

## 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 2018/19 and thereafter

(2018 Cohort and thereafter)

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

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# 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<sup>#</sup>** (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

	<b>Normative 4-year Degree</b>	<b>Advanced Standing I (Note 1)</b>	<b>Advanced Standing II (Senior-year Entry) (Note 2)</b>
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**

<b>Degree Requirements</b>	<b>Normative 4-year Degree</b>	<b>Advanced Standing I</b>	<b>Advanced Standing II (Senior-year Entry)</b>
Gateway Education requirement *	30 credit units	21 credit units	12 credit units
College/School requirement *	15 credit units	15 credit units	6 credit units
Major requirement	57 credit units (Core: 30 Elective: 27)	57 credit units (Core: 33 Elective: 24)	51 credit units (Core: 27 Elective: 24)
Free electives / Minor (if applicable)	18 credit units	-	-
<b>Minimum number of credit units required for the award</b>	<b>120 credit units</b>	<b>93 credit units</b>	<b>69 credit units</b>

<b>Maximum number of credit units permitted</b>	<b>144 credit units</b>	<b>114 credit units</b>	<b>84 credit units</b>
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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

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

**[51 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

**(30 credit units for Normative 4-year Degree)**

**(33 credit units for Advanced Standing I)**

**(27 credit units for Advanced Standing II)**

Course Code	Course Title	Level	Credit Units	Remarks
<b>SCM Major Core</b>				
<b>Normative 4-year Degree &amp; Advanced Standing II (Senior-year Entry): 12 credit units</b>				
SM2609	Visual Communication (UI/UX)	B2	3	
SM2714	Fundamentals of Animation	B2	3	
SM3601	Game Prototyping and Design	B3	3	
SM3611	New Media for Installation, Events and Performance	B3	3	
<b>Advanced Standing I: 15 credit units</b>				
In addition to the above-mentioned SCM Core courses, students admitted with Advanced Standing I also need to take the following course to fulfil the SCM Major Core Requirement:				
SM1701	Contemporary & New Media Art	B1	3	Students admitted with Advanced Standing II will take this course to meet mandatory School-specified course Requirement.
<b>CS Major Core</b>				
<b>Normative 4-year Degree &amp; Advanced Standing I: 18 credit units</b>				
CS2116*	Computer Systems	B2	3	
CS2303*	Data Structures for Media	B2	3	
CS2313	Computer Programming	B2	3	Students admitted with Advanced Standing II will take this course to meet mandatory School-specified course Requirement.
CS2403*	Data Management and Cloud Storage	B2	3	To be offered from 2019 academic year and thereafter
CS3402*	Database Systems	B3		For Advanced Standing II students of 2018 entry

Course Code	Course Title	Level	Credit Units	Remarks
CS3301*	Applied Algorithms	B3	3	
CS3347*	Software Engineering Principles and Practice	B3	3	
<b>Advanced Standing II (Senior-year Entry): 15 credit units</b>				
The CS Major Core courses for Advanced Standing II (Senior-year Entry) are indicated with "*" as mentioned above.				

## 2. Electives

(27 credit units for Normative 4-year Degree)

(24 credit units for Advanced Standing I and Advanced Standing II)

Students are required to complete 9 credit units' SCM electives and 9 credit units' CS electives, as well as the remaining credit units' elective either from the pool of SCM or CS elective courses listed below.

### (a) SCM Electives

Course Code	Course Title	Level	Credit Units	Streams	Remarks
SM2233	Multimedia Production Project	B3	3	Installation / Interactivity	
SM2260	Interactive Narrative	A2/B3	3	Installation / Interactivity	
SM2603	2D Game Production	B2	3	Games	
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	Animation	
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	Installation / Interactivity	
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	Animation	
SM3743	Law and Creativity	B3	3		
SM4123	Procedural Animation	A2/B3	3		
SM4124	Character Animation	B4	3	Animation	
SM4711	Industry Internship	B4	3		

### (b) CS Electives

Course Code	Course Title	Level	Credit Units	Streams	Remarks
CS2104	Discrete Computations	B2	3		
CS2204	Fundamentals of Internet Applications Development	B2	3		Offer to students of <u>Normative</u>

Course Code	Course Title	Level	Credit Units	Streams	Remarks
					<u>4-year Degree and Advanced Standing I only</u>
CS3382	Web Usability Design and Engineering	B3	3		
CS3391	Advanced Programming	B3	3		
CS3481	Fundamentals of Data Science	B3	3		
CS3483	Multimodal Interface Design	B3	3	Installation / Interactivity	
CS4182	Computer Graphics	B4	3	Animation; Games	
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	Games; Installation / Interactivity	
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
CS4386	AI Game Programming	B4	3	Games	

### Stream-based Electives

- Three Streams, each with 12 credits prescribed electives, are listed below.
- Declaration of Stream is not mandatory.
- If students do not intend to declare any Stream, they must complete Major Electives according to the requirements specified above.
- Common courses in different Streams can be double-counted towards fulfilment of Stream requirements but the credits earned will only be counted once.

#### Course Requirement for Streams

<b>Animation Stream (12 Credit Units)</b>	<b>Games Stream (12 Credit Units)</b>	<b>Installation / Interactivity Stream (12 Credit Units)</b>
[1 CS + 3 SCM]	[3 CS + 1 SCM]	[2 CS + 2 SCM]
<u>CS4182</u> Computer Graphics	<u>CS4182</u> Computer Graphics	<u>CS3483</u> Multimodal Interfaces Design
<u>SM3605</u> 3D Contents Production in Maya	<u>CS4187</u> Computer Vision for Interactivity	<u>CS4187</u> Computer Vision for Interactivity
<u>SM3701</u> Digital Composition	<u>CS4386</u> AI Game Programming	<u>SM2233</u> Multimedia Production Project / <u>SM2260</u> Interactive Narrative
<u>SM4124</u> Character Animation	<u>SM2603</u> 2D Game Production	<u>SM3610</u> Hardware Hacking

### **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
<b>Mandatory School-Specified GE Courses offered by the Submitting Academic Unit</b>														
SM1701	Contemporary and New Media Art	3	x	x	x		x					x	x	
<b>Mandatory School-Specified GE Courses offered by other Academic Units</b>														
CS1103B	Media Computing	3	x	x			x	x				x	x	x
<b>School Requirements offered by the Submitting Academic Unit</b>														
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	
SM4712B	Graduation Thesis / Project	6	x	x	x		x	x				x	x	x
<b>Major Core Courses offered by the Submitting Academic Unit</b>														
SM2609	Visual Communication (UI/UX)	3	x		x		x	x				x	x	x
SM2714	Fundamentals of Animation	3	x	x		x	x	x				x	x	x
SM3601	Games Prototyping and Design	3	x	x		x	x	x				x	x	x
SM3611	New Media for Installation, Events and Performance	3	x	x				x				x	x	x
<b>Major Core Courses offered by other Academic Units</b>														
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	
CS2403	Data Management and Cloud Storage	3		x				x					x	
CS3301	Applied Algorithms	3		x			x	x					x	
CS3347	Software Engineering Principles and Practice	3		x				x					x	x
CS3402	Database Systems	3		x			x	x					x	x
<b>Major Elective Courses offered by the Submitting Academic Unit</b>														
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
<b>Major Elective Courses offered by other Academic Units</b>														
CS2104	Discrete Computations	3		x				x	x				x	
CS2204	Fundamentals of Internet Applications Development	3		x				x	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
CS3481	Fundamentals of Data Science	3		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				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

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.*

