

Four-Year Study Plan of Game Design Programme (2025 cohort)

Rev 20260127

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 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										
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 ^①						2					
MT1003	Military Training		2									
WPEX1013	Emotional Intelligence			1								
WPEX2013	Experiential Arts ^②				1							
WPEX2023/ WPEX2033	Voluntary Service ^② , or Environmental Awareness ^②					1						
UHL1XX3	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	Culture, Creativity and Innovation ^② , or Science, Technology and Society ^② , or Sustainable Communities ^②					3		3				
Level 3	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 (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 (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
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 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					
UHL1XX3	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	Culture, Creativity and Innovation [Ⓞ] , or Science, Technology and Society [Ⓞ] , or Sustainable Communities [Ⓞ]					3		3			
Level 3	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 (2025 cohort)

Rev 20250701

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