

Curriculum Information Record for Common Requirements

School of Creative Media

Effective from Semester B 2020/21

For Students Admitted from Semester A 2018/19 and thereafter
(2018 Cohort and thereafter)

The information provided on this form is the official record of the common requirements, such as Gateway Education requirement, College/School requirement, and University Language requirements. 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 the common requirements, "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 term of the common requirements that students will follow will be the same as their admission term (BUS/04/A5R).

Prepared / Last Updated by

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City University of Hong Kong
Curriculum Information Record for Common Requirements
College/School/Department of School of Creative Media
For Students Admitted from Semester A 2018/19 and thereafter
(2018 Cohort and thereafter)

Part I

1. Gateway Education Requirement

(The catalogue term of the Gateway Education requirement that students will follow will be the same as their admission term.)

Curriculum Catalogue Term	Semester A 2018/19 onwards		
	Normative 4-year Degree	Advanced Standing I (Note 1)	Advanced Standing II (Senior-year Entry) (Note 2)
<u>University requirements</u>			
English			
• GE1401 University English	3 credit units	3 credit units	Not a compulsory requirement
• GE2413 Word, Sound and Image: Writing for creative media	3 credit units	3 credit units	3 credit units
GE1501 Chinese Civilisation – History and Philosophy	3 credit units	3 credit units	Not a compulsory requirement
<u>Distributional requirements</u> Area 1: Arts and Humanities Area 2: Study of Societies, Social and Business Organisations Area 3: Science and Technology	12 credit units <i>(At least one course from each of the three areas)</i>	6 credit units <i>(From two different areas)</i>	3 credit units
<u>College/School-specified courses</u> ^	9 credit units	6 credit units	6 credit units
Total	30 credit units	21 credit units	12 credit units

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.

^ College/School-specified courses for fulfilling the Gateway Education requirement:

Course Code	Course Title	Level	Credit Units	Remarks
Normative 4-year Degree (9 credit units)				
(a) BACM				
SM1701	Contemporary & New Media Art	B1	3	
SM1103A	Introduction to Media Computing	B1	3	
SM2715	Creative Coding	B2	3	
(b) BScCM				
SM1701	Contemporary & New Media Art	B1	3	
CS1103B	Media Computing	B1	3	
	Students may select Gateway Education, Free Elective or Minor Course	-	3	For 2018 Entry
Choose one of the following courses:				For 2019 Entry and thereafter
MA1200	Calculus and Basic Linear Algebra I	B1	3	
MA1501	Coordinate Geometry	B1		
MA2185	Discrete Mathematics	B2		
CS2402	Introduction to Computational Probability Modeling	B2		
(c) BAS				
SM1701	Contemporary & New Media Art	B1	3	
SM1103A	Introduction to Media Computing	B1	3	
	Students may select Gateway Education, Free Elective or Minor Course	-	3	
(d) Undeclared Major (For students admitted with undeclared Major via School-based (JUPAS and Non-JUPAS))				
SM1701	Contemporary & New Media Art	B1	3	
CS1103B	Media Computing	B1	3	
SM2715	Creative Coding	B2	3	For BACM
	Students may select Gateway Education, Free Elective or Minor Course	-		For BAS
				For BScCM (2018 Entry only)
Choose one of the following courses:				For BScCM (2019 Entry and thereafter)
MA1200	Calculus and Basic Linear Algebra I	B1	3	
MA1501	Coordinate Geometry	B1		
MA2185	Discrete Mathematics	B2		
CS2402	Introduction to Computational Probability Modeling	B2		
Advanced Standing I (6 credit units)				
(a) BACM				
SM1103A	Introduction to Media Computing	B1	3	
SM2715	Creative Coding	B2	3	
(b) BScCM				
CS1103B	Media Computing	B1	3	
	Students may select Gateway Education, Free Elective or Minor Course	-	3	For 2018 Entry
Choose one of the following courses:				For 2019 Entry and thereafter
MA1200	Calculus and Basic Linear Algebra I	B1	3	
MA1501	Coordinate Geometry	B1		
MA2185	Discrete Mathematics	B2		
CS2402	Introduction to Computational Probability Modeling	B2		

(c)BAS				
SM1103A	Introduction to Media Computing	B1	3	
SM1701	Contemporary & New Media Art	B1	3	
Advanced Standing II (6 credit units)				
(a) BACM				
SM1103A	Introduction to Media Computing	B1	3	
SM2715	Creative Coding	B2	3	
(b) BScCM				
SM1701	Contemporary & New Media Art	B1	3	
CS2313	Computer Programming	B2	3	
(c) BAS				
SM1103A	Introduction to Media Computing	B1	3	
SM1701	Contemporary & New Media Art	B1	3	

2. Intended Learning Outcomes of Common Requirements (CRILOs)

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

Upon successful completion of the School Common Requirements, students should be able to:

No.	Common Requirements ILOs	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
		A1	A2	A3
1.	Identify & describe key principles in visual thinking and visualization, sound and audio arts, computation, the dynamics of creative media practices and society, and relating artistic practice to the sciences.	x		
2.	Apply the fundamental principles in (1) to interpret and solve problems in their creative projects.		x	
3.	Produce creative works that use digital technology as a medium of artistic creation and expression.		x	x
4.	Explain and describe the artistic and technological characteristics of their works.		x	
5.	Identify and describe their own personal artistic styles and preferences that would lead to sound decisions in possible concentration.		x	
6.	Manage independently their own learning process through a mixture of artistic creation and critical analysis.	x	x	
7.	Identify and describe basic computing and programming concepts and techniques for digital media, human computer interactions, and Internet content creation.		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 College/School Requirement, if any

(The catalogue term of the College/School requirement that students will follow will be the same as their admission term.)

Course Code	Course Title	Level	Credit Units	Remarks
Normative 4-year Degree (15 credit units)				
<i>(a) BACM</i>				
SM1702	Creative Media Studio I	B1	6	
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3	
SM4712A	Graduation Thesis / Project	B4	6	
<i>(b) BScCM</i>				
SM1702	Creative Media Studio I	B1	6	
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3	
SM4712B	Graduation Thesis / Project	B4	6	
<i>(c) BAS</i>				
SM1702	Creative Media Studio I	B1	6	
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3	
SM4712C	Graduation Thesis / Project	B4	6	
Advanced Standing I (15 credit units)				
The School Requirement for each Major is the same as the one for Normative 4-year degree indicated above.				
Advanced Standing II (Senior-year Entry)				
<i>(a) BACM (9 Credit units)</i>				
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3	
SM4712A	Graduation Thesis / Project	B4	6	
<i>(b) BScCM (6 credit units)</i>				
SM4712B	Graduation Thesis / Project	B4	6	
<i>(c) BAS (9 credit units)</i>				
SM2702	Interdisciplinary Practices in Art, Science and the Humanities	B2	3	
SM4712C	Graduation Thesis / Project	B4	6	

Part III English Language Requirement

Normative 4-year degree students and Advanced Standing I students who passed the 6 credit units of specified GE English courses, and Advanced Standing II students who passed the 3 credit units of discipline-specific GE English course are recognized as fulfilling the University's English Language Requirement.

Students scoring below Level 4 in HKDSE English Language or Grade D in HKALE AS-level Use of English or students who do not possess an equivalent qualification are required to complete ELO200 English for Academic Purposes (3 credits – with early exit or 6 credit units) prior to taking the GE English courses. The 3 / 6 credit units of ELO200 will not be counted towards the minimum credit units required for graduation and will not be included in the calculation of the cumulative grade point average (CGPA). However, they will be counted towards the maximum credit units permitted.

Part IV Chinese Language Requirement

Students scoring below Level 4 in HKDSE Chinese Language, or below Grade D in HKALE AS-level Chinese Language and Culture will be required to complete a 3-credit unit course CHIN1001 University Chinese I. The 3 credit units will not be counted towards the minimum credit units required for graduation and will not be included in the calculation of the cumulative grade point average (CGPA). However, they will be counted towards the maximum credit units permitted.

In addition to the above requirement, Colleges/Schools also have the discretion to specify other Chinese language courses for their students, including students who do not possess the above qualifications (Senate/70/MM27-28 refers). Please indicate if there are such requirements.*

** No such requirement for SCM Majors.*