

## Curriculum Information Record for a Major/Degree

### School of Creative Media

#### Effective from Semester A 2021/22

#### For Students Admitted/Changed to the Major with Catalogue Term Semester A 2016/17 to 2017/18 (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> </ul>	Effective term of the declared major
<ul style="list-style-type: none"> <li>• For advanced standing students and 4-year degree students who already have a major at the time of admission</li> </ul>	The same as student's admission term
<ul style="list-style-type: none"> <li>• For students who have changed major</li> </ul>	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

## Curriculum Information Record for a Major/Degree

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### Part I Major/Degree Overview

**Major** (in English) : New Media  
(in Chinese) : 新媒體

**Degree** (in English) : Bachelor of Arts and Science  
(in Chinese) : 文理學士

**Award Title<sup>#</sup>** (in English) : Bachelor of Arts and Science in New Media  
(in Chinese) : 文理學士 (新媒體)

*# 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 *	21 credit units	21 credit units	12 credit units
Major requirement	51 credit units (Core: 21 Elective: 30)	51 credit units (Core: 21 Elective: 30)	45 credit units (Core: 24 Elective: 21)
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**

*This major aims to nurture graduates with creative skills in the field of new media art. The definition of new media art adopted here includes two features. First of all, “new media” is defined to include any practice that uses computation and/or electronics, such as for instance software/generative art, robotic art, or physical computing. In this context, “new media” is distinguished from “creative media” insofar as the latter involves the use of pre-existing digital tools such as software packages), whereas new media involves the creation of one’s own resources. For instance, a filmmaker or video artist who uses existing editing software is not, by this definition, a new media artist. The emphasis lies on taking a standpoint towards computational and electronic resources as artistic media that have to be mastered.*

In line with this definition, the BAS programme encourages students to take an unorthodox look at the traditional concepts of art media and contexts. In the process of using the latest digital technologies for creative purposes, students learn to treat technology as an artistic medium, generating this learning in a progressive, interdisciplinary context.

The second aspect of new media art emphasizes a strong transdisciplinarity. It is not restricted to the two disciplines of Creative Media and Computer Science. Instead, the BAS draws on a variety of fields, including biology, chemistry, physics, mathematics, computer sciences, robotics, humanities, and social science. Students will be able to explore beyond the traditional settings of academic majors. The aim of the BAS is to train creative practitioners who work across disciplines, engaging in practical collaboration with scientists, drawing on concepts and methods from the sciences in their creative projects, and communicating scientific ideas to the general public.

The BAS courses will combine fundamental principles of digital creation with scientific inquiry, technological innovation, social responsibility, and a palette of media and research skills. Students will

use scientific ideas and methods in their own creative work, participate in collaborative research projects with scientists, and communicate scientific ideas to the general public.

As the new Major integrates the strengths of existing SCM majors, while also introducing new teaching and learning partnerships with other City University departments, students both have an opportunity to select a more flexible path of study that combines previously distinct disciplines, allowing for a more valuable education that can respond to the rapid pace of change the creative industries naturally face.

By emphasizing both the acquisition of scientific knowledge, 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 clearly articulated expertise.		x	x
2.	Conceptualize the interdisciplinary relationships between the media professions and the sciences, as well as other relevant professions and fields of study.	x	x	
3.	Participate in scientific research projects, working together with scientists in a collaborative environment.	x	x	
4.	Use scientific principles to produce and reflect on their work.		x	x
5.	Act as a culturally-sensitive and socially responsible media art professional.	x	x	x
6.	Command a rich language in describing and theorizing the type of creative work they are doing.	x	x	
7.	Reflect on the future of new media creativity, using their own interdisciplinary creative projects as illustrations.	x	x	x
8.	Use a research-oriented approach that employs experimentation, innovation, and cross-disciplinary work.		x	x
9.	Communicate learning achievements (1) through (8) with a coherent and well reasoned Graduation Thesis.	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 Major Requirement

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

**[45 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

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

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

<b>Normative 4-year Degree and Advanced Standing I : 21 credit units</b>				
<b>Course Code</b>	<b>Course Title</b>	<b>Level</b>	<b>Credit Units</b>	<b>Remarks</b>
JC2001	Introduction to the Sciences for Artists	B2	3	Joint course offered by AP, BCH and SCM
MA1005/ SM1801	Mathematics and Arts	B1	3	MA1005 is replaced by SM1801 with effect from Semester B 2018/19
SM2704	Creative Media Studio II	B2	6	
SM2706	Critical Theory and 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) : 24 credit units</b>				
In addition to the above-mentioned Major Core Courses, 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

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

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

SCM students, regardless of their major, must choose courses from the pool of electives, which are divided into eleven groups. This “group” model of elective class offerings provides courses which prepare students to engage in related issues in greater depth, while also encouraging them to think and work across disciplinary and professional boundaries.

Normative 4-year Degree and Advanced Standing I : 30 credit units				
Course Code	Course Title	Level	Credit Units	Remarks
	30 credit units to be taken from the List of SCM Electives.	B	30	Please see <a href="#">Appendix</a> for the List of BAS Electives  At least 15 credits must be chosen from the courses in Group 1 (Arts and Sciences), Group 6 (Computational Art, Visualization, and Simulation), or a combination of both Groups
Advanced Standing II (Senior-year Entry) : 21 credit units				
Course Code	Course Title	Level	Credit Units	Remarks
	21 credit units to be taken from the List of SCM Electives.	B	21	Please see <a href="#">Appendix</a> for the List of BAS Electives  At least 12 credits must be chosen from the courses in Group 1 (Arts and Sciences), Group 6 (Computational Art, Visualization, and Simulation), or a combination of both Groups

### 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

Bachelor of Arts and Science in New Media students are required, upon completion of [JC2001 Introduction to the Sciences for Artists](#) and [MA1005 Mathematics and Arts/ SM1801 Mathematics and Arts<sup>#</sup>](#) to select any TWO electives from the SCM Elective Pool and serve as preparatory courses for the Graduation Thesis (GT) / Project.

The first pre-GT elective should be chosen from Groups 1 and 6 and the second pre-GT elective from any Groups (including, but not limited to, Groups 1 and 6) in the SCM Elective Pool.

<sup>#</sup> MA1005 is replaced by SM1801 with effect from Semester B 2018/19.

## 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	M7	M8	M9	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			x	x
SM1702	Creative Media Studio I	6	x	x	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			x					x		
SM4701	Graduation Thesis / Project	3	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>														
SM1801 <sup>#</sup>	Mathematics and Arts	3		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			x			x	x
SM2706	Critical Theory & Socially Engaged Practices	3					x	x		x		x		x
SM2715	Creative Coding	3	x	x	x	x			x	x			x	x
SM2716	Physical Computing and Tangible Media	3	x	x	x	x			x	x			x	x
<b>Major Core Courses offered by other Academic Units</b>														
JC2001	Introduction to the Sciences for Artists	3		x	x	x				x		x	x	
MA1005 <sup>#</sup>	Mathematics and Arts	3		x		x				x		x	x	
<sup>#</sup> MA1005 is replaced by SM1801 with effect from Semester B 2018/19														
<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		x	x	
SM2709	Building Interface for Ubiquitous – Musical Expression (Cross Listing in Groups 1 & 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	x		x	x	
SM3726	Sustainable Art & Design	3	x	x	x	x	x						x	x
SM3727	Wearables	3	x	x				x					x	x
SM3801	Understanding Data	3	x	x		x				x		x	x	x
SM3802	Scientific Processes	3	x	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	M7	M8	M9	A1	A2	A3
SM3803	Generative Coding Studio ( <a href="#">Cross Listing in Groups 1 &amp; 6</a> )	6	x	x		x			x	x		x	x	x
SM3804	Materials and Fabrication Studio	6	x	x	x	x			x	x		x	x	x
SM3805	Imaging Science Studio	6	x	x	x	x	x		x	x		x	x	x
SM3806	Special Topics in Art and Science Studio I	6	x	x	x	x			x	x		x	x	x
SM3807	Machine Learning and Robotics Studio ( <a href="#">Cross Listing in Groups 1 &amp; 6</a> )	6	x	x	x	x			x	x		x	x	x
SM3808	Special Topics in Art and Science Studio II	6	x	x	x	x			x	x		x	x	x
SM3809	Software Art Studio ( <a href="#">Cross Listing in Groups 1 &amp; 6</a> )	6	x	x		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 ( <a href="#">Cross Listing in Groups 2 &amp; 7</a> )	3	x							x			x	x
SM2603	2D Game Production	3	x	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 ( <a href="#">Cross Listing in Groups 2 &amp; 6</a> )	3	x					x					x	x
SM3609	Production Process for Animation, Games and Installation ( <a href="#">Cross Listing in Groups 2 &amp; 11</a> )	3	x					x					x	x
SM3702	Pervasive Media: Culture, Value and Practice	3		x	x	x		x	x			x	x	
SM4704	Art Game Workshop	3	x					x	x				x	x
<b>Group 3 Art, Society &amp; Culture</b>														
SM1006	Documentary ( <a href="#">Cross Listing in Groups 3 &amp; 5</a> )	3	x	x				x	x	x	x		x	x
SM2007	Culture, Society and New Technologies	3		x				x	x			x	x	
SM2719	Documentary 1 ( <a href="#">Cross Listing in Groups 3 &amp; 5</a> )	3	x	x				x	x	x	x		x	x
SM3138	Creative City and Urban Critique	3	x	x				x	x	x	x	x	x	
SM4134	Visual Ethnography and Creative Intervention ( <a href="#">Cross Listing in Groups 3 &amp; 8</a> )	3	x	x				x	x	x	x	x	x	
SM4705	Archiving and Social Investigation	3	x					x	x	x	x		x	x
<b>Group 4 Animation</b>														
SM2228	Understanding Animation	3	x	x				x	x	x	x		x	x
SM2231	3D Animation I – Basic	3	x						x	x			x	x
SM2277	Life Drawing	3	x						x				x	x
SM2278	Web Animation	3	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	M7	M8	M9	A1	A2	A3
SM2288	Independent Animation Project	3	x	x		x	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
SM2717	Abstract and Experimental Animation	3	x					x	x				x	x
SM3122	Computer Programming for Animators (Cross Listing in Groups 4 & 6)	3	x										x	x
SM3146	2D Animation II – Intermediate	3	x					x	x				x	x
SM3150	Location Sound Recording (Cross Listing in Groups 4 & 5)	3	x					x	x				x	x
SM3153	Sound Design for Cinema (Cross Listing in Groups 4 & 5)	3	x					x	x				x	x
SM3605	3D Contents Production in Maya	3	x										x	x
SM3701	Digital Composition	3	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	x
SM4124	Character Animation	3	x										x	x
SM4125	Computer Animation for Interactive Content	3	x										x	x
SM4128	Digital Lighting and Texturing (Cross Listing in Groups 4 & 6)	3	x										x	x
SM4129	Digital Visual Effects	3	x										x	x
<b>Group 5 Cinematic Arts</b>														
SM1006	Documentary (Cross Listing in Groups 3 & 5)	3	x	x				x	x	x	x		x	
SM2002	The Art of Editing	3	x	x					x	x				x
SM2211	Cinematography	3	x	x				x	x	x	x			x
SM2229	Documentary Production	3	x						x					x
SM2262	Producing and Production Management	3	x						x					x
SM2272	Cinematography II	3	x	x				x	x	x	x			x
SM2274	History of Cinema (Cross Listing in Groups 5 & 10)	3	x	x				x	x		x		x	x
SM2719	Documentary 1 (Cross Listing in Groups 3 & 5)	3	x	x				x	x	x	x			x
SM3115	Chinese Scriptwriting	6	x						x					x
SM3131	Art Direction	3	x						x					x
SM3150	Location Sound Recording (Cross Listing in Groups 4 & 5)	3	x						x	x				x
SM3151	Reading Literature	3	x	x				x	x	x			x	x
SM3153	Sound Design for Cinema (Cross Listing in Groups 4 & 5)	3	x						x	x				x

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6	M7	M8	M9	A1	A2	A3
SM3161	Concepts in Film Theory (Cross Listing in Groups 5 & 10)	3	x	x			x		x	x		x	x	
SM4121	Directing for Hong Kong Cinema	6	x					x					x	x
SM4154	Screen Acting Workshop	3	x					x					x	x
SM4713	Documentary 2	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	x	x
SM2256	Kinetic and Interactive Typography (Cross Listing in Groups 6 & 8)	3	x					x	x				x	x
SM2266	Graphic Communication	3	x					x					x	x
SM2289	Writing Digital Media (Cross Listing in Groups 6 & 7)	3	x					x				x	x	x
SM3122	Computer Programming for Animators (Cross Listing in Groups 4 & 6)	3	x										x	x
SM3123	Image Processing and Augmented Reality Applications	3	x		x	x		x					x	x
SM3511	Interface Design	3	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
SM3610	Hardware Hacking	3	x	x	x	x				x			x	x
SM3611	New Media for Installation, Events and Performance	3	x	x		x				x		x	x	x
SM3612	Augmented Reality I: Experience Design & Previsualization	3	x	x		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	x	x
SM3803	Generative Coding Studio (Cross Listing in Groups 1 & 6)	6	x	x		x			x	x		x	x	x
SM3807	Machine Learning and Robotics Studio (Cross Listing in Groups 1 & 6)	6	x	x	x	x			x	x		x	x	x
SM3809	Software Art Studio (Cross Listing in Groups 1 & 6)	6	x	x		x	x	x	x	x		x	x	x
SM4123	Procedural Animation (Cross Listing in Groups 4 & 6)	3	x					x	x				x	x
SM4128	Digital Lighting and Texturing (Cross Listing in Groups 4 & 6)	3	x										x	x
<b>Group 7 Intermedia Art Practices</b>														
SM1012B	Writing and Creativity (Chinese)	3	x					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			x	x

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6	M7	M8	M9	A1	A2	A3
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		x	x	x
SM2267	Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)	3	x				x	x		x			x	x
SM2289	Writing Digital Media (Cross Listing in Groups 6 & 7)	3	x					x					x	x
SM2718	Object Art Production	3	x		x	x		x		x		x	x	x
SM3130	Sound Installation and Sound Spatialization (Cross Listing in Groups 7 & 9)	3	x					x					x	x
SM3703	Media Art and the Environment (Cross Listing in Groups 1 & 7)	3	x	x	x	x	x		x	x		x	x	x
SM3709	Theatre Space and Multimedia Performance	3	x					x					x	x
SM3729	Relational Aesthetics and Participatory Media	3	x				x	x				x	x	
SM3732	Site and Space: Installation Workshop	3	x		x	x		x		x		x	x	x
SM3736	Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)	3	x				x	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	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
SM1211	Black and White Photography	3	x					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	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	x
SM2267	Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)	3	x				x	x		x		x	x	x
SM2268	Expanded Photography	3	x					x	x			x	x	x
SM2283	Documentary Photography	3	x				x	x					x	x
SM2284	Fashion Photography	3	x					x					x	x
SM2720	Black and White Photography	3	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	M7	M8	M9	A1	A2	A3
SM3721	Theories of Photography & Imaging (Cross Listing in Groups 8 & 10)	3	x	x			x	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	x
SM3736	Image and Object: Beyond Photography (Cross Listing in Groups 7 & 8)	3	x				x	x		x		x	x	x
SM3737	Expanded Photography	3	x					x	x			x	x	x
SM3739	Documentary Photography	3	x				x	x					x	x
SM4134	Visual Ethnography and Creative Intervention (Cross Listing in Groups 3 & 8)	3	x	x			x	x	x	x	x	x	x	x
<b>Group 9 Sonic &amp; Audio Arts</b>														
SM2276	Music Studio Production	3	x					x					x	x
SM2709	Building Interface for Ubiquitous – Musical Expression (Cross Listing in Groups 1 & 9)	3	x	x			x	x				x	x	x
SM3130	Sound Installation and Sound Spatialization (Cross Listing in Groups 7 & 9)	3	x					x				x	x	x
SM3722	Live Sound Production	3	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	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		x	x	
SM3160	New Media Art Theory and History	3	x				x	x	x			x	x	x
SM3161	Concepts in Film Theory (Cross Listing in Groups 5 & 10)	3	x	x			x		x	x		x	x	
SM3721	Theories of Photography & Imaging (Cross Listing in Groups 8 & 10)	3	x	x			x	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	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
SM3711	Art Administration and Cultural Management	3	x				x	x					x	

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6	M7	M8	M9	A1	A2	A3
SM3718	The Business of Cinema	3	x						x			x	x	
SM3743	Law and Creativity	3	x	x			x			x		x	x	
SM3744*	Special Topics in Creative Media (I)	3	x	x			x	x	x	x		x	x	x
SM3745*	Special Topics in Creative Media (II)	3	x	x			x	x	x	x		x	x	x
SM3746*	Special Topics in Creative Media (III)	3	x	x			x	x	x	x		x	x	x
SM3747*	Special Topics in Creative Media (IV)	3	x	x			x	x	x	x		x	x	x
SM3748*	Special Topics in Creative Media (V)	3	x	x			x	x	x	x		x	x	x
SM3749*	Special Topics in Creative Media (VI)	3	x	x			x	x	x	x		x	x	x
SM4702	Digital Portfolio	3	x					x						x
SM4709	Internship & Practicum	3	x					x						x
SM4711	Industry Internship	3	x					x						x
SM1700A/B/C/D	Professional Internship I/II/III/IV	0						x						x
<b>Major Elective Courses offered by other Academic Units</b>														
<b>Group 1 Arts &amp; The Sciences</b>														
JC2002	Artists in the Labs	3		x	x	x				x		x	x	
JC3001 (Joint course offered by BCH and SCM)	Biology and Art	3	x	x			x					x	x	
JC4005 (Joint course offered by AP and SCM)	Physics and Arts	3		x	x	x				x		x	x	
BCH1100	Chemistry	3		x	x					x		x	x	
BCH1200	Discovery in Biology	3		x	x					x		x	x	
BCH2006A	Principles of Inorganic Chemistry	3		x	x					x		x	x	
BCH2007A	Principles of Organic Chemistry	3		x	x					x		x	x	
BCH2066	Cell Biology	3			x					x		x	x	
BCH2067	Diversity of Life and Evolution	3		x	x					x		x	x	
BCH2071A	Biological Chemistry	3		x	x					x		x	x	
BCH3068A	General Ecology	3		x	x					x		x	x	
<b>Group 3 Art, Society &amp; Culture</b>														

Course			MILOs (please tick where appropriate)									DEC (please tick where appropriate)		
Code	Title	Credit	M1	M2	M3	M4	M5	M6	M7	M8	M9	A1	A2	A3
AIS3126	International Political Economy	3					x	x				x	x	
POL2106	Government and Economy	3	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.*

\* Enrollment of SM3744, SM3745, SM3746, SM3747, SM3748 and SM3749 are subject to approval which will only be granted if the topic is essentially different from the completed Special Topics course(s), if any.