

## Four-Year Study Plan of Animation and Interactive Media Programme (2025 cohort)

Rev 20250422

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	
<b>I. Major Required Courses (60 Units)</b>												
COMM1023	Fundamentals of Communication	3										
CTV1013	Introduction to Media Aesthetics			3								
MAD1003	Studio Art Practices: Drawing Fundamentals			3								
AIM2023	Scriptwriting for Animation				3							
AIM2033	Fundamentals of Digital Illustration				3							
AIM3133	History of Animation				3							
CTV2073	Introduction to Communication Theory				3							
AIM3023	Interactive Graphics					3						
AIM3043	3D Modelling					3						
AIM3083	2D Computer Animation					3						
AIM3013	Scenery Design							3				
AIM3033	Interactive Media Workshop							3				
AIM3053	Multimedia Storytelling							3				
AIM3063	3D Animation								3			
AIM4023	Interactive Media Arts: Origins to the Present								3			
AIM3073	Animation Sound Design and Mixing								3			
CTV2033	Communication Research Methods								3			
AIM4003	Production Methods									3		
AIM4033	Final Year Project I (AIM)									3		
AIM4043	Final Year Project II (AIM)										3	
<b>II. Major Elective Courses (18 Units)</b>												
ME01 ME02 ME03 ME04 ME05 ME06									3	3	6	6
<b>III. University Core Courses (37 Units)</b>												
UCLC1003	University Chinese			3								
UCLC1013	English for Academic Purposes I	3										
UCLC1023	English for Academic Purposes II			3								
UCA11003	Introduction to AI Literacy	3										
CH11103	Introduction to Modern Social Theories					3						
CH11203	Morality and Foundations of Law			3								
CH11063	Chinese Culture and Modern China				3							
CH11073	Contemporary Chinese Society and Thought I	3										
CH11253	Contemporary Chinese Society and Thought II				3							
CH11193	Contemporary World and China <sup>①</sup>						2					
MT1003	Military Training		2									
WPEX1013	Emotional Intelligence			1								
WPEX2013	Experiential Arts <sup>②</sup>				1							
WPEX2023/ WPEX2033	Voluntary Service <sup>③</sup> , or Environmental Awareness <sup>③</sup>					1						
UHL1XX3	Healthy Lifestyle <sup>②</sup>	1		1	1							
<b>IV. General Education Courses (18 Units)</b>												
Level 1	History and Civilization <sup>②</sup>					3						
Foundational Courses	Quantitative Reasoning <sup>②</sup>	3										
	Values and the Meaning of Life <sup>②</sup>			3								
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation <sup>②</sup> , or Science, Technology and Society <sup>②</sup> , or Sustainable Communities <sup>②</sup>					3		3				
Level 3 GE Capstone Courses	Service-Learning Course <sup>②</sup> , or Service Leadership Education Course <sup>②</sup> , or Experiential Learning Course <sup>②</sup> , or Interdisciplinary Independent Study <sup>②</sup>									3		
<b>V. Free Elective Courses (15 Units)</b>												
FE01 FE02 FE03 FE04 FE05		3		3				3	3	3		
<b>Total Units: 148</b>		<b>19</b>	<b>2</b>	<b>23</b>	<b>20</b>	<b>19</b>	<b>2</b>	<b>18</b>	<b>18</b>	<b>18</b>	<b>9</b>	

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

<sup>②</sup> 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.

<sup>③</sup> 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 (2025 cohort)

Rev 20260421

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
<b>I. Major Required Courses (60 Units)</b>											
COMM1023	Fundamentals of Communication	3									
CTV1013	Introduction to Media Aesthetics			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
AIM2023	Scriptwriting for Animation				3						
AIM2033	Fundamentals of Digital Illustration				3						
AIM3133	History of Animation				3						
CTV2073	Introduction to Communication Theory				3						
AIM3023	Interactive Graphics					3					
AIM3043	3D Modelling					3					
AIM3083	2D Computer Animation					3					
AIM3013	Scenery Design						3				
AIM3033	Interactive Media Workshop						3				
AIM3053	Multimedia Storytelling						3				
AIM3063	3D Animation							3			
AIM4023	Interactive Media Arts: Origins to the Present							3			
AIM3073	Animation Sound Design and Mixing							3			
CTV2033	Communication Research Methods							3			
AIM4003	Production Methods									3	
AIM4033	Final Year Project I (AIM)									3	
AIM4043	Final Year Project II (AIM)										3
<b>II. Major Elective Courses (18 Units)</b>											
ME01 ME02 ME03 ME04 ME05 ME06								3	3	6	6
<b>III. University Core Courses (37 Units)</b>											
UCLC1003	University Chinese			3							
UCLC1013	English for Academic Purposes I	3									
UCLC1023	English for Academic Purposes II			3							
UCA11003	Introduction to AI Literacy	3									
CH11103	Introduction to Modern Social Theories					3					
CH11203	Morality and Foundations of Law			3							
CH11063	Chinese Culture and Modern China				3						
CH11073	Contemporary Chinese Society and Thought I	3									
CH11253	Contemporary Chinese Society and Thought II				3						
CH11193	Contemporary World and China <sup>①</sup>						2				
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts <sup>②</sup>				1						
WPEX2023/ WPEX2033	Voluntary Service <sup>③</sup> , or Environmental Awareness <sup>④</sup>					1					
UCHL1XX3	Healthy Lifestyle <sup>⑤</sup>	1		1	1						
<b>IV. General Education Courses (18 Units)</b>											
Level 1	History and Civilization <sup>⑥</sup>					3					
Foundational Courses	Quantitative Reasoning <sup>⑦</sup>	3									
	Values and the Meaning of Life <sup>⑧</sup>			3							
Level 2 Interdisciplinary Thematic Courses	Culture, Creativity and Innovation <sup>⑨</sup> , or Science, Technology and Society <sup>⑩</sup> , or Sustainable Communities <sup>⑪</sup>					3		3			
Level 3 GE Capstone Courses	Service-Learning Course <sup>⑫</sup> , or Service Leadership Education Course <sup>⑬</sup> , or Experiential Learning Course <sup>⑭</sup> , or Interdisciplinary Independent Study <sup>⑮</sup>									3	
<b>V. Free Elective Courses (15 Units)</b>											
FE01 FE02 FE03 FE04 FE05		3 <sup>⑯*</sup>			3 <sup>⑰*</sup>	3 <sup>⑱*</sup>		3 <sup>⑲*</sup>	3 <sup>⑳#</sup>		
<b>Total Units: 148</b>		<b>19</b>	<b>2</b>	<b>20</b>	<b>23</b>	<b>22</b>	<b>2</b>	<b>18</b>	<b>18</b>	<b>15</b>	<b>9</b>

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

<sup>②</sup> 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.

<sup>③</sup> 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 (2025 cohort)**

Rev 20250317

<b>Course Code</b>	<b>Course Title</b>	<b>Units</b>
AIM2003	Fundamentals of Computer Graphics	3
AIM2013	Visual Communication	3
AIM2043	Fundamentals of Digital Design	3
AIM2053	Programming Fundamentals for Interactive Media	3
AIM3003	Character Animation	3
AIM3093	Digital Cultures and Visual Thinking	3
AIM3103	Japanese Animation	3
AIM3113	Character Design and Storyboard Making	3
AIM3123	Interactive Video Production	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
AIM4053	Advanced Interactive Media Workshop	3
AIM4063	Stop-Motion Animation	3
AIM4073	Virtual and Augmented Reality Art	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
CTV2013	Principles of Photo Imaging	3
CTV2023	Scriptwriting	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