



The University of Southern Queensland

## Course specification

The current and official versions of the course specifications are available on the web at <http://www.usq.edu.au/coursespecification/current>.  
Please consult the web for updates that may occur during the year.

### Description: Portfolio Project B

Subject	Cat-nbr	Class	Term	Mode	Units	Campus
CSC	3415	90223	2, 2009	ONC	1.00	Toowoomba

<b>Academic group:</b>	FOSCI
<b>Academic org:</b>	FOS003
<b>Student contribution band:</b>	2
<b>ASCED code:</b>	029999

### STAFFING

Examiner: Kenneth MacAlpine  
Moderator: Stijn Dekeyser

### REQUISITES

Pre-requisite: CSC3414 or USQIT16

### RATIONALE

This course in conjunction with Portfolio Project A (CSC3414) is designed to provide students with practice in bringing together the skills they have acquired during the program for the solution of problems of a kind they are likely to face in their subsequent employment. It also provides students with practice written communication. This course builds upon the Portfolio Project A (CSC3414).

### SYNOPSIS

The course is the confluence of the knowledge and skills acquired in many other courses of the major. By undertaking the development of a large project, students develop their skills and professional practices. There will be particular emphasis on the use of modern tools and notations for games project design and construction, and regular reporting.

### OBJECTIVES

On completion of this course students will be able to:

1. carry out a major games development project; (Assignment 1 & 2)
2. describe their work and communicate their results; (Assignment 1 & 2)
3. use modern games programming and design techniques and tools in all aspects of the software project lifecycle. (Assignment 1 & 2)

## TOPICS

Description	Weighting (%)
1. Students will design and implement a game of their choice.	100.00

## TEXT and MATERIALS required to be PURCHASED or ACCESSED

ALL textbooks and materials are available for purchase from USQ BOOKSHOP (unless otherwise stated). Orders may be placed via secure internet, free fax 1800642453, phone 07 46312742 (within Australia), or mail. Overseas students should fax +61 7 46311743, or phone +61 7 46312742. For costs, further details, and internet ordering, use the 'Textbook Search' facility at <http://bookshop.usq.edu.au> click 'Semester', then enter your 'Course Code' (no spaces).

## REFERENCE MATERIALS

Reference materials are materials that, if accessed by students, may improve their knowledge and understanding of the material in the course and enrich their learning experience.

2009, 'The Introductory Book, Course CSC3414/CSC3415 Portfolio Project A & B' (Available: [Online], Available: Via the Web).

## STUDENT WORKLOAD REQUIREMENTS

ACTIVITY	HOURS
Project Work	160.00

## ASSESSMENT DETAILS

Description	Marks out of	Wtg (%)	Due date
ASSIGNMENT 1	40.00	40.00	07 Aug 2009
ASSIGNMENT 2	60.00	60.00	23 Oct 2009

## IMPORTANT ASSESSMENT INFORMATION

- 1 Attendance requirements:  
It is the students' responsibility to attend and participate appropriately in all activities (such as lectures, tutorials, laboratories and practical work) scheduled for them, and to study all material provided to them or required to be accessed by them to maximise their chance of meeting the objectives of the course and to be informed of course-related activities and administration.
- 2 Requirements for students to complete each assessment item satisfactorily:  
To complete each of the assessment items satisfactorily, students must obtain at least 50% of the marks available for the assessment item.
- 3 Penalties for late submission of required work:  
If students submit assignments after the due date without (prior) approval of the examiner then a penalty of 5% of the total marks gained by the student for the assignment may apply

- for each working day late up to ten working days at which time a mark of zero may be recorded. No assignments will be accepted after model answers have been posted.
- 4 Requirements for student to be awarded a passing grade in the course:  
To be assured of receiving a passing grade a student must achieve at least 50% of the total weighted marks available for the course.
  - 5 Method used to combine assessment results to attain final grade:  
The final grades for students will be assigned on the basis of the aggregate of the weighted marks obtained for each of the assessment items in the course.
  - 6 Examination information:  
There is no examination in this course.
  - 7 Examination period when Deferred/Supplementary examinations will be held:  
There will be no Deferred or Supplementary examinations in this course.
  - 8 University Regulations:  
Students should read USQ Regulations 5.1 Definitions, 5.6. Assessment, and 5.10 Academic Misconduct for further information and to avoid actions which might contravene University Regulations. These regulations can be found at the URL <http://www.usq.edu.au/corporateservices/calendar/part5.htm> or in the current USQ Handbook.