

## Curriculum Information Record for a Major/Degree

### School of Creative Media Effective from Semester B 2020/21 For Students Admitted/Changed to the Major with Catalogue Term Semester A 2016/17 to 2018/19 (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"> <li>• Gateway Education</li> <li>• University Language</li> <li>• College/School requirement</li> </ul>  | The same as student's admission term  |
| <hr/>  |   |
| 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<br><br>The same as student's admission term<br><br>Effective term of the changed major |
| <hr/>  |   |
| c) Stream  | Follow the effective term of the associated major   |

#### Prepared / Last Updated by

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

## Curriculum Information Record for a Major/Degree

### School of Creative Media

Effective from Semester B 2020/21

For Students Admitted/Changed to the Major with Catalogue Term

Semester A 2016/17 to 2018/19

(2016 and 2017 Cohort)

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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 Arts  
(in Chinese) : 文學士

**Award Title<sup>#</sup>** (in English) : Bachelor of Arts in Creative Media  
(in Chinese) : 文學士(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<br/>4-year Degree</b> | <b>Advanced<br/>Standing I<br/>(Note 1)</b> | <b>Advanced<br/>Standing II<br/>(Senior-year Entry)<br/>(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 *                                 | 21 credit units                               | 21 credit units                               | 12 credit units                                 |
| Major requirement  | 51 credit units<br>(Core: 18<br>Elective: 33) | 51 credit units<br>(Core: 18<br>Elective: 33) | 45 credit units<br>(Core: 15<br>Elective: 30)   |
| Free electives / Minor (if applicable)                       | 18 credits                                    | -   | -   |
| <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> |
|---|-------------------------|-------------------------|------------------------|

\* For details, please refer to the Curriculum Information Record for Common Requirements.

**3. Aims of Major**

Graduates of the Bachelor of Arts Major in Creative Media possess creative skills in the field of media aesthetics, digital video production, and post-production, digital sound recording and editing, digital animation, interactive art/design, and other multimedia applications. In the process of using the latest digital technologies for creative purposes, students learn to treat technology as an artistic medium. The curriculum emphasizes creative and critical thinking in the domain of digital content, as well as the successful expression of a personal vision through various digital media formats. Graduates have a deep understanding of the structures and strategies of the media industry, and will be equipped to contribute actively to its future development.

By emphasizing both the acquisition of technical proficiency as well as artistic and personal growth, the Major encourages students to develop and extend their creative potential and capacity to imagine, facilitating the development of a cultural identity and sharpen their understanding of the broader social environment.

#### 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.  | Formulate their focus for artistic/ professional development within a range of spelt out expertise    | x   | x  | x  |
| 2.  | Act as a culturally-sensitive and socially responsible media art professional                         | x   |    |    |
| 3.  | Command a rich language in describing and theorizing the type of creative work they are doing         |   | x  | x  |
| 4.  | Define the variety and diversity of media art, with their own creative projects as illustration       | x   | x  | x  |
| 5.  | Work competently in a multiple-task and collaborative environment                                     | x   | x  | x  |
| 6.  | Use a research-oriented approach that values experimentation, innovation, and cross-disciplinary work | x   | x  |    |
| 7.  | Demonstrate (1) to (6) with a polished, sound and well reasoned Graduation Thesis Project             |   |    | 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

**[51credit units for Normative 4-year degree & Advanced Standing I]**

**[45 credits 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

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

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

| <b>Normative 4-year Degree and Advanced Standing I : 18 credit units</b>   |  |              |                     |  |
|--|--|--------------|---------------------|--|
| <b>Course Code</b>   | <b>Course Title</b>  | <b>Level</b> | <b>Credit Units</b> | <b>Remarks</b>   |
| SM2105*  | Narrative Strategies & Aesthetics of Time-based Media          | B2           | 3                   |  |
| SM2704   | Creative Media Studio II                                       | B2           | 6                   | Waived for students admitted with Advanced Standing II   |
| SM2706*  | Critical Theory & Socially Engaged Practices                   | B2           | 3                   |  |
| SM2715*  | Creative Coding  | B2           | 3                   |  |
| SM2716*  | Physical Computing and Tangible Media                          | B2           | 3                   |  |
| <b>Advanced Standing II (Senior-year Entry) : 15 credit units</b>  |  |              |                     |  |
| In addition to the above-mentioned Major Core Courses with “*”, students admitted with Advanced Standing II also need to take the following course to fulfil the Major Core Requirement: |  |              |                     |  |
| SM2702*  | Interdisciplinary Practices in Art, Science and the Humanities | B2           | 3                   | Students admitted with Advanced Standing II will take this course to meet Major Core Requirement |

2. **Electives**  
**(33 credit units for Normative 4-year Degree and Advanced Standing I)**  
**(30 credit units for Advanced Standing II)**

| <b>Normative 4-year Degree and Advanced Standing I : 33 credit units</b> |   |              |                     |  |
|--|---|--------------|---------------------|--|
| <b>Course Code</b>   | <b>Course Title</b>   | <b>Level</b> | <b>Credit Units</b> | <b>Remarks</b>                                     |
|  | 33 credit units to be taken from the List of SCM Electives. | B            | 33                  | See <u>Appendix</u> for the List of BACM Electives |
| <b>Advanced Standing II (Senior-year Entry): 30 credit units</b>         |   |              |                     |  |
| <b>Course Code</b>   | <b>Course Title</b>   | <b>Level</b> | <b>Credit Units</b> | <b>Remarks</b>                                     |
|  | 30 credit units to be taken from the List of SCM Electives. | B            | 30                  | See <u>Appendix</u> for the List of BACM Electives |

**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<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|---|--|--------|--|----|----|----|----|----|----|--|----|----|
| Code  | Title  | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| <b>School Requirements offered by the Submitting Academic Unit</b>    |  |        |  |    |    |    |    |    |    |  |    |    |
| SM1701  | Contemporary and New Media Art   | 3      |  | x  |    | x  |    | x  |    |  | x  | x  |
| SM1702  | Creative Media Studio I  | 6      | x  |    |    | x  |    |    |    | x                                      |    | x  |
| SM2702  | Interdisciplinary Practices in Art, Science and the Humanities   | 3      | x  |    | x  |    |    | x  |    | x                                      | x  |    |
| SM2703  | Creative Media Colloquium  | 0      | x  |    |    |    |    |    |    | x                                      |    |    |
| SM4701  | Graduation Thesis / Project  | 3      | x  | x  | x  | x  | x  | x  | x  |  | x  | x  |
| <b>School Requirements offered by other Academic Units</b>            |  |        |  |    |    |    |    |    |    |  |    |    |
| CS1103  | Introducing to Media Computing   | 3      | x  |    | x  | x  | x  |    |    | x                                      |    | x  |
| CS1303  | Introduction to Internet and Programming   | 3      | x  | x  |    | x  |    |    |    | x                                      |    | x  |
| <b>Major Core Courses offered by the Submitting Academic Unit</b>     |  |        |  |    |    |    |    |    |    |  |    |    |
| SM2105  | Narrative Strategies & Aesthetics of Time-based Media  | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM2702  | Interdisciplinary Practices in Art, Science and the Humanities   | 3      | x  |    | x  |    |    | x  |    | x                                      |    | x  |
| SM2704  | Creative Media Studio II   | 6      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2706  | Critical Theory & Socially Engaged Practices   | 3      |  | x  | x  |    |    | x  |    | x                                      |    | x  |
| SM2715  | Creative Coding  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2716  | Physical Computing and Tangible Media  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| <b>Major Elective Courses offered by the Submitting Academic Unit</b> |  |        |  |    |    |    |    |    |    |  |    |    |
| <b>Group 1 Arts &amp; The Sciences</b>                                |  |        |  |    |    |    |    |    |    |  |    |    |
| SM2712  | Perception, Cognition, Art, and Design   | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  |    |
| SM2709  | Building Interface for Ubiquitous – Musical Expression ( <a href="#">Cross Listing in Groups 1 &amp; 9</a> ) | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM3703  | Media Art and the Environment ( <a href="#">Cross Listing in Groups 1 &amp; 7</a> )                          | 3      | x  | x  |    | x  |    |    |    | x                                      | x  |    |
| SM3713  | Special Topics in Art & Sciences   | 3      |  |    | x  | x  | x  |    |    | x                                      | x  |    |
| SM3726  | Sustainable Art & Design   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3727  | Wearables  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3801  | Understanding Data   | 3      |  |    |    |    |    |    |    | x                                      | x  | x  |
| SM3802  | Scientific Processes   | 3      |  |    |    |    |    |    |    | x                                      | x  |    |
| SM3803  | Generative Coding Studio ( <a href="#">Cross Listing in Groups 1 &amp; 6</a> )                               | 6      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM3804  | Materials and Fabrication Studio   | 6      | x  | x  | x  | x  |    | x  |    | x                                      | x  | x  |

| Course                                    |   |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|---|---|--------|--|----|----|----|----|----|----|--|----|----|
| Code                                      | Title   | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM3805                                    | Imaging Science Studio  | 6      | x  |    |    |    |    | x  |    | x                                      | x  | x  |
| SM3806                                    | Special Topics in Art and Science Studio I  | 6      | x  |    |    |    |    | x  |    | x                                      | x  | x  |
| SM3807                                    | Machine Learning and Robotics Studio (Cross Listing in Groups 1 & 6)                      | 6      | x  |    |    |    |    | x  |    | x                                      | x  | x  |
| SM3808                                    | Special Topics in Art and Science Studio II   | 6      | x  |    |    |    |    | x  |    | x                                      | x  | x  |
| SM3809                                    | Software Art Studio (Cross Listing in Groups 1 & 6)                                       | 6      | x  |    | x  | x  | x  | x  |    | x                                      | x  | x  |
| <b>Group 2 Art of Game &amp; Play</b>     |   |        |  |    |    |    |    |    |    |  |    |    |
| SM2259                                    | Game and Play Studies   | 3      | x  |    | x  | x  |    |    |    | x                                      | x  |    |
| SM2260                                    | Interactive Narrative (Cross Listing in Groups 2 & 7)                                     | 3      |  |    | x  | x  |    |    |    |  | x  | x  |
| SM2263                                    | Hactivism and Tactical Media (Cross Listing in Groups 2,3 & 6)                            | 3      | x  |    | x  |    |    |    |    | x                                      | x  | x  |
| SM2603                                    | 2D Game Production  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3120                                    | Game Level Design   | 3      | x  |    |    | x  | x  |    |    |  | x  | x  |
| SM3601                                    | Game Prototyping and Design   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3608                                    | 3D Game Production (Cross Listing in Groups 2 & 6)  | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM3609                                    | Production Process for Animation, Games and Installation (Cross Listing in Groups 2 & 11) | 3      | x  | x  | x  |    |    |    |    |  | x  | x  |
| SM3702                                    | Pervasive Media: Culture, Value and Practice  | 3      | x  |    |    | x  |    | x  |    | x                                      | x  |    |
| SM3714                                    | Special Topics in Art of Game & Play  | 3      | x  |    | x  | x  | x  |    |    | x                                      | x  |    |
| SM4704                                    | Art Game Workshop   | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| <b>Group 3 Art, Society &amp; Culture</b> |   |        |  |    |    |    |    |    |    |  |    |    |
| SM1006                                    | Documentary (Cross Listing in Groups 3 & 5)   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2007                                    | Culture, Society and New Technologies   | 3      |  | x  | x  |    |    | x  |    | x                                      | x  |    |
| SM2263                                    | Hactivism and Tactical Media (Cross Listing in Groups 2,3 & 6)                            | 3      | x  |    | x  |    |    |    |    | x                                      | x  | x  |
| SM2264                                    | User Research   | 3      |  | x  | x  |    |    | x  |    |  | x  | x  |
| SM2719                                    | Documentary I (Cross Listing in Groups 3 & 5)   | 3      | x  |    |    | x  |    |    |    | x                                      |    | x  |
| SM3138                                    | Creative City and Urban Critique  | 3      |  | x  | x  |    |    | x  |    | x                                      | x  |    |
| SM3715                                    | Special Topics in Art, Society & Culture  | 3      |  | x  | x  | x  |    | x  |    | x                                      | x  |    |
| SM4134                                    | Visual Ethnography and Creative Intervention (Cross Listing in Groups 3 & 8)              | 3      |  |    | x  | x  |    | x  |    | x                                      | x  |    |
| SM4705                                    | Archiving and Social Investigation  | 3      |  | x  | x  | x  |    | x  |    | x                                      | x  |    |
| <b>Group 4 Animation</b>                  |   |        |  |    |    |    |    |    |    |  |    |    |
| SM2228                                    | Understanding Animation   | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  |    |



| Course                        |  |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|-------------------------------|--|--------|--|----|----|----|----|----|----|--|----|----|
| Code                          | Title  | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM2231                        | 3D Animation I – Basic   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2277                        | Life Drawing   | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM2278                        | Web Animation  | 3      | x  |    |    | x  |    | x  |    |  | x  | x  |
| SM2288                        | Independent Animation Project                                      | 3      | x  |    |    | x  | x  | x  |    |  | x  | x  |
| SM2713                        | 2D Animation I – Basic   | 3      | x  |    |    | x  | x  |    |    |  | x  | x  |
| SM2714                        | Fundamentals of Animation  | 3      | x  |    |    | x  | x  | x  |    |  | x  | x  |
| SM2717                        | Abstract and Experimental Animation                                | 3      | x  |    | x  |    | x  | x  |    | x                                      | x  | x  |
| SM3122                        | Computer Programming for Animators (Cross Listing in Groups 4 & 6) | 3      | x  |    |    | x  | x  |    |    |  | x  | x  |
| SM3146                        | 2D Animation II – Intermediate                                     | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3150                        | Location Sound Recording (Cross Listing in Groups 4 & 5)           | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3153                        | Sound Design for Cinema (Cross Listing in Groups 4 & 5)            | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM3605                        | 3D Contents Production in Maya                                     | 3      | x  |    | x  | x  | x  |    |    |  | x  | x  |
| SM3701                        | Digital Composition  | 3      | x  |    | x  | x  | x  |    |    |  | x  | x  |
| SM3717                        | Special Topics in Animation  | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM3731                        | 3D Animation II – Intermediate                                     | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM4123                        | Procedural Animation (Cross Listing in Groups 4 & 6)               | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM4124                        | Character Animation  | 3      | x  |    | x  | x  | x  |    |    |  | x  | x  |
| SM4125                        | Computer Animation for Interactive Content                         | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM4128                        | Digital Lighting and Texturing (Cross Listing in Groups 4 & 6)     | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM4129                        | Digital Visual Effects   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| <b>Group 5 Cinematic Arts</b> |  |        |  |    |    |    |    |    |    |  |    |    |
| SM1006                        | Documentary (Cross Listing in Groups 3 & 5)                        | 3      | x  |    |    | x  |    |    |    | x                                      |    | x  |
| SM2002                        | The Art of Editing   | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM2211                        | Cinematography   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2229                        | Documentary Production   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2262                        | Producing and Production Management                                | 3      | x  | x  |    |    | x  |    |    |  | x  | x  |
| SM2272                        | Cinematography II  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2274                        | History of Cinema (Cross Listing in Groups 5 & 10)                 | 3      | x  | x  | x  |    |    |    |    | x                                      | x  |    |
| SM2719                        | Documentary I (Cross Listing in Groups 3 & 5)                      | 3      | x  |    |    | x  |    |    |    | x                                      |    | x  |
| SM3115                        | Chinese Scriptwriting  | 6      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM3131                        | Art Direction  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |

| Course   |  |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|--|--|--------|--|----|----|----|----|----|----|--|----|----|
| Code   | Title  | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM3150   | Location Sound Recording (Cross Listing in Groups 4 & 5)             | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3151   | Reading Literature   | 3      | x  |    | x  | x  |    |    |    | x                                      | x  |    |
| SM3153   | Sound Design for Cinema (Cross Listing in Groups 4 & 5)              | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM3161   | Concepts in Film Theory (Cross Listing in Groups 5 & 10)             | 3      | x  |    | x  |    |    |    |    | x                                      | x  |    |
| SM3719   | Special Topics in Cinematic Arts                                     | 3      | x  |    | x  | x  | x  |    |    | x                                      | x  |    |
| SM4121   | Directing for Hong Kong Cinema                                       | 6      | x  |    | x  | x  | x  |    |    |  | x  | x  |
| SM4154   | Screen Acting Workshop   | 3      | x  |    |    | x  |    | x  |    |  | x  | x  |
| SM4713   | Documentary II   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| <b>Group 6 Computational Art, Visualization &amp; Simulation</b> |  |        |  |    |    |    |    |    |    |  |    |    |
| SM2220   | Generative Art (Cross Listing in Groups 6 & 7)                       | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM2256   | Kinetic and Interactive Typography (Cross Listing in Groups 6 & 8)   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2263   | Hackivism and Tactical Media (Cross Listing in Groups 2,3 & 6)       | 3      | x  |    | x  |    |    |    |    | x                                      | x  | x  |
| SM2266   | Graphic Communication  | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM2289   | Writing Digital Media (Cross Listing in Groups 6 & 7)                | 3      | x  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM3122   | Computer Programming for Animators (Cross Listing in Groups 4 & 6)   | 3      | x  |    |    | x  | x  |    |    |  | x  | x  |
| SM3123   | Image Processing and Augmented Reality Applications                  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3511   | Interface Design   | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM3603   | 3D Natural Interaction   | 3      | x  |    |    |    |    | x  | x  |  | x  | x  |
| SM3607   | Mobile Media   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3608   | 3D Game Production (Cross Listing in Groups 2 & 6)                   | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM3610   | Hardware Hacking   | 3      | x  |    |    | x  |    | x  |    |  | x  | x  |
| SM3611   | New Media for Installation, Events and Performance                   | 3      | x  |    | x  | x  | x  | x  |    | x                                      | x  | x  |
| SM3612   | Augmented Reality I: Experience Design & Previsualization            | 3      | 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  |
| SM3803   | Generative Coding Studio (Cross Listing in Groups 1 & 6)             | 6      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM3807   | Machine Learning and Robotics Studio (Cross Listing in Groups 1 & 6) | 6      | x  |    |    |    |    | x  |    | x                                      | x  | x  |
| SM3809   | Software Art Studio (Cross Listing in Groups 1 & 6)                  | 6      | x  |    | x  | x  | x  | x  |    | x                                      | x  | x  |
| SM4123   | Procedural Animation (Cross Listing in Groups 4 & 6)                 | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM4128   | Digital Lighting and Texturing (Cross Listing in Groups 4 & 6)       | 3      | x  |    |    | x  |    |    |    |  | x  | x  |

| Course   |   |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|--|---|--------|--|----|----|----|----|----|----|--|----|----|
| Code   | Title   | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM4706   | Special Topics in Computational Art   | 3      | x  |    |    | x  |    | x  |    | x                                      | x  | x  |
| <b>Group 7 Intermedia Art Practices</b>          |   |        |  |    |    |    |    |    |    |  |    |    |
| SM1012B  | Writing and Creativity (Chinese)  | 3      |  |    | x  | x  |    | x  |    | x                                      | x  |    |
| SM2202   | Micro- Narratives   | 3      |  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM2220   | Generative Art (Cross Listing in Groups 6 & 7)                                | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM2260   | Interactive Narrative (Cross Listing in Groups 2 & 7)                         | 3      |  |    | x  | x  |    |    |    |  | x  | x  |
| SM2261   | Spatial Thinking & Installation Workshop                                      | 3      |  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM2267   | Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)          | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2289   | Writing Digital Media (Cross Listing in Groups 6 & 7)                         | 3      | x  |    |    | x  |    | x  |    |  | x  | x  |
| SM2718   | Object Art Production   | 3      |  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM3130   | Sound Installation and Sound Spatialization (Cross Listing in Groups 7 & 9)   | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM3703   | Media Art and the Environment (Cross Listing in Groups 1 & 7)                 | 3      | x  | x  |    | x  |    |    |    | x                                      | x  | x  |
| SM3704   | Future Cinema   | 3      | x  | x  |    | x  |    |    |    | x                                      | x  |    |
| SM3709   | Theatre Space and Multimedia Performance                                      | 3      | x  |    | x  | x  |    | x  |    |  | x  | x  |
| SM3720   | Special Topics in Intermedia Art Practices                                    | 3      | x  |    | x  | x  | x  |    |    | x                                      | x  | x  |
| SM3729   | Relational Aesthetics and Participatory Media                                 | 3      | x  | x  | x  | x  |    |    |    | x                                      | x  |    |
| SM3732   | Site and Space: Installation Workshop   | 3      |  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM3736   | Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)          | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3742   | Micro- Narratives   | 3      |  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM4143   | Sonic Arts & the History of Sounds and Noises (Cross Listing in Groups 7 & 9) | 3      | x  | x  | x  |    |    | x  |    | x                                      | x  | x  |
| <b>Group 8 Photography &amp; Digital Imaging</b> |   |        |  |    |    |    |    |    |    |  |    |    |
| SM1013   | Introduction to Photography   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM1201   | Studio Photography  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM1211   | Black and White Photography   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2218   | Art Photography   | 3      | x  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM2235   | Alternative Process in Photography  | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM2253   | Digital Photography   | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2256   | Kinetic and Interactive Typography (Cross Listing in Groups 6 & 8)            | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |

| Course  |  |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|---|--|--------|--|----|----|----|----|----|----|--|----|----|
| Code  | Title  | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM2267  | Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)                   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM2268  | Expanded Photography   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM2283  | Documentary Photography  | 3      | x  | x  | x  | x  |    |    |    |  | x  | x  |
| SM2284  | Fashion Photography  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM2286  | Special Topics in Photography & Digital Imaging  | 3      | x  |    | x  | x  |    |    |    | x                                      | x  | x  |
| SM2720  | Black and White Photography  | 3      | x  |    |    | x  |    |    |    |  | x  | x  |
| SM3721  | Theories of Photography & Imaging (Cross Listing in Groups 8 & 10)                     | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  |    |
| SM3734  | Art Photography  | 3      | x  |    |    | x  |    | x  |    | x                                      | x  | x  |
| SM3735  | Alternative Process in Photography   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM3736  | Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)                   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM3737  | Expanded Photography   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM3739  | Documentary Photography  | 3      | x  | x  | x  | x  |    |    |    |  | x  | x  |
| SM3740  | Special Topics in Photography & Digital Imaging  | 3      | x  |    | x  | x  |    |    |    | x                                      | x  | x  |
| SM4134  | Visual Ethnography and Creative Intervention (Cross Listing in Groups 3 & 8)           | 3      |  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| <b>Group 9 Sonic &amp; Audio Arts</b>                         |  |        |  |    |    |    |    |    |    |  |    |    |
| SM2276  | Music Studio Production  | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM2287  | Special Topics in Sonic and Audio Arts   | 3      | x  |    |    | x  |    |    |    | x                                      | x  | x  |
| SM2709  | Building Interface for Ubiquitous – Musical Expression (Cross Listing in Groups 1 & 9) | 3      | x  |    | x  | x  |    |    |    | x                                      | x  | x  |
| SM3130  | Sound Installation and Sound Spatialization (Cross Listing in Groups 7 & 9)            | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM3722  | Live Sound Production  | 3      | x  |    | x  | x  |    |    |    |  | x  | x  |
| SM4143  | Sonic Arts & the History of Sounds and Noises (Cross Listing in Groups 7 & 9)          | 3      | x  | x  | x  |    |    | x  |    | x                                      | x  | x  |
| <b>Group 10 Theory, History &amp; Philosophy of Media Art</b> |  |        |  |    |    |    |    |    |    |  |    |    |
| SM2274  | History of Cinema (Cross Listing in Groups 5 & 10)                                     | 3      | x  | x  | x  |    |    |    |    | x                                      | x  |    |
| SM3160  | New Media Art Theory and History   | 3      |  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM3161  | Concepts in Film Theory (Cross Listing in Groups 5 & 10)                               | 3      | x  |    | x  |    |    |    |    | x                                      | x  |    |

| Course  |   |        | MILOs<br>(please tick where appropriate) |    |    |    |    |    |    | DEC<br>(please tick where appropriate) |    |    |
|---|---|--------|--|----|----|----|----|----|----|--|----|----|
| Code  | Title   | Credit | M1                                       | M2 | M3 | M4 | M5 | M6 | M7 | A1                                     | A2 | A3 |
| SM3721  | Theories of Photography & Imaging (Cross Listing in Groups 8 & 10)                        | 3      | x  |    | x  | x  |    | x  |    | x                                      | x  |    |
| SM3724  | Special Topics in Theory, History & Philosophy of Media Art                               | 3      |  |    | x  | x  |    | x  |    | x                                      | x  | x  |
| SM4159  | New Media Art in the Technological Lifeworld  | 3      |  |    | x  | x  |    | x  |    |  | x  |    |
| SM4708  | Media Archaeology   | 3      |  |    | x  | x  |    | x  |    | x                                      | x  |    |
| <b>Group 11 Integration &amp; Professionalism</b>       |   |        |  |    |    |    |    |    |    |  |    |    |
| SM2233  | Multimedia Production Project   | 3      | x  |    |    | x  | x  |    |    |  |    | x  |
| SM3609  | Production Process for Animation, Games and Installation (Cross Listing in Groups 2 & 11) | 3      | x  | x  | x  |    |    |    |    |  |    | x  |
| SM3711  | Art Administration and Cultural Management  | 3      | x  | x  | x  |    |    |    |    |  | x  |    |
| SM3718  | The Business of Cinema  | 3      | x  |    | x  | x  | x  |    |    | x                                      | x  |    |
| SM3733  | Special Topics in Creative Media  | 3      | x  | x  |    | x  |    |    |    | x                                      | x  |    |
| SM3743  | Law and Creativity  | 3      | x  | x  |    |    |    |    |    |  | x  |    |
| SM4702  | Digital Portfolio   | 3      | x  |    |    | x  |    |    |    |  |    | x  |
| SM4709  | Internship & Practicum  | 3      | x  |    |    |    | x  |    |    |  |    | x  |
| SM4711  | Industry Internship   | 3      | x  |    |    |    | x  |    |    |  |    | x  |
| <b>Elective Courses offered by other Academic Units</b> |   |        |  |    |    |    |    |    |    |  |    |    |
| <b>Group 1 Arts &amp; The Sciences</b>                  |   |        |  |    |    |    |    |    |    |  |    |    |
| CA4181  | Digital Media in Architecture   | 3      | x  | 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.