

Course Outline

Code: SGD305

Title: Serious Games Project B

School: Creative Industries
Teaching Session: Semester 2
Year: 2020
Course Coordinator: Justin Carter, jcarter@usc.edu.au
Course Moderator: Dr Colleen Stieler-Hunt, cstieler@usc.edu.au

Please go to the USC website for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1 Description

This course, along with SGD304, forms a two-semester long game design and development project which is the culmination of the Serious Games program and the major in Serious Game Design. This course requires you to synthesise and apply knowledge relevant to serious game design in an applied, self-directed project. You will work in small teams to design and produce a functional game, leveraging game design theory and appropriate design principles and tools. The project will be negotiated with the course coordinator. You are encouraged to work on an identified real world project if possible.

1.2 Field trips, WIL placements or activities required by professional accreditation

Activity	Details
As required	There are not any planned field trips for this course. However, opportunities may be made available to you that may relate to the content of the game project that you are working on (e.g. a trip to a client's workplace). Also, there may be some opportunities for you to participate in industry-related events such as guest speakers and networking events.

2. What level is this course?

300 level Graduate - Independent application of graduate knowledge and skills. Meets AQF and professional requirements. May require pre-requisites and developing level knowledge/skills. Normally taken in the 3rd or 4th year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

Specific Learning Outcomes On successful completion of this course, you should be able to:	Assessment tasks You will be assessed on the learning outcomes in task/s:	Graduate Qualities or Professional Standards mapping Completing these tasks successfully will contribute to:
To demonstrate an advanced level of knowledge of the key issues of Serious Games industry applicable to your project.	2 and 3	Knowledgeable.
Clearly and effectively communicate design ideas, solutions and concepts at multiple levels, for example with clients, supervisor and team members.	1, 2 and 3	Empowered. Engaged.
Apply advanced problem solving, analytical and research skills to your practical work.	1, 2 and 3	Creative and critical thinkers. Knowledgeable.
Be responsible and accountable for your own learning and professional practice and in collaboration with others in a Serious Game Design setting.	1 and 2	Ethical. Engaged.

5. Am I eligible to enrol in this course?

Refer to the [USC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1 Enrolment restrictions

We recommend that you take this course in the semester immediately following SGD304, so that you may complete the project which you began in that course. However, in cases where this is not possible, you may join another team and work with them on the completion of the project that they began in the preceding semester.

5.2 Pre-requisites

SGD304

5.3 Co-requisites

Nil

5.4 Anti-requisites

Nil

5.5 Specific assumed prior knowledge and skills (where applicable)

You need to demonstrate exemplary skills in at least one of the game development disciplines: game art, game programming, interactive narrative, game design, game production, or game audio production. It is also recommended that you demonstrate some skill in a secondary game development discipline or a related discipline (e.g. the business of making games). This is a capstone project course. As such, it is recommended that you undertake SGD304 and SGD305 in your final calendar year of your undergraduate degree.

6. How am I going to be assessed?

6.1 Grading scale

Standard – High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL)

6.2 Details of early feedback on progress

Regular feedback will be given to students as part of task 1 where groups of students will meet fortnightly with their tutor to discuss the progress of their project. Meetings will begin in week 2.

6.3 Assessment tasks

Task No.	Assessment Product	Individual or Group	Weighting %	What is the duration / length?	When should I submit?	Where should I submit it?
1	Activity Participation	Individual	20%	20 minutes per fortnight plus 200 word journal submission	Every fortnight from Week 2	Online Assignment Submission
2	Journal	Group	30%	3000 words	Week 13	Online Assignment Submission with Plagiarism check
3	Artefact - Creative	Group	50%	N/A	Week 2 central examination period	To be negotiated
			100%			

Assessment 1: Individual Production Journal and Team Meeting Participation

Goal:	To ensure that the individual team members and project teams are on track.
Product:	Activity Participation
Format:	Professional/Industry Format You are required to meet with your tutor on a fortnightly basis to discuss the progress of your game documentation and game. You will be required to submit a journal entry documenting your contribution to the serious game (including working on the game and keeping documentation up to date) and your intended contribution for the coming fortnight.
Criteria:	<ul style="list-style-type: none"> Collaborate with other team members in a professional manner. Demonstrate an organised and ongoing individual contribution to the project.

Assessment Task 2 Game Development Journal: Game Production Methodology

Goal:	To demonstrate and develop contemporary game production skills and knowledge. To document the development and production of a game for publication. To develop a detailed publication, marketing and distribution strategy for your finished game (assessment 3).
Product:	Report
Format:	Professional/Industry format

Criteria:	<ul style="list-style-type: none"> • Demonstrate understandings of contemporary game production methodology. • Demonstrate the effective use of appropriate project management and pipeline tools in the production of a game. • Develop feasible plans to distribute and market a serious game. • Communicate ideas to launch and market a serious game. • Demonstrate an organised and ongoing individual contribution to the project.
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Assessment Task 3: Major Serious Games project

Goal:	Create a complete playable game, while integrating project management concepts into the self-directed project process. Present your game to an expert panel and a lay audience.
Product:	Artefact - Creative
Format:	Professional/Industry format The emphasis on this project is on developing a playable game while working in a simulated game studio environment. Your team will document the project to assure a high-quality outcome. As a team, you develop the game while consulting with your tutor, supervisor or client.
Criteria:	<ul style="list-style-type: none"> • Develop and produce a high-quality game production • Give a professional presentation • Demonstrate an innovative and creative approach to design. • Demonstrate an organised and ongoing individual contribution to the project.

7. Directed study hours

The directed study hours listed here are a portion of the workload for this course. A 12 unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Directed study hours may vary by location. Student workload is calculated at 12.5 learning hours per one unit.

Location:	Directed study hours for location*:
USC Sunshine Coast	Computer workshop: 3 hours

**This course will be delivered via technology-enabled learning and teaching. All lectures will remain in this mode for Semester 2 2020. When government guidelines allow, students that elected on-campus study via the class selection process will be advised when on campus tutorials and practical sessions will resume.*

8. What resources do I need to undertake this course?

Please note that course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Blackboard site. Please log in as soon as possible.

8.1 Prescribed text(s) or course reader

Nil

8.2 Specific requirements

Nil

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low.

It is your responsibility as a student to review course material, search online, discuss with lecturers and peers, and understand the health and safety risks associated with your specific course of study. It is also your responsibility to familiarise yourself with the University's general health and safety principles by reviewing the [online Health Safety and Wellbeing training module for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1 Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Blackboard, are electronically checked through SafeAssign. This software allows for text comparisons to be made between your submitted assessment item and all other work that SafeAssign has access to.

10.2 Assessment: Additional requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- a) The final mark is in the percentage range 47% to 49.4%
- b) The course is graded using the Standard Grading scale
- c) You have not failed an assessment task in the course due to academic misconduct

10.3 Assessment: Submission penalties

Late submission of assessment tasks will be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.
- 10% (of the assessment task's identified value) for the third day
- 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.
- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task.

Weekdays and weekends are included in the calculation of days late.

To request an extension, you must contact your Course Coordinator and supply the required documentation to negotiate an outcome.

10.4 Study help

In the first instance, you should contact your tutor, then the Course Coordinator. Additional assistance is provided to all students through Academic Skills Advisers. To book an appointment or find a drop-in session go to [Student Hub](#).

Contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au

10.5 Wellbeing Services

Student Wellbeing Support Staff are available to assist on a wide range of personal, academic, social and psychological matters to foster positive mental health and wellbeing for your success. Student Wellbeing is comprised of professionally qualified staff in counselling, health and disability Services.

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, mental health issue, learning disorder, injury or illness, or you are a primary carer for someone with a disability, [AccessAbility Services](#) can provide assistance, advocacy and reasonable academic adjustments.

To book an appointment with either service go to [Student Hub](#), email studentwellbeing@usc.edu.au or accessability@usc.edu.au or call 07 5430 1226

10.6 Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Administration of Central Examinations
- Deferred Examinations
- Student Academic Misconduct
- Students with a Disability

Visit the USC website:

<http://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.7 General Enquiries

In person:

- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC Moreton Bay** – Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **USC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **USC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **USC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **USC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au