workshops in order to assist students in expanding their visual vocabularies.

The course is organized to maximize hands-on experience and will include numerous in-class exercises. Because of this, attendance at and participation in the weekly classes is extremely important and is considered in grading calculations.

FILM 4006 Advanced Experimental Image (3,2,2)
Processing

This course will advance students' fluencies in photographic expression by introducing them the analogue/film experiment to advanced manipulation of digital capture. Students will learn pin hole imaging technique, view camera capture and advanced photographic lighting and design technique to create high quality digital output, of which utilizing the industry standard for photography exhibition. The technique and photo design proficiency will be developed within a context of historical, critical and conceptual photography conventions.

FILM 4007 Advanced Script Writing (3,3,0) (C)
Prerequisite: FILM 2015 Scrip Writing

This course explores the principles of different dramatic forms. Issues in comparative drama, media aesthetics and adaptation will also be discussed. Advanced techniques for creating full length original or adapted script will be introduced.

FILM 4015 Film and Television Directing (3,3,0)

This course covers the fundamental, practical elements for directing dramatic film and television productions in the studio and on location. The director's role and the working relationships among actors, producer, art designer, cameraman, editors and music director, etc. are explored. Opportunity to experiment with the creative use of camera movement as well as mise-en-scene is provided.

FILM 4016 Film and Media Arts Internship (0,0,0)
Prerequisite: Year III standing

(1) *Film Concentration*: Cinema and Television students are encouraged to undertake a non-graded and zero-credit professional internship during their study. The aim is to help them find out their strength and weakness, learn and apply working experience in real-world industry setting, realize their responsibility as a team member and communicate with other people in a real working situation.

(2) *Media Arts Concentration*: Digital Graphic Communication students are encouraged to undertake a non-graded and zero-credit professional internship during their study. The internship is normally of at least two months full-time employment or professional practice during the summer between the second and third years but it can be a minimum of 160 hours of work. Students are required to conform to all reasonable requirements of their internship employer. Both the employer and the student file reports with the Department of Communication Studies after the internship.

FILM 4017 Motion Graphic Design (3,3,0)

This course will explore the design requirements for professional quality broadcast graphics and title design for feature films and multimedia projects. Using combinations of still images, graphics, video footages and audio sound tracks, we will examine the relationships of motion, pacing, textures, transitions, design and composition in space and time. Emphasis will be placed on compositing techniques, design concepts, art direction, aesthetics and the overall style of professional motion graphics productions. Asset management, aspect ratios, resolutions, interpolation algorithms, colour depth and image stabilization techniques are also addressed. Students will learn to work with lighting, grain matching, perspective control and camera moves to create the final composite. The Adobe Photoshop, Adobe Illustrator, Adobe After Effects and Apple Final Cut Pro software packages will be used to illustrate the principles and techniques and to produce the projects.

The course is organized to maximize hands-on experience and will include in-class critiques, exercises, and work sessions. The

critiques will be run as seminar-style discussions, with everyone participating in the critiques and discussions of each student's work. Because of the way the classes run, attendance and the active participation in the weekly classes is considered very important and is considered in grade calculations.

FILM 4025 Interactive Arts II: Interface and (3,3,0)
Game Design

This course aims to equip students with the thorough understanding of the computational concepts behind the responsive interfaces and intelligent games so that they can apply the techniques in developing new interfaces and games on different media platforms. Interactive and intelligent visual interfaces are the windows and faces of various contemporary media such as games, smartphones, tablets and interactive TV. Those engaging visual interface and novel interaction experience are driven by sophisticated computational concepts and meticulous implementations. Going beyond buttons and point-and-click interface, this course will cover physical-based interfaces built with particles, springs, elasticity, forces and collisions, and explore various input modalities using webcam and microphone for gesture and voice recognition. Special topics on Path-finding, Cellular Automata and Genetic Algorithm will also be introduced to expand student's arsenal of tools in interactive art and design development.

FILM 4026 East Asian Cinemas: History and (3,3,0)
Current Issues

The course centres on various Asian cinemas and is designed to introduce students to a basic understanding of this unique cluster of cinemas, particularly their respective industrial, directorial and stylistic features. Focus is on Orientalism, modernism, colonialism and post-colonialism of Asian Cinema (and culture and society), also on the relation between cinemas in Asia and cinemas of the West. The areas covered in this course range from major film production centres of Japan, South Korea, India to marginal cinemas such as Singapore and the Philippines; feminist, diasporic and independent filmmaking will also be included in our topics.

FILM 4027 Special Topics in Film and (3,3,0)
Media Arts

This course allows new topics to be taught, enabling a degree of flexibility within the curriculum, for emergent ideas to appear and be realized within the teaching and learning environment, and to reflect the changing interests and expertise of staff members. There are, therefore, no subject-specific aims and objectives here, but rather general aims and objectives, within which subject-content will be articulated. The course aims to study a particular subject in a comprehensive manner. Students will attend lectures on the subject, read on the subject, view relevant films, and carry out required modes of assessment. At the end of the course students will have a good understanding of the subject, and will be able to demonstrate that understanding in specified forms of assessment.

FILM 4035 Production Management (3,2,1) (C)
Prerequisite: Year IV standing

The course aims to introduce the entire structure of film production nowadays. It explains all duties and importance of main posts, "above-the-line and "below-the-line", in the film production system including script writer, producer, director, cinematographer editor, grip, gaffer, etc.

The course will introduce the updated management of media organisations and the development of latest media in video and film production. It will be conducted in seminar form. Guests will be invited to share their dynamic experiences of media management. Students will broaden and widen the perspective in production and media management and development.

FILM 4037 Studies in French Cinema (3,3,0) (E)
The course will introduce students to some of the important movements within French cinema history, and to important French films and film-makers. The central themes and