



Macquarie University College

Enrolment Guide – Diploma of Game Design and Development

The Enrolment Guide below outlines the units that you must pass to successfully complete the [Diploma of Game Design and Development](#). You should follow this Enrolment Guide for the best learning experience, and to be able to finish your studies in 4 Terms.

*You should refer to the [MQ Handbook](#) to check the articulation requirements for your preferred bachelor's degree and choose the relevant elective units accordingly.

Stage 1 – Your First Term at MQ College

Unit 1 (Essential)	WACO1002 Academic Communication in Science
Unit 2 (Essential)	WCOM1350 Introduction to Database Design and Management

Stage 2 – Your Second Term at MQ College

Unit 1 (Essential)	WMAT1010 Calculus & Linear I
Unit 2 (Essential)	WCOM1000 Computer Programming

Stage 3 – Your Third Term at MQ College

Unit 1 (Essential)	WCOM1011 Introduction to Video Games
Unit 2 (Essential)	WMMC1050 Multimodal Storytelling

Stage 4 – Your Third Term at MQ College

Unit 1 (Essential)	WCOM1010 Fundamentals of Computer Science
Unit 2 (Essential)	WCOM1750 Introduction to Business Information Systems

QUESTIONS? LODGE AN ENQUIRY THROUGH [ASK.MQ.EDU.AU](https://ask.mq.edu.au)

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