

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-S5	1	GEC5102	Chinese 2	5	3	18
	2	GEC5202	English for Academic Studies 2	5	3	
	3	DMT5552	Artificial Intelligence (AI) & Multimedia	5	3	
	4	DMT5651	Game Engines & Games Development	5	3	
	5	DMT5751	Mobile Applications Development	5	3	
	6	DMT5922	Embedded Systems for Multimedia Application	5	3	
Y3-S6	1	---	GE Elective 3	5	3	15
	2	DMT5542	Media Post-production	5	3	
	3	DMT5662	Extended Reality (XR) & Software Application	5	3	
	4	DMT5861	Research & Creative Thinking	5	3	
	5	---	Programme Elective 2	5	3	
Y3-SS@	1	DMT4310	Work-integrated Learning	4	3 [#]	3 [#]
Year-3 Sub-total					36	
Y4-S7	1	GEC5206	English for Professional Purposes	5	3	18
	2	DMT5571	New Media & Digital Culture	5	3	
	3	DMT5923	Internet of Things & Data Security	5	3	
	4	DMT5236	Digital Marketing	5	3	
	5	DMT5367	Final Year Project [△]	5	6	
Y4-S8	1	---	GE Elective 4	5	3	9
	2	DMT5267	Information Visualisation	5	3	
	3	DMT5781	Advanced Topics in Multimedia Technology	5	3	
	4	DMT5367	Final Year Project [△]	5	--	
Year-4 Sub-total					27	
Total Credit Points for Degree Programme					63	

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.

@ *Summer Semester*

\$ GEC4305 has been renamed from “Technology, Society & Work” to “A.I. and Blockchain in Society & Work” effective from Semester One, AY 2024/25. Students who have taken the module “Technology, Society & Work” before Semester One, AY 2024/25 do not require to take the module “A.I. and Blockchain in Society & Work” to fulfil the graduation requirement.

△ DMT5367 Final Year Project is a Year-long Module which bears 6 CPs and runs across 2 semesters in Y4.