communication, students will receive both theoretical and practical training to develop multidisciplinary knowledge for using sequential media in digital video and computerized media production. Students will learn how to create and develop ideas with video and sound through the production of two shorts.

FILM 2007 Principles of Photo-imaging (3,2,2)
This course introduces students the basic visual grammar of photographic language. They will experience and appreciate contemporary photo imaging forms and concepts through a practical, analytical and critical approach. Students will learn photographic seeing from the practical knowledge of analog/film, digital manipulation and control of professional quality output.

FILM 2008-9 Practicum I (0,*,*)
This course aims to engage students in projects operated by The Young Director (TYD) and MEDIARTIST. The TYD and MEDIARTIST are student organizations, which are jointly run by second and third year of Film and Television, and Animation and Media Arts Concentration students.

FILM 2015 Script Writing (3,3,0) (C)
This course is designed on the principle that creativity can be cultivated through the deliberate and dynamic use of creative thinking and the creative process. Students will be encouraged to engage in critical and creative thinking in all aspects of learning and to gain hands-on experience of the creative process.

FILM 2017 Introduction to Moving Image and (3,3,0)
Sound
This course introduces students to the fundamentals of moving image and sound as interdisciplinary fields with distinct histories and practices. First, the course explains basic film and television concepts through a variety of mainstream, experimental and non-fiction moving image texts. Second, the course provides a comprehensive survey of animation by covering its historical development from early experimentations to contemporary practices in the digital age. Students are expected to learn the fundamental theories and principles of animation as a medium of creative expression. Third, the course emphasizes the institutions of cinema, television, and animation, and how they make sense to audiences, practitioners and theorists. It asks students to critically examine moving image and sound, and consider the ways in which moving image and sound can be studied with scholarly rigor.

FILM 2025 Visual Communication (3,3,0)
This course attempts to introduce students the basic knowledge of visual principles and its cultural and originative contexts. Students will identify visual communication as a form of non-verbal communications. The functions of visual design and its cognitive usage and context will be expressed and analysed. Examples of art and design will be employed to illustrate the different ideas and design approaches.
In addition, students need to study and identify the functions and development of visual practices and technological movement and its applications. This course will also facilitate students to express their own findings through visual studies.
Eventually students will be able to appreciate good visual practices and understand the aesthetics of visual communication in our everyday lives.

FILM 2026 Developing Creativity (3,3,0)
The course aims at laying out a foundation for the students to develop their habits for thinking that will enable them to operate at the highest levels of creativity in their chosen field. Students will learn different creative thinking techniques through step-by step exercises, illustrated strategies, and inspiring real-world examples. The course will also introduce students to the levels of creativity, styles and creative obstacles and the process of creative problem solving. Students will recognize the above creative dimensions through critical self-evaluation of their own creativity. Exercises, assignments and projects aim to stimulate students'

creative potential, expand their imaginations and idea generation fluency.

FILM 2035 Fundamentals in Computer Graphics (3,3,0)
This course is designed to introduce the fundamentals of computer graphics as they apply to arts and design, from both an academic and studio perspective. Both technical and aesthetic issues will be addressed. Aesthetic issues will encompass concepts, composition, appreciation and historical context. Technical topics will include raster and vector imaging, scanning, retouching, printing, animated graphics, and other related topics. The course is based on lectures, demonstration, and a series of workshops which will involve the creation of computer generated images.
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 are run, attendance and active participation in the weekly classes is considered very important and is considered in grade calculations.

FILM 2037 Fundamentals of Media Arts (3,3,0)
Art, science and technology are incorporated as an integral body of media arts in contemporary interdisciplinary education and exhibition environments with new possibilities of dynamic interactions. This course will introduce the meaning of media arts through the study of media history and archaeology from traditional film and video art to multimedia design, net art, digital art, computer animation, computer graphics, interactive installation, robotic art, biotechnology, and so forth. Different media arts and their applications of different media technologies and interface design will be studied to explore their relationship to transforming culture and society. Students will gain broader understandings and critical awareness of 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 for different media arts and applications ranging from conceptual to virtual art, computer graphics to digital animation, and performance to interactive installation.

FILM 2045 Art History (3,3,0)
This course is primarily aimed at art appreciation and introducing the academic discipline of art history and its development and application in media arts. Visual arts assimilated ideas from philosophy, religion, politics, and society in every aspect of our everyday life. Students will need to realize and understand these ideas into new forms of expression, eventually students will acquire the knowledge and influence of the art sources from which they came and every other conceivable aspect of the cultural context around them. Identifying the visual aesthetics and analysis in human history is imperative to this course.

FILM 2047 Storytelling (3,3,0)
The course is designed to cultivate creativity in storytelling through dynamic thinking and a variety of creative exercises. The course will introduce fundamentals of storytelling and explore the process of idea formation and story development, grounded within the features of film and television genres. Students will engage in critical, creative thinking and problem solving in all aspects of learning. Via hands-on practices of the idea pitching, story synopsis, development, characterization, peer review and rewriting, students will learn the creative process of producing movies and television programs. By the end of the course, students will demonstrate their learning outcomes by presenting a short script with a complete dossier.

FILM 2055 Production Workshop I (3,3,0)
This course adopts a holistic approach to teach students the basic knowledge and skills of narrative filmmaking through lectures and technical workshops. The lectures cover film production theories