Course Outline

Code: SGD305
Title: Serious Game Project B

Faculty of Arts, Business and Law
School of Communication and Creative Industries
Teaching Session: Semester 2
Year: 2018
Course Coordinator: Colleen Stieler-Hunt
Email: cstieler@usc.edu.au
Phone:

1. What is this course about?
1.1 Course 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 Course content
- Serious Games development
- Creative Serious Games development
- Innovation in Serious Games
- Fulfilling a design brief
- Project planning and project documentation
- A holistic approach towards communication

2. Unit value
12 units
### 3. How does this course contribute to my learning?

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

### 4. Am I eligible to enrol in this course?

Refer to the Coursework Programs and Awards - Academic Policy for definitions of “pre-requisites, co-requisites and anti-requisites”

#### 4.1 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.

#### 4.2 Pre-requisites

SGD304

#### 4.3 Co-requisites

Nil

#### 4.4 Anti-requisites

Nil

#### 4.5 Specific assumed prior knowledge and skills

You need to be computer literate but not necessarily have high levels of computer literacy in the game area, have experience in online research and have skills in using text editing and presentation software.
5. **How am I going to be assessed?**

5.1 **Grading scale**
Standard – High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL)

5.2 **Assessment tasks**

<table>
<thead>
<tr>
<th>Task No.</th>
<th>Assessment Tasks</th>
<th>Individual or Group</th>
<th>Weighting %</th>
<th>What is the duration/length?</th>
<th>When should I submit?</th>
<th>Where should I submit it?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Fortnightly consultations with tutor and self-reflective journal entry.</td>
<td>Individual</td>
<td>20%</td>
<td>20 minutes per fortnight plus 200 word journal submission</td>
<td>Every fortnight from Week 2</td>
<td>Blackboard</td>
</tr>
<tr>
<td>2</td>
<td>Pilot evaluation and launch strategy</td>
<td>Group</td>
<td>30%</td>
<td>3000 words</td>
<td>Friday, Week 5</td>
<td>Blackboard</td>
</tr>
<tr>
<td>3</td>
<td>Major Serious Games project</td>
<td>Group</td>
<td>50%</td>
<td>N/A</td>
<td>Week 2 central examination period</td>
<td>Blackboard (Finished game) and in class (presentation)</td>
</tr>
</tbody>
</table>

**Assessment Task 1: Fortnightly consultations with tutor or client and online blog**

**Goal:** To ensure that the individual team members and project teams are on track.

**Product:** Face to face individual report, project progress and self-reflection journal entries.

**Format:** You are required to meet with your tutor on a fortnightly basis to discuss the progress of your game documentation and serious game. You will be required to submit a journal entry via Blackboard 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**
- Collaborate with other team members in a professional manner.
- Demonstrate an organised and ongoing individual contribution to the project.

**Generic skill assessed**

<table>
<thead>
<tr>
<th>Skill assessment level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Collaboration</td>
</tr>
<tr>
<td>Communication</td>
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</table>

**Assessment Task 2: Pilot evaluation and launch strategy**

**Goal:** To design and conduct a pilot evaluation of your serious game prototype. To develop a detailed launch and marketing plan for the distribution of your finished game.

**Product:** Serious game evaluation and Launch plan

**Format:** Loose templates for your game evaluation and launch plan will be available on blackboard. However, students will be expected to do their own research into what is required in the context of their own original serious game.

**Criteria**
- Demonstrate understandings of how to evaluate a serious game.
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- Communicate the method and results of the evaluation of their serious game prototype.
- Develop and execute a plan to evaluate a serious game.
- Develop feasible plans to distribute and market their serious game.
- Communicate their ideas to launch and market their serious game.
- Demonstrate an organised and ongoing individual contribution to the project.

<table>
<thead>
<tr>
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<th>Skill assessment level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Communication</td>
<td>Graduate</td>
</tr>
<tr>
<td>Problem Solving</td>
<td>Graduate</td>
</tr>
</tbody>
</table>

Assessment Task 3: Major Serious Games project

**Goal:** Create a complete playable serious game, while integrating project management concepts into the self directed project process. Present your game to an expert panel and a lay audience.

**Product:** Playable serious game.

**Format:** The emphasis on this project is on developing a playable serious game, while working in a small team. Your team will work on a series of project documents to assure a high quality outcome. As a team you develop the game while consulting with your tutor, supervisor or client.

**Criteria**
- Create a game to meet serious (non-entertainment) goals
- Develop a high quality game (including in terms of playability and usability)
- Give a professional presentation
- Demonstrate an innovative and creative solution to a real world problem.
- Demonstrate an organised and ongoing individual contribution to the project.

<table>
<thead>
<tr>
<th>Generic skill assessed</th>
<th>Skill assessment level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Applying technologies</td>
<td>Graduate</td>
</tr>
<tr>
<td>Collaboration</td>
<td>Graduate</td>
</tr>
</tbody>
</table>

5.3 Additional assessment requirements

**Plagiarism**
In order to minimise incidents of plagiarism and collusion, 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.

**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

5.4 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.
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- 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 to negotiate an outcome.

6. How is the course offered?

6.1 Directed study hours
On campus computer lab: 3 hours per week

6.2 Teaching semester/session(s) offered
Semester 1

6.3 Course activities

<table>
<thead>
<tr>
<th>Module #</th>
<th>What key concepts/content will I learn?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Serious game development project</td>
</tr>
<tr>
<td>2</td>
<td>Ongoing development and maintenance of project</td>
</tr>
<tr>
<td>3</td>
<td>Delivery of final serious game project</td>
</tr>
</tbody>
</table>

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

7.1 Prescribed text(s)
Nil

7.2 Required and recommended readings
Lists of required and recommended readings may be found for this course on its Blackboard site. These materials/readings will assist you in preparing for tutorials and assignments, and will provide further information regarding particular aspects of your course.

7.3 Specific requirements
Nil

7.4 Risk management
Health and safety risks have been assessed as low. It is your responsibility to research and understand risks of specific courses and to review the USC’s health and safety principles by viewing the online induction training for students.

8. How can I obtain help with my studies?
In the first instance you should contact your tutor, then the Course Coordinator. Additional assistance is provided to all students through Peer Advisors and Academic Skills Advisors. You can drop in or book an appointment. To book: Tel: +61 7 5430 2890 or Email: student_central@usc.edu.au

9. Links to relevant University policies 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
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- Student Academic Misconduct
- Students with a Disability


10. General Enquiries

In person:
- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **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