

PROGRAMME OVERVIEW

Bachelor of Science (Honours) in Multimedia Technology and Innovation is a dynamic, industry-oriented curriculum that fosters creativity and technical proficiency for jobs in multimedia and digital arts. This programme combines theoretical foundations with practical application in Animation & Film Art, Game Design & Development, and Interactive Media, focusing on intellectual and creative growth through technology, computer systems, and design. Students develop unique solutions while acquiring robust technical expertise and understanding of artistic, cultural, social, and commercial contexts, equipping them as leaders in the evolving creative industries.

PROGRAMME FEATURES

- Animation & Film Art
- Game Design & Development
- Interactive Media Development

PROGRAMME AIMS

- To equip students with an understanding of the latest technological innovations, market trends, and digital techniques, and to empower them to explore and develop innovative multimedia solutions.
- To enhance students' practical experience through project-based learning, exposure to industry partners in the multimedia field, and valuable internship opportunities (Work-Integrated Learning).

CAREER PROSPECTS

Graduates can embark on careers as Multimedia Designers / Developers, Game Designers / Developers, Animators, UI/UX Designers, Multimedia Technicians, and New Media Artists in the creative and digital entertainment industries. With more experience, they can advance to supervisory or managerial positions.







INDUSTRY ENDORSEMENT

"THEi graduate are equipped for the industrial need, both on technical and attitude. They have new mindset to create interesting ideas in the new-media-era. Moreover, they are willing to accept the challenge, able to work under pressure and fast learner. I strongly believe that graduates would be welcomed by employers in the industry."

Sing CHAN

Producer

Television Broadcasts Limited (TVB)

GRADUATE ENDORSEMENT

"The time I spent in THEi was an invaluable experience for me. I am equipped with skills and knowledge such as game design, video production and multimedia design. My study at THEi opens doors to exciting job prospects in the industry and I am now working as a multimedia designer for a company I pursued."



HUI Fong Chun

2024 Graduate

YEAR	MODULE TITLE	CORE / ELECTIVE
1	English for Academic Studies 1	
	Chinese 1	GE Core
	Creativity & Innovation in Society	
	Digital Imaging & Types	
	Media Literacy	
	Introduction to Animation	Programme Core
-	Introduction to Programming	
	Video Pre-Production & Production	
	Game Design	
	Object-oriented Programming	
	A.I. & Blockchain in Society & Work	05.0
	Entrepreneurial Mindset	GE Core
	GE Elective 1	GE Elective
	GE Elective 2	GL Elective
	Motion Graphics	
	3D Modelling & 3D Animation	
	Computer Graphics	Programme Core
	Advanced Technology in Animation	
	Multimedia Website Design & Practices	
	Interface Design	
	Programme Elective 1	Programme Elective
	Chinese 2	GE Core
	English for Academic Studies 2	
	GE Elective 3	GE Elective
	Extended Reality (XR) & Software Application	
	Media Post-production	
	Artificial Intelligence (AI) & Multimedia	
	Game Engines and Games Development	Programme Core
	Mobile Applications Development	
	Embedded Systems for Multimedia Application	
	Research & Creative Thinking	
	Programme Elective 2	Programme Elective
	(Year 3 Summer) Work-integrated Learning	Programme Core
	English for Professional Purposes	GE Core
	GE Elective 4	GE Elective
	New Media & Digital Culture	
	Internet of Things & Data Security	
	Digital Marketing	Programme Core
	Information Visualisation	1 Togramme Cole
	Advanced Topics in Multimedia Technology	
	Final Year Project	

PROGRAMME ELECTIVE MODULE

Programme Elective 1:1) 2D Game Development; 2) 2D Animation & Video Studio; 3) UI/UX Design Project. Programme Elective 2:1) 3D Game Development; 2) 3D Animation & Video Studio; 3) Interactive Design Project.





