Functional Area - Operations Management

Title	Deploy VR application to different hardware platform
Code	107997L4
Description	This unit of competency applies to all Digital Media Technology (DMT) practitioners who are involved in the development of VR applications. Deploying a VR application to designated hardware platforms is a key step in the entire application lifecycle and involves a lot of considerations and processing. This UoC concerns with the abilities in and procedures for VR application deployment in the capacity of a developer.
Level	4
Credit	3
Competency	Performance Requirements 1. Knowledge for deploying VR application to different hardware platform - Realize the philosophy and guidelines of the organisation towards VR application development - Master programming knowhow, concepts and techniques - Possess proficient software test analysis skills - Comprehend the complicated environment for apps on various software platforms and versions - Possess the personal traits of a typical VR application developer, such as: - Highly imaginative - Credible industry exposure - Experienced with user preferences and requirements, etc. 2. Deploy VR application to different hardware platform: - Identify the possible platforms for deployment of the VR application in concern, such as : - Android - iOS - Unity - Other possible platforms - Various versions of the above platforms - Extract the essential elements in the application's technical requirements and use them to : - Develop the VR application implementation plan - Select the hardware platform for application deployment, if applicable - Create and maintain test conditions on different platforms - Create the related scripts, etc. - Explore the process to evolve and fit VR applications over heterogeneous hardware platforms (retargeting), which may involve : - Determine the methodology for VR application development - Identify a set of tools for development support - Develop a hardware-independent and component-based formal model that describes the execution of VR applications - Choose an XML type language for describing complex and implementation independent VR applications - Work out a manual way to isolate and replace interaction techniques as a contribution to VR retargeting, etc. - Review requirements of the application and design proper documentation on a continuous basis

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

Functional Area - Operations Management

	• Present relevant reports and recommendations to the application development team or supervisor for comment and approval 3. Exhibit professionalism • Always devote fully to all activities related to the deployment of VR application to different hardware platform, and remain open, current and updated with related technologies • Always perform the VR application deployment according to requirements and expectations, and place the interests of potential users as the highest priority consideration
Assessment Criteria	The integrated outcome requirements of this UoC are the abilities to: • Complete the VR application deployment tasks within time and budget constraints • Grasp users' expectations towards the targeted hardware platforms at completion of the VR application deployment in concern, and produce appropriate outputs to the satisfaction of the users
Remark	