

<b>Title</b>	<b>Operate professionally, collaboratively and solve problems systematically in the entertainment and event industry</b>		
<b>Level</b>	<b>4</b>	<b>Credits</b>	<b>21</b>

<b>Purpose</b>	People credited with this unit standard are able to: demonstrate professional and ethical behaviour; explain roles and responsibilities for safe working practices; collaborate within a production team; and solve problems systematically in the entertainment and event industry.
----------------	--

<b>Classification</b>	Performing Arts General > Entertainment and Event Technology
-----------------------	--

<b>Available grade</b>	Achieved
------------------------	----------

---

### Guidance Information

- All learning and assessment leading to this unit standard must be carried out in accordance with the following as relevant:
  - legislation including Health and Safety at Work Act 2015 and subsequent amendments;
  - current industry best practice and industry guidelines (where available) including *Safe Rigging Practices for the Entertainment Industry in New Zealand*, June 2015, and *A Guide for Safe Working Practices in the New Zealand Theatre & Entertainment Industry*, April 2011, or replacements that supersede these guidelines, available from the WorkSafe website, [www.worksafe.govt.nz](http://www.worksafe.govt.nz).
- The Entertainment and Event Technology programme guidance document should be consulted when developing assessments leading to this unit standard. It can be found at [www.skillsactive.org.nz](http://www.skillsactive.org.nz).

---

### Outcomes and performance criteria

#### Outcome 1

Demonstrate professional and ethical behaviour in the entertainment and event industry.

**Performance criteria**

1.1 Describe professional conduct, etiquette and ethical behaviour in the entertainment and event industry in terms of own role, responsibilities, behaviours.

Range time management, personal presentation, compliance with company and/or venue policies and procedures, cooperation, teamwork, code of conduct.

1.2 Demonstrate professional practice and ethical behaviours when working in the entertainment and event industry.

1.3 Use problem solving techniques to mitigate the impact of conflict on working relationships in the entertainment and event industry.

Range techniques may include but are not limited to - accommodating, compromising, collaborating.

**Outcome 2**

Explain roles and responsibilities for safe working practices in the entertainment and event workplace.

**Evidence requirements**

2.1 Responsibilities of the entertainment and event workplace are explained in terms of health and safety legislation and industry good practice.

2.2 Personal roles and responsibilities are explained in terms of health and safety legislation and industry good practice.

2.3 Non-compliance is explained in terms of consequences to individuals and workplaces in accordance with health and safety legislation.

**Outcome 3**

Collaborate within a production team in the entertainment and event industry.

**Performance criteria**

3.1 Identify planning requirements across different departments and the impact on production team work.

3.2 Demonstrate behaviours and attitude expected of members of production teams within the entertainment and event industry.

Range collaboration, respect, timeliness, appropriate interactions, confidentiality, accountability.

3.3 Identify strategies to enhance functionality of production teams with culturally diverse members.

3.4 Contribute to the production team to progress achievement of project objectives.

Range may include but is not limited to – ideas, technical information, opinions, recommendations, feedback.

3.5 Carry out tasks to meet requirements and expectations of the production team work plan.

Range requirements and expectations may include but are not limited to – tasks, responsibilities, timeframes, performance measures, risks and contingencies, notification of variance from the plan, resource needs.

3.6 Communicate with production team members and stakeholders in terms of progress, requirements and any variance from the plan that needs attention using internationally accepted terminology.

3.7 Demonstrate ability to work with multiple production team member and stakeholder expectations in terms of planning, communication and time management.

#### Outcome 4

Solve problems systematically in the entertainment and event industry.

#### Performance criteria

4.1 Define a problem within area of responsibility in terms of type of problem, problem parameters, stakeholders and possible causes.

4.2 Establish criteria for evaluating practical solutions to the defined problem.

Range may include but is not limited to – timeliness, effectiveness.

4.3 Generate suitable solutions that match the defined problem.

4.4 Select a solution that addresses the problem and plan for implementation of the solution.

<b>Planned review date</b>	31 December 2022
----------------------------	------------------

#### Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	28 September 2017	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
--	------

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

---

**Comments on this unit standard**

Please contact Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.