

<b>Title</b>	<b>Realise the electronic media system design for a given work in an entertainment and event context</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	People credited with this unit standard are able to realise the electronic media system design for a given work in an entertainment and event context.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved, Merit, and Excellence
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<b>Criteria for Merit</b>	In realising the electronic media system design for a given work, the candidate must demonstrate skilful technique in delivering the electronic media system during live production of the given work.
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<b>Criteria for Excellence</b>	In realising the electronic media system design for a given work, the candidate must demonstrate command of technique in delivering the electronic media system during live production of the given work.
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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**

*Command of technique* refers to applying a detailed understanding of the performance or event requirements and electronic media by using creative visual position, sustained control of colour, visual intensity, equipment, and timing for a performance or event.

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

*Electronic media system* is 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.

*Skilful technique* refers to applying an in-depth understanding of the performance or event requirements and electronic media by using visual position, control of colour, visual intensity, equipment, and timing for a performance or event.

- 4 Candidates must be given access to visual equipment that has been certified as safe in order to complete assessment against this unit standard. The teacher/tutor must ensure that the power supply used in practical activities has sufficient capacity and circuit protection for the connected equipment. Equipment must be checked and verified by the assessor as being connected correctly prior to power up.

**5 Range**

The electronic media system design for a given work must be agreed or specified by the teacher/tutor. It may be a design researched and developed by the candidate.

- 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*.

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## Outcomes and performance criteria

**Outcome 1**

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

**Performance criteria**

- 1.1 Install and configure the electronic media system for the given work according to the documented design and safe working practices.

Range may include but is not limited to – selection, testing, rigging, labelling and patching of equipment.

- 1.2 Evaluate the electronic media system during pre-production and adjust, as required, to meet the requirements of the given work.

Range may include but is not limited to – timing, cues, choice and positioning of equipment and projection surfaces;  
includes – collaboration with the electronic media designer.

- 1.3 Operate the electronic media system live for the given work according to the performance or event requirements, safe working practices and documented design for the work.

Range includes but is not limited to – operating to cues and/or calls; communicating with other people; dynamic problem solving.

<b>Planned review date</b>	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

<b>Consent and Moderation Requirements (CMR) reference</b>	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](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.