



# Cultural Industries Training Packages

## Frequently Asked Questions (FAQs)

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# Cultural Industries Training Packages Frequently Asked Questions (FAQs)

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## CUE03 Entertainment Training Package v3.0

### How does version 3 of CUE03 differ from the previous version?

Changes have been made in the following areas:

#### Qualifications

Qualifications in scenery and set construction, costume and make-up have been updated to reflect the fact that people working in these areas do so in both the live entertainment industry and in the screen and media industries. Following the review of the CUF01 Film, Television, Radio and Multimedia Training Package - renamed the Screen and Media Training Package (CUF07) - there is now a single set of qualifications for these areas.

Below is a summary of changes to qualifications.

<b>Preparatory Pathway Qualification</b>	
CUF10107 Certificate I in Creative Industries	Equivalent CUE10103 Certificate I in Live Production, Theatre and Events
<b>Make-up</b>	
CUF40407 Certificate IV in Make-up	Equivalent to CUF40203 Certificate IV in Make-up.
CUF50507 Diploma of Specialist Make-up Services	Equivalent to CUF50203 Diploma of Make-up.
<b>Scenery and Set Construction</b>	
CUF30307 Certificate III in Scenery and Set Construction	This qualification is applicable to the screen and entertainment industries and is equivalent to CUE30103 Certificate III in Live Production, Theatre and Events (Construction and Manufacturing).
CUF40607 Certificate IV in Scenery and Set Construction	This qualification is applicable to the screen and entertainment industries and is equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE40103 Certificate IV in Live Production, Theatre and Events (Construction and Manufacturing)</li> <li>• CUF40301 Certificate IV in Screen (Art &amp; Construction).</li> </ul>
CUF50607 Diploma of Scenery and Set Construction	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE50103 Diploma of Live Production, Theatre and Events (Construction and Manufacturing)</li> <li>• CUF50301 Diploma of Screen (Art &amp; Construction).</li> </ul>
<b>Costume</b>	
CUF40507 Certificate IV in Costume for Performance	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE40203 Certificate IV in Costume for Performance</li> <li>• CUF40101 Certificate IV in Costume.</li> </ul>

CUF50507 Diploma of Costume for Performance	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE50203 Diploma of Costume for Performance</li> <li>• CUF50101 Diploma of Costume.</li> </ul>
<b>Venue and Event Services</b>	
Deletion	THT50203 Diploma of Event Management

### Units of competency

Imported units have been updated (where amendments have been made through parent Training Package reviews).

As part of the review of CUF01 Film, Television, Radio and Multimedia Training Package, six units were revised and written to incorporate the context of both live entertainment and screen and media:

CUECOS302A Dress performers

CUECOS303A Modify, repair and maintain costumes

CUECOS405A Coordinate costume manufacture

CUEPRP501A Conceive, develop and realise props designs

CUESET302A Make sets

CUESET501A Conceive, develop and realise set designs.

### Employability skills

Employability skills (ES) have been incorporated in units of competency and within qualifications. Unit codes have been changed to reflect mandatory ES changes.

### How do I know if I have the most current version of the Training Package?

Find the print version number which appears on the bottom of the title page of Volume 1. Compare this with the latest information on the National Training Information Service (NTIS) website at [www.ntis.gov.au](http://www.ntis.gov.au) where you will find details of any modifications to the Training Package along with the latest print version number. Alternatively, contact Innovation and Business Skills Australia at [www.ibsa.org.au](http://www.ibsa.org.au) to confirm the latest version number.

### What does the review date mean?

The review date (shown on the title page and in the footer of each page) indicates when the Training Package is expected to be reviewed in the light of changes such as changing technologies and circumstances. The review date is not an expiry date. Training Packages and their components remain current until they are reviewed or replaced.

### What does continuous improvement of Training Packages mean?

The review date of Training Packages incorporates continuous improvement, which focuses on information gathering and analysis in a context of industry engagement, market intelligence and product development.

The fitness for purpose and currency of Training Packages will continue to be monitored by the National Quality Council (NQC) in a three year cycle, but determinations will be made on the basis of evidence of continuous improvement and sufficiency of consultative processes.

A full review of a Training Package may still be undertaken where evidence of continuous improvement is not considered to be sufficient, or where consultation indicates the need. This may be requested by the NQC or by the Industry Skills Council (ISC).

Training Package coding will be updated every three years in line with NQC processes.

Continuous improvement processes will be used following the first review of each Training Package, except in cases where the time elapsed since the last review indicates a need for a full review.

### **Why is the format of some qualifications and units different from others?**

The mixture of old and new formats in version 3 is due to the fact that a full review of CUE03 was not undertaken.

Qualifications and units imported from the CUF07 Screen and Media Training Package have been written according to guidelines current in 2007. Information provided in packaging rules for qualifications, in particular, is more comprehensive than in the past.

Guiding principles to IBSA's overall approach to the structure of qualifications include:

- Flexibility and options will be a key feature of all qualifications to allow for ongoing change – restrictive 'rules' will be kept to a minimum.
- All qualifications will allow for multi-skilling and specialisation, unless particular legislative, licensing or certification restrictions apply.
- Qualifications will provide improved guidance on appropriate packaging of units to meet particular vocational and broader outcomes, and industry contexts through addition of example packaging to meet different outcomes.

### **How does CUE03 address employability skills?**

An employability skills summary is included for each qualification. Summaries provide a lens through which to view employability skills at the qualification level and capture the key aspects or facets of the employability skills that are important to the job roles covered by the qualification. Summaries are designed to assist trainers and assessors to identify and include important industry application of employability skills in learning and assessment strategies.

In addition, employability skills are embedded in all units.

### **Are there any skill sets in CUE03?**

Yes, during the development of the CUF07 Screen and Media Training Package, units were identified for a skill set in photographic make-up and styling as a pathway into the Certificate IV in Make-up and Diploma of Specialist Make-up Services.

### **How does the Training Package relate to electrical licensing requirements?**

There is no direct link between CUE03 qualifications and electrical licensing requirements. However, the following units from the UEE07 Electrotechnology Training Package have been imported as electives:

- UEENEEP001B Disconnect and reconnect fixed wired electrical equipment connected to a Low Voltage supply
- UEENEEP002B Attach cords and plugs to electrical equipment for connection to a single phase 250 Volt supply
- UEENEEP007B Locate and rectify faults in electrical low voltage equipment following prescribed procedures

People working in technical and construction roles in the entertainment industry need to be aware that in some states and territories of Australia, a restricted electrical licence is

required. Restricted electrical licences allow a person to carry out electrical work incidental and peripheral to their core trade. Incidental work may include fault finding on equipment or changing like for like equipment by disconnecting and reconnecting the fixed wiring. It does not include any other changes to the fixed wiring. The restricted electrical licence is a post trade qualification. Completion of units UEENEOP001A, UEENEOP002A and UEENEOP007A provides credit towards obtaining a restricted electrical licence. For information on further requirements, contact EE-Oz, the Industry Skills Council responsible for UEE07 Electrotechnology Training Package.

### **What happened to the innovation units in the previous version of CUE03?**

These units have been updated and now appear as part of a new set of creativity and innovation units in the BSB07 Business Services Training Package. All units have been imported into version 3 of CUE03 under the following codes and titles:

BSBCRT101A	Apply critical thinking techniques
BSBCRT301A	Develop and extend critical and creative thinking skills
BSBCRT401A	Articulate, present and debate ideas
BSBCRT402A	Collaborate in a creative process
BSBCRT403A	Explore the history and social impact of creativity
BSBCRT501A	Originate and develop concepts
BSBINN201A	Contribute to workplace innovation
BSBINN301A	Promote innovation in a team environment
BSBINN501A	Establish systems that support innovation
BSBINN502A	Build and sustain an innovative work environment

# CUL04 Museum and Library/Information Services Training Package v2.1

## How does CUL04 differ from the first Museum and Library/Information Services Training Package?

The *CUL99 Museum and Library/Information Services Training Package* was, as you will see by the date in its code, endorsed in 1999.

*CUL04 Museum and Library/Information Services Training Package*, Version 2.1 is the current version. The Training Package was reviewed and re-produced based on widespread consultation with both industry and training organisations. It was endorsed in 2004.

As an outcome of the review, some key changes were made to the Training Package. You will find full details of all the changes in Appendix B in Volume I of the Training Package. In summary, these include:

### Changes to qualifications

- More flexibility in qualifications, allowing for multi-skilling or specialisation plus the ability to use more units of competency from other Training Packages.
- Expanded guidance for packaging qualifications through the inclusion of examples for particular job outcomes.
- Many changes to unit requirements arising from rationalisation of competency standards (often these changes are not content-related).
- Greater focus on technology

### Changes to units of competency

- Rationalisation of units creating a significant reduction in the number of units carrying specific museum or library codes.
- Categorisation and 'bundling' of units into functional groups to facilitate easier navigation through the Training Package.
- Importation of a wide range of units of competency from other Training Packages such as Business Services, Tourism, Retail, and Printing and Graphic Arts.
- Enhancement of all units of competency including:
  - change of Performance Criteria to active voice
  - improved articulation and specification of essential knowledge requirements
  - more specification of assessment requirements
  - expanded information on language, literacy and numeracy
  - more explicitly stated requirements in relation to cultural protocols.

### Development of new units

- New units of competency covering:
  - Aboriginal or Torres Strait Islander museum practice
  - exhibition development and management
  - educational focus in museum activity
  - database searching
  - library/information services industry context.

## How do I know if I have the most current version of the Training Package?

Find the Print Version Number found just below the copyright statement on the imprint page of the Training Package. Compare this with the latest information on the National Training Information Service (NTIS) website at [www.ntis.gov.au](http://www.ntis.gov.au). Here you will find the Print Version Modification History giving a brief overview of modifications to the Training Package.

For example, the *CUL04 Museum and Library/Information Services Training Package*, Version 1 Print Version Modification History states that 1999 was the date of primary release and that *CUL04* was endorsed on 15/07/04.

### **What are the Museum qualifications?**

- CUL20204 Certificate II in Museum Practice  
7 units = 4 core + 3 others (1 from the Training Package)
- CUL30204 Certificate III in Museum Practice  
10 units = 4 core + 6 others (3 from specified areas of the Training Package)
- CUL40204 Certificate IV in Museum Practice  
This qualification allows for multi-skilling, or specialisation in Aboriginal or Torres Strait Islander Museum Practice; Collection Management; Education and Visitor Services/Public Programs; Exhibition Development and Management; Arts Administration and Management; Event Management; Marketing; Multimedia.  
13 units = 4 core + 9 others (5 from specified areas of the Training Package)

- CUL50204 Diploma of Museum Practice  
Allows for multi-skilling, or for specialisation in Aboriginal or Torres Strait Islander Museum Practice; Collection Management; Education and Visitor Services/Public Programs; Exhibition Development and Management; Arts Administration and Management; Event Management; Marketing; Multimedia.

17 units = 7 core + 10 others (7 from specified areas of the Training Package)

- CUL60204 Advanced Diploma of Museum Practice  
This qualification allows for multi-skilling or for specialisation in Aboriginal or Torres Strait Islander Museum Practice; Collection Management; Education and Visitor Services/Public Programs; Exhibition Development and Management; Arts Administration and Management; Event Management; Marketing; Multimedia.  
22 units = 10 core + 12 others (7 from specified areas of the Training Package)

### **Is the Training Package relevant to small museums?**

The Training Package is designed to provide the range of workplace competency outcomes required by both small and large institutions.

Workers in a small community museum are likely to need a broad range of skills across areas such as preventive conservation, collection management, visitor services, exhibitions, small business and administration. In a large institution, job roles are usually more specialised and an individual's whole focus may be on one area, for example visitor services or exhibitions.

The Training Package's units of competency describe all the skills needed to work in museums—whether the museum is large or small.

Individuals, institutions or training organisations can select the units of competency that best meet their needs and interests—each qualification specifies a small number of compulsory units and then offers a wide range of elective choices to facilitate the required specialisation. In addition, examples of how to bundle units together to provide a qualification that meets a specific job outcome are provided in the Training Package.

### **What are the Library/Information Services qualifications?**

- CUL20104 Certificate II in Library/Information Services  
8 units = 7 core + 1 other

- CUL30104 Certificate III in Library/Information Services  
12 units = 9 core + 3 others (1 from specified areas of the Training Package)
- CUL40104 Certificate IV Library/Information Services  
16 units = 10 core + 6 others (3 from specified areas of the Training Package)
- CUL50104 Diploma of Library/Information Services  
18 units = 10 core + 8 others (3 from specified areas of the Training Package)
- CUL60104 Advanced Diploma of Library/Information Services  
21 units = 13 core + 8 others (4 from specified areas of the Training Package)

### **What does it mean when the same unit of competency is listed for several qualifications?**

This is part of the building block process; a unit of competency may appear at Certificate III and, in addition, can be quite validly used in Certificate IV and Diploma qualifications.

Remember—the *combination* of units of competency determines each Australian Qualifications Framework (AQF) qualification—individual units, while they might mainly be used in one AQF qualification, are not aligned to a particular AQF qualification level.

Appendix A, in Volume I of the *CUL04 Museum and Library/Information Services Training Package*, shows the qualifications in which all of its units can be packaged. You will see that some units can be used in one or more qualifications.

For example, *CUEDES05A Manage design realisation* is suitable for packaging only in Advanced Diploma, whereas *CUVADM12A Work with arts professionals in an arts organisation* can be packaged in four qualifications, from Certificate III to Advanced Diploma.

### **Can I include more than the specified number of units of competency in my training program?**

RTOs must meet the minimum requirements of the qualification to award the qualification outcome but they could offer and deliver more units, depending on arrangements they might have, for example agreements with learners or funding bodies. The graduate's qualification testamur must list all the units of competency they completed.

However, where the learner achieves fewer units of competency than required for a full qualification, RTOs award a Statement of Attainment, also listing the units achieved.

### **How do I find out about linkages between units of competency?**

The section 'Linkages to other units' in the Training Package is particularly important in designing learning and assessment activities. Here you will find recommendations on how to combine units of competency to reflect the reality of the workplace.

For example, in the workplace people are expected to apply skills in an integrated and holistic way to achieve the required workplace outcome—it follows that if skills are applied in this way in the workplace, then learning and assessment activities must be designed to reflect that reality.

Look at the 'Linkages to other units' section for *CULMS007A Design and develop interpretive displays* (a unit of competency in the Exhibition Development and Management stream of the Training Package):

This unit has linkages to other design and exhibition development management units, and combined assessment and/or training with those units would be appropriate, for example:

- CULMS005A Research and generate ideas for exhibition concepts

- CUVDES01A Apply colour theory in response to a brief
- CUVDES02A Apply the design process to 2-dimensional work in response to a brief
- other exhibition design units.

### Can innovation be taught—what are the ‘innovation’ units of competency?

Innovation is the process of coming up with new ideas or with new uses for old ideas; to be innovative the ideas must add value. They may lead to new or improved products, services, systems, work procedures, tools and so on.

Because innovation may happen randomly, many people think it cannot be taught. However, the developers of Training Packages for the Cultural Industries found that innovation should be approached systematically—‘innovation at work’ skills provide both the personal skills needed by individuals and a basis for a methodology that can be used by a team or organisation. They make the difference between a moment of inspiration by one individual and a truly, consistently innovative organisation.

The seven innovation units of competency can be used in a range of nationally recognised qualifications, integrated into existing Cultural Industry training programs or used to develop short courses. They are:

Area of skill	Units of competency
Enabling:	CUVICS01A Contribute to workplace improvement
	CUVICS02A Share ideas in the workplace
Innovation at work	CUVICS03A Develop ideas for workplace innovation
	CUVICS04A Originate and develop a concept
Innovation management	CUVICS05A Lead a team to foster innovative work practice
	CUVICS06A Create a work environment conducive to innovative work practice
	CUVICS07A Establish systems to foster innovation

# CUV03 Visual Arts, Craft and Design Training Package v3.0

## Why do arts practice qualifications stop at Certificate IV?

Development of the Training Package for the visual arts, craft and design industry areas is being undertaken in two stages.

The *CUV03 Visual Arts Craft and Design Training Package* is the outcome of the first stage. In that first stage, qualifications were developed from Certificate I to Certificate IV for the visual arts, craft and design industry, except for the area of Arts Administration and Management for which qualifications were developed to Advanced Diploma.

A report on Stage Two is currently being considered by IBSA.

Based on wide consultation with industry, VET practitioners and training organisations the Stage Two report addresses such questions such as:

- What qualifications are needed at Diploma and Advanced Diploma level?
- What should they be called?
- What type of competencies should make up these qualifications?
- How do qualifications link with those in other industries? (For example, fashion design).

## How do I know if I have the most current version of the Training Package?

Find the Print Version Number of the Training Package located just below the copyright statement on the imprint page of the Training Package. Compare this with the latest information on the National Training Information Service (NTIS) website at [www.ntis.gov.au](http://www.ntis.gov.au). Here you will find the Print Version Modification History giving a brief overview of modifications to the Training Package.

As at February 2005, there were no modifications to Version 1.00 released in 2003.

## What are the qualifications in the CUV03 Visual Arts, Craft and Design Training Package?

### Visual Arts and Contemporary Craft Qualifications

- CUV10103 Certificate I in Visual Arts and Contemporary Craft
- CUV20103 Certificate II in Visual Arts and Contemporary Craft
- CUV30103 Certificate III in Visual Arts and Contemporary Craft
- CUV40103 Certificate IV in Visual Arts and Contemporary Craft

### Aboriginal or Torres Strait Islander Cultural Arts Qualifications

- CUV10203 Certificate I in Aboriginal or Torres Strait Islander Cultural Arts
- CUV20203 Certificate II in Aboriginal or Torres Strait Islander Cultural Arts
- CUV30203 Certificate III in Aboriginal or Torres Strait Islander Cultural Arts
- CUV40203 Certificate IV in Aboriginal or Torres Strait Islander Cultural Arts

### Design Qualifications

- CUV30303 Certificate III in Design Fundamentals
- CUV40303 Certificate IV in Design

### Photoimaging Qualifications

- CUV40403 Certificate IV in Photoimaging

### Arts Administration and Management Qualifications

- CUV30403 Certificate III in Arts Administration
- CUV40503 Certificate IV in Arts Administration
- CUV60103 Advanced Diploma of Arts Management

### **Opal Cutting and Polishing**

- CUV20303 Certificate II in Opal Cutting and Polishing
- CUV40603 Certificate IV in Opal Cutting and Polishing

### **What was the rationale for the qualifications?**

The development of the qualifications was undertaken through a process involving consultation with, and feedback from, industry and potential training providers.

During this process, a number of underpinning principles were articulated, including:

- maximising flexibility to meet a range of applications and contexts
- maximising opportunity to choose units from other Training Packages—to increase flexibility, pathways and recognition
- including wherever possible of relevant units from other Training Packages
- ensuring users are able to focus on a single specialisation if desired
- ensuring users are able to undertake an eclectic mix across specialisations if desired
- ensuring users with a studio and experimental focus can select appropriate units
- ensuring users with a small business focus can select appropriate units
- ensuring articulation of design fundamentals, and that these underpin all design specialisations
- ensuring appropriate pathways from arts practitioners to arts administrators and managers
- ensuring the Training Package has a manageable number of qualifications.

### **What's the difference between the core and cross specialisation drawing units and specialisation?**

The core and cross specialisation drawing units cover drawing as a tool to represent the concept for work, as opposed to drawing as an art form in its own right, which is an area of specialisation. These core and cross specialisation units are suitable for packaging in qualifications across a range of media such as painting, ceramics, and sculpture.

Similarly, the core and cross specialisation design units, which cover design fundamentals and skills related to working with a brief, can be packaged in a range of qualifications for different industry contexts.

### **What does it mean when the same unit of competency is listed for several qualifications?**

This is part of the building block process; a unit of competency may appear at Certificate III and in addition can be quite validly used in Certificate IV and Diploma qualifications.

Remember—the *combination* of units of competency determines each Australian Qualifications Framework (AQF) qualification—individual units, while they might frequently be used in one AQF qualification, are not aligned to a particular AQF qualification level.

Appendix A in Volume 1 of the *CUV03 Visual Arts Craft and Design Training Package* shows the qualifications in which all of its units can be packaged. You will see that units can be used in one or more qualifications. For example, *CUVVSP28A Research and experiment with techniques to produce jewellery* is suitable for packaging at Certificates III and IV only, whereas *CUVVSP26A Apply techniques to produce jewellery* can be packaged from Certificate I to IV.

## **Can I include more than the specified number of units in my training program?**

RTOs must meet the minimum requirements of the qualification to award the qualification outcome but they could offer and deliver more units, depending on arrangements they might have, for example agreements with learners or funding bodies. The graduate's qualification testamur must list all the units of competency they completed.

However, where the learner achieves fewer units of competency than required for a full qualification, RTOs award a Statement of Attainment, also listing the units achieved.

## **How do I find out about linkages between units of competency?**

The section 'Linkages to other units' in the Training Package is particularly important in designing learning and assessment activities. Here you will find recommendations on how to combine units of competency to reflect the reality of the workplace.

For example, in the workplace people are expected to apply skills in an integrated and holistic way to achieve the required workplace outcome—it follows that if skills are applied in this way in the workplace, then learning and assessment activities must be designed to reflect that reality.

Look at the 'Linkages to other units' section for the Digital Imaging specialisation of the Training Package. You will see that the unit *CUVVSP12A Produce digital images* links with other units; these linkages are described as follows:

It is highly recommended that this unit be assessed in conjunction with the following units:

- CUVCOR03A Develop, refine and communicate concept for own work
- CUVCOR08A Produce drawings to represent and communicate the concept
- CUVCOR12A Review history and theory for application to artistic practice

Depending on the context, combined assessment and/or training with a range of other units would also be appropriate, for example:

- CUVCRS08A Document the work progress
- CUVCRS14A Prepare, store and maintain finished work.

## **Do the qualifications allow sufficient time for learners to develop their art practice skills?**

The number of hours nominally allocated to qualifications for funding purposes is determined at a State and Territory level. Within those constraints, RTOs are encouraged to develop learning programs that allow students time to develop and refine their skills.

The acquisition and development of skills in art and design practice usually requires significant practice over time. The need for experimentation and exploration of a range of techniques and approaches to work is integral to both the skills development process and to the subsequent work of an artist or designer.

It is vital that this requirement for 'maturation' of skills is taken into consideration in developing and delivering training programs. In particular, adequate hours of training need to be allocated to ensure learners are able to sufficiently refine skills in their area of specialisation.

## **Can innovation be taught—what are the 'innovation' units of competency?**

Innovation is the process of coming up with new ideas or with new uses for old ideas; to be innovative the ideas must add value. They may lead to new or improved products, services, systems, work procedures, tools and so on.

Because innovation may happen randomly, many people think it cannot be taught. However, the developers of Training Packages for the Cultural Industries found that innovation should

be approached systematically, innovation at work skills provide both the personal skills needed by individuals and a basis for a methodology that can be used by a team or organisation. They make the difference between a moment of inspiration by one individual and a truly, consistently innovative organisation.

The seven innovation units of competency can be used in a range of nationally recognised qualifications, integrated into existing Cultural Industry training programs or used to develop short courses. They are:

<b>Area of skill</b>	<b>Units of competency</b>
Enabling:	CUVICS01A Contribute to workplace improvement
	CUVICS02A Share ideas in the workplace
Innovation at work	CUVICS03A Develop ideas for workplace innovation
	CUVICS04A Originate and develop a concept
Innovation management	CUVICS05A Lead a team to foster innovative work practice
	CUVICS06A Create a work environment conducive to innovative work practice
	CUVICS07A Establish systems to foster innovation

# CUF07 Screen and Media Training Package v1.1

## What's the relationship between CUF01 Film, Television, Radio and Multimedia Training Package and CUF07?

All qualifications and units of competency in CUF01 have been revised to reflect current industry practice. The new title 'Screen and Media' reflects industry convergence arising from new production techniques in the digital age. The word 'screen' encompasses everything from the smallest screen on a mobile phone to the silver screen of the cinema. With the introduction of digital radio broadcasting, the word 'screen' even applies to what was once entirely an auditory experience.

The industry coverage remains the same as for CUF01; namely creative, management, administration and technical production roles in the screen and media industries, which encompass:

- film production (primary release through cinemas)
- television production
- radio broadcasting
- interactive digital media (e.g. electronic games, websites, educational resources).

## How was the review of CUF01 undertaken?

The review was undertaken in two phases. The first phase, completed in September 2005, involved consultation with industry and training providers to determine what changes needed to be made to the Training Package, including recommendations on new areas to be included. The second phase of the review was conducted between January 2006 and March 2007 and involved extensive consultation with industry and training providers. Draft units of competency and qualifications were available for comment and feedback incorporated into the final version which was endorsed by the National Quality Council in December 2007.

## How do I know if I have the most current version of the Training Package?

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## What does continuous improvement of Training Packages mean?

The review date of Training Packages incorporates continuous improvement, which focuses on information gathering and analysis in a context of industry engagement, market intelligence and product development.

The fitness for purpose and currency of Training Packages will continue to be monitored by the National Quality Council (NQC) in a three year cycle, but determinations will be made on the basis of evidence of continuous improvement and sufficiency of consultative processes.

A full review of a Training Package may still be undertaken where evidence of continuous improvement is not considered to be sufficient, or where consultation indicates the need. This may be requested by the NQC or by the Industry Skills Council (ISC).

Training Package coding will be updated every three years in line with NQC processes.

Continuous improvement processes will be used following the first review of each Training Package, except in cases where the time elapsed since the last review indicates a need for a full review.

### How do the qualifications in CUF07 relate to those in CUF01?

The table below shows how the 18 qualifications in CUF07 relate to those in CUF01. In the areas of scenery and set construction, costume and make-up, people work in the live entertainment industry as well as in the screen and media industries. The new qualification structure reflects this reality, with some qualifications from the CUE03 Entertainment Training Package now being replaced by qualifications in CUF07.

<b>CUF07 qualification code and title</b>	<b>Relationship to CUF01 qualification</b>
<b>Preparatory Pathway Qualifications</b>	
CUF10107 Certificate I in Creative Industries	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE10103 Certificate I in Live Production, Theatre and Events</li> <li>• CUF10101 Certificate I in Media</li> </ul>
CUF20107 Certificate II in Creative Industries (Media)	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUF20201 Certificate II in Screen (Art and Construction)</li> <li>• CUF20301 Certificate II in Screen</li> <li>• CUF20401 Certificate II in Broadcasting (Radio)</li> <li>• CUF20501 Certificate II in Broadcasting (Television)</li> <li>• CUF20601 Certificate II in Multimedia</li> </ul>
<b>Screen and Media</b>	
CUF30107 Certificate III in Media	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUF30601 Certificate III in Multimedia</li> <li>• CUF30101 Certificate III in Screen</li> <li>• CUF30201 Certificate III in Screen (Laboratory)</li> <li>• CUF30301 Certificate III in Broadcasting (Radio)</li> <li>• CUF30401 Certificate III in Broadcasting (Television)</li> <li>• CUF30501 Certificate III in Broadcasting (Remote Area Operations)</li> </ul>
CUF40107 Certificate IV in Screen and Media	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUF40401 Certificate IV in Screen</li> <li>• CUF40501 Certificate IV in Screen (Laboratory)</li> <li>• CUF40601 Certificate IV in Broadcasting (Radio)</li> <li>• CUF40701 Certificate IV in Broadcasting (Television)</li> </ul>
CUF50107 Diploma of Screen and Media	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUF50501 Diploma of Broadcasting</li> <li>• CUF50401 Diploma of Screen</li> </ul>
CUF60107 Advanced Diploma of Screen and Media	Equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUF60301 Advanced Diploma of Broadcasting</li> <li>• CUF60101 Advanced Diploma of Screen</li> </ul>

<b>CUF07 qualification code and title</b>	<b>Relationship to CUF01 qualification</b>
<b>Interactive Digital Media</b>	
CUF40207 Certificate IV in Interactive Digital Media	Equivalent to CUF40801 Certificate IV in Multimedia
CUF50207 Diploma of Interactive Digital Media	Equivalent to CUF50701 Diploma of Multimedia
<b>Broadcast Technology</b>	
CUF30207 Certificate III in Broadcast Technology	New qualification – no equivalent in CUF01
CUF40307 Certificate IV in Broadcast Technology	New qualification – no equivalent in CUF01
CUF50307 Diploma of Broadcast Technology	Equivalent to CUF50601 Diploma of Broadcast Engineering
No new Advanced Diploma	With no identified need, CUF60401 Advanced Diploma of Broadcast Engineering was not redeveloped.
<b>Make-up</b>	
CUF40407 Certificate IV in Make-up	Equivalent to CUF40203 Certificate IV in Make-up.
CUF50507 Diploma of Specialist Make-up Services	Equivalent to CUF50203 Diploma of Make-up.
<b>Scenery and Set Construction</b>	
CUF30307 Certificate III in Scenery and Set Construction	No equivalent in CUF01. This qualification is applicable to the screen and entertainment industries and is equivalent to CUE30103 Certificate III in Live Production, Theatre and Events (Construction and Manufacturing).
CUF40607 Certificate IV in Scenery and Set Construction	This qualification is applicable to the screen and entertainment industries and is equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE40103 Certificate IV in Live Production, Theatre and Events (Construction and Manufacturing)</li> <li>• CUF40301 Certificate IV in Screen (Art &amp; Construction).</li> </ul>
CUF50607 Diploma of Scenery and Set Construction	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE50103 Diploma of Live Production, Theatre and Events (Construction and Manufacturing)</li> <li>• CUF50301 Diploma of Screen (Art &amp; Construction).</li> </ul>
<b>Costume</b>	
No new Certificate II	With no identified need, CUF20101 Certificate II in Costume was not redeveloped.

CUF07 qualification code and title	Relationship to CUF01 qualification
CUF40507 Certificate IV in Costume for Performance	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE40203 Certificate IV in Costume for Performance</li> <li>• CUF40101 Certificate IV in Costume.</li> </ul>
CUF50507 Diploma of Costume for Performance	This qualification is applicable to the screen and entertainment industries and equivalent to the following qualifications: <ul style="list-style-type: none"> <li>• CUE50203 Diploma of Costume for Performance</li> <li>• CUF50101 Diploma of Costume.</li> </ul>

### Why are there fewer qualifications in CUF07 than in CUF01?

A combination of factors led to reducing the number of qualifications. These include:

- no, or limited demand for some CUF01 qualifications since their introduction
- a commitment to maximising flexibility to ensure that qualifications meet a range of different needs and contexts, including multi-skilling, specialisation and small or large business focus. This is particularly evident in the Certificate III in Media which provides options to begin developing specialist expertise which provide pathways into the two streams of qualifications at Certificate IV level – interactive digital media and screen and media.
- a commitment to facilitating skills transfer between sectors in the screen and media industries
- acknowledgement that rationalisation and the reduction of unnecessary duplication is a national priority. IBSA has defined rationalisation as:
  - the restructuring and streamlining of existing Training Package content to:
    - reduce duplication within and between training products
    - provide a cohesive and flexible set of training products to meet the skill development needs of industry, the community and individuals.

### What happened to the multimedia qualifications in CUF01?

The multimedia qualifications were given the new name of ‘interactive digital media’ following extensive consultation with industry and training providers. In June 2006 a discussion paper entitled ***Digital Content Industry: Options for National Vocational Qualifications*** was circulated widely. The following comment about nomenclature formed part of the discussion:

“The use of the term “multimedia” has had an uncomfortable existence, and with the convergence of digital content across various distribution platforms, the term has virtually been defined out of existence.

In this paper, we use “interactive digital media” to refer to what is currently termed “multimedia”. This clearly specifies its differences with other media forms, and the inclusion of ‘interactive’ indicates that, as distinct from traditional media, its objective is high levels of user interaction.

Other terms that could be used to name qualifications include:

- digital content
- digital content development
- digital media
- interactive media.

The response from both industry and RTOs to the use of 'interactive digital media' was favourable and the new qualifications have been named accordingly.

Some people commented that the final product might not always be interactive, e.g. an animated film. However, this outcome can be accommodated within the screen and media qualifications in CUF07. If RTOs want to structure a 'digital content' course around post production or animation, for example, they can do so within that suite of qualifications.

### **Why are there fewer units in some areas and more in others?**

A unit of competency should cover a 'logical chunk of work' and focus on outcomes rather than processes. Some units in the area of camera operations and editing in CUF01, for example, were repetitious and dealt only with operating pieces of equipment. New units in these areas, though fewer in number, focus on outcomes and include the operation of equipment in the required skills and knowledge section of units.

In some areas, technological advances have led to the integration of functions. This was particularly evident when reviewing the area of broadcast operations. Accordingly, content previously covered in 2 or 3 units, for example, has been collapsed into a single unit that reflects the reality of current work functions.

There are two main reasons for increasing the number of units – either to:

- cover gaps in CUF01 due to advances in technology and industry practice (particularly evident in the area of interactive digital media)
- provide skills development pathways through different qualification levels. For example, there are now three units covering interviewing, where there was only one in CUF01.

### **How does CUF07 address employability skills?**

An employability skills summary is included for each qualification. Summaries provide a lens through which to view employability skills at the qualification level and capture the key aspects or facets of the employability skills that are important to the job roles covered by the qualification. Summaries are designed to assist trainers and assessors to identify and include important industry application of employability skills in learning and assessment strategies.

In addition, employability skills are embedded in all units. They are particularly evident in units whose code commences with 'CUF' where the required skills and knowledge sections have been written around employability skills.

### **Are there any skill sets in CUF07?**

To facilitate the delivery of accredited management training, eight skill sets were identified in consultation with the community broadcasting sector. They cover administration, management and marketing functions in a community broadcasting context where stations range in scale from large metropolitan operations to small regional, suburban and remote area broadcasters. The skill sets provide pathways into CUF50107 Diploma of Screen and Media and qualifications in the BSB07 Business Services Training Package.

In addition, units were identified for a skill set in photographic make-up and styling as a pathway into the Certificate IV in Make-up and Diploma of Specialist Make-up Services.

## General Information

### Where can I order the Training Packages for the Cultural Industries?

You can order any of these Training Packages from the on-line bookshop of Innovation and Business Skills Australia at [www.ibsa.org.au](http://www.ibsa.org.au) or by phoning IBSA on 03 9815 7000. The Training Packages are available in hard copy and on CD.

### As an RTO wishing to have any of these Training Packages on my scope, can I just download it from the NTIS rather than purchasing it?

**No.** You need to purchase a copy so that you will have the full suite of information that relates to the Training Package.

You can download the units of competency, the Assessment Guidelines and Qualification Frameworks but you don't get all the information that comes with the Training Package.

IBSA works to keep prices reasonable, and the cost of the Training Package is relatively small in the scheme of things as an RTO.

### What advice can IBSA provide to help my enterprise/organisation?

Innovation and Business Skills Australia (IBSA) is the national body charged with core responsibilities related to developing and promoting nationally recognised training for the Innovation and Business industries including:

- **developing products and services** supporting industry skills development including national Training Packages and support materials
- **engaging industry and VET stakeholders** to promote and support implementation of nationally recognised training and skills development
- **providing advice and information** through industry intelligence-gathering and dissemination of information pertinent to the development of skills and training needs.

In addition, IBSA is increasingly assisting businesses with their unique requirements in relation to organisational development. For further information, please contact IBSA by going to our website at [www.ibsa.org.au](http://www.ibsa.org.au) or phoning 03 9815 7000.