Bachelor of Arts (Honours) Animation and Digital Arts

Programme Structure for 2023-24 Intake (4-year curriculum)

The following description specifies the programme curriculum for students who pursue the programme on a **full-time four-year basis**. Flexibility is allowed for completing the programme within a longer or shorter period in accordance with the stipulations in the Regulations Governing Undergraduate Studies.

		Number of Credits			
		1st Term	1st/2nd Term	2nd Term	Total
FIRST YEAR					
CCC8011	Critical Thinking: Analysis and Argumentation (R)*		3		3
CCC8012	The Making of Hong Kong (R)*		3		3
LCC1010	Chinese Communication I (R)		3		3
LUE1001	University English I (R)#	3			3
LUE1002	University English II (R)#		3		3
ADA1001	2D Animation (R)			3	3
ADA1003	Computer Graphics (R)	3			3
VIS2105	Film Art and Storytelling (R) (recoded to FVA2105 from 2024-25)			3	3
VIS2107	Arts of Europe (R) (recoded to FVA2107 from 2024-25)	3			3
	1 ELE Elective## or Free Elective@ for Group B students		3		3
	^ 1 Cluster Course		3		3
					30
SECOND YEAR					
CCC8013	The Process of Science (R)*		3		3
CCC8014	China in World History (R)*		3		3
LCC2010	Chinese Communication II		3		3
ADA2001	History of Animation (R)	3			3
ADA2002	3D Animation workshop (R)			3	3
ADA2003	Digital Modeling and Rendering (R)	3			3
ADA2006	Storytelling and Storyboarding (R)			3	3
	1 Programme Elective		3		3
	ELE Elective(s)## and/or Free Elective(s)@ (2 courses)		6		6
					30

(R) denotes required course(s).

* Students are assigned to take CCC8011 and CCC8012 in the first year, and CCC8013 and CCC8014 in the second year (or the third year for those designated as Year 3 students upon admission).

\# Under the revamped English Language Enhancement (ELE) programme, students will be grouped under two streams. Group A students are those who obtained level 3 in HKDSE English or equivalent while Group B students are those who obtained level 4 or above in HKDSE English or equivalent. Students are encouraged to take their first required ELE course, viz. LUE1001 for Group A and LUE1002 for Group B, in First Term of Year 1. However, they are given the flexibility to take the respective courses in Second Term of Year 1. For Group A students who take LUE1001 in Second Term of Year 1, they should take LUE1002 in First Term of Year 2. For details, please refer to https://www.ln.edu.hk/reg/undergraduate-programmes/english-language-enhancement-ele-curriculum.

Group A students have to take 1 ELE elective while Group B students have to take 2 ELE electives. ELE electives could be taken from the term in which LUE1002 is taken. For more details, please click https://www.ln.edu.hk/reg/undergraduate-programmes/english-language-enhancement-ele-curriculum.

@ Students are required to take 27 credits of free electives.

^ Students are required to complete 5 Cluster courses in total. For details, please see the Core Curriculum Section.

		Number of Credits			
		1st Term	1st/2nd Term	2nd Term	Total
THIRD YEAR					
ADA3001	3D Character Animation Workshop (R)	3			3
ADA3002	Concepts of Expanded Reality (R)			3	3
	2 Programme Electives		6		6
	ELE Elective(s)## and/or Free Elective(s)@ (1-2 course(s))		3-6		3-6
	^ 4 Cluster Courses		12		12
					27-30
THIRD TO FOURTH YEARS					
LUE4001	Professional Communication in English for Arts and Humanities (R)		3		3
FOURTH YEAR					
ADA4001	Capstone Project (R)	3		3	6
	1 Programme Elective		3		3
	ELE Elective(s)## and/or Free Elective(s)@ (6-7 courses)		18-21		18-21
					27-30
	Minimum credits for Honours Degree:				120

REQUIREMENTS IN ANIMATION AND DIGITAL ARTS

Required Courses (Total 11 courses, 36 credits)

ADA1001	2D Animation
ADA1003	Computer Graphics
ADA2001	History of Animation
ADA2002	3D Animation Workshop
ADA2003	Digital Modeling and Rendering
ADA2006	Storytelling and Storyboarding
ADA3001	3D Character Animation Workshop
ADA3002	Concepts of Expanded Reality
ADA4001	Capstone Project
VIS2105	Film Art and Storytelling (recoded to FVA2105 from 2024-25)
VIS2107	Arts of Europe (recoded to FVA2107 from 2024-25)

Programme Elective Courses (Any 4 courses, 12 credits)

ADA2004	Motion Graphics
ADA2005	AI and Storytelling (titled as New Media Storytelling in 2025-26 or before)
ADA2007	Experimental Animation
ADA2008	An Introduction to Arts and Technology (from 2025-26)
ADA3004	Interactive Art
ADA3005	Photography Theory (not offered from 2025-26)

(R) denotes required course(s).

Group A students have to take 1 ELE elective while Group B students have to take 2 ELE electives. ELE electives could be taken from the term in which LUE1002 is taken. For more details, please click https://www.ln.edu.hk/reg/undergraduate-programmes/english-language-enhancement-ele-curriculum.

@ Students are required to take 27 credits of free electives.

ADA3006	Sound Design
ADA3008	Gamers and Game Markets (from Term 2, 2024-25)
ADA3009	Dynamic Visualisation (titled as Visual Programming in 2025-26) (from 2025-26)
ADA3010	Virtual Studio Production (from 2026-27)
ADA4002	Digital Art Installation
ADA4003	Game Design
ADA4004	Production Design
ADA4005	Virtual Reality (VR) / Augmented Reality (AR) Workshop
ADA4006	Visual Effects Workshop
ADA4007	Advanced Interactive Art (from 2025-26)
ADA4008	Internship (from 2026-27)
ADA4009	Performance with Digital Characters: Motion Capture Workshop (from 2026-27)
CMI3003	Producing Digital Media
CMI4004	Media and Digital Management
FVA2106	Understanding Drawing (coded as VIS2016 in 2023-24 or before)
FVA3006	Cinematography (coded as VIS3006 in 2023-24 or before)
FVA3298	Studio Practice with Artist-in-Residence (coded as VIS3298 in 2023-24 or before)

Free Electives (Total 9 courses, 27 credits)
Students may select courses in any disciplines to obtain the total number of credits required for graduation, subject to timetable, course load and study scheme constraints.