

Curriculum Information Record for a Major/Degree

School of Creative Media

Effective from Semester A 2020/21

For Students Admitted/Changed to the Major with Catalogue Term

Semester A 2015/16 to 2018/19

(2015, 2016 and 2017 Cohort)

The information provided on this form is the official record of the major/degree. 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 major/degree, "catalogue term" is used to determine the set of curriculum requirements that a student is following. By mapping the student record and the version of curriculum rules applicable, the graduation requirements of individual students will be evaluated accordingly. The catalogue terms of curriculum requirements that students will follow are summarized below (BUS/04/A5R):

<u>Requirements</u>	<u>Catalogue Term</u>
a) Common Requirements <ul style="list-style-type: none"> • Gateway Education • University Language • College/School requirement 	The same as student's admission term
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b) Major <ul style="list-style-type: none"> • For normative 4-year degree students who will join the majors allocation exercise • For advanced standing students and 4-year degree students who already have a major at the time of admission • For students who have changed major 	Effective term of the declared major The same as student's admission term Effective term of the changed major
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c) Stream	Follow the effective term of the associated major

Prepared / Last Updated by

Name:	<u>Mr Yim Chun Pang</u>	Academic Unit:	<u>School of Creative Media</u>
Phone/email:	<u>3442 6022 / cpangyim@cityu.edu.hk</u>	Date:	<u>May 2020</u>

City University of Hong Kong

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Part I Major/Degree Overview

Major (in English) : Creative Media
(in Chinese) : 創意媒體

Degree (in English) : Bachelor of Science
(in Chinese) : 理學士

Award Title[#] (in English) : Bachelor of Science in Creative Media
(in Chinese) : 理學士 (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

	Normative 4-year Degree	Advanced Standing I (Note 1)	Advanced Standing II (Senior-year Entry) (Note 2)
Normal period of study	4 years	3 years	2 years
Maximum period of study	8 years	6 years	5 years

Note 1: For students with recognised Advanced Level Examination or equivalent qualifications.

Note 2: For Associate Degree/Higher Diploma graduates admitted to the senior year.

2. Minimum Number of Credit Units Required for the Award and Maximum Number of Credit Units Permitted

Degree Requirements	Normative 4-year Degree	Advanced Standing I	Advanced Standing II (Senior-year Entry)
Gateway Education requirement *	30 credit units	21 credit units	12 credit units
College/School requirement *	21 credit units	21 credit units	9 credit units
Major requirement	51 credit units (Core: 27 Elective: 24)	51 credit units (Core: 27 Elective: 24)	48 credit units (Core: 27 Elective: 21)
Free electives / Minor (if applicable)	18 credit units	-	-
Minimum number of credit units required for the award	120 credit units	93 credit units	69 credit units

Maximum number of credit units permitted	144 credit units	114 credit units	84 credit units
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* For details, please refer to the Curriculum Information Record for Common Requirements.

3. Aims of Major

The major aims to produce professionals in creative media who are strongly versed in computing technology. The main emphasis of this major is on the technology underlying digital media, but graduates will also receive a solid foundation in the creative process including video, sound, storytelling, game design, computer graphics, installation and interactive digital media production. Graduates should be able to exploit the latest computing and media technologies in the creation of various media including computer games, computer animation and special effects, Internet applications and mobile devices and services. This major combines the core courses from both the School of Creative Media and the Department of Computer Science to produce graduates that bridge the gap between the technical and artistic side of the media field.

4. Intended Learning Outcomes of Major (MILOs)

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

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

No.	MILOs	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
		A1	A2	A3
1.	Demonstrate proficiency in both the artistic and technical aspects of digital media production.	x	x	
2.	Apply knowledge and skill in computer science to the creation, development and processing of digital media software and contents.	x	x	x
3.	Identify and analyze the impact of media technologies on the broader social environment.	x	x	
4.	Work effectively as a member of a creative team, and contribute to both the technical and creative sides of media projects.	x	x	
5.	Prepare himself/herself for continuous advancements in media technologies through life-long learning.	x	x	
6.	Demonstrate problem-solving skill and resource management skills.		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 Major Requirement

[51 credit units for Normative 4-year Degree and Advanced Standing I]

[48 credit units for Advanced Standing II]

(The catalogue term of the major requirement that students will follow will be the effective term of the declared/allocated major.

For normative 4-year degree students who will join the majors allocation exercise, the catalogue term of major requirement will be one year after admission.

For advanced standing students and 4-year degree students who already have a major at the time of admission, the catalogue term of major requirement will be the same as their admission term.)

1. Core Courses (27 credit units)

Course Code	Course Title	Level	Credit Units	Remarks
SCM Core (12 credit units)				
SM2714	Fundamentals of Animation	B2	3	Equivalent course: SM3602 Animation I
SM3601	Games Prototyping and Design	B3	3	
SM3611	New Media for Installation, Events and Performance	B3	3	
SM4602	Pre-production & Prototype	B4	3	Joint course between CS and SCM
CS Core (15 credit units)				
CS2116	Computer Systems	B2	3	
CS2303	Data Structures for Media	B2	3	
CS2313	Computer Programming	B2	3	Exclusive courses: CS2310 Computer Programming, CS2311 Computer Programming
CS3347	Software Engineering Principles and Practice	B3	3	
CS3402	Database Systems	B3	3	

2. Electives

(24 credit units for Normative 4-year Degree and Advanced Standing I)

(21 credit units for Advanced Standing II)

Students may consider selecting electives that fall within one of the three areas of emphasis, namely “Game”, “Animation & Visual Effects” or “Installation”.

For **Advanced Standing II students**, they are required to complete 9 credit units’ SCM electives and 9 credit units’ CS electives, as well as 3 credit units’ elective either from the pool of SCM or CS elective courses listed below.

(a) SCM Electives**(12 credit units for Normative 4-year Degree and Advanced Standing I)****(at least 9 credits for Advanced Standing II)**

Course Code	Course Title	Level	Credit Units	Remarks
SM2233	Multimedia Production Project	B3	3	
SM2260	Interactive Narrative	A2/B3	3	
SM2603	2D Game Production	B2	3	
SM3120	Game Level Design	A2/B3	3	
SM3603	3D Natural Interaction	B3	3	
SM3604	Installation I	B3	3	
SM3605	3D Contents Production in Maya	B3	3	
SM3607	Mobile Media	B3	3	
SM3608	3D Game Production	B3	3	
SM3609	Production Process for Animation, Games and Installation	B3	3	
SM3610	Hardware Hacking	B3	3	
SM3612	Augmented Reality I: Experience Design & Previsualization	B3	3	
SM3613	Augmented Reality II: Creating Applications on Head-Worn Displays	B3	3	
SM3701	Digital Composition	B3	3	
SM3743	Law and Creativity	B3	3	
SM4123	Procedural Animation	B4	3	
SM4124	Character Animation	B4	3	
SM4711	Industry Internship	B4	3	

(b) CS Electives**(12 credit units for Normative 4-year Degree and Advanced Standing I)****(at least 9 credit units for Advanced Standing II)**

Course Code	Course Title	Level	Credit Units	Remarks
CS2104	Discrete Computations	B2	3	
CS3382	Web Usability Design and Engineering	B3	3	
CS3391	Advanced Programming	B3	3	
CS3483	Multimodal Interface Design	B3	3	
CS4182	Computer Graphics	B4	3	
CS4185	Multimedia Technologies and Applications	B4	3	Equivalent to IT4303 Multimedia Technologies & Applications
CS4186	Computer Vision and Image Processing	B4	3	
CS4187	Computer Vision for Interactivity	B4	3	
CS4188	Virtual Reality	B4	3	
CS4280	Advanced Internet Applications Development	B4	3	
CS4295	Mobile Application Programming	B4	3	Exclusive course: CS4298 iOS Application Development
CS4298	iOS Application Development	B4	3	Exclusive course: CS4295 Mobile Application Programming

Course Code	Course Title	Level	Credit Units	Remarks
CS4386	AI Game Programming	B4	3	

Part III Admission Requirements for Entry to the Major, if any

(Admission requirements here refers to specific requirements for students already admitted to the College/School/Department with an undeclared major. Academic units can state the prerequisites required for admission to the major.)

Nil

Part IV Accreditation by Professional / Statutory Bodies

Nil

Part V Additional Information

Nil

Part VI Curriculum Map

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

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6				A1	A2	A3
School Requirements offered by the Submitting Academic Unit														
SM1701	Contemporary and New Media Art	3	x	x	x		x					x	x	
SM1702	Creative Media Studio I	6	x	x			x	x				x	x	x
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	3	x		x							x	x	
SM2703	Creative Media Colloquium	0	x		x							x	x	
SM4701	Graduation Thesis / Project	3	x	x	x		x	x				x	x	x
School Requirements offered by other Academic Units														
CS1103	Introducing to Media Computing	3		x	x	x						x	x	
CS1303	Introduction to Internet and Programming	3		x									x	
Major Core Courses offered by the Submitting Academic Unit														
SM3601	Games Prototyping and Design	3	x	x		x	x	x				x	x	x
SM2714	Fundamentals of Animation	3	x	x		x	x	x				x	x	x
SM3611	New Media for Installation, Events and Performance	3	x	x				x				x	x	x
SM4602	Pre-production & Prototype	3	x	x	x		x	x				x	x	x
Major Core Courses offered by other Academic Units														
CS2116	Computer Systems	3		x	x		x					x	x	
CS2303	Data Structures for Media	3		x			x	x					x	x
CS2313	Computer Programming	3		x				x					x	
CS3347	Software Engineering Principles and Practice	3		x				x					x	x
CS3402	Database Systems	3		x			x	x					x	x
Major Elective Courses offered by the Submitting Academic Unit														
SM2233	Multimedia Production Project	3	x	x	x	x		x				x		x
SM2260	Interactive Narrative	3	x	x	x		x					x	x	
SM2603	2D Game Production	3	x	x									x	x
SM3120	Game Level Design	3	x	x	x			x				x	x	x
SM3603	3D Natural Interaction	3	x	x		x		x				x	x	x
SM3604	Installation I	3	x		x	x		x				x	x	x
SM3605	3D Contents Production in Maya	3	x	x			x						x	x
SM3607	Mobile Media	3	x	x	x			x					x	x

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6				A1	A2	A3
SM3608	3D Game Production	3	x	x		x		x					x	x
SM3609	Production Process for Animation, Games and Installation	3	x		x		x	x				x	x	x
SM3610	Hardware Hacking	3	x	x				x					x	x
SM3612	Augmented Reality I: Experience Design & Previsualization	3	x	x	x		x	x				x	x	x
SM3613	Augmented Reality II: Creating Applications on Head-Worn Displays	3	x	x	x		x	x				x	x	x
SM3701	Digital Composition	3	x		x	x	x	x				x	x	x
SM3743	Law and Creativity	3			x		x					x	x	x
SM4123	Procedural Animation	3	x	x			x	x				x	x	x
SM4124	Character Animation	3	x		x	x							x	x
SM4711	Industry Internship	3	x	x		x	x	x				x	x	x
Major Elective Courses offered by other Academic Units														
CS2104	Discrete Computations	3		x			x	x					x	
CS3382	Web Usability Design and Engineering	3		x	x		x	x				x	x	x
CS3391	Advanced Programming	3				x		x				x	x	x
CS3483	Multimodal Interface Design	3	x	x	x	x		x				x	x	x
CS4182	Computer Graphics	3		x				x					x	x
CS4185	Multimedia Technologies and Applications	3	x	x	x		x					x	x	x
CS4186	Computer Vision and Image Processing	3											x	x
CS4187	Computer Vision for Interactivity	3	x	x	x	x		x				x	x	x
CS4188	Virtual Reality	3		x				x				x	x	
CS4280	Advanced Internet Applications Development	3		x	x			x				x	x	x
CS4295	Mobile Application Programming	3		x		x		x					x	x
CS4298	iOS Application Development	3		x		x		x					x	x
CS4386	AI Game Programming	3	x	x		x		x					x	x

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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.

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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.

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