

Four-Year Study Plan of Game Design Programme (2026 cohort)

Rev 20260722

Rev 202607/22

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									
AIM2043	Fundamentals of Digital Design			3							
GD1003	Foundations of Programming for Game Design			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
GD2003	Narrative Design for Games				3						
GD2013	Data Structure and Algorithms for Creative Media				3						
GD2023	2D Platform Game				3						
GD2033	3D Modelling and Animation					3					
GD2043	Game Design and Prototyping					3					
GD2053	Game Studies					3					
AIM2003	Fundamentals of Computer Graphics							3			
GD3013	3D Game Development							3			
GD3023	Game Project Planning and Production Management							3			
GD3033	Character Design							3			
GD3043	Game Physics								3		
GD3053	Level Design								3		
GD4003	Sound Design and Music for Games								3		
AIM3183	Virtual Reality Art									3	
AIM3193	Generative AI Workflow for Media									3	
GD4013	Final Year Project (GD)										3
II. Major Elective Courses (12 Units)											
ME01 ME02 ME03 ME04								3	3	3	3
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 ^⓪						2				
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts ^⓪				1						
WPEX2023/ WPEX2033	Voluntary Service ^⓪ , or Environmental Awareness ^⓪					1					
UCLH1XX3	Healthy Lifestyle ^⓪	1		1	1						
IV. General Education Courses (18 Units)											
Level 1	History and Civilization ^⓪					3					
Foundational Courses	Quantitative Reasoning ^⓪	3									
	Values and the Meaning of Life ^⓪			3							
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation ^⓪ , or Science, Technology and Society ^⓪ , or Sustainable Communities ^⓪					3		3			
Level 3 GE Capstone Courses	Service-Learning Course ^⓪ , or Service Leadership Education Course ^⓪ , or Experiential Learning Course ^⓪ , or Interdisciplinary Independent Study ^⓪								3		
V. Free Elective Courses (21Units)											
FE01 FE02 FE03 FE04 FE05 FE06 FE07		3			3			3	3	9	
Total Units: 148		19	2	23	20	19	2	21	18	18	6

^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 Game Design Programme (2026 cohort)

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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									
AIM2043	Fundamentals of Digital Design			3							
GD1003	Foundations of Programming for Game Design			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
GD2003	Narrative Design for Games				3						
GD2013 [Ⓢ] *	Data Structure and Algorithms for Creative Media				3						
GD2023	2D Platform Game				3						
GD2033	3D Modelling and Animation					3					
GD2043	Game Design and Prototyping					3					
GD2053	Game Studies					3					
AIM2003	Fundamentals of Computer Graphics							3			
GD3013	3D Game Development							3			
GD3023	Game Project Planning and Production Management							3			
GD3033	Character Design							3			
GD3043	Game Physics								3		
GD3053	Level Design								3		
GD4003	Sound Design and Music for Games								3		
AIM3183	Virtual Reality Art									3	
AIM3193	Generative AI Workflow for Media									3	
GD4013	Final Year Project (GD)										3
II. Major Elective Courses (12 Units)											
ME01 ME02 ME03 ME04								3	3	3	3
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 [Ⓢ]						2				
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts [Ⓢ]				1						
WPEX2023/ WPEX2033	Voluntary Service [Ⓢ] , or Environmental Awareness [Ⓢ]					1					
UCHL1XX3	Healthy Lifestyle [Ⓢ]	1		1	1						
IV. General Education Courses (18 Units)											
Level 1	History and Civilization [Ⓢ]					3					
Foundational Courses	Quantitative Reasoning [Ⓢ]	3									
	Values and the Meaning of Life [Ⓢ]			3							
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation [Ⓢ] , or Science, Technology and Society [Ⓢ] , or Sustainable Communities [Ⓢ]					3		3			
Level 3 GE Capstone Courses	Service-Learning Course [Ⓢ] , or Service Leadership Education Course [Ⓢ] , or Experiential Learning Course [Ⓢ] , or Interdisciplinary Independent Study [Ⓢ]								3		
V. Free Elective Courses (21Units)											
FE01 FE02 FE03 FE04 FE05 FE06 FE07		3 [Ⓢ] *			3 [Ⓢ] *			3 [Ⓢ] *	3 [Ⓢ] #	9	
Total Units: 148		19	2	23	20	19	2	21	18	18	6

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

Ⓢ 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.

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

* Common Core Course (Required) - CCR

Ⓢ Students are required to take GD2013 Data Structure and Algorithms for Creative Media under MR.

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

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

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

Common Core Course (Elective) - CCE:

GD3113 Creative Visualisation

GD3123 Data Science for Culture and Creativity

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

ME Course List of GD (2026 cohort)

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Course Code	Course Title	Units
AI1003	Python Programming	3
AI1013	Object-Oriented Programming	3
AI2013	Introduction to Artificial Intelligence	3
AI3013	Machine Learning	3
AI3153	Human-Computer Interaction	3
AIM3113	Character Design and Storyboard Making	3
AIM4023	Interactive Media Arts: Origins to the Present	3
AIM4123	Digitizing Heritage	3
AIM4133	Augmented Reality for Interactive Media	3
BUS1013	Business, Entrepreneurship, and Innovation	3
CCGC4073	Chinese Cultural Resources and Creative Industries	3
DMM3003	AI, Data Science and Management	3
DMM3023	Digital Storytelling	3
DMM3033	Media Psychology	3
DS2043	Data Processing Workshop I	3
DS4073	Introduction to Data Visualization	3
DSS2043	Machine-Learning Mathematics for Non-Science Students	3
GD2063	History of Game Design	3
GD3003	Special Topics in Game Design Projects	3
GD3063	Game AI	3
GD3073	Special Topics in Game Design Studies	3
GD3083	Game Design Internship	3
GD3093	Transcultural Studies of Game	3
GD4023	Backend Game Development	3
GD4033	Extended Reality (XR) Applications and Technology	3
GD4043	Experimental Game Research	3
GLD2053	Global Digital Transformation: AI, IoT and Blockchain	3
MAD3013	Interactive Arts and Design	3