

Title	Develop an electronic media system design for a given work in an entertainment and event context		
Level	3	Credits	5

Purpose	People credited with this unit standard are able to develop an electronic media system design for a given work.
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Classification	Performing Arts General > Entertainment and Event Technology and Operations
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Available grade	Achieved, Merit, and Excellence
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Criteria for Merit	<p>The candidate must develop an electronic media system design for a given work efficiently by:</p> <ul style="list-style-type: none"> – explaining the relationships between their research, the given work, and their electronic media system design; – refining their electronic media design system by considering and incorporating feedback from creative collaborators.
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Criteria for Excellence	<p>The candidate must develop an electronic media system design for a given work skilfully by:</p> <ul style="list-style-type: none"> – justifying the relationships between their research, the given work, and their electronic media system design; – refining their electronic media system design by evaluating and incorporating feedback from creative collaborators.
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Guidance Information

- 1 This unit standard can be awarded with an *Achieved*, *Merit* or *Excellence*. For the *Achieved* grade to be awarded, the outcome must be achieved as specified in the outcome statement. For *Merit* or *Excellence* grades to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 All learning and assessment leading to this unit standard must be carried out in accordance with:
 - legislation including Health and Safety at Work Act 2015, Copyright Act 1994, and subsequent amendments;
 - safe working practices. These may include but are not limited to safe working practices in situations involving – working at heights, working with electricity, lifting, securing equipment safely, replacing and storing equipment, use of tools, use of supplied safety equipment. Evidence of this may be provided by a teacher/tutor attestation or candidate's reflective statement. A useful reference for safe working practice is the Entertainment Technology New Zealand

publication *A Guide for Safe Working Practices in the New Zealand Theatre and Entertainment Industry*, version 14 or subsequent amendments, which can be accessed at <http://www.etnz.org>.

3 Definitions

Creative collaborators refer to production roles such as director, stage manager; set designer, choreographer, costume designer, or musical director.

Electronic media content refers to the imagery (static or moving) and or patterns that are incorporated into the electronic media system design.

Electronic media system refers to the equipment used to display the electronic media content for the performance or event.

Entertainment and event context refers to a performance or event such as dance, kapa haka, scripted drama, music performance (live or recorded in-studio), moving image production, physical theatre, devised work, performance art, and cultural event, circus that can take place in a range of venues, for example, stadia, theatres, event and convention centres, studios, parks and sports grounds, outdoor spaces, museums and galleries, places of worship, cultural places (e.g. marae), specialist classrooms.

Given work refers to a whole or substantial piece of a text, choreography, event, or production for an entertainment and event context.

4 Evidence of research may be collected via written, visual or oral methods such as a video diary, annotated sketches, diagrams, or written description.

5 Range

The given work must be agreed or specified by the teacher/tutor.

6 Recommended for entry: Unit 32376, *Demonstrate and apply knowledge of electronic media for an entertainment and event context*; and Unit 32377, *Demonstrate and apply knowledge of electronic media design for an entertainment and event context*.

Outcomes and performance criteria

Outcome 1

Develop an electronic media system design for a given work in an entertainment and event context.

Performance criteria

1.1 Analyse the given work in preparation for initial meeting with creative collaborators.

1.2 Undertake research to inform the electronic media system design in terms of the requirements for the given work.

Range requirements may include but are not limited to – who, what, where, when, colour, texture, environment, mood, shape; evidence of six requirements is required.

- 1.3 Use input and feedback from creative collaborators to inform the electronic media design.
- Range evidence of two creative collaborators is required.
- 1.4 Incorporate solutions to practical considerations within the electronic media system design.
- Range practical considerations include but are not limited to – equipment and space; safety of performers, audience and operators; budget; set props; rigging points and power supply.
- 1.5 Develop, document, and communicate the electronic media system design according to the requirements of the given work.
- Range documentation may include but is not limited to – electronic media plan, cue sheet;
communicate may include – creative collaborators, riggers, mechanists, electronic media operator.
- 1.6 Evaluate the design in terms of the extent to which it meets the requirements for the given work, the input from creative collaborators, and the practical considerations, and make amendments in response to any identified areas for improvement.

Planned review date	31 December 2025
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Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	29 April 2021	N/A

Consent and Moderation Requirements (CMR) reference	0099
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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 if you wish to suggest changes to the content of this unit standard.