

Programme Structure for 2025-26 Intake (Senior Year Entry)

(R) denotes required course(s).

1

REQUIREMENTS IN CREATIVE MEDIA INDUSTRIES

Required Courses (Total 6 courses, 18 credits)

Students must take all the following required courses:

CMI3001 Creative Media Industries: Theory and Practice
CMI3002 Creative Media Industries in Hong Kong
CMI3003 Producing Digital Media
CMI4001 Technology, Platforms, and Creative Media Industries
CMI4006 Capstone Project (3 credits)
FVA3005 Film and Visual Studies Research

Programme Electives

(Total 8 courses, 24 credits, 6 of the 8 courses must be CMI or FVA electives)

ADA1003 Computer Graphics
ADA2004 Motion Graphics
ADA3008 Gamers and Game Markets
ADA3010 Virtual Studio Production (from 2026-27)
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
CMI4007 Innovation and Cultural Entrepreneurship (from 2026-27)
FVA3006 Cinematography
FVA3253 Film History I: Film Styles before the 1940s (from 2026-27)
FVA3351 Film Genre and Hollywood
FVA3353 Non-fiction Film and Video
FVA3358 Korean Cinema
FVA3398i Special Topics in Art History: Creative Industries in Korea (not offered from 2026-27)
FVA4005 Curating Film Festivals for Alternative Cinemas
FVA4006 Curating Art Exhibitions
FVA4007 Independent Cinema
FVA4009 Global Contemporary Art: Theories and Practices
FVA4358 Film History II: Global New Waves
MKT3001 Social Media Marketing