

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

Functional Area - Operations Management

Title	Create H2M (Human to Machine) design for interactive media projects
Code	107985L4
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 designing such interfaces is a challenge which requires a great deal of work. This UoC concerns competencies in H2M designing with special focus on interactive media projects, and in the capacity of an application analyst.
Level	4
Credit	3
Competency	<p>Performance Requirements</p> <p>1. Knowledge for H2M design for interactive media projects</p> <ul style="list-style-type: none"> • Realise the philosophy and guidelines of the organisation towards interactive media projects development • Comprehend related budget and resources allocations • Get hold of user needs and requirements for the designated interfaces and be able to suggest design guidelines and approaches to meet the needs • Possess good understanding in layout, design and graphics • Possess good interactive design skills, such as: <ul style="list-style-type: none"> ○ User and task analysis ○ Interface design and evaluation, etc. • Possess proficient programming skills for: <ul style="list-style-type: none"> ○ Authoring ○ Engineering ○ Quality testing, etc. • Keep open and abreast of the latest technological development in H2M interface <p>2. Create H2M (Human to Machine) design for interactive media projects:</p> <ul style="list-style-type: none"> • Coordinate and work with designers and creative specialists of the project to: <ul style="list-style-type: none"> ○ Apprehend the design concept ○ Advise on how the requirements can be technically implemented ○ Tackle possible constraints ○ Standardise the design and sketch a design methodology, etc. • Sort out operational logic and business rules necessary for the features to be reproduced correctly according to the designer's specifications • Design an iterative and participatory development methodology to deliver effective and performant displays • Formulate and implement the ideal characteristics for the interface design, which may include but not limited to the followings: <ul style="list-style-type: none"> ○ Establish a high level of situational awareness ○ Align with work processes ○ Minimize operator workload and errors ○ Enable effective abnormal situation responses ○ Enhance task performance, etc. • Make appropriate adjustments reiteratively to the H2M design until the desired outcomes are achieved • Present the completed H2M design to the project development team or supervisor for comment and approval

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	<p>3. Exhibit professionalism</p> <ul style="list-style-type: none">• Always devote fully to all activities related to the H2M design for interactive media projects in concern, and remain open, current and updated with related technologies• Always perform the H2M design according to requirements and expectations, and place the interests of potential users 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">• Complete the H2M design tasks within time and budget constraints• Grasp users' expectations towards the H2M design in concern and produce outputs with appropriate effects and features to satisfy the users
Remark	