

## 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
<b>I. Major Required Courses (60 Units)</b>											
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
<b>II. Major Elective Courses (12 Units)</b>											
ME01	ME02	ME03	ME04						3	3	3
<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							
UCAII1003	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 <sup>①</sup>							2			
MT1003	Military Training		2								
WPEX1013	Emotional Intelligence			1							
WPEX2013	Experiential Arts <sup>②</sup>				1						
WPEX2023/ WPEX2033	Voluntary Service <sup>②</sup> , or Environmental Awareness <sup>②</sup>						1				
UCHL1XX3	Healthy Lifestyle <sup>③</sup>	1		1	1						
<b>IV. General Education Courses (18 Units)</b>											
Level 1 Foundational Courses	History and Civilization <sup>②</sup>						3				
	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 (21 Units)</b>											
FE01	FE02	FE03	FE04	FE05	FE06	FE07	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>21</b>	<b>18</b>	<b>18</b>	<b>6</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.

**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