City University of Hong Kong

Curriculum Information Record for a Taught Postgraduate Programme

School of Creative Media
Effective from Semester A 2025/26
For Students Admitted to the Programme with Catalogue Term Semester A 2025/26 and thereafter

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Part I Programme Overview

Programme Title	(in English)	:	Master of Fine Arts in Creative Media
	(in Chinese)	:	藝術碩士(創意媒體)
Award Title#	(in English)	:	Master of Fine Arts in Creative Media
	(in Chinese)	:	藝術碩士(創意媒體)

 # Please make reference to the "Guidelines on Award Titles" approved by the Senate when proposing new award titles or changes to existing award titles (Senate/86/A5R).

1. Normal and Maximum Period of Study

	Years (full-time)
Normal period of study	2 years
Maximum period of study	5 years

2. Number of Credit Units Required for the Award: 54

3. Programme Aims

The Master of Fine Arts in Creative Media (MFACM) is a comprehensive 2-year, 54-credit master's programme. It offers three specialized paths: MFACM Main (Without Stream Specification), Games, Human-Computer Interaction. The programme aims to cultivate artistic and intellectual competence, fostering critical thinking and cross-disciplinary understanding in contemporary art-making, creative and design industries, and within the confluence of Art and Technology. Students gain advanced digital media training, including animation, computer graphics, film production, interactive media, and new media art. The MFACM emphasizes the integration of arts, science, culture, and technology, preparing graduates for leadership roles in the creative industry. The curriculum balances theoretical knowledge with practical skills, encouraging innovation, experimentation, and professional ethics.

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The Master of Fine Arts in Creative Media (MFACM) programme first and foremost emphasises the integration of Arts, Science, Culture, and Technology, providing advanced training in Digital Audiovisual Media Cultures, Animation, Computer Graphics, Film & Video Production, Interactive Media, New Media Art, and Digital Fabrication.

The overall aims of the programme are to:

- Develop the artistic and intellectual competence required for contemporary artists and future leaders of the creative industry.
- Foster a critical and cross-disciplinary understanding of issues in contemporary art-making and creative industries.
- Equip students with knowledge of artistic, scientific, and technological developments, emphasizing creative processes.
- Prepare graduates with originality and professional ethics for leadership roles in the industry.

The programme aims are to produce future leaders in creative industries and nourish a new generation of artists who are well-versed in both the technology and aesthetics of new media production. It is committed to training creative producers who are prepared and adaptable to the rapidly changing landscape of media production and creative environment by providing 1) solid training in cutting-edge technology, 2) an in-depth understanding of contemporary issues in media art, and 3) a trans-disciplinary and international learning environment. Creativity, innovation, adaptability, and diversity form the core values and visions of the programme. The curriculum focuses on strengthening students' creative careers by helping them to develop and sharpen their expressive voices while keeping them up-to-date with the practices in the professional creative environment. Graduates from the programme and its two streams will possess the knowledge, skills, and mindset necessary to excel in their respective fields, emerging as leaders in the creative industry.

4. Programme Intended Learning Outcomes (PILOs)

(Please state what the student is expected to be able to do on completion of the programme according to a given standard of performance.)

Upon successful completion of this Programme, students should be able to:

No.	*PILOs*	*Discovery-enriched curriculum related learning outcomes (please tick where appropriate)*		
		A1	*A2*	*A3*
1.	Produce creative works that are of a quality to be presented in peer-reviewed venues (e.g. international film/video festivals, screenings, conferences, exhibitions, etc.)	*x*	*x*	*x*
2.	Apply advanced media/HCI/games production techniques to his or her creative project		*x*	*x*
3.	Demonstrate high-level proficiency in the discourses of contemporary media art/game design/HCI practices	*x*	*x*	*x*
4.	Theorize his or her creative practices in relation with a broader social and cultural context	*x*	*x*	
5.	Complete a creative portfolio that documents his or her own creative artistic and design process	*x*	*x*	*x*
6.	Adopt a trans-disciplinary and multi-cultural perspective to creative works that value diversity, experimentation, and innovation	*x*	*x*	

7.	Work effectively as team leader of a creative project		*x*	*x*
8.	Discover innovative aesthetics, technical and design studio techniques for artistic/game design and/or HCI production	*x*	*x*	

A1: *Attitude*
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: *Ability*
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: *Accomplishments*
Demonstrate accomplishments of discovery/innovation/creativity through producing/constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Stream-specific Aims and Outcomes

- Games

Stream Aims

The Games stream aims to cultivate creative leaders in digital games and interactive media, preparing students for careers in interactive entertainment. Based on the intrinsic value of games as a significant human experience, this stream emphasizes the rigorous study and creative enhancement of games. Similar to traditional arts academies, it recognizes games as crucial cultural and artistic media, promoting their use in exploring complex ideas, interpersonal relationships, and societal issues.

The stream is designed to develop innovative designers equipped with the skills and knowledge to produce groundbreaking games. Students engage in hands-on learning from the outset, involving project development from concept to final presentation, supported by comprehensive courses in game design principles. The curriculum also includes technical skills in scripting, prototyping, and advanced game technologies, alongside soft skills such as teamwork, leadership, and effective communication, essential for collaborative creative efforts. Last but not least, the students engage with advanced game studies topics to understand the significance of games as cultural artefacts.

In addition to technical and design skills, students explore various aspects of game production, ensuring they excel in both game design and understanding the commercial and cultural landscapes. The stream culminates in a thesis project, allowing students to synthesize their learning and showcase their innovation in game design, ultimately equipping them with the skills and knowledge to succeed and emerge as leaders in the game industry.

Stream Intended Learning Outcomes (SILOs)

Upon successful completion of this Programme, students should be able to:

No.	*SILOs*	*Discovery-enriched curriculum related learning outcomes (please tick where appropriate)*		
		A1	*A2*	*A3*
1.	Produce innovative digital games and interactive media that are of a quality suitable for presentation in peer-reviewed	*x*	*x*	*x*

	venues such as international game festivals, conferences, and exhibitions.			
2.	Demonstrate high-level proficiency in the discourses of game studies and contemporary game design practices, contextualizing their work within broader cultural and societal frameworks.	*x*	*x*	*x*
3.	Complete a professional portfolio that documents their creative process, design iterations, and final game projects, showcasing their skills and innovation in game design and development.	*x*	*x*	*x*
4.	Adopt a transdisciplinary and multicultural perspective in their game design practices, valuing diversity, experimentation, and innovation in their creative works.	*x*	*x*	
5.	Work effectively as a team leader in collaborative game development projects, demonstrating strong leadership, communication, and project management skills.		*x*	*x*
6.	Theorize their own creative game design practices in relation to broader social, cultural, and artistic contexts, contributing to the academic and professional discourse on games as cultural artefacts.	*x*	*x*	
7.	Discover and implement innovative aesthetics and design techniques in their game projects, pushing the boundaries of traditional game design and production	*x*	*x*	*x*
8.	Navigate the legal, ethical, and business dimensions of game production, including business planning and risk management, to ensure successful and responsible game development and commercialization.	*x*	*x*	

A1: Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments
Demonstrate accomplishments of discovery/innovation/creativity through producing/constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

- **Human-Computer Interaction**

Stream Aims

The Human-Computer Interaction (HCI) stream prepares professionals to create user-centered digital experiences, bridging the gap between humans and technology. It aims to foster skilled individuals who can design intuitive, accessible, and engaging interfaces across various domains. The stream emphasizes user-centered design principles, technological proficiency, multidisciplinary collaboration, ethical considerations, and research innovation.

Students develop a deep understanding of user needs and behaviors, learning to conduct user research, create prototypes, and evaluate interactive systems. They gain expertise in emerging technologies and design patterns while honing their ability to work in cross-functional teams. The curriculum also underscores the importance of ethical design practices and inclusivity.

Graduates of the HCI stream are well-equipped for diverse careers in the digital and creative media landscape. They can pursue roles that blend creativity, technology, and user-centered design principles,

shaping the future of interactive experiences. From designing immersive virtual environments to crafting innovative digital products, HCI professionals contribute to the evolving intersection of human needs and technological capabilities across various industries.

Stream Intended Learning Outcomes (SILOs)

Upon successful completion of this Programme, students should be able to:

No.	*SILOs*	*Discovery-enriched curriculum related learning outcomes (please tick where appropriate)*		
		A1	*A2*	*A3*
1.	Develop a mindset of discovery, innovation, and creativity by actively asking questions, challenging assumptions.	*x*	*x*	
2.	Demonstrate a solid understanding of technological concepts and tools necessary for designing interactive systems, including emerging technologies and interaction design patterns.	*x*	*x*	
3.	Acquire critical thinking skills to assess ideas, evaluate concepts, and make informed decisions in the context of HCI.	*x*	*x*	
4.	Develop research skills to gather, analyze, and synthesize knowledge across disciplines, applying academic knowledge to real-life problems in HCI.		*x*	*x*
5.	Demonstrate the ability to discover, innovate, and create by producing creative works, constructing new artifacts, and developing effective solutions to real-life problems.		*x*	*x*
6.	Showcase a portfolio of creative and innovative digital works, demonstrating accomplishments in discovery, innovation, and creativity within the HCI field.		*x*	*x*
7.	Communicate design decisions, negotiate requirements, and work in cross-functional teams to achieve the objectives of user-centered design.	*x*	*x*	
8.	Foster a collaborative mindset, engaging in multidisciplinary teamwork and effectively communicating ideas, design decisions, and research findings to stakeholders.	*x*	*x*	

A1: Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments
Demonstrate accomplishments of discovery/innovation/creativity through producing/constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Part II Programme Requirement

1. Core Courses (24 credit units)

MFACM Main (Without Stream Specification)

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM5301	Studio I	P5	3	
SM5302	Studio II	P5	6	
SM5345	Introduction to Digital Processes: From Creative Computation to Fabrication	P5	3	
SM6300	Thesis Project - Studio I	P6	3	
SM6302	Thesis Project - Studio II	P6	6	
SM6333	World Making: Artistic Strategies for Contingent Systems	P6	3	

Games Stream

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM5301A	Studio I (Games)	P5	3	
SM5302A	Studio II (Games)	P5	6	
SM5350	Game Design Fundamentals	P5	3	
SM5339	Art and Activist Games Workshop	P5	3	
SM6300A	Thesis Project - Studio I (Games)	P6	3	
SM6302A	Thesis Project - Studio II (Games)	P6	6	

Human-Computer Interaction Stream

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM5301B	Studio I (Human-Computer Interaction)	P5	3	
SM5302B	Studio II (Human-Computer Interaction)	P5	6	
SM5345	Introduction to Digital Processes: From Creative Computation to Fabrication	P5	3	
SM5354	Design Thinking and Innovation in Media	P5	3	
SM6300B	Thesis Project - Studio I (Human-Computer Interaction)	P6	3	

SM6302B	Thesis Project - Studio II (Human-Computer Interaction)	P6	6	

2. Electives (30 credit units)

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM5306	Cinematic Arts Workshop	P5	3	
SM5307	Digital Media and Moving Images	P5	3	
SM5308	Art and Technology	P5	3	
SM5312	Interactive Media I	P5	3	
SM5313	Interactive Media II	P5	3	
SM5315	Independent Study I	P5	3	
SM5316	Topics in Media Art I	P5	3	Enrolment for SM5316 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM6311.
SM5317	Digital Sound and Computer Music	P5	3	
SM5318	Topics in Media History and Theory I	P5	3	Enrolment for SM5318 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM5323.
SM5323	Topics in Media History and Theory II	P5	3	Enrolment for SM5323 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM5318.
SM5332	Making Things Blip, Blink & Move: Introduction to Physical Computing	P5	3	
SM5334	Navigating Social Media: Culture, Aesthetics, and Technology	P5	3	
SM5335	Archaeology of New Media Art	P5	3	
SM5336	Art in the Information Age: Creative Act, Art Object, Aesthetic Perception	P5	3	

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM5343	Law, Policies and Global Media Platforms	P5	3	
SM5344	Abstract and Experimental Animation	P5	3	
SM5346	Topics in Interactive	P5	3	
SM5347	Topics in Media Worlding	P5	3	
SM5353	Creative Entrepreneurship in Media	P5	3	
SM5358	Qualitative Research in Social Computing and Art Technology	P5	3	
SM5359	Psychology of Interactive Media and Games	P5	3	
SM5360	"Making" Interactive Things	P5	3	
SM6305	Media Art: Theory and Practice I	P6	3	
SM6310	Independent Study II	P6	3	
SM6311	Topics in Media Art II	P6	3	Enrolment for SM6311 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM5316.
SM6316	Media Art: Theory and Practice II	P6	3	
SM6317	Research Project in Media Studies	P6	6	Semester B + Summer Term/ Summer Term + Semester A/ Semester A + Semester B To be taken after a minimum of 12 credit units are earned.
SM6319	Privacy and Surveillance in Art and Culture	P6	3	
SM6323	Critical Ludology: Games, Playability and New Media Art	P6	3	
SM6324	Sensory Ethnography: Critical and Creative Practices	P6	3	
SM6325	Philosophy of Technology and New Media	P6	3	

Course Code	Course Title	Level	Credit Units	Remarks (e.g. College Accreditation, or Exemption Requirements, etc.)
SM6328	Analysis and Criticism of Computer Games	P6	3	
SM6332	Computer Games and Society	P6	3	
SM6341	Independent Documentary Production	P6	3	
SM6342	Transcultural Collaboration – A Hong Kong-Swiss International Exchange Project	P6	6	Enrolment for SM6342 depends on School's permission, which will be only granted on a competitive basis.
SM6343	Collaborative Topics in Media Art	P6	3	Enrolment for SM6343 depends on School's permission.
SM6344	Technology and Aesthetics	P6	3	
SM6348	Under the Skin of Fashion	P6	3	
SM6351	Information Visualization	P6	3	
CS5182	Computer Graphics	P5	3	
CS5187	Vision and Image	P5	3	
CS5188	Virtual Reality Technologies and Applications	P5	3	
EE5410	Signal Processing	P5	3	
EE5437	Internet of Things Technologies for Future City Applications	P5	3	
EE5438	Applied Deep Learning	P5	3	

Part III Accreditation by Professional / Statutory Bodies

Nil

Part IV Additional Information

Nil

Part V Curriculum Map

(The curriculum map shows the mapping between courses and the PILOs. It should cover all courses designed specifically for the programme.)

Course			PILOs								DEC		
Code	**Title**	**Credit**	**P1**	**P2**	**P3**	**P4**	**P5**	**P6**	**P7**	**P8**	**A1**	**A2**	**A3**
Core Courses													
SM5301	Studio I	3	x	x	x	x	x	x	x	x	x	x	x
SM5301A	Studio I (Games)	3	x	x	x	x	x	x	x	x	x	x	x
SM5301B	Studio I (Human-Computer Interaction)	3	x	x	x	x	x	x	x	x	x	x	x
SM5302	Studio II	6	x	x	x	x	x	x	x	x	x	x	x
SM5302A	Studio II (Games)	6	x	x	x	x	x	x	x	x	x	x	x
SM5302B	Studio II (Human-Computer Interaction)	6	x	x	x	x	x	x	x	x	x	x	x
SM5339	Art and Activist Games Workshop	3	x	x	x	x	x	x	x	x	x	x	x
SM5345	Introduction to Digital Processes: From Creative Computation to Fabrication	3	x	x			x	x		x	x	x	x
SM5350	Game Design Fundamentals	3	x	x	x	x	x	x		x	x	x	x
SM5354	Design Thinking and Innovation in Media	3	x	x	x		x		x	x	x	x	x
SM6300	Thesis Project – Studio I	3	x	x	x	x	x	x	x	x	x	x	x
SM6300A	Thesis Project – Studio I (Games)	3	x	x	x	x	x	x	x	x	x	x	x
SM6300B	Thesis Project – Studio I (Human-Computer Interaction)	3	x	x	x	x	x	x	x	x	x	x	x
SM6302	Thesis Project – Studio II	6	x	x	x	x	x	x	x	x	x	x	x
SM6302A	Thesis Project – Studio II (Games)	6	x	x	x	x	x	x	x	x	x	x	x
SM6302B	Thesis Project – Studio II (Human-Computer Interaction)	6	x	x	x	x	x	x	x	x	x	x	x
SM6333	World Making: Artistic Strategies for Contingent Systems	3	x		x	x					x	x	x
Electives													
SM5306	Cinematic Arts Workshop	3	x	x	x		x	x		x	x	x	x
SM5307	Digital Media and Moving Images	3	x	x	x		x	x		x	x	x	x
SM5308	Art and Technology	3			x	x					x	x	x
SM5312	Interactive Media I	3	x	x	x		x	x		x	x	x	x
SM5313	Interactive Media II	3	x	x	x		x	x		x	x	x	x
SM5315	Independent Study I	3	x	x	x	x	x	x	x	x	x	x	x
SM5316	Topics in Media Art I	3	x	x	x		x	x		x	x	x	x

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Course			PILOs								DEC		
Code	**Title**	**Credit**	**P1**	**P2**	**P3**	**P4**	**P5**	**P6**	**P7**	**P8**	**A1**	**A2**	**A3**
SM5317	Digital Sound and Computer Music	3	x	x	x		x	x		x	x	x	x
SM5318	Topics in Media History and Theory I	3			x	x					x	x	x
SM5323	Topics in Media History and Theory II	3			x	x					x	x	x
SM5332	Making Things Blip, Blink & Move: Introduction to Physical Computing	3	x	x	x		x	x		x	x	x	x
SM5334	Navigating Social Media: Culture, Aesthetics, and Technology	3			x	x					x	x	
SM5335	Archaeology of New Media Art	3			x	x					x	x	x
SM5336	Art in the Information Age: Creative Act, Art Object, Aesthetic Perception	3			x	x		x		x	x	x	x
SM5343	Law, Policies and Global Media Platforms	3	x		x	x		x			x	x	x
SM5344	Abstract and Experimental Animation	3	x	x	x		x	x		x	x	x	x
SM5346	Topics in Interactive	3	x	x	x		x	x		x	x	x	x
SM5347	Topics in Media Worlding	3	x	x	x	x	x	x		x	x	x	x
SM5353	Creative Entrepreneurship in Media	3	x				x	x	x	x	x	x	x
SM5358	Qualitative Research in Social Computing and Art Technology	3			x	x			x	x	x	x	x
SM5359	Psychology of Interactive Media and Games	3	x	x	x	x	x	x	x	x	x	x	x
SM5360	“Making” Interactive Things	3	x	x			x	x			x	x	x
SM6305	Media Art: Theory and Practice I	3	x		x	x		x		x	x	x	x
SM6310	Independent Study II	3	x	x	x	x	x	x	x	x	x	x	x
SM6311	Topics in Media Art II	3	x	x	x		x	x		x	x	x	x
SM6316	Media Art: Theory and Practice II	3	x		x	x		x		x	x	x	x
SM6317	Research Project in Media Studies	6			x	x	x				x	x	x
SM6319	Privacy and Surveillance in Art and Culture	3			x	x					x	x	x
SM6323	Critical Ludology: Games, Playability and New Media Art	3			x	x					x	x	x
SM6324	Sensory Ethnography: Critical and Creative Practices	3			x	x					x	x	x
SM6325	Philosophy of Technology and New Media	3			x	x					x	x	x
SM6328	Analysis and Criticism of Computer Games	3			x	x					x	x	x
SM6332	Computer Games and Society	3			x	x					x	x	x
SM6341	Independent Documentary Production	3	x	x	x		x	x		x	x	x	x
SM6342	Transcultural Collaboration – A Hong Kong-Swiss International Exchange Project	6	x	x	x	x		x	x	x	x	x	x

Course			PILOs								DEC		
Code	**Title**	**Credit**	**P1**	**P2**	**P3**	**P4**	**P5**	**P6**	**P7**	**P8**	**A1**	**A2**	**A3**
SM6343	Collaborative Topics in Media Art	3	x	x	x		x	x		x	x	x	x
SM6344	Technology and Aesthetics	3	x	x			x	x		x	x	x	x
SM6348	Under the Skin of Fashion	3			x	x					x	x	x
SM6351	Information Visualization	3		x	x	x	x				x	x	x
Elective Courses offered by other Academic Units													
CS5182	Computer Graphics	3		x			x				x	x	x
CS5187	Vision and Image	3		x			x				x	x	x
CS5188	Virtual Reality Technologies and Applications	3		x			x				x	x	x
EE5410	Signal Processing	3		x			x				x	x	x
EE5437	Internet of Things Technologies for Future City Applications	3		x			x				x	x	x
EE5438	Applied Deep Learning	3		x			x				x	x	x

A1: Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments
Demonstrate accomplishments of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Part VI Research Elements in Programme Design

(A description on how research elements are embedded in the proposed programme design for ALL students as guided by the 2016-19 Academic Development Proposal (ADP) should be included. Research elements need to be incorporated into core or compulsory course(s) in order that all students can be benefited from the learning experience.)

Description on how research elements are embedded in the programme design:

The programme design was made to promote a progressive and substantial self-development of research work for creative excellence. A strong core for research (21 credits) counts more than 40% at least of the whole programme, properly covering a course of two years. Research elements are also embedded in the following elective courses for students who would opt for even larger research components:

SM5315 (Independent Study I) 3 CR
SM6310 (Independent Study II) 3 CR
SM6317 (Research Project in Media Studies) 6 CR

Core/Compulsory Courses

Course Code	Course Title	Level	Credit Units	Information on research elements in the course design*
SM5301	Studio I	P5	3	First installment of the 4-part Studio-Thesis requirement. Contextual research and methodology design.
SM5301A	Studio I (Games)	P5	3	First installment of the 4-part Studio-Thesis requirement. Contextual research and methodology design.
SM5301B	Studio I (Human-Computer Interaction)	P5	3	First installment of the 4-part Studio-Thesis requirement. Contextual research and methodology design.
SM5302	Studio II	P5	6	Second installment of the 4-part Studio-Thesis requirement. Research development and experimentation.
SM5302A	Studio II (Games)	P5	6	Second installment of the 4-part Studio-Thesis requirement. Research development and experimentation.
SM5302B	Studio II (Human-Computer Interaction)	P5	6	Second installment of the 4-part Studio-Thesis requirement. Research development and experimentation.
SM6300	Thesis Project – Studio I	P6	3	Third installment of the 4-part Studio-Thesis requirement. Research analysis and implementation.
SM6300A	Thesis Project – Studio I (Games)	P6	3	Third installment of the 4-part Studio-Thesis requirement. Research analysis and implementation.
SM6300B	Thesis Project – Studio I (Human-Computer Interaction)	P6	3	Third installment of the 4-part Studio-Thesis requirement. Research analysis and implementation.
SM6302	Thesis Project – Studio II	P6	6	Last installment of the 4-part Studio-Thesis requirement. Research theorization and documentation.

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SM6302A	Thesis Project – Studio II (Games)	P6	6	Last installment of the 4-part Studio-Thesis requirement. Research theorization and documentation.
SM6302B	Thesis Project – Studio II (Human-Computer Interaction)	P6	6	Last installment of the 4-part Studio-Thesis requirement. Research theorization and documentation.

**indicative of planned teaching and learning activities / assessment tasks incorporating research elements*