

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

Functional Area - Operations Management

Title	Formulate Human to Machine (H2M) requirements for interactive media projects
Code	107980L6
Description	This unit of competency applies to development personnel in the DMT (digital Media Technology) profession. Human to Machine (H2M) interfaces varies widely in nature and techniques, and identifying the actual requirements towards it is essential to the success or failure of the interactive media project in concern. This UoC concerns competencies in soliciting and ascertaining the requirements towards the H2M interfaces, researching on H2M requirements and applicable design applications, etc., in the capacity of an application specialist.
Level	6
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for H2M requirements for interactive media projects</p> <ul style="list-style-type: none"> <li>• Realise the philosophy and guidelines of the organisation towards interactive media projects development</li> <li>• Possess professional researching, analytic and design techniques</li> <li>• Possess proficient knowledge in layout, design and graphics</li> <li>• Critically review and consolidate the user preferences and requirements towards the H2M interfaces</li> <li>• Compile the design and implementation guideline to meet the requirement specifications</li> <li>• Can distinguish poor and effective H2M design, such as the following areas: <ul style="list-style-type: none"> <li>○ Presentation of raw data as number vs information</li> <li>○ Bright colours vs limited use of colour</li> <li>○ No trends vs key performance indicators as trends, etc.</li> </ul> </li> <li>• Comprehend relevant technical requirements and able to use them to create and maintain test conditions and scripts</li> <li>• Possess excellent software test analysis skills</li> <li>• Keep open and abreast of the latest technological development in H2M design and implementation</li> </ul> <p>2. Formulate Human to Machine (H2M) requirements for interactive media projects:</p> <ul style="list-style-type: none"> <li>• Lead and coordinate the work of designers and creative specialists to: <ul style="list-style-type: none"> <li>○ Consolidate the professional research on H2M requirements</li> <li>○ Review user requirements</li> <li>○ Review design documentation</li> <li>○ Analysis of the problems identified, etc.</li> </ul> </li> <li>• Identify needs and requirements for the project's H2M components, which may include but not limited to the following categories: <ul style="list-style-type: none"> <li>○ Information requirements</li> <li>○ Collaboration requirements</li> <li>○ Action requirements</li> <li>○ Interaction requirements, etc.</li> </ul> </li> <li>• Make decisions regarding the H2M interfacing issues based on user interface researching, for examples: <ul style="list-style-type: none"> <li>○ What is the information needed by the users</li> <li>○ What is the best way to present information to the users</li> <li>○ How should that information be organized</li> <li>○ What information should be emphasized, etc.</li> </ul> </li> </ul>

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	<ul style="list-style-type: none"> <li>• Judge the most appropriate segment in the identification of H2M requirements</li> <li>• Explore the detailed H2M requirements and proposed appropriate solutions, for examples:             <ul style="list-style-type: none"> <li>○ Capture strategic objectives of the H2M development effort and draft the corresponding H2M interface philosophy</li> <li>○ Recognise usability and performance issues with the existing design and guide development team members in:                 <ul style="list-style-type: none"> <li>▪ The use of proven presentation, navigation and interaction techniques</li> <li>▪ Implement effective H2M solutions on the chosen platforms, etc.</li> </ul> </li> <li>○ Ensure achievement of high performance solution with user acceptance through involvement and liaison with key stakeholders, etc.</li> </ul> </li> <li>• Consolidate the above H2M considerations and present to the project development team or supervisor for comment and approval</li> </ul> <p>3. Exhibit professionalism</p> <ul style="list-style-type: none"> <li>• Always devote fully to all activities related to the identification of H2M requirements for interactive media projects, and remain objective and impartial throughout the entire process</li> <li>• Always perform the H2M requirements identification with the interests and benefits of potential users as highest priority consideration</li> </ul>
Assessment Criteria	<p>The integrated outcome requirements of this UoC are the abilities to:</p> <ul style="list-style-type: none"> <li>• Able to complete the H2M requirements identification within time and other constraints</li> <li>• Able to analyse or review the select requirements and make appropriate decisions on possible enhancements</li> <li>• Able to complete the H2M requirements identification accurately and propose proper solutions for subsequent design and implementation</li> </ul>
Remark	