

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

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

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

<b>Employment Pathways</b>	Motion Graphic Designer, Animator / 3D Animator / 3D Artist, Programmer / System Analyst, and Game Programmer / Designer.
<b>Minimum Admission Requirements</b>	<p><b>Year 1 Standard Entry</b></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><b>Year 2 Standard Entry</b> 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><b>Year 3 Standard Entry</b> 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>
<b>Operator</b>	Caritas Institute of Higher Education 明愛專上學院