

## Specification of Competency Standards for the Watch & Clock Industry

### Unit of Competency

1. Title	Master the Design of Timepiece Products by Using Computer Software	
2. Code	WCZZDN303A	
3. Level	3	
4. Credit	9	
5. Competency	<u>Performance Requirements</u>	
	5.1 Application of Computer-aided software	<ul style="list-style-type: none"> <li>◆ Master the application of draft drawing</li> <li>◆ Design parts based on specific characteristics</li> <li>◆ Master the drawing by using parametric method</li> <li>◆ Master the assembly of different parts</li> <li>◆ Master the handling and combinations of assembly parts</li> <li>◆ Master the preparation of engineering drawing</li> <li>◆ Master the drawing of metal parts</li> <li>◆ Master the application of computer aided software in injection moulds</li> <li>◆ Use relevant software to produce photo-realistic images in product design</li> <li>◆ Manage output file with numerical control machining, rapid prototyping and engineering analysis</li> <li>◆ Understand rapid prototyping and engineering analysis</li> </ul>
	5.2 Advanced computer-aided design techniques	<ul style="list-style-type: none"> <li>◆ Techniques for using database library</li> <li>◆ Build models with family parts</li> <li>◆ Build solid models with the aid of curved surfaces</li> </ul>
	5.3 Assembly design	<ul style="list-style-type: none"> <li>◆ Use bottom-up assembly design</li> <li>◆ Construct exploded breakdown of assembly parts</li> <li>◆ Use model/file manager to build parts</li> <li>◆ Use the assembly parts in the design</li> </ul>

6. Range	In the Design Department of Timepiece companies, capable of employing computer-aided design in designing Timepiece components, such as dial, case and band, with the exception of watch movement.
7. Assessment Criteria	The integrated outcome requirements of this unit of competency are: (i) capable of employing computer-aided design in designing Timepiece components, such as dial, case and band.
8. Remarks	The credit value of this unit of competency is set on the presumption that the learners already have basic computer knowledge.