



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
DIGITAL ENTERTAINMENT**

MAY 2015

This accreditation report is issued by the Hong Kong Council for Accreditation of Academic and Vocational Qualifications (HKCAAVQ) in its capacity as the Accreditation Authority as provided for under the Accreditation of Academic and Vocational Qualifications Ordinance (Cap 592) (AAVQO). This report outlines the HKCAAVQ's determination, the validity period of the determination as well as any conditions or restrictions on the determination.

1. Introduction

- 1.1 Formerly known as Caritas Francis Hsu College, the Institute commenced operation in 1985 and was approved to provide post-secondary education in 1990. It underwent two Institutional Reviews by the-then HKCAA in 2001 and HKCAAVQ in 2010 respectively and subsequently developed into a post-secondary college registered under the Post Secondary Colleges Ordinance (Cap 320) with degree-conferring status. Since then, the Institute has offered self-financed degree programmes in the disciplines of Business Administration, Arts, Social Sciences and Nursing.
- 1.2 HKCAAVQ was commissioned by the Institute 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 the Bachelor of Science (Honours) in Digital Entertainment programme of the Institute meets the stated objectives and QF standard and can be offered as an accredited programme from the 2015/16 academic year; and
 - (b) To issue to the Institute an accreditation report setting out HKCAAVQ's determination in relation to (a) above.
- 1.3 A site visit took place on 19-20 March 2015.

2. HKCAAVQ's Accreditation Determination

Having due consideration of the accreditation panel's observations and comments as presented in this Report, HKCAAVQ makes the following accreditation determination:

2.1 Learning Programme Accreditation

Approval

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 Digital Entertainment 數碼娛樂（榮譽）理學士
Title of Qualification (Exit Award)	Bachelor of Science (Honours) in Digital Entertainment 數碼娛樂（榮譽）理學士
Primary Area of Study / Training	Computing and Information Technology
Other Area of Study / Training	Fine Arts, Performing Arts, Design and Creative Media Art & Industry
QF Level	Level 5
QF Credit	Not applicable
Mode of Delivery and Programme Length	Full-time, 4 years
Start date of Validity Period	1 September 2015
End date of Validity Period	31 August 2020
Number of Enrolments	One enrolment per year
Maximum Number of New Students	Year 1 Entry – 40 per year Year 2 Entry – 20 per year Year 3 Entry – 30 per year
Specification of Competency Standards Based Programme	<input type="checkbox"/> Yes <input checked="" type="checkbox"/> No
Address of Teaching Venue	18 Chui Ling Road, Tseung Kwan O, New Territories

2.1.1 Recommendations

- (a) The Institute should (i) clearly communicate to prospective students the Programme's positioning in the discipline of digital entertainment; and (ii) actively consult the industry to collect advice on industry trends, so as to inform ongoing development of the curriculum.
- (b) The Institute should extend the scope of the first Programme Intended Learning Outcome that focuses on computer programming as a foundation capability to make explicit its contribution to developing students as professionals in the context of the Programme Objectives.
- (c) The Institute should set out course prerequisites for *Creative Programming and Gadgets Design* and *Usability and Accessibility in Interface Design* in order to enhance the clarity of the programme structure and of student progression through the programme.
- (d) The Institute should consider including introductory level digital entertainment courses in Year 1/Year 2 to prepare students for progression to advanced knowledge.
- (e) The Institute should consider devising a set of principles to guide the moderation of assignment/project-based assessment.
- (f) The Institute should consider arranging activities for staff to enhance their skills in teaching cross-discipline courses, and for staff mainly involved in sub-degree teaching to extend their skills to degree-level teaching.

3. Programme Details

The following programme information is provided by the operator.

3.1 Programme Objectives

- To equip students with in-depth and up-to-date knowledge in computer science, with emphasis on multimedia technology, as well as creative design skills, allowing students to engage in various activities related to digital entertainment; and

- To provide students with a broad spectrum of learning experience, not only for the intellectual development but also for the cultivation of students as professionals with high ethical standards and as good citizens in the society.

3.2 Programme Intended Learning Outcomes

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

3.3 Programme Structure

Component	No. of Courses	No. of Credits	Percentage by Credits
Programme Specific	27 courses	81 credits	61.4%
<i>Core</i>	21 courses	63 credits	47.7%
<i>Fundamental Elective</i>	3 courses	9 credits	6.8%
<i>Advanced Elective</i>	3 courses	9 credits	6.8%
General Education	8 courses	21 credits	15.9%
<i>Required</i>	6 courses	15 credits	11.4%
<i>Elective</i>	2 courses	6 credits	4.5%
Language & Communication	8 courses	24 credits	18.2%
Final Year Project	1 course	6 credits	4.5%
Total	44 courses	132 credits	100%

3.4 Graduation Requirements

- To be eligible for graduation, students are required to satisfactorily complete 132 credits in accordance with the assessment regulations and obtain a cumulative Grade Point Average (GPA) of 2.0 or above (2.2 or above for the award with honours).

3.5 Admission Requirements

Year 1 Entry

- The Hong Kong Diploma of Secondary Education Examination (HKDSE) Level 3 in Chinese Language, English Language; and Level 2 in Mathematics, Liberal Studies; applicants' performance in two elective subjects in the HKDSE will be considered as bonus point in the selection process; or
- The Hong Kong Certificate of Education Examination (HKCEE) five passes including English Language, Chinese Language or Chinese Literature; AND the Hong Kong Advanced Level Examination (HKALE) passes in Chinese Language and Culture, Use of English; and one additional Advanced Level (AL) subject or two Advanced Supplementary Level (AS) subjects; or
- Equivalent qualification

Year 2 Entry

- Completed an Associate Degree (AD) / Higher Diploma (HD) programme approved by the Institute; or
- Completed programme that is pitched at QF Level 4 and approved by the Institute; or
- Equivalent qualification

Year 3 Entry

- Completed a relevant AD/HD programme approved by the Institute; or
- Completed a relevant programme that is pitched at QF Level 4 and approved by the Institute; or
- Equivalent qualification

3.6 Graduate Profile

- Please refer to Appendix.

4. Substantial Change

- 4.1 Maintenance of the HKCAAVQ accreditation status during the validity period is subject to no substantial change being made without prior approval from HKCAAVQ.

5. Qualifications Register

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

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

Qualification Title	Bachelor of Science (Honours) in Digital Entertainment 數碼娛樂（榮譽）理學士
Qualification Type	Bachelor Degree
QF Level	5
Primary Area of Study / Training	Computing and Information Technology
Other Area of Study / Training	Fine Arts, Performing Arts, Design and Creative Media Art & Industry
Programme Objectives	<p>The Programme aims to nurture students to become professionals for the digital entertainment and related industries.</p> <p>The Programme Objectives are:</p> <ol style="list-style-type: none"> (1) To equip students with in-depth and up-to-date knowledge in computer science, with emphasis on multimedia technology, as well as creative design skills, allowing students to engage in various activities related to digital entertainment; and (2) To provide students with a broad spectrum of learning experience, not only for the intellectual development but also for the cultivation of students as professionals with high ethical standards and as good citizens in the society.
Programme Intended Learning Outcomes	<ol style="list-style-type: none"> (1) Demonstrate proficiency in computer programming; (2) Identify and analyse problems, formulate design, and implement and evaluate the Information Technology (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 specialised areas of digital entertainment; (6) Uphold high ethical standards when fulfilling personal and professional responsibilities;

	<p>(7) Communicate effectively in Chinese and English in formal and informal settings;</p> <p>(8) Apply teamwork skills and work effectively within a team; and</p> <p>(9) Demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.</p>
Education Pathways	The Programme provides the knowledge and skills for graduates to pursue further study at QF Level 6 in digital entertainment and related areas.
Employment Pathways	<p>Graduates could obtain employment in the following posts:</p> <ul style="list-style-type: none"> ▪ Game Programmers / Designers; ▪ Game Backend Engineers; ▪ Interactive Media Developers; ▪ Web Programmers / Designers; ▪ UI and UX Designers; ▪ Digital Multimedia Designers; ▪ Mobile Application Developers; ▪ Computer Animators; ▪ Special Effect Designers; and ▪ 3D Modellers / Visualisers.
Minimum Admission Requirements	<p><u>Year 1 Entry</u></p> <ul style="list-style-type: none"> ▪ The Hong Kong Diploma of Secondary Education Examination (HKDSE) Level 3 in Chinese Language, English Language; and Level 2 in Mathematics, Liberal Studies; applicants' performance in two elective subjects in the HKDSE will be considered as bonus point in the selection process; or ▪ The Hong Kong Certificate of Education Examination (HKCEE) five passes including English Language, Chinese Language or Chinese Literature; AND the Hong Kong Advanced Level Examination (HKALE) passes in Chinese Language and Culture, Use of English; and one additional Advanced Level (AL) subject or two Advanced Supplementary Level (AS) subjects; or ▪ Equivalent qualification <p><u>Year 2 Entry</u></p> <ul style="list-style-type: none"> ▪ Completed an Associate Degree (AD) / Higher Diploma (HD) programme approved by the Institute; or ▪ Completed programme that is pitched at QF Level 4 and approved by the Institute; or ▪ Equivalent qualification

	<u>Year 3 Entry</u> <ul style="list-style-type: none"> ▪ Completed a relevant AD/HD programme approved by the Institute; or ▪ Completed a relevant programme that is pitched at QF Level 4 and approved by the Institute; or ▪ Equivalent qualification
Operator	Caritas Institute of Higher Education 明愛專上學院