

Four-Year Study Plan of Animation and Interactive Media Programme (2026 cohort)

Rev 20260721

Rev 202607/21

Course Code	Course Title	Year One			Year Two			Year Three		Year Four	
		Sem 1	Winter	Sem 2	Sem 1	Sem 2	Summer	Sem 1	Sem 2	Sem 1	Sem 2
I. Major Required Courses (60 Units)											
COMM1023	Fundamentals of Communication	3									
AIM1003	Introduction to Arts and Aesthetics			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
AIM2033	Fundamentals of Illustration				3						
AIM2043	Fundamentals of Digital Design				3						
AIM2053	Programming Fundamentals for Interactive Media				3						
AIM3023	Interactive Graphics					3					
AIM3043	3D Modelling					3					
AIM3083	2D Computer Animation					3					
AIM3013	Virtual Environment Design							3			
AIM3033	Interactive Media Workshop							3			
AIM3053	Transmedia Storytelling							3			
AIM3063	3D Animation							3			
AIM2063	Visual and Motion Graphic Design								3		
AIM3073	Animation Sound Design and Mixing								3		
AIM3113	Character Design and Storyboard Making								3		
AIM4023	History of Animation and Interactive Arts								3		
AIM3003	Character Animation									3	
AIM4003	Production Methods									3	
AIM4143	Final Year Project (AIM)										3
II. Major Elective Courses (18 Units)											
ME01 ME02 ME03 ME04 ME05 ME06								3	3	6	6
III. University Core Courses (37 Units)											
UCLC1003	University Chinese			3							
UCLC1013	English for Academic Purposes I	3									
UCLC1023	English for Academic Purposes II			3							
UCAI1003	Introduction to AI Literacy	3									
CHII103	Introduction to Modern Social Theories					3					
CHII203	Morality and Foundations of Law			3							
CHII063	Chinese Culture and Modern China				3						
CHII073	Contemporary Chinese Society and Thought I	3									
CHII253	Contemporary Chinese Society and Thought II				3						
CHII193	Contemporary World and China ^①						2				
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts ^②				1						
WPEX2023/ WPEX2033	Voluntary Service ^③ , or Environmental Awareness ^③					1					
UCHL1XX3	Healthy Lifestyle ^②	1		1	1						
IV. General Education Courses (18 Units)											
Level 1	History and Civilization ^②					3					
Foundational Courses	Quantitative Reasoning ^②	3									
	Values and the Meaning of Life ^②			3							
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation ^② , or Science, Technology and Society ^② , or Sustainable Communities ^②					3		3			
Level 3 GE Capstone Courses	Service-Learning Course ^② , or Service Leadership Education Course ^② , or Experiential Learning Course ^② , or Interdisciplinary Independent Study ^②									3	
V. Free Elective Courses (15 Units)											
FE01 FE02 FE03 FE04 FE05		3		3				3	3	3	
Total Units: 148		19	2	23	17	19	2	21	18	18	9

^① This 2-unit course requires student to attend at least 10 lectures within his/her first two years of study.

^② This denotes a course category in which a list of courses may be developed for students' selection. Students are expected to refer to the Online Course Selection System for courses available under each category.

^③ Students are required to take GFVM1013 Applied Ethics in Culture and Creativity under this category.

Four-Year Study Plan of Computational Media plus Animation and Interactive Media Programme (2026 cohort)

Rev 20260721

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Course Code	Course Title	Year One			Year Two			Year Three		Year Four	
		Sem 1	Winter	Sem 2	Sem 1	Sem 2	Summer	Sem 1	Sem 2	Sem 1	Sem 2
I. Major Required Courses (60 Units)											
COMM1023	Fundamentals of Communication	3									
AIM1003	Introduction to Arts and Aesthetics			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
AIM2033	Fundamentals of Illustration				3						
AIM2043	Fundamentals of Digital Design				3						
AIM2053	Programming Fundamentals for Interactive Media				3						
AIM3023	Interactive Graphics					3					
AIM3043	3D Modelling					3					
AIM3083	2D Computer Animation					3					
AIM3013	Virtual Environment Design							3			
AIM3033	Interactive Media Workshop							3			
AIM3053	Transmedia Storytelling							3			
AIM3063	3D Animation							3			
AIM2063	Visual and Motion Graphic Design								3		
AIM3073	Animation Sound Design and Mixing								3		
AIM3113	Character Design and Storyboard Making								3		
AIM4023	History of Animation and Interactive Arts								3		
AIM3003	Character Animation									3	
AIM4003	Production Methods									3	
AIM4143	Final Year Project (AIM)										3
II. Major Elective Courses (18 Units)											
ME01 ME02 ME03 ME04 ME05 ME06								3	3	6	6
III. University Core Courses (37 Units)											
UCLC1003	University Chinese			3							
UCLC1013	English for Academic Purposes I	3									
UCLC1023	English for Academic Purposes II			3							
UCAI1003	Introduction to AI Literacy	3									
CHII103	Introduction to Modern Social Theories					3					
CHII203	Morality and Foundations of Law			3							
CHII063	Chinese Culture and Modern China				3						
CHII073	Contemporary Chinese Society and Thought I	3									
CHII253	Contemporary Chinese Society and Thought II				3						
CHII193	Contemporary World and China ^①						2				
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts ^②				1						
WPEX2023/ WPEX2033	Voluntary Service ^③ , or Environmental Awareness ^④					1					
UCLH1XX3	Healthy Lifestyle ^⑤	1		1	1						
IV. General Education Courses (18 Units)											
Level 1	History and Civilization ^⑥					3					
Foundational Courses	Quantitative Reasoning ^⑦	3									
	Values and the Meaning of Life ^⑧			3							
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation ^⑨ , or Science, Technology and Society ^⑩ , or Sustainable Communities ^⑪					3		3			
Level 3 GE Capstone Courses	Service-Learning Course ^⑫ , or Service Leadership Education Course ^⑬ , or Experiential Learning Course ^⑭ , or Interdisciplinary Independent Study ^⑮									3	
V. Free Elective Courses (15 Units)											
FE01 FE02 FE03 FE04 FE05		3 ^{⑯*}			3 ^{⑯*}	3 ^{⑯*}		3 ^{⑯*}	3 ^{⑯#}		
Total Units: 148		19	2	20	20	22	2	21	18	15	9

^① This 2-unit course requires student to attend at least 10 lectures within his/her first two years of study.

^② This denotes a course category in which a list of courses may be developed for students' selection. Students are expected to refer to the Online Course Selection System for courses available under each category.

^③ Students are required to take GFVM1013 Applied Ethics in Culture and Creativity under this category.

* **Common Core Course (Required) - CCR**

^④ Students are required to take MAD1013 JavaScript for Art and Design under FE.

^⑤ Students are required to take GD2073 Python for Visual Culture under FE.

^⑥ Students are required to take GD2013 Data Structure and Algorithms for Creative Media under FE.

^⑦ Students are required to take GD3103 AI for Art Students under FE.

Common Core Course (Elective) - CCE:

AIM3193 Generative AI Workflow for Media

GD3113 Creative Visualisation

GD3123 Data Science for Culture and Creativity

^⑧ Students are required to take one of the above CCE course under FE.

ME Course List of AIM (2026 cohort)

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Course Code	Course Title	Units
AIM2003	Fundamentals of Computer Graphics	3
AIM2013	Visual Communication	3
AIM2023	Scriptwriting for Animation	3
AIM3093	Digital Cultures and Visual Thinking	3
AIM3103	Japanese Animation	3
AIM3123	Interactive Video Production	3
AIM3133	History of Animation	3
AIM3143	Special Topics in Animation and Interactive Media Subjects	3
AIM3153	Game Art and Animation	3
AIM3163	Advanced Digital Illustration	3
AIM3173	Mobile Media Game Development	3
AIM3183	Virtual Reality Art	3
AIM3193	Generative AI Workflow for Media	3
AIM3203	Experimental Video Art and Animation	3
AIM3213	Animation Editing	3
AIM4053	Advanced Interactive Media Workshop	3
AIM4063	Stop-Motion Animation	3
AIM4083	Animation and Interactive Media Internship	3
AIM4093	Special Topics in Animation and Interactive Media Studies	3
AIM4103	Studies in Operation and Management of Animation Industry	3
AIM4113	Digital Media Project Management	3
AIM4123	Digitising Heritage	3
AIM4133	Augmented Reality for Interactive Media	3
CTV1013	Introduction to Media Aesthetics	3
CTV2013	Principles of Photo Imaging	3
CTV2023	Scriptwriting	3
CTV2033	Communication Research Methods	3
CTV2073	Introduction to Communication Theory	3
CTV4063	Studies in Hollywood Cinema	3
CTV4113	Studies in Asian Cinema: India, Korea, Japan	3
CTV4123	Studies in European Cinema	3
CTV4163	Digital Special Effects Workshop	3
MAD3103	Computer Game Design	3