IM8 Determine The Implementation Of Designs For Interactive Media Products

Example job titles: Technical Lead, Lead Programmer, Lead Developer

Overview	Knowledge and Understanding	Awareness	Performance Statements
This unit is about your ability to decide the technical approach that should be taken to implementing the product designs. You will need to be capable of understanding functional, design, or other specifications and determining the best way to build the product. Although this is primarily a technical area of competence, you are likely to need to be sensitive to interaction design issues.	***This is what you must know*** a. How to interpret and follow specifications or other briefs; b. How, and to whom, to ask questions to clarify requirements or raise issues in response to the specification or brief; c. How or from whom to identify project parameters and constraints including target platforms and their capabilities; d. How to identify and select appropriate approaches, technologies, mark-up, scripting or programming languages, development environments and other tools with which to develop the product; e. When and where it may be appropriate to use particular technologies, approaches, languages or tools, and the implications of doing so; f. Relevant standards and guidelines and when it might be appropriate to adhere to them; g. How to set up an asset pipeline; h. How to lead a team; i. The technical and logistical issues involved in developing for cross-platform delivery; j. How to optimise and prepare a product for delivery to different platforms.	***This is what you must be aware of*** i. Different mark-up, scripting and programming languages; ii. Available authoring tools, development environments and coding tools; iii. Relevant technologies; iv. The product's overall purpose, intended use and requirements, in particular relating to any integration with other systems and any likely future need for maintenance or modification; v. Sources of information about latest technologies, approaches, best practice and current trends in the use of interactive media technologies and tools; vi. The resources, capabilities and skills within your organisation and/or available to the project; vii. Project management techniques; viii. The current and future needs of your company's technology base, and issues surrounding its maintenance and ongoing development.	***This is what you must be able to do*** 1. Analyse **product information**, designs and specifications to identify technical requirements and parameters; 2. Evaluate relevant technologies, development or authoring tools, mark-up, scripting or programming languages, and approaches, and decide which are appropriate to use; 3. Decide which, if any, standards or guidelines must be adhered to; 4. Document your decisions in the form of technical specifications; 5. Undertake research and develop prototypes as appropriate in order to test ideas, approaches, technologies and tools; 6. Maintain up-to-date knowledge and awareness of current technologies, languages, tools and best practice that are relevant to interactive media product development; 7. Liaise with colleagues to ensure your specifications are workable; 8. Liaise with the relevant **authority** to obtain approval for your specifications and decisions.