

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

Rev 20260127

Rev 20200127

| 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 ^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 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 (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.

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 |