

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

Rev 20260720

Rev 202607/20											
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									
CTV1013	Introduction to Media Aesthetics			3							
MAD1003	Studio Art Practices: Drawing Fundamentals			3							
AIM2023	Scriptwriting for Animation				3						
AIM2033	Fundamentals of Digital Illustration Fundamentals of 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 Virtual Environment Design							3			
AIM3033	Interactive Media Workshop							3			
AIM3053	Multimedia Storytelling Transmedia Storytelling							3			
AIM3063	3D Animation								3		
AIM4023	Interactive Media Arts: Origins to the Present History of Animation and Interactive Arts								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
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									
CHI1103	Introduction to Modern Social Theories					3					
CHI1203	Morality and Foundations of Law			3							
CHI1063	Chinese Culture and Modern China				3						
CHI1073	Contemporary Chinese Society and Thought I	3									
CHI1253	Contemporary Chinese Society and Thought II				3						
CHI1193	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 Foundational Courses	History and Civilization ^②					3					
	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	20	19	2	18	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 (2025 cohort)

Rev 20260720

Rev 202607/20											
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									
CTV1013	Introduction to Media Aesthetics			3							
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AIM3133	History of Animation				3						
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AIM3043	3D Modelling					3					
AIM3083	2D Computer Animation					3					
AIM3013	Scenery Design Virtual Environment Design							3			
AIM3033	Interactive Media Workshop							3			
AIM3053	Multimedia Storytelling Transmedia Storytelling							3			
AIM3063	3D Animation								3		
AIM4023	Interactive Media Arts: Origins to the Present History of Animation and Interactive Arts								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
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									
CHI1103	Introduction to Modern Social Theories					3					
CHI1203	Morality and Foundations of Law			3							
CHI1063	Chinese Culture and Modern China				3						
CHI1073	Contemporary Chinese Society and Thought I	3									
CHI1253	Contemporary Chinese Society and Thought II				3						
CHI1193	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 Foundational Courses	History and Civilization ^⑥					3					
	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	23	22	2	18	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 (2025 cohort)

Rev 20250317

Course Code	Course Title	Units
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