

**SKILLS FRAMEWORK FOR MEDIA
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

TSC Category	Game Design					
TSC Title	Game Technical Design					
TSC Description	Design and detail technical requirements to achieve the artistic and gameplay vision of the game					
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
		MED-GDP-2003-1.1	MED-GDP-3003-1.1	MED-GDP-4003-1.1	MED-GDP-4003-1.1	
		Detail specifications of technical requirements in each aspect of the technical design process	Translate technical goals into broad technical areas and/or aspects and/or modules that would need to be focused on	Design technical overview to detail technical goals for achievement of the game concept and vision	Drive the establishment of technical requirements, goals and targets to be achieved and align the technical development of the game with the creative vision of the game	
Knowledge		<ul style="list-style-type: none"> Research techniques and methods Gaming technologies, software and tools employed in the game development process Parameters and terminology involved in various aspects of game development Techniques for analysis of game requirements to identify technical specifications Approaches, methods, conventions and guidelines for creation of technical design documents 	<ul style="list-style-type: none"> Trends in gaming technology Game's overall purpose and vision, intended use and requirements Sources of information on latest technologies, approaches, best practices and current trends in the use of interactive media Applications and use cases of specific technologies, approaches, online services, languages and tools Prototyping and developing proofs-of-concept to evangelise new technology Relevant technical and design standards, conventions and guidelines 	<ul style="list-style-type: none"> Trends in gaming technology State-of-the-art technology, tools and software and features on the relevant technological platforms Requirements for localisation and the impact of these on the game and/or technical designs Third-party online services that could be incorporated or used as part of the game Implications for the design and development of using live data and/or database-driven content Methods to predict, identify and troubleshoot workflow inefficiencies Optimisation and preparation required for publishing a game on different platforms 	<ul style="list-style-type: none"> Trends in technology that may impact game development State-of-the-art technology, tools and software and features on the relevant technological platform Processes involved in game development Best practices in game design Challenges posed by game design on the technical development of the game Technical and logistical issues involved in developing cross-platform delivery Specific requirements and procurement procedures of various platforms for certification and approval 	
Abilities		<ul style="list-style-type: none"> Define the technical specifications in each 	<ul style="list-style-type: none"> Interpret technical design brief and 	<ul style="list-style-type: none"> Analyse the game's vision and concept 	<ul style="list-style-type: none"> Evaluate relevant approaches, 	

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		<p>aspect of the technical design to set the standards for the programming team to adhere to</p> <ul style="list-style-type: none"> • Document technical specifications for each technical aspect of game design to align the expectations of the programming team during the production phase • Research new tools and technologies to identify solutions for the outlined technical challenges in the achievement of the game's technical goals • Assist in the development of prototypes and proofs-of-concept to validate use of new technology in the implementation of new functionalities or features 	<p>technical goals to understand the scope of the project's technical requirements</p> <ul style="list-style-type: none"> • Identify broad technical aspects that would be required to focus on achieving the game's vision • Create a list of recommended technologies, software or platforms to be adopted to achieve the game's technical goals • Undertake research and develop prototypes as appropriate to test ideas, approaches, technologies and tools • Work with programmers to create prototypes or proofs-of-concept that meet the technical requirements set out in technical design documents 	<p>briefing to establish technical goals for the project</p> <ul style="list-style-type: none"> • Ideate with design and programming team to understand the practical aspects of the game's technical goals • Determine the technology and pipeline requirements from the programming team • Prepare technical design briefs to communicate the technical goals, technology requirements and practical challenges to the design team • Define other relevant technical aspects including coding standards, file formats and naming conventions required for the game, to be included in the technical design document • Oversee the updates to the technical design document as the game evolves during the development stage • Liaise with asset production and programming teams to convey technical goals to aid game development 	<p>technologies, online services, authoring tools, mark-up, scripting or programming languages and decide on appropriate usage of these resources</p> <ul style="list-style-type: none"> • Analyse proofs-of-concept and technology prototypes for decisions on the adoption of new technology to meet the game's technical requirements • Determine applicable technical standards or guidelines which must be adhered to • Assess features that pose development risks and/or have unknown technical solutions • Direct the development of the technical design document to include all aspects of the design and development process as guidelines for the production • Apply for platform-specific certifications based on the game design and content 	
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