

41167 Explore an emerging or unfamiliar technology

Kaupae Level	2
Whiwhinga Credit	5
Whāinga Purpose	<p>This skill standard is for people who wish to explore an emerging or unfamiliar technology which can be applied to a particular task or workflow.</p> <p>Learners who have completed the standard will have a broad understanding of the capabilities of their selected technology and how it can be applied to a given context, as well as its potential limitations.</p> <p>The standard is intended for any personal or employment-based context.</p>

Hua o te ako me Paearu aromatawai | Learning outcomes and assessment criteria

Hua o te ako Learning outcomes	Paearu aromatawai Assessment criteria
1. Select and evaluate an emerging or unfamiliar technology for a chosen context.	a. Research and identify emerging or unfamiliar technologies for a chosen context.
	b. Select a technology for the context and document its core functions, capabilities, and potential applications.
	c. Document potential issues of using the selected technology for the context.
2. Create and implement a learning plan for the selected technology.	a. Identify appropriate learning resources such as tutorials, documentation, or community forums.
	b. Create a learning plan with specific goals and timeline for skill development.
	c. Use identified resources to self-manage and complete the learning process.

Pārongo aromatawai me te taumata paearu | Assessment information and grade criteria

Assessment specifications:

Learners must provide a report for their chosen technology, a structured learning plan, and evidence of learning implementation which may include engagement with appropriate learning resources and/or any outputs created using the chosen technology.

Emerging and unfamiliar technologies may include digital tools, platforms, or systems that have potential applications in personal or employment contexts, such as creative and/or technical workflows. Specific examples include Augmented Reality, Virtual Reality, Projection Mapping, Generative Artificial Intelligence workflows using two or more platforms, and 3D scanners.

Ngā momo whiwhinga | Grades available

Achieved

Ihirangi waitohu | Indicative content

- Techniques for researching and evaluating unfamiliar technologies and their relevance to different contexts.
- Strategies and methods for planning and managing self-directed learning.
- Technology learning supports that can assist learners to independently explore and understand emerging or unfamiliar technologies, including:
 - Online learning platforms (e.g. LinkedIn Learning, Udemy, YouTube tutorials).
 - Technology documentation and user guides.
 - Community forums and user groups.
 - Open source software repositories.
 - Local makerspaces or technology hubs.
 - Peer learning networks and mentorship opportunities.
- Legal and ethical considerations when applying technology (e.g. privacy, copyright, and acceptable use responsibilities).

Rauemi | Resources

Legislation relevant to the assessment of the standard may include:

- [Copyright Act \(1994\)](#).
- [Privacy Act \(2020\)](#).
- [Harmful Digital Communications Act \(2015\)](#).

Pārongo Whakaū Kounga | Quality assurance information

Ngā rōpū whakatau-paerewa Standard Setting Body	Toi Mai Workforce Development Council
Whakaritenga Rārangi Paetae Aromatawai DASS classification	Computing and Information Technology > Computing > Generic Computing
Ko te tohutoro ki ngā Whakaritenga i te Whakamanatanga me te Whakaōritenga CMR	0099

Hātepe Process	Putanga Version	Rā whakaputa Review Date	Rā whakamutunga mō te aromatawai Last date for assessment
Rēhitatanga Registration	1	30 April 2026	N/A
Kōrero whakakapinga Replacement information	N/A		
Rā arotake Planned review date	31 December 2030		

Please contact Electrotechnology and Information Technology Industry Skill Board at qualifications@etitcisb.nz to suggest changes to the content of this skill standard.