HONG KONG METROPOLITAN UNIVERSITY

Programme Requirements for Bachelor of Arts with Honours in Computing and Interactive Entertainment (BAHCIEF3)

To be eligible for the award of the **Bachelor of Arts with Honours in Computing and Interactive Entertainment**, a student shall obtain the required number of credits specified for the Year of Entry, in courses prescribed and detailed in the course tables below.

All students admitted via Year 1 entry in 2021/22 or 2022/2023, Year 2 entry in 2022/23 or 2023/24 and Year 3 entry in 2023/24 or 2024/25 must complete the four University Core Values Modules, namely Core Value I (Integrity), Core Value II (Fairness), Core Value III (Perseverance), and Core Value IV (Innovation) for graduation.

Year 3 Entry

1. A student admitted to the programme through Year 3 Entry is required to complete a total of 85 credits as prescribed below:

    1.1 70 credits of core courses in Table 1, 2 and 3;
    1.2 10 credits of elective courses from Table 4; and
    1.3 5 credits of English Language Enhancement course*.
        * *Note: Please consult the Programme Leader for the selection of English Language Enhancement courses posted on the University website (www.hkmu.edu.hk/FT_ENGLISH).*

Table 1: Core Courses

Course Code	Course Title	Credits	Course Level	Course Group for Honours Classification
AMVE A307BF	Visual Communication and Storytelling	5	Higher	a or b
AMVE A308BF	Media and Animation Production	10	Higher	a or b
AMVE A309BF	Media Management for Interactive Entertainment	5	Higher	a or b
AMVE A310BF	Sound Design and Visual Effects	10	Higher	a or b
CAMD A300F	New Media Culture	5	Higher	a or b

Table 2: Core Courses

Course Code	Course Title	Credits	Course Level	Course Group for Honours Classification
COMP S390F	Creative Programming for Games	5	Higher	a or b
COMP S413F	Application Design and Development on Mobile Devices	5	Higher	a or b

Course Code	Course Title	Credits	Course Level	Course Group for Honours Classification
COMP S496F	Interactive Application Project	10	Higher	a or b
IT S290F	Human Computer Interaction and User Experience Design	5	Middle	b

Table 3:   Core Course

Course Code	Course Title	Credits	Course Level	Course Group for Honours Classification
COMP S350F	Software Engineering	5	Higher	a or b
COMP S351F	Software Project Management	5	Higher	a or b

Table 4:   Elective Courses

Course Code	Course Title	Credits	Course Level	Course Group for Honours Classification
COMP S202F	Java Programming Fundamentals	5	Middle	b
COMP S203F	Intermediate Java Programming and User Interface Design	5	Middle	b
COMP S312F	Java Application Development	5	Higher	a or b
COMP S492F	Artificial Intelligence	5	Higher	a or b

Honours Classification

For the calculation of honours classification of the **Bachelor of Arts with Honours in Computing and Interactive Entertainment** programme, the weighted grade point average (WGPA) will be calculated as follows:

(1)   Group (a) courses shall consist of the best 40 credits from the Higher level courses listed in Tables 1, 2, 3 and 4. Group (b) courses shall consist of the best 40 credits in courses at Higher or Middle level listed in Tables 1, 2, 3 and 4, where such credits are not taken into account in Group (a) courses.

(2)   Group (a) shall be weighted at twice the value of Group (b).

Last update: March 2024 (Student Edition)