Bachelor of Arts (Honours) Creative Media Industries Programme Structure for 2022-23 Intake (Senior Year Entry)

		Number of Credits				
		1^{st}	$1^{st}/2^{nd}$	2^{nd}		
THIRD YEAR		<u>Term</u>	<u>Term</u>	<u>Term</u>	<u>Total</u>	
CCC8013	The Process of Science (R)	3			3	
CCC8014	China in World History (R)			3	3	
LCC2010	Chinese Communication II (R)		3		3	
LUE1002	University English II (R)#		3		3	
CMI3001	Creative Media Industries: Theory and Practice (R)	3			3	
CMI3002	Creative Media Industries in Hong Kong (R)	3			3	
CMI3003	Producing Digital Media (R)			3	3	
VIS3005	Visual Studies Research (R)	3			3	
	(recoded and retitled to FVA3005 Film and Visual Studies					
	Research from 2024-25)		2		2	
	ELE Elective [#]		3		3	
	1 Programme Elective		3		3	
					20	
30						
FOURTH Y						
LUE4001	Professional Communication in English for Arts and Humanities (R) [#]		3		3	
CMI4001	Technology, Platforms, and Creative Media Industries (R)		3		3	
CMI4002	Capstone Project (R)	3		3	6	
	6 Programme Electives		18		18	
					30	
Minimum credits for Honours Degree:					60	

⁽R) denotes required course(s).

[#] Students are encouraged to take their first required ELE course in their first term. The ELE elective may be taken from the term during which LUE1002 is taken. For details, please refer to https://www.ln.edu.hk/reg/undergraduate-programmes/english-language-enhancement-ele-curriculum.

REQUIREMENTS IN CREATIVE MEDIA INDUSTRIES

Required Courses (Total 6 courses, 21 credits)

Students must take all the following required courses:

Creative Media Industries: Theory and Practice	
Creative Media Industries in Hong Kong	
Producing Digital Media	
Technology, Platforms, and Creative Media Industries	
Capstone Project (6 credits)	
Visual Studies Research (recoded and retitled to FVA3005 Film and Visual Studies	
Research from 2024-25)	

Programme Electives

(Total 7 courses, 21 credits, 5 of the 7 courses must be CMI or FVA/VIS electives)

ADA1003	Computer Graphics (from 2023-24)
ADA2004	Motion Graphics (from 2023-24)
ADA4002	Digital Art Installation
ADA4003	Game Design
ADA4005	Virtual Reality (VR) / Augmented Reality (AR) Workshop
BUS2205	Marketing Management
CMI3004	Film Festival: History, Theory, and Industry
CMI4003	Internship
CMI4004	Media and Digital Management
CMI4005	Streaming Video Industries in East Asia
FVA3351	Film Genre and Hollywood (coded as VIS3351 in 2023-24 or before)
FVA3353	Non-fiction Film and Video (coded as VIS3353 in 2023-24 or before, titled as Non-
	fiction Film in 2019-20 or before) (from 2024-25)
FVA3358	Korean Cinema (coded as VIS3358 in 2023-24 or before) (from 2023-24)
FVA3398i	Special Topics in Art History: Creative Industries in Korea (coded as VIS3398i in 2023-
	24 or before) (from 2023-24)
FVA4005	Curating Film Festivals for Alternative Cinemas (coded as VIS4005 in 2023-24 or
	before)
FVA4006	Curating Art Exhibitions (coded as VIS4006 in 2023-24 or before)
FVA4007	Independent Cinema (coded as VIS4007 in 2023-24 or before)
FVA4009	Global Contemporary Art: Theories and Practices (coded as VIS4009 in 2023-24 or
	before)
FVA4358	Film History II: Global New Waves (coded as VIS3357 in 2023-24 or before, titled as
	History of the Cinema II: Global New Waves in 2021-22 or before) (from 2024-25)
MKT3001	Social Media Marketing
VIS3011	Hong Kong Art and Visual Culture (not offered from 2024-25)
VIS4002	Hong Kong Cinema in Local and Global Frames (not offered from 2023-24)