

**CTV 7290 Critique of Contemporary Arts (3,3,0) (C)**

This team-taught course will introduce students the critical issues and works of contemporary art and their impact on Western and world culture. Students will be required to analyse works produced during the recent movements of futurism, constructivism, modernism, and postmodernism and explore the relationships among form, process, perception and intention through the artists' works. Students will make two oral reports on pre-assigned topics and submit a term paper in relation to the art movement they study.

**CTV 7300 Great Works and Human Condition(3,3,0) (C) Seminar**

This seminar is designed so that the student artists share their reading, watching, listening experiences of and reflections on selected great works of humanity. The first few weeks are for lectures. The nature of great works and their insights on the human condition will be discussed. The remaining weeks are presentations conducted by the students themselves. Epics, dramas, novels, poetry, non-fictions, paintings, calligraphies, music, architectures, gardens, cites, cultural artifacts, and other significant human creations may all be included. Issues of life's mystery, its origin, meaning, and finality as well as cruelty of the plain fact of humanity and reality will be discussed.

**CTV 7310 Independent Study: Professional development (3,3,0) (P)**

Students may enrol in an independent project to experiment on the creative use of visuals and sound, special way of telling a story, or any project that is not covered by an existing course (e.g. acting and directing, MTV) in the programme. Working with a faculty member, students develop a plan of study that outlines the project, the schedule, and the number of contact hours with the faculty (at least one meeting every two weeks is required).

**CTV 7330 Internship (3,3,0)**

The internship is normally of at least two months' full-time employment, and students are required to conform to all reasonable requirements of their internship employer. Both the employer and the student file reports with the Academy of Film after the internship. Based on the reports, the student's journal and an oral presentation, the internship is graded.

**CTV 7340 Motion Graphics (3,3,0) (P)**

Prerequisite: CTV 7030 2-D Computer Graphics Workshop  
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 footage and audio sound track, we will examine the relationships of motion, pacing, textures, transparency, transitions, design and composition in space and time. Projects include study of current motion graphics works as well as the development of individual projects.

**CTV 7350 Computer Game Design (3,3,0)**

Prerequisite: CTV 7030 2-D Computer Graphics Workshop  
This course is designed to explore the history, concepts, issues and techniques of computer game design. General topics to be explored include the history of computer games, character development, goal and topic, gender and violence in computer games. Students will analyse the game design process, develop their own ideas and construct their own final projects, which incorporates the principles and the techniques explored during the semester.

**CTV 7360 Idea, Story, Script (3,3,0) (C)**

The course juxtaposes the creative process of script writing with the discussions of the film texts of significant films from various genres and cultures. The creative process from idea generation to script writing will be introduced. The students will discuss how the film expresses issues concerning humanity with its story, plot, characters, and audio-visual elements. The fundamentals of filmic narrative and elements of drama will be thoroughly reviewed.

**CTV 7370 Cinematography for Directors (3,3,0) (P)**

This course aims at providing the knowledge needed for both technical and non-technical oriented students to express themselves as directors or screen writers in visual terms. Students will learn to appreciate the art and the practical use of cinematography in filmmaking. Students of director and screen writer will be trained to incorporate cinematic apparatus in their creative works to different extends according to their technical orientation. For non-technical oriented student, more emphasis will be placed on the analytical appreciation and application of the art and craft.

**CTV 7380 Dramaturgy and Directing (3,3,0) (P)**

This course aims at providing structured training in writing and directing for contemporary motion picture formats, namely feature films, TV dramas, "webisodes" and "micro movies", etc. Through lectures and hands-on exercises, students will be able to identify the needed ingredients of a popular (commercially successful) narrative work. They will be able to apply that knowledge in their personal creative work. Students will learn to analyze a screenplay; break down the action beats; and treat the material with cinematic pacing in mind. Students will be more familiar with the production protocols and the film industry in general. Through in-class practices they will be able to handle professional actors and pull out better performance from nonprofessional talent as well through audition and rehearsal. As the camera and imaging is the essential of motion pictures, use of camera and visual elements in general will be addressed throughout the course. Writing students will benefit from this course's analysis of "great" scripts and directing approaches.

**CTV 7390 Independent Study: Theory and Aesthetics (3,3,0)**

Any enrolled student may explore new ways of seeing arts and popular media culture through individual meetings with experts, scholars and/or professionals. One-on-one tutorials and/or group sessions may be planned flexibly. Topics may include arts criticism, art of story-telling, film auteurship, film and philosophy, spectatorship, gender, performance, stardom, fandom, folk culture, etc. Studying with a faculty member, each enrolled student will be required to provide a study plan which outlines the research project objectives, intended learning outcomes, and number of contact hours with the faculty (ie: at least meeting once every two weeks).