

In Progress

Please note that this Unit Profile is still in progress. The content below is subject to change.



MMST12017 Game Design

Term 1 - 2026

Profile information current as at 05/12/2025 01:49 pm

All details in this unit profile for MMST12017 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

Digital games, also referred to as video games, computer games, console games, online games or mobile games, exist in a variety of formats, platforms and genres. This unit provides an introduction to the theories, principles and methods of game design. It analyses the essential elements of games that designers work with to create the all-important player experience. Activities such as conceptualising, designing, prototyping and evaluating games are explored.

Details

Career Level: *Undergraduate*

Unit Level: *Level 2*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Prerequisite DGTL11006 Coding Fundamentals or MMST11002 Web Design

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 1 - 2026

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Online
- Rockhampton

Attendance Requirements

All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Information for Class and Assessment Overview has not been released yet.

This information will be available on Monday 12 January 2026

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from SUTE Dashboard

Feedback

Unit curriculum, assessment tasks and learning resources will be reviewed as part of the unit coordinator's annual reflective practice and updated to maintain excellent student satisfaction levels. This includes reviewing any 'non-assessable' tasks to streamline the student learning journey.

Recommendation

In addition to personal reflection, the unit coordinator will benchmark MMST12017 against similar offerings at other institutions to ensure it meets or exceeds sector standards, while also maintaining careful consideration of students' cognitive load.

Feedback from SUTE Dashboard

Feedback

There is interest in expanding the analysis of the strengths and weaknesses of additional indie and commercial game titles, with emphasis on formal game elements and the user interface (UI) design.

Recommendation

Additional game examples will be sought and actively discussed within the weekly Zoom sessions.

Unit Learning Outcomes

Information for Unit Learning Outcomes has not been released yet.

This information will be available on Monday 12 January 2026

Alignment of Learning Outcomes, Assessment and Graduate Attributes

Information for Alignment of Learning Outcomes, Assessment and Graduate Attributes has not been released yet.

This information will be available on Monday 12 January 2026

Textbooks and Resources

Information for Textbooks and Resources has not been released yet.

This information will be available on Monday 16 February 2026

Academic Integrity Statement

Information for Academic Integrity Statement has not been released yet.

This unit profile has not yet been finalised.