

of information security management, (2) acquire the knowledge equivalent to current industrial standard in information security (e.g. CISSP certification), and (3) identify practical information security principles and guidelines with the consideration of legal and privacy issues.

COMP 7870 IT Innovation Management and Entrepreneurship (3,3,0) (E)

The development of information technology and innovations plays an increasingly important role in enhancing the competitiveness of countries, organizations, and individuals. This course prepares students for the technology and information economy by providing the knowledge and skills necessary for innovation management and entrepreneurship. With particular emphasis on information technology-related activities, this course aims to (1) introduce students to the fundamental concepts, practices, opportunities, and challenges related to innovation management and entrepreneurship, (2) provide students with frameworks and tools for the successful management of innovation from idea generation to market exploitation, and (3) stimulate students' interest in entrepreneurship and thus cultivating an entrepreneurial spirit.

COMP 7880 E-Business Strategies (3,3,0) (E)

E-business offers real and abundant opportunities for small, medium and large companies throughout the world. However, success in e-business rarely happens without strategy. This course exposes students to contemporary management thinking, methods, and strategies necessary to effectively build and manage e-business systems. This course aims to; (1) introduce students to the fundamental concepts and approaches of strategic management, (2) provide students with a comprehensive framework for understanding the business models and strategies for e-business, and (3) prepare students to be active participants in formulating and implementing e-business strategies for organizations.

COMP 7930 Big Data Analytics (3,2,1) (E)

Prerequisite: Basic knowledge in probability and statistics, basic database concepts

This course aims to introduce the basic knowledge of big data analytics as well as the common data analytics techniques and tools. Furthermore, their potential applications to a variety of domains such as business and health care are shown via case studies.

COMP 7940 Cloud Computing (3,2,1) (E)

This course provides comprehensive and in-depth knowledge of cloud computing concepts and technologies. Topics include cloud computing models, cloud-enabling technology, cloud computing mechanisms, cloud computing architectures, and real-world considerations of working with clouds.

COMP 7950 IT Project Skills (1,*,*) (E)

Student will learn and master information searching skills and writing skills and presentation skills for undertaking IT projects.

COMP 7960 MSc Research I (3,*,*) (E)

Pre/Co-requisite: Either COMP 7920 Project Skills in IT Management or COMP 7950 IT Project Skills

Each student is required to work on an academic research project independently under the supervision of an academic staff. After completing the research projects, students will submit written research papers and present their research results. Each project will be assessed by the supervisor and one observer on four aspects: (i) project management and progress, (ii) methodologies and results, (iii) paper writing, and (iv) oral presentation. Through these research projects, students will learn and practise how to identify research problems, conduct literature reviews, criticize and analyze existing solutions, propose and evaluate new solutions, write and present research papers.

COMP 7970 MSc Research II (3,*,*) (E)

Prerequisite: COMP 7960 MSc Research I with grade B+ or above

Each student is required to work on an academic research project independently under the supervision of an academic staff. After completing the research projects, students will submit written research papers and present their research results. Each project will be assessed by the supervisor and one observer on four aspects: (i) project management and progress, (ii) methodologies and results, (iii) paper writing, and (iv) oral presentation. Through these research projects, students will practise how to carry out independent research, propose and evaluate new solutions, write and present research papers.

COMP 7980 Dynamic Web and Mobile Programming (3,2,1) (E)

Prerequisite: Basic knowledge on database and computer programming

This course aims to cover key concepts, technologies and skills on server-side and client-side Web and mobile programming, including HTML, CSS, JavaScript, basic server-side scripting language, database connectivity and session management. Through this course, students will learn how to develop Web and mobile applications with dynamic and interactive contents.

CRWG 3005 Creative Writing for New Media I (3,3,0) (C)

This course is aimed to train students with the practical skills for writing scripts, especially for E-books, E-magazine, mobile phone films/video and digital radio broadcasting creatively. The general principle in creative writing for new media will be introduced from week 1 to 5. The second part will focus on writing scripts for mobile phone film/video, and digital radio broadcasting. A new way of interactive storytelling, creative mindset and grammar are highly emphasized.

CRWG 3015 Television Writing Workshop I (3,3,0) (C)

This course will train students in professional scriptwriting for different TV programmes like Talk Show, Late Night Show, Reality TV, Children's Programme and TV News Magazine Show with Sit-com as the main focus. At the end of the course students will be able to write Sit-com scripts.

CRWG 3016 Television Writing Workshop II (3,3,0) (C)

This course will train students in professional scriptwriting for TV drama series and Made-for-TV movies. At the end of the course students will be able to write scripts for TV dramas.

CRWG 3025 Screenwriting Workshop I (3,3,0) (C)

This course introduces students to the craft of screenwriting, establishing a foundation for all future writing. Screenplay formatting will be a major focus, and students will learn how to write scene description, to describe characters and locations, and to develop dramatic conflict, climax, romance and humor. The course will also include script-to-screen action sequences, script-to-screen analysis, comparing well-known films to their original screenplays.

CRWG 3026 Screenwriting Workshop II (3,3,0) (C)

This course introduces students to the craft of screenwriting, establishing a foundation for all future writing. Screenplay formatting will be a major focus, and students will learn how to write characters' dialogue, monologue, voice-over, dramatic structure and the ways of storytelling narrative. The course will also include script-to-screen action sequences as well as script-to-screen analysis, comparing well-known films to their original screenplays. This course is a continuation of Screenwriting Workshop I.

CRWG 3035 Cinematic Storytelling (3,3,0) (C)

This course is aimed to train students with the cinematic storytelling techniques aside from dialogues and voice over, etc.

which includes how the shots language, frame, shape, colour, lighting, editing, music and sound effects tell the story. As film is a unique medium that does not solely depend on the verbal delivery of messages, film scriptwriters need to understand the fundamentals of film art as a narrative tool.

CRWG 3045 Creative Thinking (3,3,0) (E)/(C)

Creative Thinking is the essential course of training students how to think creatively by knowing the mechanism of our mind. Students will explore to think from various angles and perspectives applying the creative tools into actual artistic and creative work.

CRWG 3055 Introduction of New Media (3,3,0)

This course is designed to equip students with the essential concepts of new media. Moreover, Web, blogs, games, creative industries, citizen journalism and global knowledge economy would be introduced to students.

CRWG 3065 Selected Readings in World Literature (3,3,0) (E)

This course introduces literature written by world authors in the 19th and 20th century. Its focus is on short stories, poems, and plays. Students will learn to analyse the artistic and imaginative use of language, and develop the ability to think creatively and critically. The course aims to deepen students' understanding of people from other cultures which helps establish knowledge for their creative works in the future.

CRWG 3075 Adaptation Seminar: Literature, Drama and Cinema (3,3,0) (C)

This course introduces the students to the creative process of various adaptations from literature into film, drama into film, and literature into drama. This seminar addresses many of the considerations associated with translating texts to film, and offers an in-depth analysis of the ways in which how adaptation works successfully use imagery and film-editing techniques to capture aspects of the original script that would have been impossible to show on stage. Literature provides filmmakers with a rich source of material for films. The students compare concrete examples of adapted films to the original works, and discuss adaptation strategies of selected works.

CRWG 3085 Mobile Communication (3,3,0) (C)

This course will train students to have a better understanding of Mobile Communication in contemporary information society. Students will have the opportunities to gain knowledge on mobile communication history, the relation between mobile communication and youth culture as well as mobile communication and its transformation of the democratic process. By the end of the course, students will be able to understand how the rapid emergence of online interactions with mobile communication technology has reshaped their lifestyle.

CRWG 3095 The Languages of New Media (3,3,0) (E)

The course will start creative and critical uses of media, and students will discover new tools and new forms of communication useful throughout their studies. Students will have the opportunity to begin working with still images, video, and interactive media like Facebook, You tube, Blogs, Web2.0, Interactive Television, Games and mobile phone film/video to create a range of creative and interactive projects. The expressive range of screen languages in cultural, historical, and technological contexts will also be introduced. Discussions will focus on specific topics in digital culture with attention to visual communication, hyper-textuality, interactivity and visual identity.

CRWG 3006 Introduction to Film and New Media (3,3,0) (E)

This course introduces students to the fundamentals of film and new media as the modern media forms and meaning-making entities in the era of media convergence. The course consists of two modules. The first module considers film as an art and cinematic practices by which viewers make sense of images and stories on screen. It provides a critical introduction to the basic

film elements and critical approaches of film. The second module will engage students with an understanding of new media with a range of phenomena that underpin the critical discussions in the new media age. It will examine an array of key themes that preoccupied new media scholars, for example, identity, intelligence, ownership, surveillance, digital narrative by stressing on the Web-based entities such as blogs, online social networks, video-sharing sites, etc. Students will learn how new media serve as a tool for creative expression and cultural production that mediate the everyday interactions.

CRWG 4195 Film Genres (3,3,0)

This module will survey the history and theory of major American film genres including the Western, the gangster film, the hardboiled detective film, the musical, the family melodrama. The iconography, archetypes and themes will be discussed and evaluated. By examining the generic evolution throughout the decades, this module will provide hints on how genre functions as a commercial system and as an apparatus to circulate and perpetuate the American ideologies.

CRWG 4055 Studies in Film and Television Classics (3,3,0)

Classics involve innovations and canons. They not only demonstrate the creative intensity but also the force of shaping the development of subsequent works. This module will survey a number of film and television classics from America, Europe, and Asia created by various auteurs and of various genres. By exploring the definitive and enduring qualities of these "classics," the course will analyze the cultural and industrial significance of these texts.

CRWG 4065 Studies in Screenplays (3,3,0)

Referring to what screenwriter William Goldman says, "screenplays are structure," the course will adopt a structural approach as the key frameworks to analyze a number of screenplays of the notable Hollywood and Chinese-language movies from 1970s to 2010s. The analysis will pivot on the screenwriting theories and ideas such as the three-act structure, Syd Field's Paradigm, Frank Daniel's the sequence approach, and non-linear narrative. Considering screenplay is a unique literary form, this course will investigate how a screenplay stresses on the literal and visual dimensions of a story whereas thoughts and emotions of characters are evoked through subtext, action, and symbolism. In addition, it will explore how components like technical jargon, tight prose are used in describing stage directions. By examining the screenplay texts from various cinemas, the course will also provide a brief scrutiny on how the screenwriters may systematize the goals, structure, and techniques of writing a script in different cinematic systems.

CRWG 4005 Creative Writing for New Media II (3,3,0) (C)

This course is aimed to train students with the practical skills for writing scripts, especially for interactive web TV, videogames, and 3-D animated feature film creatively. The general principle in creative writing for new media will be introduced from week 1 to 6. The second part will focus on writing scripts for web TV, 3-D animation and videogames. A new way of interactive storytelling, creative mindset and grammar are highly emphasized.

CRWG 4015 Graduation Project I (3,3,0) (C)

This course is the first section of the graduation project. It mainly helps students from generating, researching, developing, and planning ideas to writing up several high concepts, story outlines, character bios and scene breakdown for their script project in preparation for Graduation Project II. In the final year, regular consultation with graduation project supervisor will be arranged. The course provides an opportunity for students to prove they are capable of completing the project and graduating from the programme.

CRWG 4016 Graduation Project II (3,3,0) (C)

This course is the second section of the graduation project. From the high concepts and story outline proposals produced in Graduation Project I, students will write scripts for full length