

Curriculum Information Record for a Taught Postgraduate Programme

School of Creative Media
Effective from Semester B 2020/21
For Students Admitted with Catalogue Term
Semester A 2019/20 to 2020/21
(2019 to 2020 Cohort)

This form is for completion by the *Programme Leader*. The information provided on this form is the official record of the Programme. 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 Programme, "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.

Prepared / Last Updated by

| | | | |
|--------------|------------------------------|----------------|---------------------------------|
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City University of Hong Kong

Curriculum Information Record for a Taught Postgraduate Programme

School of Creative Media

Effective from Semester B 2020/21

For Students Admitted to the Programme with Catalogue Term

Semester A 2019/20 to 2020/21

(2019 to 2020 cohort)

Part I Programme Overview

Programme Title (in English) : Master of Arts in Creative Media
(in Chinese) : 文學碩士(創意媒體)

Award Title[#] (in English) : Master of Arts in Creative Media
(in Chinese) : 文學碩士(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

| | Years (full-time) | Years (part-time/combined mode) |
|-------------------------|------------------------------|--------------------------------------------|
| Normal period of study | 1 year | 2 years |
| Maximum period of study | 2.5 years | 5 years |

2. Number of Credit Units Required for the Award: 30

3. Programme Aims

This programme aims to nourish a critical and up-to-date understanding of cultural, social, and aesthetic issues in the media industry and a capacity to view developments in the media industry within a broader critical, historical, social, political and economic perspective, so that students will be capable of taking on significant responsibilities and leadership roles in the industry or pursue further study in MPhil and/or PhD programmes related to creative media studies.

4. Programme Intended Learning Outcomes (PILOs)

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

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

| No. | PILOs | Discovery-enriched curriculum related learning outcomes (please tick where appropriate) | | |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----|----|
| | | A1 | A2 | A3 |
| 1. | Recognize, analyze, and evaluate the different cultural and aesthetic forms of creative media and their roles in historical and contemporary societies. | x | | |
| 2. | Describe the tools, the production process, and the business models of media industries. | x | x | |
| 3. | Differentiate among local, regional, and global media contexts, and synthesize critical analyses of the dynamic relationships among these contexts. | x | x | |
| 4. | Apply digital media to game design, curating, and other creative industries. | | x | x |
| 5. | Apply the analytic and research skills acquired in the programme to the theory and practice of new media forms, practices, and contents. | | x | x |
| 6. | Reflect on and theorize the historical trajectory and future possibilities of media technologies. | 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.

Stream-specific Aims and Outcomes

A. Media Cultures (MC) Stream

Stream Aims

This stream aims to equip students with the skills in critical inquiry and analysis required of future leaders of the media industry, as well as related professions in which knowledge of media history and methodologies for analyzing media texts and institutions are increasingly beneficial.

MC Stream Intended Learning Outcomes (SILOs)

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

| No. | SILOs | Discovery-enriched curriculum related learning outcomes (please tick where appropriate) | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----|----|
| | | A1 | A2 | A3 |
| 1. | Recognize, describe, and analyze key methodological concepts from the fields of media and cultural studies. | x | x | |
| 2. | Apply historical information and critical concepts from media and cultural studies to the analysis of contemporary media texts and institutions. | x | x | x |
| 3. | Describe the cultural aspects of the media industries in local, regional, and international contexts. | x | x | |
| 4. | Describe and assess the aesthetic and technological relationship between traditional media forms and new media, recognizing new challenges and formulating strategies to address them. | x | x | x |
| 5. | Communicate relevant ideas concerning both contemporary and historical media environments to a wide range of audiences, including industry, scholars, and the general public. | x | x | |
| 6. | Recognize the parameters of substantial media studies research, and imagine and formulate original research in both industrial and academic settings. | 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.

B. Curating Art and Media (CAM) Stream

Stream Aims

This stream aims to develop the creative, intellectual, and technological competence required of future leaders in art and media curating sector, with an emphasis on the impact of digital media on all aspects of art, with a focus on developing capabilities in using new technologies in curating, exhibiting, and communicating art. Graduates will gain a critical understanding of key issues in contemporary practice of art and media, as well as solid skills in research, curating, collection, and exhibition to become successful in their careers or further studies in MPhil and/or PhD programmes.

CAM Stream Intended Learning Outcomes (SILOs)

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

| No. | SILOs | Discovery-enriched curriculum related learning outcomes (please tick where appropriate) | | |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----|----|
| | | A1 | A2 | A3 |
| 1. | Recognize, describe, and analyse the various aspects of the professional process of curating art and media. | x | x | |
| 2. | Apply the research, analytic and creative skills acquired in the programme to fulfil curating responsibilities. | | x | x |
| 3. | Recognize and communicate the challenges faced by art institutions in the digital media age and articulate possible strategies to address them. | x | x | |
| 4. | Design, Plan and execute innovative curatorial projects to communicate effectively via digital media. | | x | x |
| 5. | Describe, analyse, and evaluate media art exhibition projects. | x | x | |
| 6. | Devise and execute substantial research projects in the field of media arts administration. | | 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.

C. Playable Media and Game Studies (PMGS) Stream

Stream Aims

This stream aims to provide the graduates with the theoretical, conceptual, and creative foundations that are necessary for careers in industries related to computer games and playable media, and for further studies in the fields of computer games and new media in general. The stream aims to instill in its graduates the curiosity to discover new opportunities for creative, artistic, cultural and critical expression and intervention using playable media, and to equip its graduates with the knowledge needed to innovate new forms of computer games and playable media.

PMGS Stream Intended Learning Outcomes (SILOs)

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

| No. | SILOs | Discovery-enriched curriculum related learning outcomes (please tick where appropriate) | | |
|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|----|----|
| | | A1 | A2 | A3 |
| 1. | Recognize, describe, and analyze the cultural forms of games and play and their roles in both historical and contemporary societies. | x | | |
| 2. | Apply the practical skills acquired in the programme to create drafts, designs, and prototypes of computer games and/or artworks and applications using playable media that innovate beyond the existing genres and canons, and/or engage in social critique and/or intervention. | x | x | x |
| 3. | Describe and evaluate the tools, the production process, and the business models of playable media industry in different local, regional, and international contexts. | x | | |
| 4. | Describe and evaluate the aesthetics, the canon, and the conventional genres of computer games and playable media. | x | | |
| 5. | Describe the potential of computer games and playable media for artistic expression, social critique and intervention independently, and in relation to other forms of new media. | x | x | x |
| 6. | Analyze and evaluate computer games and artworks of playable and interactive media in relation to aesthetical, cultural, and commercial aspects using the vocabulary of computer game studies, and formulate substantial research projects. | 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 Programme Requirement

1. Core Courses (3 credit units)

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|-------------|----------------------------------------|-------|--------------|-----------------------------------------------------------------------|
| SM5325 | Introduction to Critical Media Studies | P5 | 3 | |

2. Stream Core Courses

Media Cultures (MC) (9 credit units)

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|-------------|---------------------------------------------------------------------|-------|--------------|-----------------------------------------------------------------------|
| SM5303 | Introduction to New Media Arts – Theories, Technologies, Aesthetics | P5 | 3 | |
| SM6325 | Philosophy of Technology and New Media | P6 | 3 | |
| SM6333 | World-Building in Digital Narrative Media | P6 | 3 | |

Curating Art and Media (CAM) (12 credit units)

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|-------------|------------------------------------|-------|--------------|-----------------------------------------------------------------------|
| SM5329 | Arts Management and Curatorship | P5 | 3 | |
| SM5337 | Aesthetics Beyond the Anthropocene | P5 | 3 | |
| SM6331 | Digital Media for Curating | P6 | 3 | |
| SM6329 | History and Making of Exhibitions | P6 | 3 | |

Playable Media and Game Studies (PMGS) (12 credit units)

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|-------------|---------------------------------------------------------|-------|--------------|-----------------------------------------------------------------------|
| SM5338 | The Canon of Computer Games | P5 | 3 | |
| SM6323 | Critical Ludology: Games, Playability and New Media Art | P6 | 3 | |
| SM6330 | The Art and Design of Computer Games | P6 | 3 | |
| SM6328 | Analysis and Criticism of Computer Games | P6 | 3 | |

3. Electives (MC Stream: 18 credit units; CAM Stream:15 credit units)

Students to take at least 6 credits from electives belonging to their chosen stream, and the remaining credits can be selected from any stream core or stream elective courses.

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|--------------------------------------|----------------------------------------------------------------------------|-------|--------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Media Cultures (MC) Electives | | | | |
| COM5102 | Global Communication | P5 | 3 | Equivalent course: EN5602 Global Communication |
| SM5315 | Independent Study I | P5 | 3 | |
| SM5316 | Topics in Media Art I | P5 | 3 | |
| SM5318 | Topics in Media History and Theory I | P5 | 3 | Enrolment for SM5318 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM5323. |
| SM5323 | Topics in Media History and Theory II | P5 | 3 | Enrolment for SM5323 depends on School's permission, which will only be granted if the topic is essentially different from that covered in SM5318. |
| SM5326 | Gender in Popular Media | P5 | 3 | |
| SM5327 | Chinese Cinema | P5 | 3 | |
| SM5329 | Arts Management and Curatorship | P5 | 3 | |
| SM5330 | The Cultures of Disney | P5 | 3 | |
| SM5334 | Social Media and Digital Humans | P5 | 3 | |
| SM5335 | Archaeology of New Media Art | P5 | 3 | |
| SM5336 | Art in the Information Age: Creative Act, Art Object, Aesthetic Perception | P5 | 3 | |
| SM5337 | Aesthetics Beyond the Anthropocene | P5 | 3 | |
| SM5343 | Law, Policies and Global Media Platforms | P5 | 3 | |
| SM5344 | Abstract and Experimental Animation | P5 | 3 | |
| SM6305 | Media Art: Theory and Practice I | P6 | 3 | |
| SM6310 | Independent Study II | P6 | 3 | |
| SM6316 | Media Art: Theory and Practice II | P6 | 3 | |
| SM6317 | Research Project in Media Studies | P6 | 6 | <i>For Enrolment of MC Stream Students Only</i> Semester B + Summer Term/ Summer Term + Semester A/ Semester A + Semester B To be taken after a minimum of 12 credit units are earned. |
| SM6319 | Privacy and Surveillance in Art and Culture | P6 | 3 | |
| SM6323 | Critical Ludology: Games, Playability and New Media Art | P6 | 3 | |
| SM6324 | Visual Ethnography: Critical and Creative Practices | P6 | 3 | |
| SM6328 | Analysis and Criticism of Computer Games | P6 | 3 | |
| SM6329 | History and Making of Exhibitions | P6 | 3 | |
| SM6343 | Topics in Media Art IV | P6 | 3 | |

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|---------------------------------------------------------|-------------------------------------------------|-------|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SM6344 | Technology and Aesthetics | P6 | 3 | |
| Curating Art and Media (CAM) Electives | | | | |
| SM5312 | Interactive Media I | P5 | 3 | |
| SM5313 | Interactive Media II | P5 | 3 | |
| SM5333 | Prototyping New Cinema: The Future Moving Image | P5 | 3 | |
| SM5341 | Collecting, Archiving and Digital Preservation | P5 | 3 | |
| SM6322 | The Art Market: Transaction, Activism, Analysis | P6 | 3 | |
| SM6325 | Philosophy of Technology and New Media | P6 | 3 | |
| SM6339 | Public Programming and Social Media | P6 | 3 | |
| SM6340 | Curatorial Project | P6 | 6 | <i>For Enrolment of CAM Stream Students Only</i> To be taken after a minimum of 12 credit units are earned. |
| Playable Media and Game Studies (PMGS) Electives | | | | |
| CS5367 | Computer Games Design | P5 | 3 | Enrolment for this course depends on CS Department's permission, which will only be granted if the student can demonstrate adequate proficiency in computer programming. |
| SM5304 | Animation: Principles and Practice | P5 | 3 | |
| SM5317 | Digital Sound and Computer Music | P5 | 3 | |
| SM5339 | Art and Activist Games Workshop | P5 | 3 | |
| SM5340 | Playable Mobile Media | P5 | 3 | |
| SM6314 | Computer Animation for Interactive Content | P6 | 3 | Enrolment in this course is subject to approval by the course leader. |
| SM6332 | Computer Games and Society | P6 | 3 | |
| SM6333 | World-Building in Digital Narrative Media | P6 | 3 | |
| SM6334 | Special Topics in Game Cultures | P6 | 3 | Enrolment for this course depends on School's permission, which will only be granted if the topic is essentially different from that covered in [other topics courses]. |
| SM6335 | Special Topics in Computer Game Studies | P6 | 3 | Enrolment for this course depends on School's permission, which will only be granted if the topic is essentially different from that covered in [other topics courses]. |
| SM6336 | Special Topics in Computer Game Art | P6 | 3 | Enrolment for this course depends on School's permission, which will only be granted if the topic is essentially different from |

| Course Code | Course Title | Level | Credit Units | Remarks (e.g. College Accreditation, or Exemption Requirements, etc.) |
|-------------|------------------------------------------------------|-------|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| | | | | that covered in [other topics courses]. |
| SM6337 | Advanced Topics in Computer Games and Playable Media | P6 | 3 | Enrolment for this course depends on School's permission, which will only be granted if the topic is essentially different from that covered in [other topics courses]. |
| SM6338 | Thesis Seminar in Playable Media | P6 | 6 | <u>For Enrolment of PMGS Stream Students Only</u> Semester B + Summer Term/ Summer Term + Semester A/ Semester A + Semester B To be taken after a minimum of 12 credit units are earned. Enrollment in this course is subject to approval by the course leader and/or project advisor. |

Part III Accreditation by Professional / Statutory Bodies

Nil

Part IV Additional Information

Nil

Part V Curriculum Map

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

| Course | | | PILOs | | | | | | DEC | | |
|-----------------------------------------------------------------|----------------------------------------------------------------------------|--------|-------|----|----|----|----|----|-----|----|----|
| Code | Title | Credit | P1 | P2 | P3 | P4 | P5 | P6 | A1 | A2 | A3 |
| Core Courses | | | | | | | | | | | |
| SM5303 | Introduction to New Media Arts – Theories, Technologies, Aesthetics | 3 | x | x | x | | | x | x | x | |
| SM5325 | Introduction to Critical Media Studies | 3 | x | | x | | | x | x | x | |
| SM5338 | The Canon of Computer Games | 3 | x | | x | | | x | x | x | |
| SM6325 | Philosophy of Technology and New Media | 3 | x | | | | x | x | x | x | |
| SM6330 | The Art and Design of Computer Games | 3 | x | x | | x | x | | | x | x |
| SM6331 | Digital Media for Curating | 3 | | x | | x | x | | x | x | x |
| SM6333 | World-Building in Digital Narrative Media | 3 | | | | x | x | x | | x | x |
| Elective Courses offered by the Submitting Academic Unit | | | | | | | | | | | |
| SM5304 | Animation: Principles and Practice | 3 | x | x | | x | | | | x | x |
| SM5312 | Interactive Media I | 3 | | x | | x | x | | | x | x |
| SM5313 | Interactive Media II | 3 | | x | | x | x | | | x | x |
| SM5315 | Independent Study I | 3 | x | | | x | x | x | x | x | |
| SM5316 | Topics in Media Art I | 3 | x | | | | | x | x | x | |
| SM5317 | Digital Sound and Computer Music | 3 | x | | | x | x | x | x | x | |
| SM5318 | Topics in Media History and Theory I | 3 | x | | x | | x | x | x | x | |
| SM5323 | Topics in Media History and Theory II | 3 | x | | x | | x | x | x | x | |
| SM5326 | Gender in Popular Media | 3 | x | x | x | | x | | x | x | |
| SM5327 | Chinese Cinema | 3 | x | x | x | | x | | x | x | |
| SM5329 | Arts Management and Curatorship | 3 | x | x | | x | x | | | x | x |
| SM5330 | The Cultures of Disney | 3 | x | x | x | | x | | x | x | |
| SM5333 | Prototyping New Cinema: The Future Moving Image | 3 | | | | x | x | x | | | x |
| SM5334 | Social Media and Digital Humans | 3 | x | | | | x | x | x | x | |
| SM5335 | Archaeology of New Media Art | 3 | x | | | | x | x | x | x | |
| SM5336 | Art in the Information Age: Creative Act, Art Object, Aesthetic Perception | 3 | x | | | x | x | x | | x | x |
| SM5337 | Aesthetics Beyond the Anthropocene | 3 | x | | x | x | x | x | x | x | |
| SM5339 | Art and Activist Games Workshop | 3 | x | x | x | x | | | x | x | x |
| SM5340 | Playable Mobile Media | 3 | x | x | | x | | | | x | x |
| SM5341 | Collecting, Archiving and Digital Preservation | 3 | x | x | x | x | | | | x | x |

| Course | | | PILOs | | | | | | DEC | | |
|--------------------------------------------------------|---------------------------------------------------------|--------|-------|----|----|----|----|----|-----|----|----|
| Code | Title | Credit | P1 | P2 | P3 | P4 | P5 | P6 | A1 | A2 | A3 |
| SM5343 | Law, Policies and Global Media Platforms | 3 | x | | | | x | x | x | x | |
| SM5344 | Abstract and Experimental Animation | 3 | x | | | x | x | x | x | x | |
| SM6305 | Media Art: Theory and Practice I | 3 | x | | x | x | x | x | x | x | |
| SM6310 | Independent Study II | 3 | x | | | x | x | x | | x | x |
| SM6314 | Computer Animation for Interactive Content | 3 | | x | | x | | | | x | x |
| SM6316 | Media Art: Theory and Practice II | 3 | x | | | | x | x | x | x | |
| SM6317 | Research Project in Media Studies | 6 | x | x | x | | x | | x | x | x |
| SM6319 | Privacy and Surveillance in Art and Culture | 3 | x | x | | | x | x | x | x | |
| SM6322 | The Art Market: Transaction, Activism, Analysis | 3 | | x | x | | x | | x | x | |
| SM6323 | Critical Ludology: Games, Playability and New Media Art | 3 | x | | | | x | x | x | x | |
| SM6324 | Visual Ethnography : Critical and Creative Practices | 3 | x | | | | x | x | x | x | x |
| SM6325 | Philosophy of Technology and New Media | 3 | x | | | | x | x | x | x | |
| SM6328 | Analysis and Criticism of Computer Games | 3 | x | | | | x | x | | x | x |
| SM6329 | History and Making of Exhibitions | 3 | x | x | x | x | x | x | x | x | x |
| SM6332 | Computer Games and Society | 3 | x | x | x | | x | | x | x | |
| SM6334 | Special Topics in Game Cultures | 3 | x | | x | | x | | x | x | |
| SM6335 | Special Topics in Computer Game Studies | 3 | x | | x | | x | x | x | x | |
| SM6336 | Special Topics in Computer Game Art | 3 | x | | | | x | x | x | x | |
| SM6337 | Advanced Topics in Computer Games and Playable Media | 3 | x | | | | x | x | x | x | |
| SM6338 | Thesis Seminar in Playable Media | 6 | x | | | | x | x | x | x | x |
| SM6339 | Public Programming and Social Media | 3 | x | x | x | x | | | | x | x |
| SM6340 | Curatorial Project | 6 | | x | | x | x | | | x | x |
| SM6343 | Topics in Media Art IV | 3 | x | | | | x | x | x | x | x |
| SM6344 | Technology and Aesthetics | 3 | x | | | | x | x | x | x | |
| Elective Courses offered by other Academic Unit | | | | | | | | | | | |
| COM5102 | Global Communication | 5 | x | | x | | | | x | x | |
| CS5367 | Computer Games Design | 3 | | 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

| Course | | | PILOs | | | | | | DEC | | |
|--------|-------|--------|-------|----|----|----|----|----|-----|----|----|
| Code | Title | Credit | P1 | P2 | P3 | P4 | P5 | P6 | A1 | A2 | A3 |

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

Part VI Research Elements in Programme Design

(A description on how research elements are embedded in the proposed programme design for ALL students as guided by the 2016-19 Academic Development Proposal (ADP) should be included. Research elements need to be incorporated into core or compulsory course(s) in order that all students can be benefited from the learning experience.)

Description on how research elements are embedded in the programme design:

Research elements are most systematically embedded in the following classes:

SM6317 (Research Project in Media Studies) 6 CR/Media Cultures stream

SM6340 (Curatorial Project) 6 CR/Curating art and Media Stream

SM6338 (Thesis Seminar in Playable Media) 6 CR/Playable Media and Game Studies stream

SM5315 (Independent Study I) 3 CR

SM6310 (Independent Study II) 3 CR

Core/Compulsory Courses

| Course Code | Course Title | Level | Credit Units | Information on research elements in the course design* |
|-------------|----------------------------------------|-------|--------------|--------------------------------------------------------------------------------------------------|
| SM5325 | Introduction to Critical Media Studies | | 3 | Core course for all MACM students; assignments include preparation of a formal research proposal |

**indicative of planned teaching and learning activities / assessment tasks incorporating research elements*