DS125112 – Bachelor of Arts (Honours) in Cinematic Arts and Technology

Programme Document

The following tables give an overview and a summary of the overall curriculum structure for the Degree Programme:

Year-Sem	No.	Module Code	Module Title	QF Level	Credit Points	
Y3-S1	1	GEC5102	Chinese 2	5	3	18
	2	GEC5202	English for Academic Studies 2	5	3	
	3	DCA5104	Cinematography Design Studio	5	3	
	4	DCA5103	Cinematic and Augmented Lighting	5	3	
	5	DCA5101	The Art of Storytelling	5	3	
	6	-	Programme Elective 1	5	3	
Y3-S2	1	GEC5206	English for Professional Purposes	5	3	18
	2	DCA5105	Production Design	5	3	
	3	DCA5106	Digital Art Technology	5	3	
	4	DCA5102	Storytelling and Beyond	5	3	
	5	DCA5107	Research and Development for Graduation Project	5	3	
	6	-	Programme Elective 2	5	3	
Y3-SS@	1	DCA5108	Work-integrated Learning$	5	3	3
				Year-3 Sub-total		**39**
Y4-S3	1	DCA5202	Sound Design for Cinematic Arts	5	3	15
	2	DCA5203	Immersive Design	5	3	
	3	DCA5201	Virtual Production	5	3	
	4	DCA5205	Graduation Project	5	6#	
	5	-	General Elective 1	5	3	
Y4-S4	1	DCA5204	Entrepreneurship in Digital Era	5	3	6
	2	DCA5205	Graduation Project	5	6#	
				Year-4 Sub-total		**21**
				Total Credit Points for Degree Programme		**60**

Note:
The actual delivery of the modules is subject to the arrangement of the respective Department/School.

$ The Work-integrated Learning module must be completed before graduation.

\#   The Graduation Project is a Year-long Module which bears 6 CPs and runs across 2 semesters in Y4.

@   Summer Semester