

Curriculum Information Record for a Minor

School of Creative Media Effective from Semester A, 2019/20 For Students Admitted to the Minor with Catalogue Term Semester A 2015/16 and thereafter

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

In specifying the curriculum for a minor, "catalogue term" is used to determine the set of curriculum requirements that a student is following. The catalogue term of minor requirements that students will follow will be the effective term of their declared minor (BUS/04/A5R).

Prepared / Last Updated by

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City University of Hong Kong

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Part I Minor Overview

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

Exclusive Majors : - BA Creative Media
*(Students who study those majors
are not allowed to choose this
minor)* - BAS New Media
- BSc Creative Media

1. 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.

2. Intended Learning Outcomes of Minor (MINILOs)

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

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

No.	MINILOs	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
		A1	A2	A3
1.	Identify and read with understanding the social implications of digital materials that define our environment.	x	x	
2.	Understand the methodologies deployed by the makers of creative media.	x	x	x
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.	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 II Minor Requirement (15 credit units)*(The catalogue term of minor requirement that students will follow will be the effective term of their declared minor.)***1. Core Courses (6 credit units)**

Course Code	Course Title	Level	Credit Units	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.

Course Code	Course Title	Level	Credit Units	Remarks
Art of Game & Play				
SM2259	Game & Play Studies	B2	3	
SM2260	Interactive Narrative	B2	3	
SM3120	Game Level Design	B3	3	Pre-requisite waiver to be granted by course leader on a case-by-case basis
SM3601	Game Prototyping & Design	B3	3	
Animation				
SM2228	Understanding Animation	B2	3	
SM2714	Fundamentals of Animation	B2	3	
SM3701	Digital Composition	B3	3	Newly added
Cinematic & Photography				
SM2274	History of Cinema	B2	3	
SM1013	Introduction to Photography	B1	3	
SM3739	Documentary Photography	B3	3	Pre-cursor waiver to be granted by course leader on a case-by-case basis
Critical Theory & Practices				
SM2007	Culture, Society and New Technologies	B3	3	Newly added
SM2263	Hactivism and Tactical Media	B2	3	Newly added; Pre-requisite waiver to be granted by

Course Code	Course Title	Level	Credit Units	Remarks
				course leader on a case-by-case basis
SM3138	Critical City and Urban Critique	B3	3	Newly added
SM3711	Arts Administration and Cultural Management	B3	3	
New Media				
SM2289	Writing Digital Media	B2	3	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	
SM3704	Future Cinema	B3	3	
SM3801	Understanding Data	B3	3	
Sound				
SM3130	Sound Installation and Sound Spatialization	B3	3	Newly added
Other Courses				
SM2715	Creative Coding	B2	3	Newly added; Pre-requisite waiver to be granted by course leader on a case-by-case basis
SM1702	Creative Media Studio I	B1	6	
SM2105	Narrative Strategies & Aesthetics of Time-based Media	B2	3	

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/pre-cursor as indicated in Part II, unless otherwise specified.
- 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.

Part IV Curriculum Map

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

Course			MINILOs										DEC		
Code	Title	Credit	M1	M2	M3								A1	A2	A3
Core Courses															
SM1701	Contemporary & New Media Art	3		x	x									x	x
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	3		x	x								x		x
Electives															
Art of Game & Play															
SM2259	Game & Play Studies	3	x	x									x	x	
SM2260	Interactive Narratives	3	x	x									x	x	
SM3120	Game Level Design	3	x		x									x	x
SM3601	Game Prototyping & Design	3		x										x	x
Animation															
SM2228	Understanding Animation	3	x	x	x								x	x	
SM2714	Fundamentals of Animation	3		x	x									x	x
SM3701	Digital Composition	3		x	x								x	x	
Cinematic & Photography															
SM2274	History of Cinema	3	x	x									x	x	
SM1013	Introduction to Photography	3		x	x									x	x
SM3739	Documentary Photography	3	x	x	x									x	x

Critical Theory & Practices																			
SM2007	Culture, Society and New Technologies	3	x	x													x		
SM2263	Hactivism and Tactical Media	3		x	x												x		x
SM3138	Critical City and Urban Critique	3	x	x													x		
SM3711	Arts Administration and Cultural Management	3	x															x	
New Media																			
SM2289	Writing Digital Media	3		x	x													x	x
SM3611	New Media for Installation, Events and Performance	3	x	x														x	x
SM3704	Future Cinema	3	x	x													x	x	
SM3801	Understanding Data	3	x														x	x	
Sound																			
SM3130	Sound Installation and Sound Spatialization	3		x	x												x	x	
Other Courses																			
SM2715	Creative Coding	3		x														x	x
SM1702	Creative Media Studio I	6	x		x												x		x
SM2105	Narrative Strategies & Aesthetics of Time-based Media	3	x	x													x	x	x

Attitude

A1: *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.*

Ability

A2: *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.*

Accomplishments

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