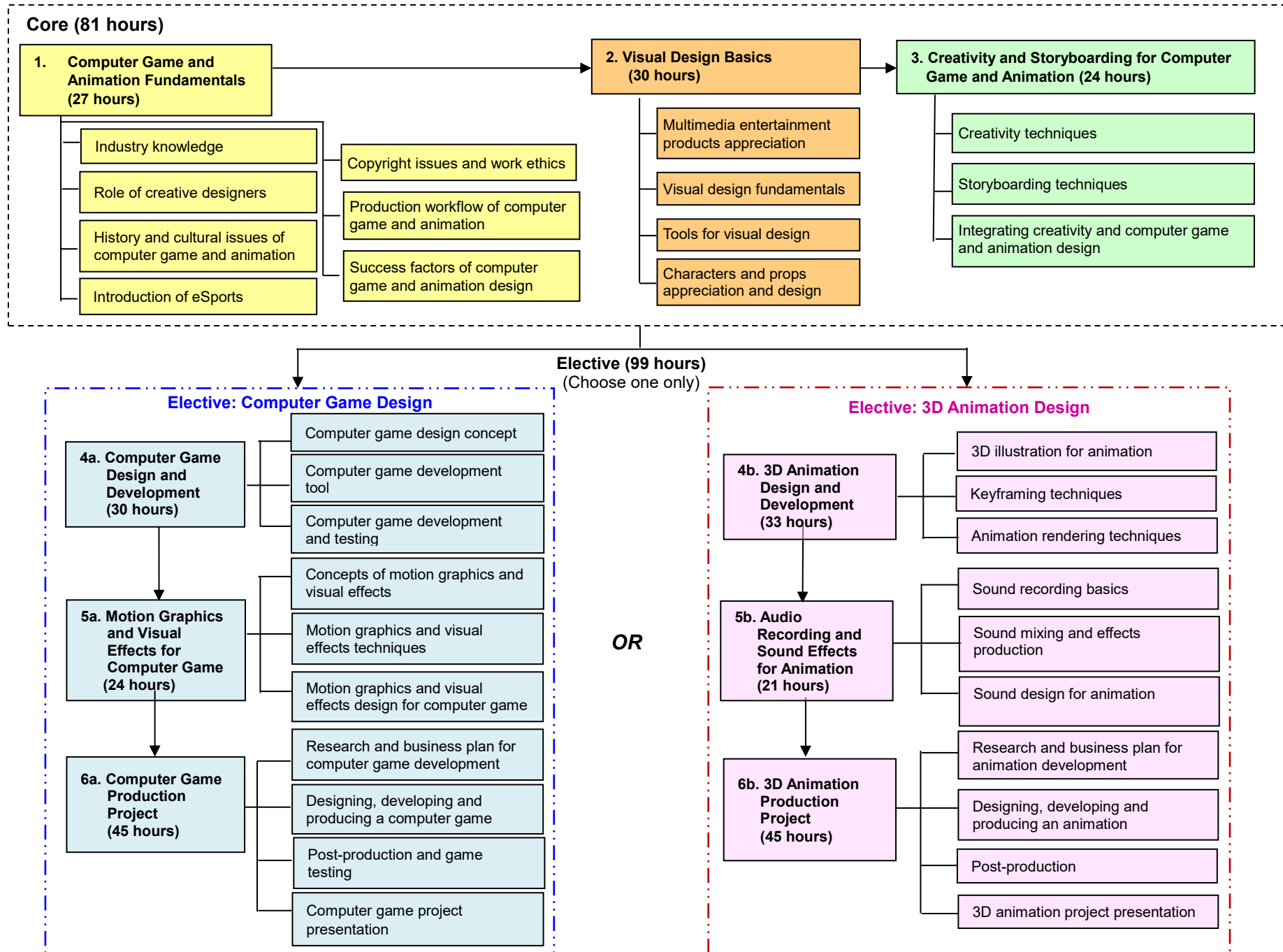


Applied Learning (Senior Secondary Level)

2020-22 Cohort

Item	Description
1. Subject Title	Computer Game and Animation Design
2. Course Provider	Vocational Training Council
3. Area of Studies/ Course Cluster	Creative Studies/Media Arts
4. Medium of Instruction	Chinese or English
5. Learning Outcomes	<p>Upon completion of the subject, students should be able to:</p> <ol style="list-style-type: none"> (1) identify the profile of the computer game and animation industry and its latest local and global development; (2) appraise the work ethics in the computer game and animation industry (including originality and awareness of intellectual property rights), recognise the responsibilities of practitioners and demonstrate positive values and attitudes; (3) apply various digital media skills, tools manipulation techniques, pre-production and project management skills to computer game and animation design; (4) integrate creativity, team working and problem-solving skills in creating computer game and animation products; (5) transfer and apply the knowledge in media literacy and skills in critics to the development of portfolios of studies in various computer game and animation products; and (6) develop self-understanding for further studies and career development in the related field.

6. Curriculum Map – Organisation and Structure



7. The Context

- The information on possible study and career pathways is provided to enhance students' understanding of the wider context of the specific Applied Learning course. Students who have successfully completed Applied Learning courses have to meet other entry requirements as specified by the institutions.
- The recognition of Applied Learning courses for admission to further studies and career opportunities is at the discretion of relevant institutions. The Education Bureau and the course providers of Applied Learning are exploring and seeking recognition related to further education and career development opportunities for students successfully completing the Applied Learning courses.

