

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

Title	Design characters
Code	107925L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in game characters design. Game characters are one of gaming's great challenges, and games require characters to act as a gateway into their virtual world. Characters also provide a colourful cast of individuals, each with their own personalities and motivations. This UoC is concerned with the capabilities, considerations and activities for creating such game characters by a game artist.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for game characters</p> <ul style="list-style-type: none"> • Understand the game specifications and detailed requirements as prepared by the game development team • Understand the current industry trend and player preferences towards game characters • Understand related budget and resources allocation of the organisation • Possess technical proficiencies for game character design and creation: <ul style="list-style-type: none"> ○ Possess the breadth and depth of animation knowledge ○ Can handle computer graphics and 3D modelling ○ Possess the skills and knowledge of an illustrator, concept artist, animator, and game artist ○ Can blend skills from across fields to create vivacious, well rounded characters, etc. • Possess the personal traits of a competent game character designer, such as: <ul style="list-style-type: none"> ○ Imaginative and creative ○ Details oriented ○ Reliable ○ Love the challenge of tackling difficult work, etc. <p>2. Design game characters</p> <ul style="list-style-type: none"> • Perform background planning for the characters of a game with the following considerations and actions: <ul style="list-style-type: none"> ○ The character is involved in the story ○ The role is the base of a game character ○ Ensure a main character is fun to play ○ Design the look and feel of animated characters ○ Storyboard the characters by writing their past and their future ○ Place characters within the context of the narrative to give them life and depth ○ Imagine and sketch out the first draft of characters, etc. • Undergo the following steps for designing the game characters, namely: <ul style="list-style-type: none"> ○ Determine the role of the character and its significances in the game ○ Decide the gender of the character to unlock half side of its personalities ○ Arrive at a personality type for the character, for examples: <ul style="list-style-type: none"> ▪ Aggressive, kind, or both ▪ Hardworking or sluggish ▪ Perceiving in personality or not ○ Decide the strength and weaknesses of the character, for examples: <ul style="list-style-type: none"> ▪ Strong or weak

Specification of Competency Standards
for the Information & Communications Technology Industry
Unit of Competency

Functional Area - Operations Management

	<ul style="list-style-type: none"> ▪ Intelligent or not ▪ Social or standalone, etc. ○ Explore the character's relationships with other characters in the game ○ Determine the style that the character will play like ○ Explore the potential for creating more characters as a result of this character traits • Define other features for the game character based on game aspects such as theme, time period and genre: <ul style="list-style-type: none"> ○ What the character will likely wear ○ What equipment / weapon it might have available ○ How the character may act ○ The general population, the enemies in the game, etc. • Determine the prioritisation of the character, such as: <ul style="list-style-type: none"> ○ Main character ○ Supporting character ○ Side-character, and so forth • Determine the practicalities of animation for the character so as to define its personalities through: <ul style="list-style-type: none"> ○ How it walk ○ Its personal affectations ○ Its gestures, facial expressions, etc. • Consolidate the above considerations and decisions to a game character design proposal, and present to the game development team or management for review and approval <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> • Always devote fully to all activities related to the game characters design • Always perform the game characters designing according to requirements of the game specifications, and place the interests of potential players as the highest priority consideration
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> • Able to complete the game character design tasks within the defined time and budget of the requirement specifications; and • Able to design appropriate characters for the game in concern, and fulfilling all requirements specified in the game specifications
Remark	