Unit of Competency

Functional Area: Brand Management

Title	Implement Timepiece Product Display
Code	104943L3
Range	This unit of competency (UoC) is applicable in general timepiece product retail shops/showrooms/exhibition sites. It covers the abilities to master window display design techniques to implement timepiece product exhibition/display, so as to achieve the selling purpose.
Level	3
Credit	6 (for reference only)
Competency	Performance Requirements 1. Possess knowledge of timepiece product display • Understand the purposes of window display • Attract customers to hang around • Bring visual enjoyment to customers • stimulate customer's buying desire • arouse customer's demand for product • Understand different display design techniques • Match timepiece products with theme of display • Colour design • Lighting design • Matching of decorations • Understand all kinds of themes for timepiece product exhibition/display, such as: • Commercialized • Livelihood (trend, season, festive activities, etc.) • Personalized 2. Implement timepiece product display • Employ timepiece product exhibition/display techniques • Match the theme of display according to the brand/product service of the organization and the characteristics of the product • Colour match • Lighting design • Side decorations • Arrange the production flow of the entire timepiece product display • Conceive the design • Draft the design (layout) • Make models • Find materials/props • Display racks for timepiece products • Body (arm/wrist) models • Materials for display of timepiece products, e.g. metal/wood/fabrics/fibre/rope/net • Execute the production work • Exhibit professionalism • Follow the occupational safety laws when implementing timepiece product exhibition/display
Assessment Criteria	The integrated outcome requirement of this UoC is the ability to: • Master display design techniques and implement timepiece product exhibition/display according to corporate and brand image as well as customers' preferences, so as to attract customers to buy.
Remark	