

Four-Year Study Plan of Animation and Interactive Media Programme (2022 cohort)

Rev 20221207

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Course Code	Course Title	Year One		Year Two		Year Three		Year Four	
		Sem 1	Sem 2	Sem 1	Sem 2	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			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
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						
UCLC1033	English for Academic Purposes III			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 ^③				1				
UCHL1XX3	Healthy Lifestyle ^③	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		21	23	20	21	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.

ME Course List of AIM (2022 cohort)

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Course Code	Course Title	Units
AIM2003	Fundamentals of Computer Graphics	3
AIM2013	Visual Communication	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