COURSE OUTLINE

SGD305 Game Studio: Polish and Publish

School: School of Business and Creative Industries

2026 | Trimester 2

UniSC Sunshine Coast UniSC Moreton Bay	BLENDED LEARNING	Most of your course is on campus but you may be able to do some components of this course online.
Online	ONLINE	You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au 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 requires you to synthesise and apply knowledge relevant to game design and production 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.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	12 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled online workshops (Recorded).	2hrs	Week 1	12 times

1.3. Course Topics

- Introduction – From vertical slice to polished and published
- agile production planning
- Sprint 1 (sprint goals, feature forecast)
- Development session 1
- Sprint 2 (sprint 1 burndown, goals, planning, feature lock)
- Development session 2
- Sprint 3 (sprint 2 burndown, goals, planning, managing feature creep)
- Development session 3
- Sprint 4 (sprint 3 burndown, quality assurance, and final polish)
- Release and review

2. What level is this course?

300 Level (Graduate)

Demonstrating coherence and breadth or depth of knowledge and skills. Independent application of knowledge and skills in unfamiliar contexts. Meeting professional requirements and AQF descriptors for the degree. May require pre-requisites where discipline specific introductory or developing knowledge or skills is necessary. Normally undertaken in the third or fourth full-time study 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?

COURSE LEARNING OUTCOMES On successful completion of this course, you should be able to...		GRADUATE QUALITIES Completing these tasks successfully will contribute to you becoming...
1	To demonstrate an advanced level of knowledge of the key issues of the games industry applicable to your game design.	Knowledgeable Creative and critical thinker Engaged
2	Clearly and effectively communicate design ideas, solutions and concepts at multiple levels, for example with clients, supervisor and team members.	Empowered Engaged
3	Apply advanced Problem solving, analytical and research skills to your practical work.	Knowledgeable Creative and critical thinker
4	Be responsible and accountable for your own learning and professional practice and in collaboration with others in a game production setting.	Ethical Engaged

5. Am I eligible to enrol in this course?

Refer to the UniSC Glossary of terms for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. 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 this course in your final year of study.

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

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

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Plan	Individual	20%	20 minutes per fortnight plus 200 word journal submission	Throughout teaching period (refer to Format)	Online Submission
All	2	Report	Group	30%	3000 words	Week 12	Online Assignment Submission with plagiarism check
All	3	Artefact - Creative	Individual and Group	50%	15 minute presentation - including artefact demonstration	Refer to Format	To be Negotiated

All - 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:	Plan
AUTHORSHIP STATEMENT:	
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 game (including working on the game and keeping documentation up to date) and your intended contribution for the coming fortnight.
CRITERIA:	**No.** / **Learning Outcome assessed** 1 Demonstrate an organised and ongoing individual contribution to the project. — 2 3 2 Collaborate and contribute to team planning and development goals — 1 3 3 Participate and communicate effectively in team meetings and discussions — 2 4
GENERIC SKILLS:	Communication, Collaboration, Organisation

All - Assessment Task 2: Game Development Journal

GOAL:	Your team will use an industry-based production methodology (agile) to plan, track and document the develop your game. In this assessment, your team must demonstrate an organised and appropriate approach to game production.
PRODUCT:	Report
AUTHORSHIP STATEMENT:	
FORMAT:	Professional/Industry format Students will maintain and apply appropriate project management strategies and demonstrate this in appropriate production software and through an online development journal/blog.

CRITERIA:

No.		Learning Outcome assessed
1	Demonstrate understandings of how to evaluate a game.	2
2	Develop feasible plans to distribute and market their game.	2
3	Communicate their ideas to launch and market their game.	2 4
4	Demonstrate an organised and ongoing individual contribution to the project.	1 4

GENERIC SKILLS:	Organisation, Applying technologies

All - Assessment Task 3: Major Game Development

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
AUTHORSHIP STATEMENT:	
FORMAT:	Submit: Week 13 Professional/Industry format The emphasis on this task is on developing a playable game, while working in a small team. Your team will work on a series of documents (electronic) to assure a high quality outcome. As a team you develop the game while consulting with your tutor, supervisor or client. You and your team are required to develop a digital game. You and your team are also required to demonstrate your game and communicate how it meets your design goals. You are also required to outline the individual contributions of you and your team members to the project. Group Task Component - Final video game and presentation (20% of this tasks marks): Your group will submit and present a playable video game, which demonstrates that the core mechanic of the game will contribute to the player experience design goals described in the game design brief. Group Task Component - Game Design Summary (5% of total course marks): Your group will submit a game design summary, which reflects on the production of the game, the player experience design goals that the game aim to achieve.. Individual Task Contribution Criteria (25%) Each team members individual contribution will be assessed under a specific criteria worth 25% of the total mark. This mark is based on each individuals contribution to the games design and presentation, role in the production and the contribution in the form of individual tasks. Across all our Creative Industries undergraduate programs, we are collecting data for assurance of learning purposes. This task is being used for measurement. The following program competency will be assessed: Entrepreneurial and innovative thinking and collaboration.
CRITERIA:	
GENERIC SKILLS:	Communication, Collaboration, Organisation, Applying technologies

No.		Learning Outcome assessed
1	Develop a high quality game (including in terms of playability and usability)	1 3
2	Give a professional presentation	2 4
3	Demonstrate an innovative and creative solution to a real world problem.	1
4	Demonstrate an organised and ongoing individual contribution to the project.	4

7. Directed study hours

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. Student workload is calculated at 12.5 learning hours per one unit.

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

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

8.1. Prescribed text(s) or course reader

> There are no required/recommended resources for this course.

8.2. Specific requirements

Not applicable

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility 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 and to familiarise yourself with the University's general health and safety principles by reviewing the online induction training 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 Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

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%; and
(b) The course is graded using the Standard Grading scale

Eligibility for Supplementary Assessment Your eligibility for supplementary assessment in a course is dependent of the following conditions applying: The final mark is in the percentage range 47% to 49.4% The course is graded using the Standard Grading scale You have not failed an assessment task in the course due to academic misconduct

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:
(a) One day: deduct 5%;
(b) Two days: deduct 10%;
(c) Three days: deduct 20%;
(d) Four days: deduct 40%;
(e) Five days: deduct 60%;
(f) Six days: deduct 80%;
(g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:
Less than 15 minutes: No penalty
From 15 minutes to 30 minutes: 20% penalty
More than 30 minutes: 100% penalty

10.4. 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
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The Student Charter sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- UniSC Student Central
- UniSC Adelaide Student Central