



香港浸會大學
HONG KONG BAPTIST UNIVERSITY

Trans-
disciplinary
Programmes

JS2920

Bachelor of Arts and Science (Hons) in

ARTS TECH

The arts and culture sector and creative industries have seen rapid development in Hong Kong and the Mainland. There is a need for art specialists who can fill the present and future positions and push for the future forms of arts and culture and creative industries.

This transdisciplinary programme will educate students who are well-versed not only in **arts and culture** but also in **technology**.

The programme will be open to students from all academic backgrounds. It targets tech-savvy students who wish to pursue a career in applying technologies in the creative industries and arts and culture sector.

Facilities



Students will study in the existing facilities of HKBU such as the Augmented Reality Lab and Creative Robotics Lab, as well as the state-of-the-art facilities of the Jockey Club Campus of Creativity to be opened in 2023/24.

Admission

The programme will follow the general admission requirements. Candidates will be required to submit a portfolio and may be required to attend an interview. The intake quota will be 40.

Curriculum Framework

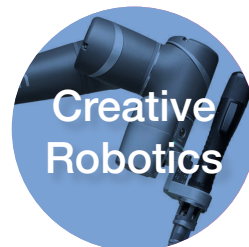
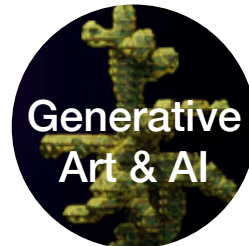


The curriculum will be flexible with options for students to suit multiple and evolving career options. The key learning activities, particularly in the last two years, are collaboration on projects from the industries, experiential learning and constant problem-solving.

Students will work with renowned professors and experts in and outside Hong Kong. They will also undergo multiple learning experiences in the Mainland particularly the Greater Bay Area and overseas. By the time of graduation, students will have a strong portfolio documenting their achievements.

Assessment will focus on creation and skills such as teamwork. There will be portfolio and project-based assessment based on constant problem solving.

Topics such as creative productions in



Career Prospects

By the time of graduation, students will have a strong portfolio documenting their achievements, signified by their respective concentration chosen (Visual, Sound, and Technology). Graduates will be art specialists ready for the emerging forms of arts and culture and creative industries in the coming decades. They also possess the ability to bring content (creation and delivery) and technology together in an integrated manner. Graduates' specialties can be employed by the fields characterised with following:



Transdisciplinary Creative Arts Productions

Graduates will be capable of fusing film, music, gaming and the performing arts with appropriate technologies for innovative productions



Immersive Experiences

Graduates may also use their expertise to create brand new experience, complementing physical encounters with virtuality, for museums, galleries, and the MICE (meetings, incentives, conference and exhibition) industries

Graduates can work independently, or in a production companies or creative agencies, as interactive and software designer, sound designer, video designer, immersive spatial designer, product designer, producer, technical manager or as an artist, or artistic or creative director. The programme also prepares students for further post-graduate studies in local and overseas institutions.