



香港學術及職業資歷評審局
Hong Kong Council for Accreditation of
Academic & Vocational Qualifications

SUMMARY ACCREDITATION REPORT

CARITAS INSTITUTE OF HIGHER EDUCATION

LEARNING PROGRAMME ACCREDITATION

**BACHELOR OF SCIENCE (HONOURS) IN
ARTIFICIAL INTELLIGENCE**

AND

LEARNING PROGRAMME RE-ACCREDITATION

**BACHELOR OF SCIENCE (HONOURS) IN
DIGITAL ENTERTAINMENT**

APRIL 2020

1. Terms of Reference

1.1 Based on the Service Agreement (No.: AA588), the Hong Kong Council for Accreditation of Academic and Vocational Qualifications (HKCAAVQ), in the capacity of the Accreditation Authority as provided for under the Accreditation of Academic and Vocational Qualifications Ordinance (Cap. 592), was commissioned by Caritas Institute of Higher Education (the Operator) to conduct a learning programme accreditation exercise with the following Terms of Reference:

- (a) To conduct an accreditation test as provided for in the AAVQO to determine whether
 - (i) the Bachelor of Science (Honours) in Artificial Intelligence programme of the Operator meets the stated objectives and QF standards and can be offered as an accredited programme.
 - (ii) the Bachelor of Science (Honours) in Digital Entertainment programme of the Operator meets the stated objectives and QF standards and can continue to be offered as an accredited programme.
- (b) To issue to the Operator an accreditation report setting out the results of the determination in relation to (a) by HKCAAVQ.

2. HKCAAVQ'S Determination

2.1 HKCAAVQ has determined that the Bachelor of Science (Honours) in Artificial Intelligence (BScAI) meets the stated objectives and QF standard at Level 5. Subject to the approval by the Chief Executive in Council, the Programme can be offered as an accredited programme with a validity period from 1 September 2020 to 31 August 2025.

2.2 HKCAAVQ has determined that the Bachelor of Science (Honours) in Digital Entertainment (BScDE), to be retitled to Bachelor of Science (Honours) in Digital Entertainment Technology (BScDET) from 2020/21 cohort, meets the stated objectives and QF standard at Level 5 and can continue to be offered as an accredited programme with a validity period from 1 September 2020 to 31 August 2025.

2.3 Validity Period

2.3.1 The validity period will commence on the date specified below. Operators may apply to HKCAAVQ to vary the commencement date of the validity period. Applications will be considered on a case-by-case basis.

2.4 The determinations on the programmes are specified as follows:

Name of Operator	Caritas Institute of Higher Education 明愛專上學院	
Name of Award Granting Body	Caritas Institute of Higher Education 明愛專上學院	
Title of Learning Programme	Bachelor of Science (Honours) in Artificial Intelligence 人工智能（榮譽）理學士	Bachelor of Science (Honours) in Digital Entertainment 數碼娛樂（榮譽）理學士 [to be retitled to Bachelor of Science (Honours) in Digital Entertainment Technology 數碼娛樂科技（榮譽）理學士 from 2020/21 cohort]
Title of Qualification (Exit Award)	Bachelor of Science (Honours) in Artificial Intelligence 人工智能（榮譽）理學士	Bachelor of Science (Honours) in Digital Entertainment 數碼娛樂（榮譽）理學士 [to be retitled to Bachelor of Science (Honours) in Digital Entertainment Technology 數碼娛樂科技（榮譽）理學士 from 2020/21 cohort]
Primary Area of Study and Training	Computer Science and Information Technology	
Sub-area (Primary Area of Study and Training)	Computer Science and Information Technology	
Other Area of Study and Training	Not applicable	Arts, Design and Performing Arts

Sub-area (Other Area of Study and Training)	Not applicable	Design and Other Creative Industries
QF Level	Level 5	
QF Credits	594	608
Mode(s) of Delivery and Programme Length	Full Time, 4 years	
Intermediate Exit Award(s)	Not applicable	
Start Date of Validity Period	1 September 2020	
End Date of Validity Period	31 August 2025	
Number of Enrolment(s)	One enrolment per year	
Maximum Number of New Students	Year 1 – 30 per year Year 2 – 10 per year Year 3 – 10 per year	Year 1 – 30 per year Year 2 – 5 per year Year 3 – 5 per year
Specification of Competency Standards-based Programme	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No	
Address of Teaching Venue	2 Chui Ling Lane, Tseung Kwan O, New Territories.	

2.5 Recommendations

HKCAAVQ offers the following recommendations for continuous improvement of the programmes.

Recommendations applicable to both programmes

2.5.1 The Panel recommended that the Institute should formalise the systematic and regular review of the programme objectives and intended learning outcomes to ensure that they continue to meet the changing needs of the industry and professional communities. To

assure the currency of the Programmes, the Panel proposed this occurs and is recorded every six months.

- 2.5.2 The Panel recommended that, given the workload demands of the teaching staff, the Institute should consider recruiting at least one specialist technician/technical officer (non-academic) to manage the AI Laboratory and Digital Entertainment Laboratory and Photography Studio, and to support academic staff, and teaching and learning activities.
- 2.5.3 The Panel recommended that the Institute considers an integrated approach to Staff Development that explicitly links research, teaching and learning, professional practice and industrial liaison. Integrating staff development and research is intended to ensure that 1) early career academics continue to develop and are mentored by senior professorial staff and supported by the research office to advance their research and their individual profiles, and 2) staff research can systematically inform teaching practices and maintain the currency of the programme.
- 2.5.4 The Panel recommended that the Institute should ensure that it builds relationships with relevant industry and professional associations, AI and DE communities and conference networks to ensure that academics and students can gain access to relevant and current developments.
- 2.5.5 The Panel recommended that the Institute consider regularising and formalising the internship programme and in the longer-term providing credit bearing internships.
- 2.5.6 The Panel recommended that the Institute should regularly review the learning and research resources as student numbers grown to manage and ensure equitable access for all students is maintained. This may include reviewing access to online library resources, potential collaborations with other universities and academic institutions that may enhance both knowledge and access to resources.
- 2.5.7 The Panel recognised the Institute's investment to date in developing these Programmes, but given the technical demands of these subjects it recommended that the Institute should review the currency of its digital infrastructure given both the practicalities of 3-year warranty cycles and the likely increases in student numbers.

- 2.5.8 The Panel recommended that the Institute extends its pool of external examiners and does not employ any two examiners from the same institution at the same time.

Recommendation for Bachelor of Science (Honours) in Artificial Intelligence

- 2.5.9 The Panel recommended that the Institute should monitor and review the pedagogic sequencing of programming and machine-learning due to changes in the technologies. The Panel suggest that the external examiners and advisors review the outcomes of these courses to ensure that the pedagogic sequencing is effective.

Recommendations for Bachelor of Science (Honours) in Digital Entertainment (Technology)

- 2.5.10 The Panel recommended that the Institute should ensure that there are formal mechanisms to systematically review the balance of the curriculum and the outcomes to ensure the effective integration of computer science and creative design skills at Level 5.
- 2.5.11 The Panel recommended that the Institute regularises and records the formal communication between the Department of Design and the School of Computing and Information Sciences to ensure that the intended PILOs are delivered and all issues are actioned and followed through.
- 2.5.12 The Panel recommended that the Institute ensures that the medium of instruction is English and ensures that students are able to communicate verbally and in writing in English.

- 2.6 HKCAAVQ will subsequently satisfy itself whether the Operator remains competent to achieve the relevant objectives and the Programme continues to meet the standard to achieve the relevant objectives as claimed by the Operator by reference to, amongst other things, the Operator's fulfilment of any conditions and compliance with any restrictions stipulated in this Accreditation Report. For the avoidance of doubt, maintenance of accreditation status is subject to fulfilment of any condition and compliance with any restriction stipulated in this Accreditation Report.

3. Introduction

3.1 Caritas Institute of Higher Education (CIHE), formerly known as Caritas Francis Hsu College (CFHC), was established in 1985. CFHC was registered as a post-secondary college under the Post-Secondary Colleges Ordinance (Cap. 320) in 2001 after a successful Institutional Review for the conferment of sub-degree programmes leading to sub-degree awards. The college underwent another Institutional Review conducted by HKCAAVQ in October 2010 and acquired the accreditation status for offering degree-level programmes. Renamed as CIHE from May 2011, the Institute obtained a government land grant and the new campus in Tseung Kwan O came into full operation in 2017/18. The offering of new degree programmes by the Institute is subject to CE-in-Council approval.

3.2 CIHE currently has the following HKCAAVQ-accredited programmes listed on the Hong Kong Qualifications Register (QR):

	Programme	QF Level
1	Bachelor of Arts (Honours) in Language and Liberal Studies	5
2	Bachelor of Business Administration (Honours)	
3	Bachelor of Health Sciences (Honours)	
4	Bachelor of Nursing (Honours)	
5	Bachelor of Science (Honours) in Digital Entertainment	
6	Bachelor of Social Sciences (Honours)	
7	Bachelor of Social Work (Honours)	
8	Higher Diploma in Early Childhood Education	4
9	Higher Diploma in Social Work	

3.3 Within the Institute, the host academic unit of the Bachelor of Science (Honours) in Artificial Intelligence; and Bachelor of Science (Honours) in Digital Entertainment is the School of Computing and Information Sciences. Currently, the School offers the Bachelor of Science (Honours) in Digital Entertainment.

3.4 The accreditation exercise was conducted according to the relevant accreditation guidelines referred to in the Service Agreement and the Terms of Reference stated therein. Due to the outbreak of novel coronavirus, HKCAAVQ and the Operator decided to replace the in-person site interviews (13-14 February 2020) by video conference to reduce social contact.

4. Programmes Details

The following programme information is provided by the operator.

4.1 Programme Objectives

4.1.1 For BScAI

- (a) To command a comprehensive and sound foundation in IT and AI in both theory and applications;
- (b) To evaluate and apply professional knowledge and skills in AI and a wide range of AI methods, approaches and strategies in designing, planning and solving problems;
- (c) To demonstrate expertise, professionalism and ethical values in evaluating and applying practical skills and knowledge in AI;
- (d) To make logical and technical judgment and decisions with competence in taking professional roles in AI;
- (e) To command competence in generic skills including communication skills in English, Chinese (and Putonghua) and academic as well as IT and numeracy competencies for both professional and routine operations pertaining to IT and AI;
- (f) To exercise competence, professionalism and interpersonal skills to communicate and collaborate with team members and customers; and
- (g) To exercise the knowledge and capability in life values and in global environment.

4.1.2 For BScDET

- (a) Command a comprehensive and sound foundation in IT in both theory and applications and apply the skills to design, plan, and solve DE or IT problems;
- (b) Command a sound foundation in design principles and techniques to appreciate others creative works and create their own work;
- (c) Apply appropriate design and IT skills to create creative multimedia solutions in various areas in DE;

- (d) Command competence in making logical and technical judgment and decisions in taking professional and ethical roles in DE;
- (e) Command competence in generic skills including communication skills in English, Chinese (and Putonghua) and academic as well as IT and numeracy competencies for both professional and routine operations pertaining to DE;
- (f) Exercise competence, professionalism and interpersonal skills to communicate and collaborate with team member and customer; and
- (g) Exercise the knowledge and capability in life values and in global environment.

4.2 Programme Intended Learning Outcomes

4.2.1 For BScAI

Upon completion of the BScAI programme, students should be able to:

- (a) Apply information technology in different production/service environments;
- (b) Identify, formulate and solve AI-related problems;
- (c) Design and execute artificial intelligence systems and methods for different applications;
- (d) Evaluate and apply AI solutions in different disciplines to both professionals and the general public;
- (e) Demonstrate high ethical standards when fulfilling personal and professional responsibilities;
- (f) Communicate and collaborate effectively in English and Chinese with peers, professionals and other stakeholders in formal and informal settings;
- (g) Apply teamwork skills and work effectively within a team; and
- (h) Demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.

4.2.2 For BScDET

Upon successful completion of the BScDET Programme, students should be able to:

- (a) Apply knowledge of computer programming and mathematics in problem solving and logical thinking;
- (b) Identify and analyse problems, formulate design, and implement and evaluate the IT solutions;
- (c) Appreciate and evaluate the works of arts and design by others and articulate the characteristics of one's own works;
- (d) Produce creative works by applying appropriate design principles and techniques;
- (e) Apply appropriate computing knowledge, design techniques and software tools to create multimedia design solutions in specialized areas of digital entertainment;
- (f) Uphold high ethical standards when fulfilling personal and professional responsibilities;
- (g) Communicate effectively in Chinese and English in formal and informal settings;
- (h) Apply teamwork skills and work effectively within a team; and
- (i) Demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.

4.3 Programme Structure

4.3.1 For BScAI

Component	No. of Courses	No. of Credits	Percentage by Credits
Programme Specific <i>Programme Core</i> <i>Fundamental</i> <i>Elective</i> <i>Programme Elective</i>	PC: 17 FE: 1 PE: 8	PC: 51 FE: 3 PE: 24	59.1%
Interdisciplinary Elective	2	6	4.6%

General Education <i>Required</i> <i>Elective</i>	Required: 4 Elective: 2	Required: 12 Elective: 6	13.6%
Language & Communication	8	24	18.2%
Final Year Project	1	6	4.6%
Total	43	132	100%

4.3.2 For BScDET

Component	No. of Courses	No. of Credits	Percentage by Credits
Programme Specific <i>Core</i> <i>Advanced Elective</i>	24 4	72 12	62.2%
General Education <i>Required</i> <i>Elective</i>	5 2	15 6	15.6%
Language & Communication	8	24	17.8%
Final Year Project	1	6	4.5%
Total	44	135	100%

4.4 Graduation Requirements

4.4.1 For BScAI

- gained not less than 132 credits of courses (through study and/or exemption) in accordance with the regulations and the syllabuses;
- obtained an aggregate Grade Point Average (GPA) of at least 2.0 in the Programme; and
- completed the non-credit-bearing course "*Integrated Seminars and Community Involvement*".

4.4.2 For BScDET

- gained not less than 135 credits of courses (through study and/or exemption) in accordance with the regulations and the syllabuses;
- obtained an aggregate Grade Point Average (GPA) of at least 2.0 in the Programme; and

- (c) completed the non-credit-bearing course “*Integrated Seminars and Community Involvement*”.

4.5 Admission Requirements

For both programmes

Year 1 Standard Entry

- (a) Hong Kong Diploma of Secondary Education Examination (HKDSE)
Have obtained Level 3 in Chinese Language, Level 3 in English Language, Level 2 in Mathematics and Level 2 in Liberal Studies in HKDSE; OR have obtained an equivalent qualification.
- (b) Hong Kong Advanced Level Examination (HKALE)
Have obtained passes in Chinese Language and Culture and Use of English and one additional AL / two ASL subjects in HKALE plus five passes in the Hong Kong Certificate of Education Examination (HKCEE) including Chinese Language and English Language; OR have obtained an equivalent qualification.

Year 2 Standard Entry

Applicants holding the following qualifications can obtain credit transfer from some Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 2 of the BScAI/BScDET Programme: have successfully completed an Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.

Year 3 Standard Entry

Applicants holding the following qualifications can obtain credit transfer from most Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 3 of the BScAI/BScDET Programme: have successfully completed a related (e.g., in Computer Science, Math) Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.

4.6 Teaching and Learning Activities

For BScAI

4.6.1 The medium of instruction (MOI) for BScAI programme is mainly English. The Programme employs a variety of learning and teaching methods, such as lecture, tutorial, laboratory, case study, project, web-based teaching and learning, seminar and site visit.

4.6.2 The BScAI programme uses a variety of methods to assess students' performance. These methods include class/lab exercise, test, assignment, project, presentation and examination.

For BScDET

4.6.3 The medium of instruction (MOI) for BScDET programme is English. The Programme employs a variety of learning and teaching methods, such as lecture, tutorial, case study, project and problem-based learning, seminar, web-based teaching and learning, and practical computer laboratory workshops.

4.6.4 The BScDET programme uses a variety of methods to assess students' performance. These methods include examination, test, assignment, project, presentation and class/lab exercise.

4.7 Learner Support Services

4.7.1 The learner support services include the Institute's pastoral support and counselling services.

For BScAI

4.7.2 The learning, teaching and enabling resources/services that will be provided to students of the BScAI Programme include specialized facilities such as AI Laboratory.

For BScDET

4.7.3 The learning, teaching and enabling resources/services that are provided to students of the BScDET Programme include specialized facilities such as Digital Entertainment Laboratory and Photography Studio.

4.8 Graduate Profile

Please refer to Appendices I and II.

5. Important Information Regarding this Accreditation Report

5.1 Variation and withdrawal of this Accreditation Report

5.1.1 This Accreditation Report is issued pursuant to section 5 of the AAVQO, and contains HKCAAVQ's substantive determination regarding the accreditation, including the validity period as well as any conditions and restrictions subject to which the determination is to have effect.

5.1.2 HKCAAVQ may subsequently decide to vary or withdraw this Accreditation Report if it is satisfied that any of the grounds set out in section 5 (2) of the AAVQO apply. This includes where HKCAAVQ is satisfied that the Operator is no longer competent to achieve the relevant objectives and/or the Programme no longer meets the standard to achieve the relevant objectives as claimed by the Operator (whether by reference to the Operator's failure to fulfil any conditions and/or comply with any restrictions stipulated in this Accreditation Report or otherwise) or where at any time during the validity period there has/have been substantial change(s) introduced by the Operator after HKCAAVQ has issued the accreditation report(s) to the Operator and which has/have not been approved by HKCAAVQ. Please refer to the '*Guidance Notes on Substantial Change to Accreditation Status*' in seeking approval for proposed changes. These Guidance Notes can be downloaded from the HKCAAVQ website.

5.1.3 If HKCAAVQ decides to vary or withdraw this Accreditation Report, it will give the Operator notice of such variation or withdrawal pursuant to section 5(4) of the AAVQO.

5.1.4 The accreditation status of Operator and/or Programme will lapse immediately upon the expiry of the validity period or upon the issuance of a notice of withdrawal of this Accreditation Report.

5.2 Appeals

5.2.1 If the Operator is aggrieved by the determination made in this Accreditation Report, then pursuant to Part 3 of the AAVQO the Operator has a right of appeal to the Appeal Board. Any appeal must be lodged within 30 days of the receipt of this Accreditation Report.

5.2.2 If the Operator is aggrieved by a decision to vary or withdraw this Accreditation Report, then pursuant to Part 3 of the AAVQO the

Operator has a right of appeal to the Appeal Board. Any appeal must be lodged within 30 days of the receipt of the Notice of Withdrawal.

- 5.2.3 The Operator should be aware that a notice of variation or withdrawal of this Accreditation Report is not itself an accreditation report and the right to appeal against HKCAAVQ's substantive determination regarding accreditation arises only from this Accreditation Report.
- 5.2.4 Please refer to Cap. 592A (<http://www.legislation.gov.hk>) for the appeal rules. Details of the appeal procedure are contained in section 13 of the AAVQO and can be accessed from the QF website at <http://www.hkqf.gov.hk>.

5.3 **Qualifications Register**

- 5.3.1 Qualifications accredited by HKCAAVQ are eligible for entry into the Qualifications Register ("QR") at <http://www.hkqr.gov.hk> for recognition under the QF. The Operator should apply separately to have their quality-assured qualifications entered into the QR.
- 5.3.2 Only learners who commence the study of the named accredited learning programme during the validity period and who have graduated with the named qualification listed in the QR will be considered to have acquired a qualification recognised under the QF.

Report No.: 20/35
File Reference: 49/20/02

Appendix I

Graduate Profile of Bachelor of Science (Honours) in Artificial Intelligence

Qualification Title	Bachelor of Science (Honours) in Artificial Intelligence 人工智能（榮譽）理學士
Qualification Type	Bachelor Degree
QF Level	Level 5
Primary Area of Study and Training	Computer Science and Information Technology
Sub-area (Primary Area of Study and Training)	Computer Science and Information Technology
Other Area of Study and Training	Not applicable
Sub-area (Other Area of Study and Training)	Not applicable
Programme Objectives	<p>On its completion, the BScAI Programme will enable students to achieve the following Objectives:</p> <ol style="list-style-type: none"> 1. To command a comprehensive and sound foundation in IT and AI in both theory and applications; 2. To evaluate and apply professional knowledge and skills in AI and a wide range of AI methods, approaches and strategies in designing, planning and solving problems; 3. To demonstrate expertise, professionalism and ethical values in evaluating and applying practical skills and knowledge in AI; 4. To make logical and technical judgment and decisions with competence in taking professional roles in AI; 5. To command competence in generic skills including

	<p>communication skills in English, Chinese (and Putonghua) and academic as well as IT and numeracy competencies for both professional and routine operations pertaining to IT and AI;</p> <p>6. To exercise competence, professionalism and interpersonal skills to communicate and collaborate with team members and customers; and</p> <p>7. To exercise the knowledge and capability in life values and in global environment.</p>
Programme Intended Learning Outcomes	<p>Upon successful completion of the BScAI Programme, students should be able to:</p> <ol style="list-style-type: none"> 1. Apply information technology in different production/service environments; 2. Identify, formulate and solve AI-related problems; 3. Design and execute artificial intelligence systems and methods for different applications; 4. Evaluate and apply AI solutions in different disciplines to both professionals and the general public; 5. Demonstrate high ethical standards when fulfilling personal and professional responsibilities; 6. Communicate and collaborate effectively in English and Chinese with peers, professionals and other stakeholders in formal and informal settings; 7. Apply teamwork skills and work effectively within a team; and 8. Demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.
Education Pathways	Postgraduate degree
Employment Pathways	Data Scientist (AI), Software R&D Engineer (with AI), AI Software Programmer (Trainee), Junior Business Analyst, and Programmer.

<p>Minimum Admission Requirements</p>	<p>Year 1 Standard Entry</p> <p>(a) <u>Hong Kong Diploma of Secondary Education Examination (HKDSE)</u> Have obtained Level 3 in Chinese Language, Level 3 in English Language, Level 2 in Mathematics and Level 2 in Liberal Studies in HKDSE; OR have obtained an equivalent qualification.</p> <p>(b) <u>Hong Kong Advanced Level Examination (HKALE)</u> Have obtained passes in Chinese Language and Culture and Use of English and one additional AL / two ASL subjects in HKALE plus five passes in the Hong Kong Certificate of Education Examination (HKCEE) including Chinese Language and English Language; OR have obtained an equivalent qualification.</p> <p>Year 2 Standard Entry</p> <p>Applicants holding the following qualifications can obtain credit transfer from some Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 2 of the BScAI Programme: have successfully completed an Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.</p> <p>Year 3 Standard Entry</p> <p>Applicants holding the following qualifications can obtain credit transfer from most Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 3 of the BScAI Programme: have successfully completed a related (e.g., in Computer Science, Math) Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.</p>
<p>Operator</p>	<p>Caritas Institute of Higher Education 明愛專上學院</p>

Appendix II

Graduate Profile of Bachelor of Science (Honours) in Digital Entertainment Technology

Qualification Title	Bachelor of Science (Honours) in Digital Entertainment Technology 數碼娛樂科技（榮譽）理學士
Qualification Type	Bachelor Degree
QF Level	Level 5
Primary Area of Study and Training	Computer Science and Information Technology
Sub-area (Primary Area of Study and Training)	Computer Science and Information Technology
Other Area of Study and Training	Arts, Design and Performing Arts
Sub-area (Other Area of Study and Training)	Design and Other Creative Industries
Programme Objectives	<p>The BScDET Programme intends to enable students to:</p> <ol style="list-style-type: none"> 1. Command a comprehensive and sound foundation in IT in both theory and applications and apply the skills to design, plan, and solve DE or IT problems; 2. Command a sound foundation in design principles and techniques to appreciate others creative works and create their own work; 3. Apply appropriate design and IT skills to create creative multimedia solutions in various areas in DE; 4. Command competence in making logical and technical judgment and decisions in taking professional and ethical roles in DE; 5. Command competence in generic skills including

	<p>communication skills in English, Chinese (and Putonghua) and academic as well as IT and numeracy competencies for both professional and routine operations pertaining to DE;</p> <ol style="list-style-type: none"> 6. Exercise competence, professionalism and interpersonal skills to communicate and collaborate with team member and customer; and 7. Exercise the knowledge and capability in life values and in global environment.
<p>Programme Intended Learning Outcomes</p>	<p>Upon successful completion of the BScDET Programme, students should be able to:</p> <ol style="list-style-type: none"> 1. Apply knowledge of computer programming and mathematics in problem solving and logical thinking; 2. Identify and analyse problems, formulate design, and implement and evaluate the IT solutions; 3. Appreciate and evaluate the works of arts and design by others and articulate the characteristics of one's own works; 4. Produce creative works by applying appropriate design principles and techniques; 5. Apply appropriate computing knowledge, design techniques and software tools to create multimedia design solutions in specialized areas of digital entertainment; 6. Uphold high ethical standards when fulfilling personal and professional responsibilities; 7. Communicate effectively in Chinese and English in formal and informal settings; 8. Apply teamwork skills and work effectively within a team; and 9. Demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.
<p>Education Pathways</p>	<p>Postgraduate degree</p>

Employment Pathways	Motion Graphic Designer, Animator / 3D Animator / 3D Artist, Programmer / System Analyst, and Game Programmer / Designer.
Minimum Admission Requirements	<p>Year 1 Standard Entry</p> <p>(a) <u>Hong Kong Diploma of Secondary Education Examination (HKDSE)</u> Have obtained Level 3 in Chinese Language, Level 3 in English Language, Level 2 in Mathematics and Level 2 in Liberal Studies in HKDSE; OR have obtained an equivalent qualification.</p> <p>(b) <u>Hong Kong Advanced Level Examination (HKALE)</u> Have obtained passes in Chinese Language and Culture and Use of English and one additional AL / two ASL subjects in HKALE plus five passes in the Hong Kong Certificate of Education Examination (HKCEE) including Chinese Language and English Language; OR have obtained an equivalent qualification.</p> <p>Year 2 Standard Entry Applicants holding the following qualifications can obtain credit transfer from some Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 2 of the BScDET Programme: have successfully completed an Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.</p> <p>Year 3 Standard Entry Applicants holding the following qualifications can obtain credit transfer from most Year 1 / Year 2 courses in recognition of their prior learning experience through the granting of advanced standing upon admission, and may typically start their studies at Year 3 of the BScDET Programme: have successfully completed a related (e.g., in Computer Science, Math) Associate Degree (AD) / Higher Diploma (HD) programme pitched at QF Level 4 that is approved by the Institute; OR have obtained an equivalent qualification.</p>
Operator	Caritas Institute of Higher Education 明愛專上學院