



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

SUMMARY ACCREDITATION REPORT

**HONG KONG DESIGN INSTITUTE, VOCATIONAL
TRAINING COUNCIL
HONG KONG INSTITUTE OF INFORMATION
TECHNOLOGY, VOCATIONAL TRAINING COUNCIL
HONG KONG INSTITUTE OF VOCATIONAL
EDUCATION, VOCATIONAL TRAINING COUNCIL
SHENZHEN POLYTECHNIC UNIVERSITY**

**INITIAL EVALUATION AND
LEARNING PROGRAMME ACCREDITATION
HIGHER DIPLOMA IN GAMES AND ANIMATION**

DECEMBER 2024

1. TERMS OF REFERENCE

- 1.1 Based on the Service Agreement (No.: VA1795), 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) (AAVQO), was commissioned by three member institutions under the Vocational Training Council, namely the Hong Kong Design Institute, the Hong Kong Institute of Information Technology and the Hong Kong Institute of Vocational Education; and Shenzhen Polytechnic University (hereunder jointly as the “Operator”), to conduct an Initial Evaluation and Learning Programme Accreditation Exercise with the following Terms of Reference:
- (a) To conduct an accreditation test as provided for in AAVQO to determine whether the Operator meets the stated objectives and is competent to operate learning programmes that meet the Hong Kong Qualifications Framework (HKQF/ QF) Level 4 standard, and can be granted Initial Evaluation Status at QF Level 4; and
 - (b) To conduct an accreditation test as provided for in AAVQO to determine whether the following programme of the Operator meets the stated objectives and QF Level 4 standard and can be offered as an accredited programme:
 - (i) Higher Diploma in Games and Animation; and
 - (c) To issue to the Operator accreditation report setting out the results of the determination in relation to (a) and (b) by HKCAAVQ.
- 1.2 The accreditation exercise was conducted according to the relevant accreditation guidelines referred to in the Service Agreement. The Education Bureau’s *“Updated Revised Common Descriptors for Associate Degree and Higher Diploma Programmes (Effective since the 2024/25 academic year)”* was also a guiding document used by the Panel and the Operator in conducting this exercise for the Higher Diploma programme.

2. HKCAAVQ’S DETERMINATION

Initial Evaluation

- 2.1 HKCAAVQ has determined that the Operator is competent to achieve its stated objectives and to operate collaborative learning programmes meeting QF standards at Levels 1 to 4, and can be granted Initial Evaluation (IE) status at QF Level 4 with a validity period of two years.

2.2 Validity Period

2.2.1 The validity period will commence on the date specified below.

2.2.2 Within the two-year validity period for IE, the Operator must have at least one programme successfully accredited. If the Operator does not have a current accredited programme on the Qualifications Register (QR) at the end of the two-year validity period of their IE, the Operator will need to apply for an extension of their IE status at least three months before the validity period expires. An extension of up to 2 years may be granted. Only one extension of IE status will normally be allowed. If the Operator continues to gain successful Learning Programme Accreditation (LPA), their IE status will remain valid.

2.3 The determinations on the Initial Evaluation are specified as follows:

Name of Operator	Hong Kong Design Institute, Vocational Training Council 職業訓練局香港知專設計學院 Hong Kong Institute of Information Technology, Vocational Training Council 職業訓練局香港資訊科技學院 Hong Kong Institute of Vocational Education, Vocational Training Council 職業訓練局香港專業教育學院 Shenzhen Polytechnic University 深圳職業技術大學
Address of Operator	VTC Tower, 27 Wood Road, Wan Chai, Hong Kong 香港灣仔活道 27 號職業訓練局大樓 No. 7098, Liuxian Blvd., Nanshan District, Shenzhen, Guangdong, People's Republic of China 中華人民共和國廣東省深圳市南山區留仙大道 7098 號
Highest QF Level of programme(s) which the Operator can operate upon successful learning programme accreditation	Level 4
Start date of 2-year validity period of Initial Evaluation (IE) accreditation status	1 February 2025

Scope of IE Accreditation Status	For local collaborative programmes operating in Hong Kong
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Learning Programme Accreditation

2.4 HKCAAVQ has determined that the Higher Diploma in Games and Animation meets the stated objectives and QF standard at Level 4, and can be offered as an accredited programme with a validity period from 1 February 2025 to 31 January 2029.

2.5 Validity Period

2.5.1 The validity period will commence on the date specified below.

2.6 The determinations on the Learning Programme Accreditation are specified as follows:

Name of Operator(s)	Hong Kong Design Institute, Vocational Training Council 職業訓練局香港知專設計學院 Hong Kong Institute of Information Technology, Vocational Training Council 職業訓練局香港資訊科技學院 Hong Kong Institute of Vocational Education, Vocational Training Council 職業訓練局香港專業教育學院 Shenzhen Polytechnic University 深圳職業技術大學
Name of Award Granting Body	Vocational Training Council 職業訓練局
Title of Learning Programme	Higher Diploma in Games and Animation 遊戲及動畫高級文憑
Title of Qualification(s) (Exit Award(s))	Higher Diploma in Games and Animation 遊戲及動畫高級文憑
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
Industry	Not applicable
Branch	Not applicable
QF Level	Level 4
QF Credits	331
Mode(s) of Delivery and Programme Length	Full-time, 2 years 3,317 notional learning hours (including 1,325 contact hours)
Intermediate Exit Award(s)	Not applicable
Validity Period	1 February 2025 to 31 January 2029
Number of Enrolment(s)	1 enrolment per year
Maximum Number of New Students	Maximum of 40 learners per year
Specification of Competency Standards-based Programme	☐ Yes ☒ No
Specification of Generic (Foundation) Competencies-based Programme	☐ Yes ☒ No
Vocational Qualifications Pathway Programme	☐ Yes ☒ No
Notes to be indicated on the QR	Not applicable
Address of Teaching/ Training Venue(s)	See Appendix

2.7 Recommendations

HKCAAVQ offers the following recommendations for continuous improvement.

Recommendations
<u>Recommendation 1</u> The Operator should review the wording of the Programme Intended Learning Outcomes specific to the “Animation GBA Practice” stream to better reflect the competencies that students are expected to demonstrate.
<u>Recommendation 2</u> The Operator should explore the possibilities of incorporating more game elements into the modules delivered by the Shenzhen Polytechnic University, enabling students to gain a better understanding of and exposure to the game industry in the Mainland.
<u>Recommendation 3</u> The Operator should explore the possibilities of engaging additional External Examiners to gain diverse perspectives on various specialisations within the programme and on industry developments in the Greater Bay Area.

- 2.8 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 Vocational Training Council (VTC) is a vocational and professional education and training provider governed by the VTC Ordinance (Cap 1130). At present, there are 14 member institutions under VTC.
- 3.2 In 2022, two member institutions of VTC (i.e. Hong Kong Design Institute and Hong Kong Institute of Vocational Education) and Shenzhen Polytechnic University (SZPU, formerly Shenzhen Polytechnic) obtained an IE status for their collaborative partnership. While VTC is the award granting body, the learning programmes are jointly operated by HKDI, IVE and SZPU. Thus far, eight collaborative programmes under the partnership have been accredited.

- 3.3 In 2023, VTC established the Hong Kong Institute of Information Technology (HKIIT) to offer information technology programmes for students, working adults and industry practitioners. HKIIT obtained its IE status at QF Level 4 in February 2024. In alignment with its vision to expand the talent pool in the information and technology industry within the Greater Bay Area (GBA), HKIIT will join the collaborative partnership and jointly operate the accredited collaborative programme, the “Higher Diploma in Games and Animation”.
- 3.4 According to the accreditation approach for collaborative programmes, a Partnership IE and LPA was conducted, focusing on the involvement and engagement of HKIIT in the collaborative arrangement, including the engagement in the “Higher Diploma in Games and Animation”.
- 3.5 This accreditation exercise was conducted in a form of paper-based review in accordance with HKCAAVQ’s Differentiation Approach to accreditation.

4. PROGRAMME DETAILS

The following is the programme information provided by the Operator.

4.1 Programme Objectives

1. Facilitate students’ acquisition of the attitude, theoretical knowledge and practical skills at the para-professional level of IT discipline, and integration of theory with practice, so as to apply these principles more widely within a games and animation context;
2. Equip students with a solid foundation of generic skills, including languages, IT, interpersonal communication, quantitative and analytical skills, the ability to learn how to learn, and skills of presenting and evaluating information, for planning and investigative purposes;
3. Prepare students with a theoretical foundation upon which further study in the IT discipline at the degree level, or professional level, can be built;
4. Develop students’ professional attitude, sense of social, ethical and environmental responsibility and passion in pursuing creativity and innovativeness as a practitioner in Multimedia and Digital Entertainment industry;
5. Equip students with essential knowledge and skills in producing digital entertainment contents for creative industries; and
6. (Specific to the “Animation GBA Practice” stream) Equip students with essential knowledge to understand the work environment, latest industry development and recruitment process in the Mainland such as the employment market, work culture and development opportunities.

4.2 Programme Intended Learning Outcomes

Upon completion of the Programme, learners should be able to:

1. Employ a range of techniques to communicate effectively in oral and written forms as well as effectively perform IT, numerical and other related tasks in familiar and some new contexts so as to be able to work independently or as part of a team in the workplace;
2. Reflect on personal learning needs and construct a personal development plan for employment and further study upon learning experience gained throughout the programme;
3. Perform duties in the workplace professionally and ethically and according to the code of conducts of leading professional bodies of related disciplines;
4. Comprehend essential knowledge and skills in Multimedia and Entertainment Technology in Creative Industries;
5. Produce creative works with digital technologies and analyse artistic and technical aspects for product refinement; and
6. (Specific to the “Animation GBA Practice” stream) Obtain real experience in the actual environment in the Mainland and acquire a deeper understanding of the employment market, work culture and development opportunities.

4.3 Programme Structure

Module	QF Credit
Semester 1	331
Introduction to Visual Communication	
Introduction to Programming	
Digital Video and Photography Fundamentals	
Introduction to Computer Graphics	
Game Design	
Mathematics and Problem Solving Techniques	
Essential Workplace Communication: Effective Oral Interaction	
Collaboration, Teamwork & Social Engagement	
Semester 2	
3D Computer Visualization	
Computer Animation Pre-production	
Interactive Media and Games	
Network Fundamentals	
Virtual / Augmented Reality Studies	
Information Technology Essentials – Media	
Essential Workplace Communication: Digital Written Correspondence	
職業中文傳意：普通話對話與彙報	

Module	QF Credit
MindShift: Achieving Personal Growth & Effectiveness	
Enrichment Module B	
Semester 3	
Professional Workplace Communication: Storytelling and Job Search	
Enhancing Competencies in the 21st Century Workplace	
Semester 4	
Character Design and Animation (GBA Practice)*	
Digital Compositing and Rendering Techniques (GBA Practice)*	
Digital Visual Effects (GBA Practice)*	
Computer Animation Project (GBA Practice)*	
Final Year Project	
Professional Workplace Communication: Proposal and Report Writing	
職業中文傳意：普通話報告與紀實文書	
Industrial Attachment*	
Semester 5	
IT Professionalism	
Real-Time Simulation & Visualization	
Digital Audio Production	
Final Year Project	
Professional Workplace Communication: Pitching and Persuasive Presentation	
Enrichment Module A	
Total	331

* Delivered by SZPU

4.4 Graduation Requirements

- To be eligible for an award, a student must have satisfactorily completed the credits and other requirements, as stated in the Definitive Programme Document, within five years from the date of first enrolment in the programme. A student who fails to meet this time scale shall be required to withdraw from the programme.
- The minimum attendance requirement for an individual module is 70% of the maximum attendance. The maximum possible attendance includes normal class attendance only. Students will not be allowed to undergo the end-of-module assessment if they fail to meet the minimum attendance requirement of the module concerned, unless with a special approval from the Principal concerned.

4.5 Admission Requirements

- Five Hong Kong Diploma of Secondary Education subjects at Level 2 or above, including English and Chinese Languages; or
- VTC Foundation Diploma (Level 3) / Diploma of Foundation Studies; or
- VTC Diploma in Vocational Education / Diploma of Vocational Education / Diploma of Vocational Baccalaureate; or
- Yi Jin Diploma / Diploma Yi Jin; or
- Equivalent.

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 the 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 Variation or 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 (www.elegislation.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: www.hkqf.gov.hk.

5.3 **Qualifications Register**

- 5.3.1 Qualifications accredited by HKCAAVQ are eligible for entry into the QR at 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.

Address of Teaching / Training Venues

All programmes

- (1) All teaching and training venues under Vocational Training Council
職業訓練局轄下所有授課地址
- (2) Xili Campus: No. 7098, Liuxian Blvd., Nanshan District, Shenzhen,
Guangdong, People's Republic of China
西麗校區: 中華人民共和國廣東省深圳市南山區留仙大道 7098 號
- (3) OCT. Campus: No.1 Zhijiao Road, Futian District, Shenzhen,
Guangdong, People's Republic of China
華僑城校區: 中華人民共和國廣東省深圳市福田區竹子林職教街 1 號
- (4) Shenshan Campus: Shenzhen-Shantou Special Cooperation Zone,
Shenzhen, Guangdong, People's Republic of China
深汕校區: 中華人民共和國廣東省深圳市深汕特別合作區

