

City University of Hong Kong
Curriculum Information Sheet for a Minor
Offered by School of Creative Media
Effective from Catalogue Term of Semester A 2019/2020

The information provided on this form is the official record of the Minor. It will be used for City University's database, publication in various City University publications including Blackboard, and documentation for students and others as required.

Part I

Minor (in English) : Minor in Creative Media
(in Chinese) : 副修創意媒體

Exclusive Majors (Students who study the following majors are not allowed to choose this minor):

- BA Creative Media
- BAS New Media
- BSc Creative Media
- BA Digital Media Broadcasting

Aims of Minor

The School of Creative Media offers both a practical training in digital media and a critical reflection upon the role of technology in mediating our understanding of the world. Our goal is to produce thinking digital media artists, designers, and technologists.

The Minor programme in Creative Media provides students both with a practical engagement in one or more of fields of creative media--animation, gaming, sound, photography and cinema, and new media--and with classes that examine the relationship between culture, society and new technologies.

Intended Learning Outcomes of Minor (MINILOs)

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

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

1. Identify and read with understanding the social implications of digital materials that define our environment.
2. Understand the methodologies deployed by the makers of creative media.
3. Possess rudimentary operational understanding of planning, techniques and skills possessed by those professions working in the field. This will enable more efficient and effective interaction with such workers in future work environments.

Part II Minor Requirement (15 credit units)

1. Core Courses (6 credits)

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM1701	Contemporary & New Media Art	B1	3		
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3		

2. Electives (9 credit units)

Any 3 courses from the following electives:

Art of Game & Play

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM2259	Game & Play Studies	B2	3		
SM2260	Interactive Narrative	B2	3		
SM3120	Game Level Design	B3	3	SM2715 Creative Coding	Pre-requisite waiver to be granted by course leader on a case-by-case basis
SM3601	Game Prototyping & Design	B3	3		

Animation

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM2228	Understanding Animation	B2	3		
SM2714	Fundamentals of Animation	B2	3		
SM3701	Digital Composition	B3	3		Newly added

Cinematic & Photography

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM2274	History of Cinema	B2	3		
SM1013	Introduction to Photography	B1	3		
SM3739	Documentary Photography	B3	3	SM3721 Theories of Photography & Imaging	Pre-requisite waiver to be granted by course leader on a case-by-case basis

Critical Theory & Practices

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM2007	Culture, Society and New Technologies	B3	3		Newly added
SM2263	Hactivism and Tactical Media	B2	3	SM2715 Creative Coding	Newly added
SM3138	Critical City and Urban Critique	B3	3		Newly added
SM3711	Arts Administration and Cultural Management	B3	3	SM1701 Contemporary & New Media Art	

New Media

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM2289	Writing Digital Media	B2	3	SM1103A Introduction to Media Computing or CS1103B Media Computing	Newly added; Pre-requisite waiver to be granted by course leader on a case-by-case basis
SM3611	New Media for Installation, Events and Performance	B3	3		BScCM Major Requirement
SM3704	Future Cinema	B3	3		
SM3801	Understanding Data	B3	3		

Sound

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM3130	Sound Installation and Sound Spatialization	B3	3		Newly added

Other Courses

Course Code	Course Title	Level	Credit Units	Pre-requisite (Pre-cursor)	Remarks
SM1702	Creative Media Studio I	B1	6		School Requirement; Double Semester Course
SM2105	Narrative Strategies & Aesthetics of Time-based Media	B2	3		BACM Major Requirement
SM2715	Creative Coding	B2	3	SM1103A Introduction to Media Computing or CS1103B Media Computing	Newly added; Pre-requisite waiver to be granted by course leader on a case-by-case basis

Part III Additional Information

- a. Students must seek advance approval from their parent department before enrolling in the minor programme offered by the School of Creative Media (SCM).
- b. Students must fulfil the pre-requisite requirement as indicated in Part II.
- c. Students must complete the Minor requirement as specified in Part II before graduation in order to become eligible for the award of the Minor in Creative Media.
- d. All courses completed within the Minor curriculum, **including failures**, will be counted towards the calculation of CGPA for the Minor. Students must obtain a **CGPA of 1.70 or above** in order to qualify for the Minor award.
- e. Under the University Structure of 4-Year Undergraduate Degrees, the credit units earned to fulfil a minor requirement cannot be used towards meeting the requirement for another major and/or minor taken by the student.

Returned by

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