

(With effect from Semester B 2011/12)

**City University of Hong Kong**  
**School of Creative Media**  
**BACM 2009 Cohort**

**Bachelor of Arts (Hons) in Creative Media (BACM) Curriculum**  
**Critical Intermedia Laboratory (CIL)**

Programme Required Courses	:	30 credit units
Stream Required Courses	:	27 credit units
Stream Elective Courses	:	18 credit units
General Elective Courses	:	6 credit units
Gateway Education Courses / Out-of-Discipline Courses	:	9 credit units
Chinese Civilization Courses	:	6 credit units
University Language Requirement	:	6 credit units

---

**Total credit units required** : **102 credit units**

**Remark(s):**

1. Students must complete AT LEAST 3 credit units of Gateway Education Course to satisfy the OOD requirement. This is applicable to Senior Year entrants from 2009/10 except for those who have been granted credit transfer of 9 credit units for OOD courses.
2. BACM students are not permitted to take GE1102 Cinema: East and West before the allocation of Stream is confirmed.
3. Students taking a Minor to fulfill the OOD requirement are NOT required to take an addition of 3 credit units of Gateway Education Course.
4. A maximum of 6 credit units can be double counted to fulfill both your programme requirement (i.e. programme required courses, programme elective courses, Language courses or Out-of-Discipline courses, etc) and the Minor requirements.
5. Maximum period of study for undergraduate programmes' students admitted in Semester A 2010/11 & thereafter will be 2 times the normal study period for the programme, i.e. 4 years for Senior Year intake students.

## Programme Required Courses

Course Code	Course Title	Pre-requisite	Pre-cursor	Credit Units	Remark(s)
<b>Year 1 Semester A</b>					
<a href="#">SM1001</a>	Introduction to Digital Media			3	
<a href="#">SM1012A</a>	Creative Writing (English)			3	Either take SM1012A or SM1012B
<a href="#">SM1012B</a>	Creative Writing (Chinese)			3	Either take SM1012A or SM1012B
<a href="#">SM1013</a>	Introduction to Photography			3	
<a href="#">SM1014</a>	Sound Basics and Design			3	
<a href="#">SM1208</a>	Introduction to 2D Studio Practice			3	
			<b>Sub-total</b>	<b>15</b>	
<b>Year 1 Semester B</b>					
<a href="#">SM1008</a>	Art of the Moving Image			3	
					Exclusive

<a href="#">SM1011</a>	Introduction to Contemporary Art			3	course: GE1110
<a href="#">SM1016</a>	Moving Image Workshop			3	
<a href="#">SM1205</a>	Interactivity			3	Exclusive course: SM2607
				<b>Sub-total</b>	<b>12</b>
<b>Year 2 Semester A</b>					
<a href="#">SM2007</a>	Culture, Society, and New Technologies			3	
				<b>Sub-total</b>	<b>3</b>
				<b>Programme Required Courses</b>	<b>30</b>

## Stream Required Courses

Course Code	Course Title	Pre-requisite	Pre-cursor	Credit Units	Remark(s)
<b>Year 2 Semester A</b>					
<a href="#">SM1204</a>	Fundamentals of Programming I			3	
<a href="#">SM2202</a>	Micro-Narratives			3	Either offered in Semester A Year 2 or Year 3
<a href="#">SM2204</a>	Survey of Media Art			3	Previous course title: Cultures of Mediated Perception
<a href="#">SM3149</a>	Information, Communication and Contemporary Art	SM1011 & SM1205		3	
				<b>Sub-total</b>	<b>12</b>
<b>Year 2 Semester B</b>					
<a href="#">SM2220</a>	Generative Art and Literature	SM1204		3	Either offered in Semester B Year 2 or Year 3
<a href="#">SM2258</a>	Creative Electronics Workshop			3	
<a href="#">SM3125</a>	Critical Theory of Society			3	
<a href="#">SM4146</a>	Portfolio and Practicum			3	Either enrol in Year 2 or Year 3
				<b>Sub-total</b>	<b>12</b>
<b>Year 3 Semester A</b>					
<a href="#">SM4146</a>	Portfolio and Practicum			3	Either enrol in Year 2 or Year 3
				<b>Sub-total</b>	<b>0</b>
<b>Year 3 Semester B</b>					
<a href="#">SM4140</a>	Graduation Thesis			3	
				<b>Sub-total</b>	<b>3</b>

## Stream Elective Courses #

Course Code	Course Title	Pre-requisite	Pre-cursor	Credit Units	Remark(s)
<a href="#">SM1210</a>	Contemporary Sonic and Musical Practices			3	
<a href="#">SM1212</a>	Designing Emotional Interactive Experiences	SM1205		3	
<a href="#">SM2205</a>	Computational Cinema I		SM2202 or SM2204	3	
<a href="#">SM2227</a>	Art Administration and Curatorial Practice	SM1011		3	
<a href="#">SM2236</a>	Network Based Media	SM1204		3	
<a href="#">SM2242</a>	Music Technology	SM1014		3	
<a href="#">SM2256</a>	Kinetic and Interactive Typography	SM1208		3	
<a href="#">SM2259</a>	Game and Play Studies			3	
<a href="#">SM2261</a>	Spatial Thinking and Installation Workshop	SM1204	SM2202	3	
<a href="#">SM2263</a>	Subversive Computing and Tactical Media	SM1204		3	
<a href="#">SM2264</a>	User Research	SM1204		3	
<a href="#">SM2273</a>	Art Criticism		SM1011	3	
<a href="#">SM2607</a>	Games/Interactivity Fundamentals	SM1204 or CS2331		3	Exclusive course: SM1205
<a href="#">SM3112</a>	Cultures and Identities			3	
<a href="#">SM3120</a>	Game Level Design	SM1204		3	
<a href="#">SM3123</a>	Image Processing and Augmented Reality Applications	SM1204		3	
<a href="#">SM3127</a>	Cognition and The Arts			3	
<a href="#">SM3130</a>	Sound Installation and Sound Spatialization	SM1011		3	
<a href="#">SM3136</a>	Workshop in Game Design		SM3120	3	
<a href="#">SM3137</a>	Network Art and Collaborative Creativity		SM2258	3	
<a href="#">SM3138</a>	Creative City and Urban Critique			3	
<a href="#">SM3139</a>	Special Topics in Critical Intermedia			3	Enrollment for SM3139 depends on permission of the instructor, which will only be granted if the topic is essentially different from that covered

					in SM4147
<a href="#">SM3140</a>	Software Art	SM1204		3	
<a href="#">SM3160</a>	New Media Art Theory and History			3	
<a href="#">SM3703</a>	Media Art and Environment			3	
<a href="#">SM3704</a>	Future Cinema	SM1016 or SM2503		3	
<a href="#">SM4123</a>	Procedural Animation			3	
<a href="#">SM4134</a>	Visual Ethnography and Creative Intervention			3	
<a href="#">SM4143</a>	Sonic Arts and the History of Sounds and Noises	SM1011	SM2202	3	
<a href="#">SM4147</a>	Advanced Topics in Critical Intermedia	SM1204 or SM3125		3	Enrollment for SM4147 depends on permission of the instructor, which will only be granted if the topic is essentially different from that covered in SM3139
<a href="#">SM4159</a>	New Media Art in the Technological Lifeworld	SM3125		3	
<b>Stream Elective Courses</b>				<b>18</b>	

## General Elective Courses #

Course Code	Course Title	Pre-requisite	Pre-cursor	Credit Units	Remark(s)
<a href="#">CS4388</a>	Artificial Intelligence and Art			3	
<a href="#">CTL2532</a>	Intelligent Heritage: New Technologies and Cultural Heritage Management			3	
<a href="#">CTL3533</a>	Immersive Museums: Interactive and Embodied Exhibition Installations			3	
<a href="#">SM1006</a>	Documentary			3	
<a href="#">SM1201</a>	Studio Photography	SM1013		3	
<a href="#">SM1211</a>	Black and White Photography	SM1013		3	
<a href="#">SM2002</a>	The Art of Editing			3	
<a href="#">SM2206</a>	Television Commercials	SM1016 or SM2503		3	
<a href="#">SM2208</a>	Post-Production Workshop	SM1016		3	
<a href="#">SM2211</a>	Cinematography	SM1016		3	
<a href="#">SM2213</a>	Object-oriented Programming	SM1204		3	
<a href="#">SM2214</a>	Painting with Light	SM1013		3	
<a href="#">SM2218</a>	Advanced Photography	SM1013		3	

<a href="#">SM2219</a>	Sound and Music for Moving Image	SM1014		3	
<a href="#">SM2222</a>	Information Design and Visualization	SM1208		3	
<a href="#">SM2228</a>	Understanding Animation			3	
<a href="#">SM2229</a>	Documentary Production	SM1006 & SM1016 or SM1006 & SM2503		3	
<a href="#">SM2235</a>	Alternative Process in Photography			3	
<a href="#">SM2240</a>	Physical and Embedded Computing	SM2258		3	
<a href="#">SM2251</a>	Multimedia Performance			3	
<a href="#">SM2253</a>	Digital Photography	SM1013		3	
<a href="#">SM2260</a>	Interactive Storytelling	SM1205		3	
<a href="#">SM2266</a>	Graphic Communication			3	
<a href="#">SM2267</a>	Image and Object: Projects in Photography and Beyond			3	
<a href="#">SM2268</a>	Expanded Photography			3	
<a href="#">SM2275</a>	From Painting to Photography	SM1013		3	
<a href="#">SM2282</a>	Music Video Production	SM1016		3	
<a href="#">SM2283</a>	Documentary Photography	SM1013		3	
<a href="#">SM2701</a>	Theories of Interactivity	SM1205		3	
<a href="#">SM3107</a>	CG Fundamentals for Animators			3	
<a href="#">SM3116</a>	Chinese Scriptwriting II		SM3115	3	
<a href="#">SM3124</a>	Pervasive, Mobile and Locative Media	SM1204		3	
<a href="#">SM3133</a>	Visualization in Storytelling			3	
<a href="#">SM3154</a>	Special Topics in Arts and Culture I			3	
<a href="#">SM3156</a>	Story Writing	SM3133		3	
<a href="#">SM3160</a>	New Media Art Theory and History			3	
<a href="#">SM3702</a>	Pervasive, Mobile and Locative Media			3	Equivalent Course: SM3124
<a href="#">SM3703</a>	Media Art and Environment			3	
<a href="#">SM3704</a>	Future Cinema	SM1016 or SM2503		3	
<a href="#">SM4125</a>	Computer Animation for Interactive Content I			3	
<a href="#">SM4129</a>	Digital Visual Effects			3	
<b>General Electives offered by HKBU (For Yr 2 and Yr 3 students)</b>					
<a href="#">VA1150</a>	Art Appreciation			3	
<a href="#">VA1510</a>	Introduction to Drawing			3	
<a href="#">VA1530</a>	Introduction to Painting			3	
<a href="#">VA1550</a>	Chinese Art Studio			3	
<a href="#">VA1590</a>	Introduction to Watercolor			3	
<a href="#">VA2030</a>	Painting: Stylistic Approaches			3	
<a href="#">VA2080</a>	Basic Studies in Spatial Design			3	
<a href="#">VA2120</a>	Furniture Design			3	
<a href="#">VA2140</a>	Form and Surface: Hand-building Ceramics			3	

<a href="#">VA2260</a>	Performance Art			3	
<a href="#">VA2280</a>	Structures: Metal			3	
<a href="#">VA2320</a>	Form and Function: Wheel-Thrown Ceramics			3	
<a href="#">VA2420</a>	Second Skin - Intimacy and Extimacy			3	
<a href="#">VA2480</a>	Introduction to Watercolour			3	
<a href="#">VA2490</a>	Painting: Composition, Perspective and Colour Studies			3	
<a href="#">VA2550</a>	Small Metal Jewellery			3	
<a href="#">VA2560</a>	Wearables			3	
<a href="#">VA2570</a>	The Art of Chinese Calligraphy			3	
<a href="#">VA2580</a>	Study of Arts in Hong Kong			3	
<a href="#">VA2630</a>	Sustainable Design			3	Previous course title: Green Design
<a href="#">VA2690</a>	Drawing: Visual Thinking and Observation			3	
<a href="#">VA2770</a>	Objects & Environment			3	
<a href="#">VA3040</a>	Concept and Process: Making of Composite forms in Ceramics	VA2140 or VA2320		3	
<a href="#">VA3210</a>	Sound and Performance			3	
<a href="#">VA3270</a>	Chinese Seal Engraving: The Expressive Identity			3	
<a href="#">VA3420</a>	Design and the Community			3	
<a href="#">VA3510</a>	Relief and Intaglio Printmaking			3	
<a href="#">VA3570</a>	Museum Studies			3	
<b>General Elective Courses</b>				<b>6</b>	

**# Not every elective course will be offered in each semester / year**