

# Computer Game and Animation Design



QF Level: 3 QR Registration No.: 16/000975/L3 Registration Validity Period: 01/01/2017 - 31/08/2026

## Course Features

### Course Aims

This course aims at developing students' creativity, communication skills and problem-solving skills, equipping them with the knowledge and skills of manipulating different media so they can apply them to the design and production of computer games and animations.

### Multimedia Software

Students will learn to operate different multimedia software commonly used in the creative media industries, e.g. Adobe Illustrator, Adobe Premiere, Autodesk 3Ds Max, etc.

### Diversified Learning and Teaching Activities

There will be lectures with demonstrations, practical training, project learning, visits to computer game and animation related exhibitions, etc.

### Professional Recognition

Students will obtain a Qualifications Framework (QF) Level 3 certificate in addition to HKDSE qualification upon successful completion of the course.

### Elective Streams

"Computer Game Design" and "3D Animation Design" streams are offered and students have to indicate their preference at the time of application.



## Learning Modules

### Core Part

#### 1. Computer Game and Animation Fundamentals (27 hours)

- Industry knowledge
- Role of creative designers
- History and cultural issues of computer game and animation
- Computer game and animation industry in the Greater Bay Area
- Copyright issues and work ethics
- Production workflow of computer game and animation
- Success factors of computer game and animation design

#### 2. Visual Design Basics (30 hours)

- Multimedia aesthetics appreciation
- Visual design fundamentals
- Tools for visual design
- Characters and props appreciation and design

#### 3. Creativity and STEAM\* in Computer Game and Animation (24 hours)

- Creative techniques, brainstorming and generating ideas
- Programming fundamentals for computer graphics
- Case studies in augmented reality and virtual reality
- Creative programming skills for computer game and animation design
- Integrating creativity and STEAM in computer game and animation design

### Elective Part (choose one stream only)

#### Computer Game Design Stream

4. Computer Game Design and Development (30 hours)
5. Motion Graphics and Visual Effects for Computer Game (24 hours)
6. Computer Game Production Project (45 hours)

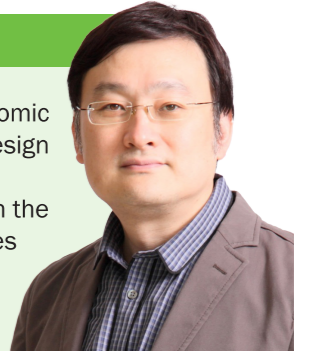
or

#### 3D Animation Design Stream

4. 3D Animation Design and Production (33 hours)
5. Audio Recording and Sound Effects for Animation (21 hours)
6. 3D Animation Production Project (45 hours)

\*STEAM is an acronym that refers to the academic disciplines of Science, Technology, Engineering, the Arts and Mathematics.

## Mr Vincent Yeung, Secretary of Hong Kong Game Industry Association



"The flourishing multimedia entertainment industry has not only brought about huge economic benefits to Hong Kong, but has also attracted youngsters to join the fields of animation design and computer programming. This ApL course fosters the development of knowledge and skills in computer game and animation design, and cultivates students' creativity. Through the hands-on practice in computer game and animation design, students can keep themselves abreast of the latest development of the multimedia entertainment industry, and prepare themselves for further studies or career development in the industry."

## Articulation Pathways

### Further Studies

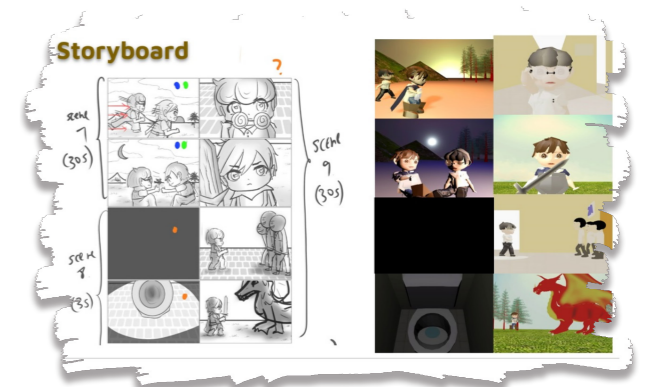
Courses related to computer game and animation, software engineering, cloud computing and data centre administration, digital entertainment and multimedia, etc. For example, there are several related courses offered by the Technological and Higher Education Institute of Hong Kong (THEi) / the Hong Kong Institute of Vocational Education (IVE) :

- Bachelor of Science (Honours) in Information and Communications Technology
- Higher Diploma in Games and Animation\*
- Higher Diploma in Multimedia, VR and Interactive Technology
- Higher Diploma in Cloud and Data Centre Administration
- Higher Diploma in Software Engineering

\*Students who have successfully completed this ApL course and meet the exemption criteria of the related VTC programme are eligible for a 39-hour module exemption.

### Employment

Careers in the fields of computer game and animation, software engineering, cloud computing and data centre administration, digital entertainment, multimedia, etc.



## Class Arrangement

### Mode 1

(Lessons will also be scheduled during summer holidays.)

Every Saturday 09:00 – 12:00 OR  
Every Saturday 12:00 – 15:00 OR  
Every Saturday 15:00 – 18:00

### Venue

- IVE (Lee Wai Lee)  
3 King Ling Road, Tseung Kwan O, N.T. OR
- IVE (Shatin)  
21 Yuen Wo Road, Shatin, N.T.

Remark: Final class venue/ time may be subject to change with respect to the confirmed number of enrolment and other special circumstances.

### Mode 2

Subject to mutual agreement between the school and the VTC.

### Selection Arrangement

Students are required to attend a group interview or an online interview/ assessment. Selection is based on student's interest towards the course and aptitude, creativity, basic computer knowledge and communication skills.

### Course Fee

\$15,100 (Course fee is fully subsidised by the EDB.)