different concepts and developments of media arts and mediated interaction from early experiments by futurists and constructivists to most recent practices like interactive games and virtual reality experiments with wearable and portable media. Eventually the students will be able to identify creative ideas of design solutions related to Film, TV and New Media for different applications ranging from conceptual to virtual art computer graphics to digital animation, and performance to interactive installation.

**A.F. 7520 Interactive Media Design (3,3,0)**
This course provides a comprehensive study and understanding of the art and practice of digital media. The learning goal will focus on the aesthetic as well as cognitive theory and applications of visual ideas and industrial standard by different creative digital media. The major learning activities will be hands-on practices in digital media and design experience of communication and transformation such as graphic arts, multimedia design and interactive publication. Exploration of content creations and media solutions in contemporary creative business are expecting to be realized and delivered by students. Cross-media narrative skill and visualisation techniques will be required to achieve the creative expression and idea. In addition, exploiting different visual skill sets together with demonstrations on professional techniques will be provided to student. After completing this course, student will be able to understand the discourse of design solutions and cultural changes in digital media aesthetics and practices.

**A.F. 7530 Principles and Applications of (3,3,0) Computer Graphics**
This course is designed to introduce the fundamental principles of computer graphics and its applications in Film, TV and New Media. The course will approach the landscape of computer graphics from the aesthetic and technical perspectives. On one hand, aesthetic issues will encompass concept, composition, appreciation and historical context. On the other hand, technical topics will include raster and vector imaging, scanning, retouching, printing, animated graphics, and other related topics. The course is based on lectures, demonstrations, and a series of workshops which will involve the creation of computer generated images.

**A.F. 7540 The Art and Practice of Digital Media (3,3,0)**
This course aims to extend students' visual literacy and application of creative ideas from medium to dynamic interactive media with the introduction of programming skills and the relationship between codes and visual elements. In order the harness the full potentials of the emerging dynamic media, a thorough understanding of the general programming principles and interactivity design is indispensable. However, this course is not going to train students as programmes but prepare them with sufficient knowledge to develop and exploit the dynamic media for their creative endeavours. Students will learn the underlying mechanisms of manipulating, creating and transforming visual elements using programming codes. Moreover, students will explore the domain of generative visuals and arts through the evolutional computing concepts of iterations, recursion, random function and L-system. After finishing this course, students will be able to develop dynamic and generative visual applications for various domains of creative and media productions.

**APPY 3005 Basic Learning Processes (3,3,0) (E)**
This course aims to introduce students to the basic psychological approaches to the understanding of the learning processes. Students will learn how behaviours are acquired, shaped and controlled by biological and environmental factors. Emphasis will also be placed on applying the theories learned to everyday life situations.

**APPY 3007 Research Methods and Design (3,3,0) (E) in Psychology**
Prerequisite: GECR 1302 Understanding Statistical Data or equivalent
This course aims to help students in developing an understanding of the research methods used in psychology. Upon completion of this course, students should be able to explore multivariate techniques and to develop critical awareness of the problems in methodology in relation to psychometric methods, the usage and purposes of the different statistical procedures, and to be proficient in interpreting statistical data.

**APPY 3015 Biological Psychology (3,3,0) (E)**
This course aims to provide students with an overview of the biological basis of behaviour. The following topics shall be explored: structure of the brain and the nervous system, psychoparmacology, wakefulness and sleep, reproductive behaviours, biology of learning, memory, language as well as mental disorders.

**APPY 3017 Personality Psychology (3,3,0) (E)**
This course provides an introduction to the major theoretical perspectives and research in the study of personality. In addition, this course seeks to examine the Chinese personality and its related research. This course aims to provide a solid foundation for advanced studies in psychology.

**APPY 3025 History and Systems of Psychology (3,3,0) (E)**
The course aims to introduce students to the basic ideas and issues concerning the history and traditions of psychology. Emphasis will be given to the contemporary and major psychological systems.

**APPY 3027 Abnormal Psychology (3,3,0) (E)**
This course introduces students to an overview of abnormal behaviours in terms of the emotional, psychological, and cultural constellation of the person. It also aims to develop students' understanding of the patterns, syndromes and classifications of various disorders, methods of psychological and pharmacological therapies, the analysis of the emotional, physical, medical, and legal implications of psychological disorders, and the formulation of health-coping and problem-solving strategies.

**APPY 3035 Experimental Psychology (3,3,0) (E)**
This course aims to introduce students to the philosophy and methods of scientific research in psychology. The fundamental assumptions and principles of scientific observation as well as the different research designs will be explored. Students will learn the techniques and related issues in conducting psychological research.

**APPY 3037 Social Psychology (3,3,0) (E)**
This course is designed to introduce students to the understanding of human interactions, how one's behaviour, feelings, and thoughts are influenced by others and in turn affect others. The course aims to heighten awareness of the relationship between the social environment and behaviour. Students will examine and analyse current personal and societal issues in the local as well as global contexts.

**APPY 3045 Lifespan Developmental (3,3,0) (E) Psychology**
This course aims to foster students' understanding of different aspects of human development from a lifespan perspective. It introduces the factors and processes in human development and psychological adjustment, critical concepts, theories and studies that provide a broad understanding of the nature and needs of individuals at different developmental stages.

**APPY 3055 Sensation and Perception (3,3,0) (E)**
This course aims to introduce students to the major aspects of perceptual processes in vision, hearing, touch, smell, and taste. The course will examine the basic concepts of neuro-psychology which are related to perception and perceptual development.