMT)
				Technical Director						Senior Marketing	
5	C	Game Designer	Sr Game Programmer (Network Programmer)	Game QA Lead		CG Supervisor	pervisor Lead Compositor	Systems Analyst	Manager / Marketing Manager (DMT)	Manager (DMT)	
				Sr Game Programmer (AI Programmer)	er (AI					Wallager (DWT)	
	Art Director	Art Director		Sr Game Programmer (Gameplay Programmer)		Animation			VR Application Development	_	
				(Gamepiay Programmer)		Supervisor	Lead FX Artist		AR Application Development and 3D		
4	2D Artist	3D Artist	Level Designer	Game Programmer	Game QA tester Compositor Modelling Ma			Compositor	Assistant Marketing	g	
	Concept Artist			(Tools Programmer)					Apps Development	Manager (DMT)	
	UI Designer	3D Animator		Game Programmer (Generalist Programmer)		Lead Animator	Technical Artist		Interactive Website Development		
						Senior Animator				Marketing Analyst (DMT)	
3						Animator		Video Editor		Marketing Executive (DMT)	



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Strategic Management

Job Mapping	Manager (DMT)			
Integrated Competency	Provide and recommend the strategy of human resources management	nt, formulate in	novative use	and
	adoption of DMT to enhance market share capability, formulate cond	lucive custome	r centric envi	ronment and
	delivery, formulate resource management strategy and information st	trategy to facilit	tate product of	development
	and marketing			
QF Level	5			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Formulate conducive customer centric environment and delivery	<u>108020L5</u>	5	3
	Formulate human resource strategy	<u>108021L5</u>	5	3
	Manage information strategy to facilitate product development and marketing	<u>108022L5</u>	5	4
	Formulate innovative use and adoption of DMT to enhance market share capability	<u>108023L5</u>	5	3
	Formulate resource management strategy	<u>108024L5</u>	5	3

Job Mapping	Director (DMT)				
Integrated Competency	Formulate risk management strategy, content management and distribution strategy and the				
	commercialization of Intellectual Properties strategy				
QF Level	6				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Formulate risk management strategy	<u>108017L6</u>	6	3	
	Formulate commercialization of Intellectual Properties strategy	<u>108018L6</u>	6	3	
	Formulate content management and distribution strategy	<u>108019L6</u>	6	3	

Job Mapping	Chief Strategic Officer (DMT)					
Integrated Competency	Understand, analyze, recommend, seek support for the uptake of disruptive technologies, formulate, seek					
	pport and resources, communicate, manage, and execute the agreed/assigned global/regional DMT					
	business strategy to all relevant parties with the set-up of objectives,	siness strategy to all relevant parties with the set-up of objectives, policies, procedures, deliverables,				
	budget, human resources and time line					
QF Level	7					
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
	Formulate global and local business strategy and execution	<u>108015L7</u>	7	6		
	Formulate uptake of disruptive technologies	<u>108016L6</u>	6	3		



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Marketing Management

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Job Mapping	Marketing Executive (DMT)			
Integrated Competency	Develop social media content for digital marketing and execute to fu	lfill the corpora	te tasks as as	ssigned
QF Level	3			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Develop social media content for marketing	<u>108050L3</u>	3	3
	Develop an analytic mindset for digital marketing	<u>108051L2</u>	2	3

Job Mapping	Marketing Analyst (DMT)					
	Monitor the effectiveness of inbound marketing, coordinate and manage digital marketing contents					
Integrated Competency	production, find and source analytic tools for digital marketing, impl			-		
integrated competency	marketing, handle outsourced digital marketing, conduct marketing r			lesign and		
	create effective digital marketing contents, and execute to fulfill the	corporate tasks	as assigned.			
QF Level	3	-		-		
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
	Coordinate and manage digital marketing contents production	<u>108044L4</u>	4	3		
	Conduct marketing reserch with social media	<u>108045L4</u>	4	3		
	Design and create effective digital marketing contents	<u>108049L4</u>	4	3		
	Monitor effectiveness of inbound marketing activities	<u>108043L3</u>	3	3		
	Source analytic tools for digital marketing	<u>108046L3</u>	3	3		
	Implement direct digital marketing	<u>108047L3</u>	3	3		
	Handle outsourced digital marketing	<u>108048L3</u>	3	3		

Job Mapping	Assistant Marketing Manager (DMT)				
Integrated Competency	Implement inbound marketing strategy, provide and recommend the plan of marketing of digital media products including and/or mainland China, implement digital marketing plan as assigned, implement social media branding and mobile marketing, analyze and predict market trends for digital media products, plan direct digital marketing and measurements on the effectiveness of digital marketing				
QF Level	4				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Implement inbound marketing strategy	<u>108032L4</u>	4	6	
	Plan marketing of digital media products	<u>108035L4</u>	4	3	
	Implement digital marketing plan	<u>108036L4</u>	4	6	
	Implement digital marketing in Mainland China for digital media products	<u>108037L4</u>	4	6	
	Implement social media marketing plan	<u>108038L4</u>	4	6	
	Implement mobile marketing	<u>108039L4</u>	4	6	
	Analyse market trend for digital media products	<u>108040L4</u>	4	3	
	Plan direct digital marketing	<u>108041L4</u>	4	3	
	Plan measurements on the effectiveness of digital marketing	<u>108042L4</u>	4	3	

Job Mapping	Senior Marketing Manager (DMT) / Marketing Manager (DMT)					
	Provide and seek approval for all digital marketing process, identify the digital marketing strategy fo					
Integrated Competency	specific digital media products or service, develop and formulate inbo	ound marketing	g tactics, mob	oile		
Integrated Competency	marketing strategy, formulate specific digital marketing objectives, for	-	-			
	strategy and formulate social media marketing strategy and execute to	o fulfill the cor	porate tasks a	as assigned		
QF Level	5					
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
	Formulate inbound marketing strategy	<u>108026L5</u>	5	3		
	Manage digital marketing tactics	<u>108028L5</u>	5	6		
	Identify marketing strategies and digital media products	<u>108029L5</u>	5	3		
	Formulate mobile marketing strategy	<u>108030L5</u>	5	3		
	Formulate digital marketing objective	<u>108031L5</u>	5	3		
	Formulate digital marketing analytic strategy	<u>108033L5</u>	5	3		
	Formulate social media marketing strategy	<u>108034L5</u>	5	3		

Job Mapping	Marketing Director (DMT) / Assoicate Marketing Director					
	Provide recommendation, communicate and deploy the assigned overall marketing strategies; understand,					
Integrated Competency	analyze, recommend, seek support and resources for the deployment of content marketing tactics. Special					
	attention given to formulate digital marketing strategy for mainland China when necessary.					
QF Level	6					
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
	Formulate content marketing tactics	<u>108025L6</u>	6	3		
	Formulate digital marketing strategy for Mainland China	<u>108027L6</u>	6	3		

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Job Mapping	Chief Marketing Officer (DMT)				
	Formulate, seek support and resources, communicate, manage, and execute the agreed/assigned				
Integrated Competency	global/regional DMT marketing strategy to all relevant parties with the set-up of objectives, policies,				
	procedures, deliverables, budget, human resources and time line				
QF Level	7				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Formulate digital marketing strategy	<u>107914L7</u>	7	3	



### Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Game - 2D Artist, Concept Artist and UI Designer)

	st, Concept Artist and UI Designer						
Job Mapping	2D Artist						
Integrated Competency	Understand the project brief, carry out the design of scenes, c and develop promotion materials	haracters, map and tex	ture, pixel ar	t, UI layout			
QF Level	4						
Units of Competency	UoC Title	UoC Code	QF Level	QF Credi			
	Perform game prototyping	<u>107924L4</u>	4	3			
	Design characters	<u>107925L4</u>	4	3			
	Create map and texture	<u>107926L4</u>	4	3			
	Create pixel art	<u>107928L4</u>	4	3			
	Create scenes	<u>107929L4</u>	4	3			
	Create User Interface (UI) layout	107930L4	4	3			
	Develop promotion materials	107942L3	4	3			
	Understand and confirm the brief	107949L3	3	3			
Job Mapping	Concept Artist						
Integrated Competency	Understand the project brief, carry out the design of scenes, c	haracters and pixel art					
QF Level	4						
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit			
	Perform game prototyping	<u>107924L4</u>	4	3			
	Design characters	<u>107925L4</u>	4	3			
	Create pixel art	<u>107928L4</u>	4	3			
	Create scenes	<u>107929L4</u>	4	3			
	Understand and confirm the brief	107949L3	3	3			
			1	1			
Job Mapping	UI Designer						
Integrated Competency	Understand the project brief, carry out HCI desgin, UI layout	and game testing					
QF Level	4		1	1			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credi			
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3			
	Perform game prototyping	<u>107924L4</u>	4	3			
	Create User Interface (UI) layout	<u>107930L4</u>	4	3			
	Perform game testing	<u>107941L3</u>	3	3			

Job Mapping	Art Director			
Integrated Competency	Ensure all the created art works cohesively and on track			
QF Level	4			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Perform technical feasibility study	<u>107918L5</u>	5	3
	Prepare asset list	<u>107921L4</u>	4	3
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3
	Design characters	<u>107925L4</u>	4	3
	Create map and texture	<u>107926L4</u>	4	3
	Create pixel art	<u>107928L4</u>	4	3
	Create scenes	<u>107929L4</u>	4	3
	Create User Interface (UI) layout	107930L4	4	3

<u>107949L3</u>

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Remark:

UoCs in Cluster for 2D Artist : 107925L4 , 107926L4 , 107928L4 , 107929L4 , 107930L4 UoCs in Cluster for Concept Artist : 107925L4 , 107928L4 , 107929L4 UoCs in Cluster for UI Designer : 107923L4 , 107930L4 UoCs in Cluster for 3D Artist : 107925L4 , 107929L4

Understand and confirm the brief

UoCs in Cluster for 3D Animator : 107918L5

UoC Clusters for Produce	r					
Cluster Name	Strategic Management for Producer					
	Carry out the formulation of strategy in area of global/local business, risk management, commercialisation of					
Integrated Competency		intellectual properties, content management and distrution, and information strategy for product development				
	and marketing					
QF Level	6					
Job Mapping	Producer			0.7. 0. 11		
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
	Formulate global and local business strategy	<u>108015L7</u>	7	3		
	Formulate risk management strategy	<u>108017L6</u>	6	3		
	Formulate commercialisation of Intellectual Properties strategy	<u>108018L6</u>	6	3		
	Formulate content management and distribution strategy	<u>108019L6</u>	6	3		
	Manage information strategy to facilitate product development and marketing	<u>108022L5</u>	5	4		
(ITSWPM603A), Monitor an (ITSWPM610A), Develop the	evant project management skills and knowledge covered in SCS (Software Services d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM project cost (ITSWPM611A), Conduct cost review upon project completion (ITSV r a project (ITSWPM613A). Develop a project quality management plan for project	1609A), Prepare a VPM612A), Deter	preliminary co rmine quality p	st model olicies and		
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM	1609A), Prepare a VPM612A), Deter ct execution (ITSV	preliminary co rmine quality p WPM614A), M	st model olicies and anage and		
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Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM project cost (ITSWPM611A), Conduct cost review upon project completion (ITSV r a project (ITSWPM613A), Develop a project quality management plan for project tionship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital mar marketing, digital marketing for Mainland China, digital products and 6 Producer UoC Title Formulate digital marketing strategy Formulate content marketing tactics	i609A), Prepare a VPM612A), Detect execution (ITSV Γ investment (ITSV -keting, content d mobile marked UoC Code <u>107914L7</u> <u>108025L6</u>	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i eting QF Level 7 6	st model olicies and fanage and ic. nbound QF Credit 3 3		
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW r a project (ITSWPM613A), Develop a project quality management plan for project tionship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital mar marketing, digital marketing for Mainland China, digital products and 6 Producer UoC Title Formulate digital marketing strategy Formulate content marketing tactics Formulate digital marketing strategy for Mainland China	1609A), Prepare a VPM612A), Deter et execution (ITSV Γ investment (ITSV cketing, content d mobile marked UoC Code <u>107914L7</u> <u>108025L6</u> <u>108027L6</u>	preliminary co rmine quality p WPM614A), M WGS617A), et a marketing, i eting QF Level 7 6 6 6	st model olicies and anage and tc. nbound QF Credit 3 3 3		

Remark :

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.



### Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Game - 3D Artist and 3D Animator)

UoC Clusters for 3D Arti	st and 3D Animator				
Job Mapping	3D Artist				
Integrated Competency	Understand the project brief, carry out the design of scenes and chara	acters using low	y polygon me	odels and	
<u> </u>	develop promotion materials				
QF Level	4				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Design characters	<u>107925L4</u>	4	3	
	Create low polygon models	<u>107927L4</u>	4	3	
	Create scenes	<u>107929L4</u>	4	3	
	Develop promotion materials	<u>107942L3</u>	4	3	
	Understand and confirm the brief	<u>107949L3</u>	3	3	
	3D Animator				
Job Mapping					
	Understand the project brief, carry out character animation and input	t data from mot	ion capture,	create in-	
Integrated Competency	Understand the project brief, carry out character animation and inpui game cinematic, game prototyping and devleop promotion materials	t data from mot	ion capture,	create in-	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpui game cinematic, game prototyping and devleop promotion materials 4		-		
Integrated Competency	Understand the project brief, carry out character animation and input game cinematic, game prototyping and devleop promotion materials 4 UoC Title	t data from mot UoC Code	ion capture, QF Level	create in- QF Credit	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpui game cinematic, game prototyping and devleop promotion materials 4		-		
Integrated Competency QF Level	Understand the project brief, carry out character animation and input game cinematic, game prototyping and devleop promotion materials 4 UoC Title	UoC Code	QF Level	QF Credit	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpui game cinematic, game prototyping and devleop promotion materials 4 UoC Title Perform technical feasibility study	UoC Code <u>107918L5</u>	QF Level 5	QF Credit 3	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpui game cinematic, game prototyping and devleop promotion materials 4 UoC Title Perform technical feasibility study Perform Compositing	UoC Code <u>107918L5</u> <u>107963L5</u>	QF Level 5 5	QF Credit 3 6	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpuing game cinematic, game prototyping and devleop promotion materials         4         UoC Title         Perform technical feasibility study         Perform Compositing         Perform game prototyping	UoC Code <u>107918L5</u> <u>107963L5</u> <u>107924L4</u>	QF Level 5 5 4	QF Credit 3 6 3	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpuir         game cinematic, game prototyping and devleop promotion materials         4         UoC Title         Perform technical feasibility study         Perform Compositing         Perform game prototyping         Prepare character animation	UoC Code <u>107918L5</u> <u>107963L5</u> <u>107924L4</u> <u>107931L4</u>	QF Level 5 5 4 4	QF Credit 3 6 3 3	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpuing game cinematic, game prototyping and devleop promotion materials         4         UoC Title         Perform technical feasibility study         Perform Compositing         Perform game prototyping         Prepare character animation         Create in-game cinematic	UoC Code <u>107918L5</u> <u>107963L5</u> <u>107924L4</u> <u>107931L4</u> <u>107934L4</u>	QF Level 5 5 4 4 4	QF Credit 3 6 3 3 3	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpuir         game cinematic, game prototyping and devleop promotion materials         4         UoC Title         Perform technical feasibility study         Perform Compositing         Perform game prototyping         Prepare character animation         Create in-game cinematic         Perform motion capture	UoC Code <u>107918L5</u> <u>107963L5</u> <u>107924L4</u> <u>107931L4</u> <u>107934L4</u> <u>107948L4</u>	QF Level 5 5 4 4 4 4 4	QF Credit 3 6 3 3 3 4	
Integrated Competency QF Level	Understand the project brief, carry out character animation and inpuir game cinematic, game prototyping and devleop promotion materials4UoC TitlePerform technical feasibility studyPerform CompositingPerform game prototypingPrepare character animationCreate in-game cinematicPerform motion captureCreate Digital Visual Effects	UoC Code 107918L5 107963L5 107924L4 107931L4 107934L4 107948L4 107964L4	QF Level 5 5 4 4 4 4 4 4 4	QF Credit 3 6 3 3 3 4 6	

Job Mapping	Art Director			
Integrated Competency	Ensure all the created art works cohesively and on track			
QF Level	4			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Perform technical feasibility study	<u>107918L5</u>	5	3
	Prepare asset list	<u>107921L4</u>	4	3
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3
	Design characters	<u>107925L4</u>	4	3
	Create map and texture	<u>107926L4</u>	4	3
	Create pixel art	<u>107928L4</u>	4	3
	Create scenes	<u>107929L4</u>	4	3
	Create User Interface (UI) layout	<u>107930L4</u>	4	3

UoCs in Cluster for 3D Artist : 107925L4, 107929L4

UoCs in Cluster for 3D Animator : 107918L5

UoCs in Cluster for 2D Artist : 107925L4 , 107926L4 , 107928L4 , 107929L4 , 107930L4

UoCs in Cluster for Concept Artist: 107925L4, 107928L4, 107929L4

UoCs in Cluster for UI Designer : 107923L4 , 107930L4

Cluster Name	Strategic Management for Producer			
	Carry out the formulation of strategy in area of global/local business,	risk managem	ent, commer	cialisation o
Integrated Competency	intellectual properties, content management and distrution, and inform	naiton strategy	for product	developmen
	and marketing			
QF Level	6			
Job Mapping	Producer			0.0.0.1
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Formulate global and local business strategy	<u>108015L7</u>	7	3
	Formulate risk management strategy	<u>108017L6</u>	6	3
	Formulate commercialisation of Intellectual Properties strategy	<u>108018L6</u>	6	3
	Formulate content management and distribution strategy	<u>108019L6</u>	6	3
	Manage information strategy to facilitate product development and	1000201.5	5	4
	marketing	<u>108022L5</u>	5	4
Producer needs to possess rele ITSWPM603A), Monitor an ITSWPM610A), Develop the lefine quality requirements fo	evant project management skills and knowledge covered in SCS (Software Services d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW r a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT	609A), Prepare a VPM612A), Deter et execution (ITSV	preliminary co rmine quality p WPM614A), M	st model olicies and anage and
(ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT	609A), Prepare a VPM612A), Deter et execution (ITSV	preliminary co rmine quality p WPM614A), M	st model olicies and anage and
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer	609A), Prepare a VPM612A), Deter execution (ITSV F investment (ITS	preliminary co rmine quality p WPM614A), M WGS617A), et	st model olicies and anage and c.
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo naintain the portfolio and rela Cluster Name	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital marketing management plan for producer	609A), Prepare a VPM612A), Detect et execution (ITSV Γ investment (ITS keting, content	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i	st model olicies and anage and c.
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital mar marketing, digital marketing for Mainland China, digital products an	609A), Prepare a VPM612A), Detect et execution (ITSV Γ investment (ITS keting, content	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i	st model olicies and anage and c.
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital marketing management plan for producer	609A), Prepare a VPM612A), Detect et execution (ITSV Γ investment (ITS keting, content	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i	st model olicies and anage and c.
Producer needs to possess rele ITSWPM603A), Monitor an ITSWPM610A), Develop the lefine quality requirements fo naintain the portfolio and rela Cluster Name Integrated Competency QF Level lob Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital man marketing, digital marketing for Mainland China, digital products an 6	609A), Prepare a VPM612A), Detect et execution (ITSV Γ investment (ITS keting, content	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i	est model olicies and anage and ac. nbound
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital mar marketing, digital marketing for Mainland China, digital products an 6 Producer	609A), Prepare a VPM612A), Deter et execution (ITSV F investment (ITS keting, content d mobile marke	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i	st model olicies and anage and c.
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW r a project (ITSWPM613A), Develop a project quality management plan for project titionship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital marketing, digital marketing for Mainland China, digital products an 6 Producer UoC Title	i609A), Prepare a VPM612A), Detect et execution (ITSV Γ investment (ITS ketting, content d mobile marked UoC Code	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i eting QF Level	est model olicies and anage and cc. nbound QF Credi
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW or a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital marketing, digital marketing for Mainland China, digital products an 6 Producer UoC Title Formulate digital marketing strategy	i609A), Prepare a VPM612A), Deter tt execution (ITSV investment (ITSV keting, content d mobile marke UoC Code <u>107914L7</u>	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i eting QF Level 7	est model olicies and anage and ac. nbound QF Credit 3
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW r a project (ITSWPM613A), Develop a project quality management plan for projec attionship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital man marketing, digital marketing for Mainland China, digital products an 6 Producer UoC Title Formulate digital marketing strategy Formulate content marketing tactics	i609A), Prepare a         VPM612A), Deter         vert execution (ITSV)         investment (ITSV)         checketing, content         d mobile market         UoC Code         107914L7         108025L6	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i eting QF Level 7 6	st model olicies and anage and cc. nbound QF Credi 3 3
Producer needs to possess rele (ITSWPM603A), Monitor an (ITSWPM610A), Develop the define quality requirements fo maintain the portfolio and rela Cluster Name Integrated Competency QF Level Job Mapping	d control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM e project cost (ITSWPM611A), Conduct cost review upon project completion (ITSW r a project (ITSWPM613A), Develop a project quality management plan for project ationship with business partners (ITSWGS618A), Establish a business case for an IT Marketing Management for Producer Carry out the formulation of marketing strategy in area of digital marketing, digital marketing for Mainland China, digital products an 6 Producer UoC Title Formulate digital marketing strategy Formulate content marketing tactics Formulate digital marketing strategy for Mainland China	ido9A), Prepare a VPM612A), Deter t execution (ITS) investment (ITS) keting, content d mobile marked UoC Code <u>107914L7</u> <u>108025L6</u> <u>108027L6</u>	preliminary co rmine quality p WPM614A), M WGS617A), et marketing, i eting QF Level 7 6 6	st model olicies and anage and cc. nbound QF Credi 3 3 3 3

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.



#### Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Game Designer)

Level Designer			
Carry out game level design and prototyping, create in-game cinematic and user documentation, and perform			
game testing			
4			
UoC Title	UoC Code	QF Level	QF Credit
Perform level design	<u>107922L4</u>	4	3
Perform game prototyping	<u>107924L4</u>	4	3
Develop game level	<u>107933L4</u>	4	3
Create in-game cinematic	<u>107934L4</u>	4	3
Create user documentation	<u>107940L4</u>	4	3
Perform game testing	<u>107941L3</u>	3	3
	Carry out game level design and prototyping, create in-game cinemat game testing 4 UoC Title Perform level design Perform game prototyping Develop game level Create in-game cinematic Create user documentation	Carry out game level design and prototyping, create in-game cinematic and user doc game testing4UoC TitleUoC CodePerform level design107922L4Perform game prototyping107924L4Develop game level107931L4Create in-game cinematic107934L4Create user documentation107940L4	Carry out game level design and prototyping, create in-game cinematic and user documentation, game testing4UoC TitleUoC CodeQF LevelPerform level design107922L44Perform game prototyping107924L44Develop game level107931L44Create in-game cinematic107934L44Create user documentation107940L44

Job Mapping	Game Designer			
Integrated Competency	Carry out game design, create game specification and game developr	nent environme	ent	
QF Level	5			
Units of Competency	UoC Title UoC Code QF Level QF Credi			
	Perform game design	<u>107916L5</u>	5	6
	Create game specification	<u>107917L5</u>	5	3
	Create game development environment	<u>107919L5</u>	5	3

UoC Clusters for Producer					
Cluster Name	Strategic Management for Producer				
	Carry out the formulation of strategy in area of global/local business, risk management, commercialisation of				
Integrated Competency	intellectual properties, content management and distrution, and information strategy for product deve				
	nd marketing				
QF Level	6				
Job Mapping	Producer				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Formulate global and local business strategy	<u>108015L7</u>	7	3	
	Formulate risk management strategy	<u>108017L6</u>	6	3	
	Formulate commercialisation of Intellectual Properties strategy	<u>108018L6</u>	6	3	
	Formulate content management and distribution strategy	<u>108019L6</u>	6	3	
	Manage information strategy to facilitate product development and marketing	<u>108022L5</u>	5	4	

#### Remark :

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.

Cluster Name	Marketing Management for Producer					
	Carry out the formulation of marketing strategy in area of digital mar	rketing, content	marketing, i	nbound		
Integrated Competency	marketing, digital marketing for Mainland China, digital products an	d mobile marke	eting			
QF Level	6					
Job Mapping	Producer					
Units of Competency	UoC Title	UoC Code	UoC Code QF Level QF Credi			
	Formulate digital marketing strategy	<u>107914L7</u>	7	3		
	Formulate content marketing tactics	<u>108025L6</u>	6	3		
	Formulate digital marketing strategy for Mainland China	<u>108027L6</u>	6	3		
	Formulate inbound marketing strategy	<u>108026L5</u>	5	3		
	Identify marketing strategies for digital media products	<u>108029L5</u>	5	3		
	Formulate mobile marketing strategy	108030L5	5	3		

#### Remark :

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.



### Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) **Clustering for Operations Management (Game Programmer)**

UoC Cluster for Game Pr				
Job Mapping	Tools Programmer			
Integrated Competency	Carry out the creation on in-game cinematic, game programmng, scr	ipt programmnş	g, developme	nt of patch
QF Level	4			
Units of Competency	UoC Title	UoC Code QF Level QF C		
	Create in-game cinematic	<u>107934L4</u>	4	3
	Perform game programming	<u>107935L4</u>	4	3
	Perform script programming	<u>107936L4</u>	4	3
	Develop Patch System	<u>107938L4</u>	4	3
	Develop game monitoring system	107939L4	4	3

Tools Programmer needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Perform testing activities to facilitate different levels of testing (ITSWDM401A), Verify and validate the deployed/migrated software and the existing software are functioning properly (ITSWDM405A), Report discrepancies between software and its related documents (ITSWDM402A), Debug a programme (ITSWDM403A), etc.

Job Mapping	Generalist Programmer					
Integrated Competency	Carry out the creation on in-game cinematic and user documentation, game programmng, script programmng					
Standard	development of patch system and game monitoring system, and perfect	orm user testing	5			
QF Level	4					
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit		
1	Create in-game cinematic	<u>107934L4</u>	4	3		
	Perform game programming	<u>107935L4</u>	4	3		
	Perform script programming	<u>107936L4</u>	4	3		
	Develop patch System	<u>107938L4</u>	4	3		
	Develop game monitoring system	<u>107939L4</u>	4	3		
	Create user documentation	<u>107940L4</u>	4	3		
	Perform game testing	<u>107941L3</u>	3	3		

Remark :

Generalist Programmer needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Perform testing activities to facilitate different levels of testing (ITSWDM401A), Verify and validate the deployed/migrated software and the existing software are functioning properly (ITSWDM405A), Report discrepancies between software and its related documents (ITSWDM402A), Debug a programme (ITSWDM403A), etc.

UoC Clusters for Senior Game Programmer					
Job Mapping	Network Programmer				
Integrated Competency	Carry out the technical feasibility study, creation of game developme	ent environment	, design of g	ame	
Standard	database, game prototyping and the development of game management	ent system for c	ustomer serv	ice	
QF Level	5				
Units of Competency	UoC Title	Fitle UoC Code QF Level QF Credit			
	Perform technical feasibility study	<u>107918L5</u>	5	3	
	Create game development environment	<u>107919L5</u>	5	3	
	Perform Game database design	<u>107920L5</u>	5	3	
	Perform game prototyping	<u>107924L4</u>	4	3	
	Develop game management system for Customer Service	<u>107937L4</u>	4	3	

Remark :

1. Network programmer needs to possess relevant skills and knowledge covered in SCS (Communication and Information Services) such as Formulate functional requirement and software design specification (ITCSNO523A), Define KPIs for measuring quality of network performance and capacity (ITCSNO526A), Define and maintain service level to customers (ITCSNO527A), etc.

2. Network programmer needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Minimize information security risks (ITSWIS525A), Verify and validate requirements for the development of the software product (ITSWDM502A), Verify and validate the relevant design documentations of the software/system (ITSWDM503A), Develop programme modules of the software based on its design documents (ITSWDM504A), Manage and maintain the programme source (ITSWDM505A), Perform inspection for the programme code and software documents (ITSWDM506A), Develop test plans for various levels of testing (ITSWDM507A), etc.

Job Mapping	AI Programmer				
Integrated Competency	Carry out the technical feasibility study, creation of game development environment, game prototyping,				
Standard	preparation of character animation and the development of game level	el			
QF Level	5				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Perform technical feasibility study	<u>107918L5</u>	5	3	
	Create game development environment	<u>107915L5</u>	5	3	
	Perform game prototyping	<u>107924L4</u>	4	3	
	Develop game level	<u>107933L4</u>	4	3	

#### Remark :

AI programmer needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Minimize information security risks (ITSWIS525A) Verify and validate requirements for the development of the software product (ITSWDM502A), Verify and validate the relevant design documentations of the software/system (ITSWDM503A), Develop programme modules of the software based on its design documents (ITSWDM504A), Manage and maintain the programme source (ITSWDM505A), Perform inspection for the programme code and software documents (ITSWDM506A), Develop test plans for various levels of testing (ITSWDM507A), etc.

Job Mapping	Gameplay Programmer					
Integrated Competency	Carry out the technical feasibility study, creation of game development environment, level design, HCI					
Standard	design, game prototyping, creation of scenes and UI layout, develop	ment of audion	effects and g	ame level		
QF Level	4	•				
Units of Competency	UoC Title UoC Code QF Level QF					
	Perform technical feasibility study	<u>107918L5</u>	5	3		
	Create game development environment	<u>107919L5</u>	5	3		
	Perform level design	<u>107922L4</u>	4	3		
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3		
	Perform game prototyping	<u>107924L4</u>	4	3		
	Create scenes	<u>107929L4</u>	4	3		
	Create user interface (UI) layout	<u>107930L4</u>	4	3		
	Develop BGM and audio effects	<u>107932L4</u>	4	3		
	Develop game level	<u>107933L4</u>	4	3		
	Create customised audio effects	<u>107966L4</u>	4	3		

Remark :

Gameplay programmer needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Minimize information security risks (ITSWIS525A), Verify and validate requirements for the development of the software product (ITSWDM502A), Verify and validate the relevant design documentations of the software/system (ITSWDM503A), Develop programme modules of the software based on its design documents (ITSWDM504A), Manage and maintain the programme source (ITSWDM505A), Perform inspection for the programme code and software documents (ITSWDM506A), Develop test plans for various levels of testing (ITSWDM507A), etc.

Job Mapping	Technical Director				
Integrated Competency	Perform the management of game development and creation of game	e specification			
QF Level	5				
Units of Competency	UoC Title	UoC Code QF Level QF Cred			
	Manage game development	<u>107915L6</u>	6	6	
	Create game specification	<u>107917L5</u>	5	3	
	Perform game database design	<u>107920L5</u>	5	3	
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3	
	Develop game management system for Customer Service	<u>107937L4</u>	4	3	

Remark :

 Technical Director needs to possess relevant skills and knowledge covered in SCS (Software Services) such as Understand IT project management (ITSWGS621A), Understand organisational and project quality assurance (ITSWGS622A), Perform an initial project feasibility study (ITSWPM601A), Execute the project plan (ITSWPM604A), Monitor and control project execution (ITSWPM605A), Conduct project closure with regard to quality (ITSWPM615A), Establish and maintain the performance and capacity management processes (ITSWOS609A), etc.
 UoCs in Cluster for Network Programmer : 107920L5, 107937L4

3. UoC in Cluster for Gameplay Programmer : 107923L4

intellectual properties, content management and distrution, and infor	maiton strategy	for product of	development
and marketing			
6			
Producer			
UoC Title	UoC Code	QF Level	QF Credit
Formulate global and local business strategy	<u>108015L7</u>	7	3
Formulate risk management strategy	<u>108017L6</u>	6	3
Formulate commercialisation of Intellectual Properties strategy	<u>108018L6</u>	6	3
Formulate content management and distribution strategy	<u>108019L6</u>	6	3
Manage information strategy to facilitate product development and marketing	<u>108022L5</u>	5	4
	<ul> <li>intellectual properties, content management and distrution, and infor and marketing</li> <li>6</li> <li>Producer</li> <li>UoC Title</li> <li>Formulate global and local business strategy</li> <li>Formulate risk management strategy</li> <li>Formulate commercialisation of Intellectual Properties strategy</li> <li>Formulate content management and distribution strategy</li> <li>Manage information strategy to facilitate product development and</li> </ul>	intellectual properties, content management and distrution, and informaiton strategy and marketing         6         Producer         UoC Title       UoC Code         Formulate global and local business strategy       108015L7         Formulate risk management strategy       108017L6         Formulate commercialisation of Intellectual Properties strategy       108018L6         Formulate content management and distribution strategy       108019L6         Manage information strategy to facilitate product development and       108022L5	6         Producer         UoC Title       UoC Code       QF Level         Formulate global and local business strategy       108015L7       7         Formulate risk management strategy       108017L6       6         Formulate commercialisation of Intellectual Properties strategy       108018L6       6         Formulate content management and distribution strategy       108019L6       6         Manage information strategy to facilitate product development and       108022L5       5

Remark :

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.

Cluster Name	Marketing Management for Producer					
Interneted Commister av	Carry out the formulation of marketing strategy in area of digital man	rketing, content	marketing, i	nbound		
Integrated Competency	marketing, digital marketing for Mainland China, digital products an	d mobile marke	ting			
QF Level						
Job Mapping	Producer					
Units of Competency	UoC Title	Title UoC Code QF Level				
	Formulate digital marketing strategy	<u>107914L7</u>	7	3		
	Formulate content marketing tactics	<u>108025L6</u>	6	3		
	Formulate digital marketing strategy for Mainland China	<u>108027L6</u>	6	3		
	Formulate inbound marketing strategy	<u>108026L5</u>	5	3		
	Identify marketing strategies for digital media products	<u>108029L5</u>	5	3		
	Formulate mobile marketing strategy	108030L5	5	3		

Remark :

Producer needs to possess relevant project management skills and knowledge covered in SCS (Software Services) such as Prepare initial project plan (ITSWPM603A), Monitor and control the project scope (ITSWPM607A), Develop a project schedule (ITSWPM609A), Prepare a preliminary cost model (ITSWPM610A), Develop the project cost (ITSWPM611A), Conduct cost review upon project completion (ITSWPM612A), Determine quality policies and define quality requirements for a project (ITSWPM613A), Develop a project quality management plan for project execution (ITSWPM614A), Manage and maintain the portfolio and relationship with business partners (ITSWGS618A), Establish a business case for an IT investment (ITSWGS617A), etc.



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Game Tester)

Job Mapping	Game QA Tester			
Integrated Competency	Carry out game testing and prepare the bug report			
QF Level	4			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Create user documentation	<u>107940L4</u>	4	3
	Perform game testing	<u>107941L3</u>	3	3

Job Mapping	Game QA Lead			
Integrated Competency	Responsible for tracking bug reports and ensure they are fixed, posse	ess skills and kn	owledge of g	game
Integrated Competency	development, game specification, level design, HCI design and level	development		
QF Level	5			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Manage game development	<u>107915L6</u>	6	6
	Create game specification	<u>107917L5</u>	5	3
	Perform level design	<u>107922L4</u>	4	3
	Perform human computer interaction (HCI) design	<u>107923L4</u>	4	3
	Develop game level	<u>107933L4</u>	4	3



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Animation)

Job Mapping	Animator				
Integrated Competency	Carry out the creation of duplicated objects, rigging for 3D character	animation, pro	duce basic 21	D and 3D	
Integrated Competency	animation				
QF Level	3				
Job Mapping	Junior Animator				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Create duplicated objects with procedural animation	<u>107958L3</u>	3	3	
	Create rig for 3D character animation	<u>107959L3</u>	3	3	
	Produce basic 2D animation	<u>107960L3</u>	3	3	
	Produce basic 3D animation	<u>107961L3</u>	3	3	
	Develop promotion materials	<u>107942L3</u>	3	3	

Job Mapping	Senior Animator					
Integrated Competency	Carry out the creation of character models, apply texture and lighting; Prepare the environment for digital animation and perform rendering and keyframe animation; Develop promotion materials					
QF Level	3					
Units of Competency	C Title UoC Code QF Level QF					
	Create map and texture	<u>107926L4</u>	4	3		
	Create scenes	<u>107929L4</u>	4	3		
	Prepare character animation	<u>107931L4</u>	4	3		
	Create in-game cinematic	<u>107934L4</u>	4	3		
	Create digital visual effects	<u>107964L4</u>	4	6		
	Understand and confirm the brief	<u>107949L3</u>	3	3		
	Create character models	<u>107952L3</u>	3	3		
	Apply texture	<u>107953L3</u>	3	3		
	Perform lighting	<u>107954L3</u>	3	3		
	Create environment for digital animation	<u>107955L3</u>	3	3		
	Perform rendering of animation	<u>107956L3</u>	3	3		
	Perform keyframe 3D animations	<u>107957L3</u>	3	3		

Job Mapping	Lead Animator			
	Confirm the design brief and make clarification as needed; Carry out	the creatioon o	f scenes, ma	p, texture;
Integrated Competency	and character animation; setup the rendering farm and plan the animation proceess; Design the visual effect			
	of animation and plan and prepare motion catpure shoot and production			
QF Level	4			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Create digital character animation	<u>107946L4</u>	4	3
	Design animation visual effects	<u>107947L4</u>	4	3
	Perform motion capture	<u>107948L4</u>	4	4
	Plan animation	<u>107951L3</u>	3	3

Job Mapping	Animation Supervisor				
Integrated Competency	Manage the development of animation; Carry out the planning and creation of motion graphics, applying 3D				
Integrated Competency	chacacter models and motion capture				
QF Level	4				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Manage animation development	<u>107943L5</u>	5	3	
	Create motion graphics	<u>107944L4</u>	4	3	
	Apply 3D digital models	<u>107945L4</u>	4	3	
	Setup rendering farm	<u>107950L3</u>	3	3	



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Digital AV Artist)

UoC Clusters for Technic	al Artist and Lead FX Artist			
Job Mapping	Technical Artist			
Integrated Competency	Carry out compositing, creation of digital visual effect, editing of dig digital video and preparation for digital video capture	gital AV produc	tion, enhanc	ement of
QF Level	4			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Perform compositing	<u>107963L5</u>	5	6
	Create digital visual effects	<u>107964L4</u>	4	6
	Edit digital AV production	107965L4	4	3
	Perform enhancement of digital video	107968L4	4	3
	Create motion graphics	107944L4	4	3
	Apply 3D digital models	107945L4	4	3
	Prepare for digital video capture	107970L3	3	3
	Create character models	107952L3	3	3
	Perform lighting	107954L3	3	3
	5 5	10,70 120	5	U
Job Mapping	Lead FX Artist			
	Carry out compositing, creation of digital visual effect, editing of dia	gital AV produc	tion, colouir	ation of
Integrated Competency	digital video sequence, enhancement of digital video and the selection	on of video capt	uring device	
QF Level	4			_
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Perform compositing	<u>107963L5</u>	5	6
	Create digital visual effects	<u>107964L4</u>	4	6
	Edit digital AV production	<u>107965L4</u>	4	3
	Perform coloration of digital video sequence	<u>107967L4</u>	4	3
	Perform enhancement of digital video	107968L4	4	3
	Create motion graphics	107944L4	4	3
	Apply 3D digital models	107945L4	4	3
	Select digital video capturing device	107975L3	3	3
	Create character models	107952L3	3	3
	Perform lighting	107954L3	3	3
		10,70 .20	0	Ũ
Job Mapping	CG Supervisor			
Integrated Competency	Carry out the management of digital AV production and oversee day	-to-day operation	on of project	s
QF Level	5	• 1	1 0	
Job Mapping	CG Supervisor			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Manage digital AV production	<u>107962L5</u>	5	3
	Manage digital AV production Perform coloration of digital video sequence	<u>107962L5</u> <u>107967L4</u>	5 4	3



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Digital AV Compositor)

Job Mapping	Video Editor			
Integrated Competency	Carry out digital video capture, synchronisation of audio and video, transition effect, titling, compile clips to ligital video sequence and convert linear video to non-linear			
QF Level	3			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Prepare for digital video capture	<u>107970L3</u>	3	3
	Synchronise digital audio with video	<u>107971L3</u>	3	3
	Apply transition effects	<u>107972L3</u>	3	3
	Perform titling	<u>107973L3</u>	3	3
	Select digital video capturing device	<u>107975L3</u>	3	3
	Compile clips to form digital video sequence	<u>107976L3</u>	3	3
	Convert linear video to non-linear	<u>107977L3</u>	3	3

Job Mapping	Compositor				
Integrated Competency	Carry out compositing, editing of digital AV production, creation of customised audio effects. Colouration				
Integrated Competency	of digital video sequence and noise reduction of digital video capture	•			
QF Level	4				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Perform compositing	<u>107963L5</u>	5	6	
	Edit digital AV production	<u>107965L4</u>	4	3	
	Create customised audio effects	<u>107966L4</u>	4	3	
	Perform coloration of digital video sequence	<u>107967L4</u>	4	3	
	Create motion graphics	<u>107944L4</u>	4	3	
	Apply 3D digital models	<u>107945L4</u>	4	3	
	Perform noise reduction of digital video sequence	<u>107974L3</u>	3	3	
	Create character models	<u>107952L3</u>	3	3	
	Perform lighting	<u>107954L3</u>	3	3	

Job Mapping	Lead Compositor			
	Carry out the management of digital AV production, enhancement of digital video and oversee the day-to-			
Integrated Competency	day operation of projects			
QF Level	5			
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Manage digital AV production	<u>107962L5</u>	5	3
	Perform enhancement of digital video	<u>107968L4</u>	4	3



# Information and Communications Technology Specification of Competency Standards (SCS) for Digital Media Technology (DMT) Clustering for Operations Management (Interactive Media Development)

Cluster name	Interactive Website Development			
Integrated Competency	Develop interactive website, interactive infographics for website, responsive website and create user			
	documentation			
QF Level				
Job Mapping	Interactive Media Developer UoC Title	U.C.C.d.	OF L and	OF Credit
Units of Competency	Develop interactive website	UoC Code	QF Level	QF Credit
		<u>107987L4</u>	4	6
	Create user documentation	<u>107940L4</u>	4	3
	Develop interactive infographic for website	<u>107999L3</u>	3	3
	Create a responsive website	<u>108000L3</u>	3	3
Cluster name	Apps Development           Carry out development of apps, server programming, data management			4
Integrated Competency	documentation	ient, testing of a	pps and crea	te user
QF Level	4			
Job Mapping	Interactive Media Developer	1	1	1
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit
	Develop apps	<u>107988L4</u>	4	3
	Perform server programming for apps request	<u>107989L4</u>	4	3
	Implement data management for apps	<u>107990L4</u>	4	3
	Test apps development on various hardware platforms	<u>107991L4</u>	4	3
	Create user documentation	107940L4	4	3
			1	
Cluster name	AR Application Development and 3D Modelling			
Integrated Competency	Carry out AR applicatoin development, location analysis and camer	a data analysis f	or graphic ov	verlay, AR
	data management and create user documentation			•
QF Level	data management and create user documentation			
Job Mapping	4			
Units of Competency	4 Interactive Media Developer			
Units of Competency	4 Interactive Media Developer UoC Title	UoC Code	QF Level	QF Credit
Units of Competency	4 Interactive Media Developer UoC Title Develop Augmented Reality (AR) application	UoC Code <u>107992L4</u>	QF Level 4	
Units of Competency	4 Interactive Media Developer UoC Title		~	QF Credit
Units of Competency	4 Interactive Media Developer UoC Title Develop Augmented Reality (AR) application	<u>107992L4</u>	4	QF Credit 3
Units of Competency	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application	<u>107992L4</u> <u>107993L4</u>	4	QF Credit 3 3
Units of Competency	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application	<u>107992L4</u> <u>107993L4</u> <u>107994L4</u>	4 4 4	QF Credit 3 3 3
Units of Competency	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application	107992L4           107993L4           107993L4           107994L4           107995L4	4 4 4 4 4	QF Credit 3 3 3 3
Units of Competency	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application	107992L4           107993L4           107994L4           107995L4           107995L4           107998L4	4 4 4 4 4 4	QF Credit 3 3 3 3 3 3
Units of Competency Cluster name	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application	107992L4           107993L4           107994L4           107995L4           107995L4           107998L4	4 4 4 4 4 4	QF Credit 3 3 3 3 3 3
Cluster name	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR application development, deployment of VR application	107992L4           107993L4           107993L4           107994L4           107995L4           107998L4           107998L4           107994L4	4 4 4 4 4 4 4	QF Credit 3 3 3 3 3 3 3 3
Cluster name Integrated Competency	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application	107992L4           107993L4           107993L4           107994L4           107995L4           107998L4           107998L4           107994L4	4 4 4 4 4 4 4	QF Credit 3 3 3 3 3 3 3 3
Cluster name Integrated Competency QF Level	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application         4	107992L4           107993L4           107993L4           107994L4           107995L4           107998L4           107998L4           107994L4	4 4 4 4 4 4 4	QF Credit 3 3 3 3 3 3 3 3
Cluster name Integrated Competency QF Level Job Mapping	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application         4         Interactive Media Developer	107992L4         107993L4         107993L4         107994L4         107995L4         107998L4         107998L4         107940L4	4 4 4 4 4 4 urdware platfe	QF Credit 3 3 3 3 3 3 orms, VR
Cluster name Integrated Competency QF Level	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR application development, deployment of VR application         4         Interactive Media Developer         UoC Title	107992L4         107993L4         107993L4         107994L4         107995L4         107998L4         1079940L4         ion to various has         UoC Code	4 4 4 4 4 4 rdware platfo	QF Credit 3 3 3 3 3 3 orms, VR QF Credit
Cluster name Integrated Competency QF Level Job Mapping	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application         4         Interactive Media Developer         UoC Title         Develop Virtual Reality (VR) application	107992L4         107993L4         107993L4         107994L4         107995L4         107998L4         107998L4         107994L4         107998L4         107998L4         107998L4         107998L4         107998L4         107998L4         107998L4         107998L4         107996L4	4 4 4 4 4 4 urdware platfo	QF Credit 3 3 3 3 3 3 orms, VR QF Credit 3
Cluster name Integrated Competency QF Level Job Mapping	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application         4         Interactive Media Developer         UoC Title         Develop Virtual Reality (VR) application         Deploy VR application to different hardware platform	107992L4         107993L4         107993L4         107994L4         107995L4         107998L4         107998L4         1079940L4         1079940L4         Uoc Code         107996L4         107996L4         107997L4	4 4 4 4 4 4 rdware platfo	QF Credit 3 3 3 3 3 3 orms, VR QF Credit
Cluster name Integrated Competency QF Level Job Mapping	4         Interactive Media Developer         UoC Title         Develop Augmented Reality (AR) application         Perform location analysis for graphic overlay in AR application         Analyse camera data for graphic overlay in AR application         Apply augmentation data in AR application         Implement data management for VR/AR application         Create user documentation         VR Application Development         Carry out VR applicatoin development, deployment of VR application         4         Interactive Media Developer         UoC Title         Develop Virtual Reality (VR) application	107992L4         107993L4         107993L4         107994L4         107995L4         107998L4         107998L4         107994L4         107998L4         107998L4         107998L4         107998L4         107998L4         107998L4         107998L4         107996L4	4 4 4 4 4 4 urdware platfo	QF Credit 3 3 3 3 3 3 orms, VR QF Credit 3

Job Mapping	Systems Analyst for Interactive Media Project				
Integrated Competency	Carry out design in AR application, analysis of the requirements of H2M interface, create H2M design and				
	the design of interactive website				
QF Level	5		-		
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Manage synchronisation of augmentation data and real life data in AR application	<u>107983L5</u>	5	3	
Competency Standard	Coordinate the development of H2M (Human to Machine) interface	<u>107984L5</u>	5	3	
	Create H2M (Human to Machine) design for interactive media projects	<u>107985L4</u>	4	3	
	Design interactive website	<u>107986L4</u>	4	3	

Job Mapping	Project Manager for Interactive Media Project				
Integrated Competency	Manage interactive media project, plan their implementation, formulate the H2M requirements, coordinate				
Integrated Competency	software development and lead the design of AR appliation				
QF Level	6				
Units of Competency	UoC Title	UoC Code	QF Level	QF Credit	
	Manage interactive media projects	<u>107978L6</u>	6	3	
	Plan implementation of interactive media projects	<u>107979L6</u>	6	3	
	Formulate Human to Machine (H2M) requirements for interactive media projects	<u>107980L6</u>	6	3	
	Manage interactive media projects with Agile approach	<u>107981L6</u>	6	3	
	Coordinate software development of interactive media projects	<u>107982L5</u>	5	3	