COMP 7810   Business Intelligence   (3,2,1) (E)
Students will learn the methodologies and concepts of business intelligence, including the characteristics, architectures, and development of data warehouses and data marts. After completing the course, the students will understand the features and applications of Online Analytic Processing (OLAP), and identify the different types of OLAP. Emphasis will be placed on the understanding of enabling technologies and their applications to improve business operations and decision making.

COMP 7820   Decision Analysis and Support   (3,2,1) (E)
To provide a study of decision analysis and support processes and relevant tools that provide support to such processes. Students will learn the challenges and techniques of decision making in an environment of imperfect and changing information. Both the qualitative and the quantitative aspects of decision analysis and support will be covered.

COMP 7830   Health Informatics   (3,3,0) (E)
In this course, students will learn the following: (1) structures, operations and workflow in healthcare organizations, (2) data and data standards in the healthcare industry, (3) information technology in healthcare, and (4) health information systems.

COMP 7840   Management of Medical Visual Data(3,2,1) (E)
In this course, students will learn (1) some fundamental image processing techniques, (2) the characteristics of different types of medical images, (3) the structure and components of visual information management systems, and (4) the architecture and application of picture archiving and communication systems.

COMP 7850   Information Security Management (3,2,1) (E)
This course studies the principles of information security management. The course content is compatible with current industrial standard in information security (e.g. CISSP certification). The students will also learn the current topics and issues in information security management. On completion of the course, students should be able to (1) understand the principles 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   (3,3,0) (E)
                      Entrepreneurship**
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 7890   Dynamic Web 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 programming, including HTML, CSS, JavaScript, basic server-side scripting language, database connectivity via Web, session management, as well as more advanced topics like AJAX, JavaScript API, Web services, and Web APIs.

COMP 7920   Project Skills in IT Management   (1,*,*)
The course provides students with knowledge of and develops their skills in conducting projects in the field of IT management. It also develops students' skill in academic writing and presentation.

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 the following skills for undertaking IT projects: (1) information searching skills and citation management, (2) writing skills for IT documentation, and (3) presentation skills. They will also be exposed to different types of IT projects.

COMP 7960   MSc Research I   (3,*,*)
Pre/Co-requisite: Either COMP 7920 Project Skills in IT Management or COMP 7950 IT Project Skills
Students will learn how to carry out research under the supervision of academic staff. They will go through the initial phase of the research process: (1) identifying research problems, (2) conducting literature reviews and critically analyzing existing solutions, and (3) reporting the new results in research papers.

COMP 7970   MSc Research II   (3,*,*)
Prerequisite: COMP 7960 MSc Research I with grade B+ or above
Students will learn how to carry out research under the supervision of academic staff. They will go through the final phase of the research process: (1) obtaining new results of publishable quality, (2) evaluating the new results and comparing them with the existing ones, and (3) report the new results in research papers.

**CRWG 3005/   Creative Writing for New Media I (3,3,0) (C)
CRWR 2180**
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)
CRWR 2210**
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)
CRWR 2220
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)
CRWR 2310
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)
CRWR 2320
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)
CRWR 2140
TThis 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) (C)
CRWR 2130
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) (E)
CRWR 2120
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 (3,3,0) (E)
CRWR 2180 Literature
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: (3,3,0) (C)
CRWR 2150 Literature, Drama and Cinema
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) (E)
CRWR 2170
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)
CRWR 2160
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 4005/ Creative Writing for New Media II (3,3,0) (C)
CRWR 3180
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)
CRWR 3001
TThis 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)
CRWR 3002
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 feature film or animation or for certain episodes TV/Web drama or a script(s) of appropriate length for new media as the final fulfillment for the course depending on project supervisor's, programme director's and external advisors' advice on it. Course contents are in a more advanced stage and more focused progress. Regular consultations with the project supervisor will be arranged. The course provides an opportunity for students to prove that they are capable of completing the project and graduating from the programme.