

**Master of Arts in Creative Media (MACM) — Sample Study Plan for Curating Art and Media (CAM) Stream**

<b>Year / Semester</b>	<b>No. of Credits</b>	<b>Year / Semester</b>	<b>No of Credits</b>
<b><u>Year 1 Semester A</u></b>		<b><u>Year 1 Semester B</u></b>	
<b><u>Programme Requirement</u></b> SM5325 Introduction to Critical Media Studies	3	<b><u>Stream Elective *</u></b> Elective #1	3
		Elective #2	3
<b><u>Stream Core</u></b> SM5329 Arts Management and Curatorship	3	Elective #3	3
SM5337 Critical Theory for Contemporary Curators	3	Elective #4	3
SM6329 History and Making of Exhibitions	3	Elective #5	3
SM6331 Digital Media for Curating	3		
<b>Sub-Total</b>	<b>15</b>	<b>Sub-Total</b>	<b>15</b>

Programme Requirement: 3CU Stream Core: 12CU <u>Stream Elective: 15CU</u> Total: 30CU
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\* Students must take at least 6 credits from electives belonging to CAM stream, and the remaining 9 credits can be selected from any stream core and stream electives.

Update on 26 September 2019

**Master of Arts in Creative Media (MACM) — Sample Study Plan for Media Cultures (MC) Stream**

<b>Year / Semester</b>	<b>No. of Credits</b>	<b>Year / Semester</b>	<b>No of Credits</b>
<b><u>Year 1 Semester A</u></b>		<b><u>Year 1 Semester B</u></b>	
<b><u>Programme Requirement</u></b> SM5325 Introduction to Critical Media Studies	3	<b><u>Stream Core</u></b> SM6325 Philosophy of Technology and New Media	3
<b><u>Stream Core</u></b> SM5303 Digital Audiovisual Culture	3	<b><u>Stream Elective *</u></b> Elective #2	3
<b><u>Stream Core (with Option) ^</u></b> Stream Core Option #1	3	Elective #3	3
Stream Core Option #2	3	Elective #4	3
<b><u>Stream Elective *</u></b> Elective #1	3	Elective #5	3
<b>Sub-Total</b>	<b>15</b>	<b>Sub-Total</b>	<b>15</b>

Programme Requirement: 3CUs Stream Core: 12CUs <u>Stream Elective: 15CUs</u> Total: 30CUs
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^ Students must choose two from the following courses:

- SM5329 Arts Management and Curatorship
- SM5337 Critical Theory for Contemporary Curators
- SM6323 Critical Ludology: Games, Playability and New Media Art
- SM6328 Analysis and Criticism of Computer Games
- SM6329 History and Making of Exhibitions

\* Students must take at least 6 credits from electives belonging to MC stream, and the remaining 9 credits can be selected from any stream core and stream electives

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