### Training Package
**Title:** USE AND ADAPT TO CHANGES IN TECHNOLOGY

**Unit Code:** CUSGEN01A

**Unit Descriptor:** This unit describes the skills and knowledge required to evaluate and adapt to a variety of technological changes within the cultural industries. This knowledge underpins effective performance in all sectors and applies to all people working in these industries.

**HSC Indicative Hours:** 5

<table>
<thead>
<tr>
<th>Methods of Assessment</th>
<th>Critical aspects of Evidence</th>
<th>Linkages to other Units</th>
<th>Resource Requirements</th>
<th>HSC Requirements and Advice</th>
</tr>
</thead>
</table>
| Assessment may take place on the job, off the job or a combination of both of these. Off the job assessment must be undertaken in a closely simulated workplace environment. | • This unit of competence applies to a range of cultural industries. The focus of assessment will depend on the industry involved. Assessment must be contextualised/tailored to meet the needs of the particular industry and industry sector in which performance is being assessed. Assessment would only address those variable circumstances, listed in the range of variables statements, which apply to the chosen context.  
• Care should be taken in developing training to meet the requirements of this unit. The specific focus of training will depend upon the industry involved i.e. music, film and television, radio or multimedia.  
• For generic pre-vocational training, organisations should provide training, which is tailored to meet the needs of the particular industry. It is intended that participants will gain a breadth of industry knowledge, encompassing the full range of industry contexts, with no bias towards individual industry specialisations.  
The following evidence is critical to the judgement of competence in this unit:  
• demonstration of knowledge of new technology | This is a core unit that underpins effective performance in all other units. It is recommended that this unit is delivered/assessed in conjunction with other operational and technical units | Assessment requires access to a range of relevant and current industry information materials listed in the range of variables statement. Workplace based assessment should utilise the range of materials current and relevant to that workplace environment. Simulated workplace activities must be undertaken using an appropriate range of relevant and current material to the industry | Key Terms and Concepts:  
- technological change  
- current work practices  
- upgrading skills |

**HSC Requirements and Advice:**
<table>
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<tbody>
<tr>
<td></td>
<td>• incorporation of appropriate new technology into current work practices to achieve most effective outcomes.</td>
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<tr>
<td>ELEMENT</td>
<td>PERFORMANCE CRITERIA</td>
<td>RANGE OF VARIABLES</td>
<td>EVIDENCE GUIDE</td>
<td>HSC REQUIREMENTS AND ADVICE</td>
</tr>
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<td>1. Evaluate information about new technology</td>
<td>Where necessary seek information about the current technological changes that apply to the relevant industry</td>
<td>Variable <em>Information about the new technology may be obtained from the following sources:</em> &lt;ul&gt; • electronic media • reference books • libraries • industry associations and organisations • industry journals • publications - newsletters, magazines, bulletins and letters • computer data, including internet • induction kits • organisational policies, procedures and journals • OHS laws, regulations, journals • personal observations and experience • discussions with current industry practitioners</td>
<td><strong>UNDERPINNING KNOWLEDGE AND SKILLS</strong> Assessment must include evidence of essential knowledge of, and skills in, the following areas: &lt;ul&gt; • the ability to access information about new technology • basic research skills • identification of relevant information • questioning techniques to obtain information • sorting and summarising information ability to undertake training in new technology and incorporate the use of new technology into current work practices</td>
<td>Learning experiences for the HSC must address: &lt;ul&gt; - An understanding of the effects of technological developments on equipment and work practices in the music industry &lt;li&gt; - An understanding of how to source information across a range of media within the industry in order to keep information about technological developments current</td>
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<td>2. Adapt to changes in the new technology</td>
<td>• When required, undertake appropriate training of new technology to improve work practices • Read any relevant documentation that will assist in the practice of use of the new technology • When required, select appropriate equipment that is suitable for the specific uses defined by the new technology • Implement the new technology in current work practices</td>
<td>Variable <em>Industries incorporating new technology may include:</em> &lt;ul&gt; • music • film • television • radio • interactive multi-media • entertainment • arts</td>
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<td>Learning experiences for the HSC must address: &lt;ul&gt; - knowledge of how to access appropriate training when new technologies impact on work practices within the industry</td>
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### ELEMENT

#### PERFORMANCE CRITERIA
- Continually apply informal and/or formal research to update knowledge of any subsequent new technologies that may impact on work practices
- Monitor current changes in technology and implement those changes when required
- Share updated knowledge with colleagues as appropriate, and incorporate information into day-to-day work activities

#### RANGE OF VARIABLES

**Variable**

New technology may include:

**Scope**

- replacement of analogue systems with digital systems
- video editing software
- music production software and equipment
- sound editing software
- camera equipment
- sound equipment
- projection equipment
- computer technology

### EVIDENCE GUIDE

Knowledge of how to develop a file of current information on new technology, including examples from:
- Advertising
- Journals
- Magazines
- Internet sites
- Industry Associations
- Manuals
- Workshops
- Networks
- Software/Hardware version updates
- Masterclasses

Awareness of technological developments in Music Software packages

### HSC REQUIREMENTS AND ADVICE

### KEY COMPETENCIES

#### KEY COMPETENCY

- Collecting, organising and analysing information
- Communicating ideas and information
- Planning and organising activities
- Working with others and in teams
- Solving problems
- Using mechanical ideas and techniques
- Using technology

#### LEVEL

- Collecting, organising and analysing information: 3
- Communicating ideas and information: 2
- Planning and organising activities: 2
- Working with others and in teams: 1
- Solving problems: 2
- Using mechanical ideas and techniques: 2
- Using technology: 2