SM2724A: LEADERSHIP AND CREATIVITY

Effective Term
Semester A 2025/26

Part I Course Overview

Course Title
Leadership and Creativity

Subject Code
SM - School of Creative Media
Course Number
2724A

Academic Unit
School of Creative Media (SM)

College/School
School of Creative Media (SM)

Course Duration
Non-standard Duration

Other Course Duration
One-day Workshop

Credit Units
1

Level
B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction
English

Medium of Assessment
English

Additional Information
For Creative Arts and Technology Excellence (CREATE) students

Part II Course Details

Abstract
This course aims to provide a one-day workshop for students of the flagship program CREATE. The topics discussed and presented by a selection of invited senior academics and industry representatives are reflective of emerging topics of our time, such as AI, Sustainability, Blockchain Economic, Digital Fabrication, and others. The intensive setting allows to reflect on leadership and management characteristics from working experiences to creative expression. Under a relaxing and creative setting, participants will learn and exchange about the latest advances and difficulties in academia and industry confronted with disruptive technologies and practices. Students will summarise their interaction and discussion in a report after the workshop. Each report series will form the foundation of a small publication.

Course Intended Learning Outcomes (CILOs)

	CILOs	Weighting (if app.)	DEC-A1	DEC-A2	DEC-A3
1	Understand complex processes and their potential in Creative media.		x	x	
2	Discuss in small setting potential approaches to emerging complex problems.		x	x	x
3	Reflect on and theorize the interaction between art and Technologies based on the discoveries achieved through first-person interaction with scientists.		x	x	x

A1: Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments
Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

Learning and Teaching Activities (LTAs)

	LTAs	Brief Description	CILO No.	Hours/week (if applicable)
1	TLA1	Emphasis on the experiential aspects of learning	1	
2	TLA2	Group discussion	2, 3	
3	TLA3	Reflection, Discussion & Summarising report	1, 2, 3	

Assessment Tasks / Activities (ATs)

	ATs	CILO No.	Weighting (%)	Remarks ("-" for nil entry)	Allow Use of GenAI?
1	Participation	1, 2	50	-	Yes
2	Summarising report	3	50	-	Yes

Continuous Assessment (%)

100

Examination (%)

0

Minimum Continuous Assessment Passing Requirement (%)

0

Minimum Examination Passing Requirement (%)

0

Assessment Rubrics (AR)

Assessment Task
Participation

Criterion
Active participation in the discussion

Pass (P)
Showed up for meetings punctually, even ahead of time. Provided many good ideas in applying principles and concepts; interact with others and able to build up an effective team with members.

Failure (F)
No show or very late; feeble or no excuse offered.

Assessment Task
Summarising Report

Criterion
Students should demonstrate ability to utilize primary and secondary sources, build up argument and analysis.

Pass (P)
Work has strong affective quality and the articulation of personal styles and signature with an appreciation, exploration and/or application of the aesthetic and expressive qualities the discussed topic.

Failure (F)
Not handing in any report.

Part III Other Information

Reading List