Overview
This course aims at developing students’ creativity, communication skills and problem-solving skills, as well as equipping them with the knowledge and skills of manipulating different media so that they can apply them to the design and production of computer games and animations. Students may choose, according to their personal interests, “Computer Game Design” or “Computer Animation Design” as their electives; students are required to indicate their preference at the time of application.

Module 1: Computer Game and Animation Fundamentals (27 hours)
• Industry knowledge
• Copyright issues and work ethics
• History and cultural issues of game and animation
• Production workflow of computer game and animation
• Success factors of computer game and animation design

Module 2: Visual Design Basics (30 hours)
• Multimedia entertainment products appreciation
• Visual design fundamentals
• Character and props design

Module 3: Creativity for Computer Game and Animation (24 hours)
• Brainstorming and generating ideas
• Integrating creativity and computer game and animation design

Module 4: Game Design and Development (30 hours)
• Game design concept
• Game development tool
• Game development and testing

Module 5: Motion Graphics and Visual Effects (24 hours)
• Basic concepts of motion graphics and visual effects
• Motion graphics and visual effects techniques
• Motion graphics and visual effects design for game

Module 6: Game Production Project (45 hours)
• Conceptual game development
• Designing, developing and producing a computer game
• Post-production and game testing
• Game project presentation

Module 4: Animation Design and Production (30 hours)
• Computer animation techniques
• Character illustration and motions

Module 5: Audio Recording and Sound Effects (24 hours)
• Sound recording basics
• Sound mixing and effects production
• Sound design for computer animation

Module 6: Animation Production Project (45 hours)
• Storyboard development
• Designing, developing and producing an animation
• Post-production
• Animation project presentation

Special features
1. Diversified learning and teaching activities: e.g. practical training, projects, learning portfolios, professional talks and sharing, visits to exhibitions and digital entertainment production companies etc.
2. Simulated learning environment: Equipped with industry-standard facilities and equipment, e.g. Multimedia Computer Laboratory and Audio Recording Studio for students to practise related knowledge and skills
3. Multimedia software: Students will learn to operate different multimedia software commonly used in the related industries, e.g. Adobe Illustrator, Premiere, Soundbooth etc.
4. Professional teaching team: Course tutors with extensive industrial experience to facilitate students’ understanding of the latest development of the related industries

Articulation Pathways
Further Studies
Courses related to multimedia, computer games and animation, software engineering, cloud computing and data centre administration and digital entertainment etc
E.g. Hong Kong Institute of Vocational Education (IVE) of the VTC
• Higher Diploma in Digital Entertainment (Computer Game)
• Higher Diploma in Digital Entertainment (Computer Animation)
• Higher Diploma in Audio-Visual Entertainment Technology
• Higher Diploma in Multimedia (Advertising and Promotion)
• Higher Diploma in Multimedia (Mobile Media and Entertainment)

Employment
Careers in the fields of multimedia design, computer animation and computer game design etc

Selection Arrangement
Students are required to attend a group interview. Selection is based on student’s interest towards the multimedia-related industries; creativity; basic computer knowledge; communication and language skills

Class Arrangement
Mode 1
(Remark: The final class arrangement may be subject to change with respect to the final confirmation of student enrolment)
Time: (Lessons will also be scheduled during summer vacation)
3 hours per lesson scheduled for:
• Every Saturday 12:00 noon to 3:00 pm or
• Every Saturday 3:00 pm to 6:00 pm
Venue: IVE (Lee Wai Lee)
3 King Ling Road, Tseung Kwan O, N.T. or
IVE (Tuen Mun)
18 Tsing Wun Road, Tuen Mun, N.T. or
IVE (Shatin)
21 Yuen Wo Road, Shatin, N.T.

Mode 2
Time and venue can be flexibly arranged subject to mutual agreement between the school and the VTC

Course Fee
$12,100 (Course fee is fully subsidised by the EDB and secondary schools)
(Course fee reduction will be offered to schools participating in Mode 2)