

Undergraduate Programme Course List (2025/26)

Programme Title:	Bachelor of Arts (Honours) in Creative and Digital Arts
Programme Short Name:	BA(CDA)
Programme Code:	A4B118
Year of Entry:	2025/26

Major Course List

Course Code	Course Title	Course Synopsis / Outline / Remarks (Optional)
Foundation Courses		
CAC1006	Contextual Studies of Creative Arts	This course provides an overview and introductory study of the historical, cultural, and social contexts that shape creative arts. Through lectures, readings, discussions, and experiential studies, students will analyse how different art forms are influenced by and reflect their surrounding environment and the broader social and cultural landscape, and explores how factors such as cultures, social and political systems, philosophies and religions have affected or reflected in the arts. The course covers a range of creative arts and explore key movements, artists, and works that have shaped these art forms in various contexts. Students will develop critical thinking skills and learn how to analyse and evaluate creative works within their historical and cultural contexts, as well as understand the ways in which creative arts intersect with other fields such as religion, gender, politics, and technology. Throughout the course, students will study selected artists and artworks, and analyse how the various contextual factors have influenced development of the arts and their creativity.
CDA2001	Culture and Technology in Education	This course examines the relationships among technology, culture, education and politics within a range of social, historical, and educational settings. Technologies increasingly define human beings and the choices we make. This course takes up essential words used to think about technologies and culture, helping us explore the relationship between them, both theoretically and in terms of our evaluation and use of digital tools and applications. It will engage with words connected to big concepts (e.g., code, ethics, network, and knowledge) to expose their complexity. Classes will combine interactive lectures and discussions. Each class is keyed to a set of readings; students must keep up with these and be prepared to discuss them in class. As part of the course, students will learn how to analyse and interpret technology as expansive, and explain how it shapes personal, societal, national, and global spheres.
MUS1346	Exploring Digital Music (<i>For MU students only</i>)	The course is about the history, technology, and creative processes behind digital music. The course covers various topics, including the evolution of music technology, digital audio

		<p>workstations, musical instrument digital interface sequencing, synthesis, sampling, and sound processing techniques.</p> <p>In addition to these technical topics, the course also explores the creative possibilities of digital music, including sound walks, sound art, field recording, noise, and new forms of music. Students will learn how to utilise basic coding to manipulate and create sounds and explore new mediums, interfaces and music forms made possible by digital technology.</p> <p>By the end of the course, students will be armed with broader cultural and societal contexts in which digital music exists. They will also have gained experience using digital audio workstations, basic coding, and various sound processing techniques, making them well-prepared for careers in the music industry or related fields.</p>
ART1232	Exploring Digital Visual Arts (<i>For VA students only</i>)	<p>This course introduces students to an appreciation and understanding of the concepts, skills, language, aesthetics and principles of those practices inherent in different digital arts through the examination of subjects related to the history of digital visual art making in theory and practice. Both technical and aesthetic issues are addressed throughout the course, while field visits pertaining to digital visual art practices within the city and the region will also be included. As transmitters of cultural, humanistic and aesthetic values, the course includes an introductory study of digital visual art history and art appreciation, visual elements and design principles, computer graphics, moving images, film, animation, new media, etc., examining the ways that these digital visual art forms and styles have developed over time. Essential qualities, such as visual literacy, technical skills and creative thinking, will be explored in order to prepare students for other components of the Major.</p>
Compulsory Courses: Arts Management and Entrepreneurship		
CDA3002	Arts Administration and Management	<p>This course offers students an in-depth exploration of the establishment and operation of arts organizations from administrative, management, and educational perspectives. Students will develop a strong theoretical foundation alongside practical project planning skills pertinent to the cultural and creative arts industries. Key topics include management functions and trends, foundational management practices, marketing, education and audience engagement, financial management, leadership roles, risk management, and ethical considerations in management. Through the examination of case studies from diverse arts organizations, students will apply learned concepts to both hypothetical and real-world scenarios. Experiential learning will be enhanced through site visits to various arts organizations. By the course's conclusion, students will have gained valuable insights into different types of arts organizations, developed effective strategies for planning, budgeting, and resource allocation, and evaluated their personal interests within the arts and cultural sectors.</p>
CDA3003	Entrepreneurship in Creative Industries	<p>This course offers an in-depth academic investigation into the entrepreneurial ecosystem within creative industries. Students</p>

		will acquire a comprehensive understanding of the theoretical frameworks and empirical evidence behind successful creative entrepreneurship, as well as the various approaches to the entrepreneurial process. The course will be structured around a critical examination of the following core components: unique traits and challenges associated with entrepreneurship in the creative industries; the stages of the entrepreneurial process, contextualized within the creative sphere; strategic decision-making and its implications for the success and sustainability of creative businesses; entrepreneurial activities within various art and cultural domains, such as visual arts, performing arts, and literary production, drawing on empirical evidence and contemporary examples; innovative business models and disruptive forces that have shaped the creative landscape, and their implications for future entrepreneurial endeavors; and the role of effective communication, strategic networking, and the development of cultural capital in the advancement of creative entrepreneurial ventures. Upon completion of this course, students will possess a solid academic foundation in creative entrepreneurship, enabling them to pursue further research, policy development, or practical applications in the field of art and cultural industries.
CDA4004	Cultural and Creative Industries in the Greater Bay Area	This course explores exchanges among arts and cultural organisations, groups, creative and educational institutions in the Guangdong – Hong Kong – Macao GBA. Topics on cultural policies, technological innovation and entrepreneurship ideologies, soft power and cultural diplomacy, creative cities, and the role of art and culture and education in urban regeneration will be discussed. Students will be able to grasp the major cultural and artistic research theories, curatorial professional training, and resource exploration and allocation of the cultural and creative industries by conducting fieldwork, with practitioners from the relevant areas being invited to share their experiences and perspectives to support students' practice in the field. Upon completion of the course, students will have gained a comprehensive understanding of the cultural and creative industries in the GBA, and be equipped to analyse and evaluate the opportunities and challenges that the industries are facing from a global perspective.
Compulsory Courses: Music Subject Focus (For MU students only)		
MUS3338	Popular Music and Society	This course provides a general survey of the historical and cultural development related to Western popular music, from its early American origins in the 20th century to its global influence and fusion of world cultures nowadays. It enables students to be familiar with major trends and styles of popular music, and to examine critically their social, cultural, historical and artistic manifestations.
MUS3347	Technology in the Popular Music Industry	This course exposes students to music technology for creating, producing and performing music. Students will acquire hands-on experience in order to acquire a solid foundation in those technological tools and techniques that are most commonly employed in popular music. Upon completion of this course, students will be able to use MIDI programming techniques in

		making and processing music, produce sound recordings or other distributable formats, and edit audio materials with proficiency. Basic sequencing techniques, digital audio recording and editing, basic mixing techniques and software packages ('Logic Pro'), software synthesisers, software samples and sound libraries, sampling technology and basic sound synthesis concepts will all be taught. Students will also be able to replicate a pop music arrangement into MIDI through 'Logic Pro' and create an original soundtrack for visual media as part of the course.
MUS2348	Digital Media and Music Learning	This course explores digital media with reference to learning, including understanding how various aspects of digital media have become fundamental to artistic creation / need to be learned and taught in order for one to be considered a complete musician. It also refers to the fact that musicians incorporate digital tools as part of learning, practicing, and performing music. Students will examine how pedagogy and media and technology are increasingly enmeshed, document their own expanding digital learning progress, and come to understand exemplars of music learning that embrace new modes of music making and learning. In addition to foundational and theoretical explorations of technology and media in order to better understand the constantly changing and evolving technological landscape, students will examine historic and present-day examples of learning and technology in order to understand how digital media and learning continue the history of change dating back to the advent of sound recording.
MUS4349	Studio Music Production	Studio Music Production is an immersive course designed for music producers and sound designers to learn the art of creating music in a small studio environment. This course will guide you through the different stages of digital music production, from songwriting, music arrangement, and designing original virtual sampled instruments to the final stages of mixing and mastering.
MUS3350	Digital Music Creation and Performance	<p>The course is for students interested in exploring the intersection of music, technology, coding and STEAM (Science, Technology, Engineering, Arts, and Mathematics) education. It will teach students how to use visual programming languages to create original music with possible multimedia and perform original digital music compositions in an ensemble setting.</p> <p>The teaching and learning content includes the fundamentals of coding, including object-oriented programming, graphical user interface design, and audio processing. Students will learn to use coding to control and manipulate various musical elements and effects, including synthesisers, samplers, and audio processors.</p> <p>Students will be able to participate in laptop/tablet ensemble performances, where they will collaborate in groups to create and perform original music compositions. Meanwhile, they will be engaged in STEAM activities, which emphasise interdisciplinary learning and real-world problem-solving through project-based activities.</p>
Compulsory Courses: Visual Arts Subject Focus (For VA students only)		

ART4233	Immersive and Virtual Experiences	<p>Augmented, mixed, and virtual realities are popular to reshape education, research, and creative art practices approach nowadays. This course is designed for students to learn how to create, design and develop a series of interactive, immersive, and virtual experiences for educational and artistic approach. Students will be introduced to current research and applications in virtual reality, augmented reality, mixed reality, virtual worlds, and interactive platforms. In this course, students will not only be introduced to the knowledge of immersive technology but also critically assess the technology and the application from Art & Tech perspective through hands-on experience with professional hardware and software platforms. Course content will be covering the subject matters closely relating to practice-based research, creative narrative skills, participatory installation arts, visual arts, moving images, entertainment, audio and performing arts, etc. Through practice-based exercises and project assignments, students will learn different image acquisition techniques and post-production workflows required for immersive media. Students are expected to explore storytelling and narrative considerations for immersive environments that deviate from traditional/digital art formats. All contents will be executed through lectures, tutorials, class exercises, critiques, presentations, and peer/guest feedback sessions.</p>
ART2234	Digital Illustration	<p>This Digital Illustration course is designed to provide students with the skills necessary to create visually striking illustrations that can tell a compelling story. The course focuses on developing creative digital drawing and painting skills and styles that are essential within related contemporary creative industries, with students exploring and learning how to use various digital tools and professional illustration software. Designed to be hands-on in nature, students will receive practical training in digital illustration techniques, in the process learning about the different types of digital brushes, how to use layers, and the creation of textures and patterns. They will also be introduced to colour theory, composition, and perspective, all of which are essential in creating a visually appealing illustration. Narrative is another important aspect of the course, as students learn how to utilise it to develop and convey a message or a story. Character development, settings, and storylines, all leading towards the creation of cohesive visual stories, will also be explored.</p>
ART3235	Digital Animation	<p>In this course, students will acquire the essential knowledge and skills required to transform their imaginative visions into reality through the medium of digital animation. Students will begin by developing a strong foundation in traditional and digital drawing and painting techniques, with a focus on composition, color theory, and visual storytelling as they relate to the digital animation process. They will then study the principles of animation, such as timing, spacing, and anticipation, to create engaging and dynamic moving images using various digital tools and software. Students will gain proficiency in industry-standard software, to produce high-quality digital animations and visual effects. They will also explore the art of character creation, from initial concept sketches to fully realized digital models, while considering aspects such as personality, backstory, and visual</p>

		appeal. In addition to honing their technical skills, students will delve into the craft of storytelling, learning to create compelling narratives, develop engaging storyboards, and effectively communicate ideas through the medium of animation. Lastly, they will gain an understanding of the critical role sound plays in animation, from voice acting and dialogue to music and sound effects, and learn to integrate audio elements seamlessly into their animated projects.
ART3236	Digital Design for Promotion, Publishing and Social Media	Digital design for promotion, publishing, and social media is an introductory course exploring the principles and practices of digital media design. The course aims to equip students with the knowledge and skills to create effective designs for promoting products, publishing content, and engaging audiences on social media platforms.
ART4237	Creative Video Arts	This course provides advanced and professional knowledge, the technical and aesthetic foundation to apply creative concepts of effective digital media technology, in terms of digital video art making, application, and production. Students will learn how to explore the integration of creative ideas, and experimental and extensive hands-on experience with theoretical, creative, and practical approaches. Students are first required to learn the entire process and the basic principles of video art production, including cinematography, sound design, and editing. The approach of creative practice through research will be introduced. In the second stage, students will learn how to conduct their research from research methodologies, research data collection, idea generation, critical analysis, conceptual idea development, and a budget plan, to shooting a scene and editing. In the 3rd stage, students are required to further develop professional digital moving image skills, cultivate an artistic style effectively, and gain an in-depth understanding of the creative and technical processes inherent in digital arts and production after completing the course. By the end of the course, students will be well-equipped and gain the confidence and professional skills required to produce video art content through research and practice in relevant art markets, communities, and industries.
Major Elective Courses		
CDA4005	Music for Film	This course, "Music for Film," explores the integral role of music in cinema, covering its history, theory, and practical application. Students will examine how music shapes narrative, evokes emotions, and enhances the visual experience in films. Through a combination of lectures, screenings, discussions, and hands-on projects, students will gain a comprehensive understanding of the collaboration between composers and filmmakers. The course will also delve into various genres, styles, and the technological aspects of film scoring.
MUS1213	Jazz Study: An Introduction	This course provides a survey of Jazz music originated in the United States in New Orleans ca1900, tracing the stylistic trends of development from the 19th century African and European influences to the modern forms of today. Students will gain an understanding of the characteristic features of jazz through listening to recorded examples of the various styles of jazz as well as reviewing the relevant literature. The influence of jazz to

		popular music will also be discussed. The course will examine through listening to the characteristic features of jazz music such as rhythm, melody, chord progression, instrumentation, improvisation and identify, describe and distinguish the different major styles within the jazz and genres; and articulate the relationship of the development of jazz music with history and culture.
CDA3006	Coding for Visual Arts and Digital Games	The accelerated pace of development within the art tech realm provides new trends, opportunities and exciting creative possibilities for students to explore and experiment with. This course will focus on enhancing the student's understanding of a range of cutting-edge software and programming processes and techniques, and will help them to gain in depth knowledge of existing and emerging technologies that can be used creatively in developing visual and interactive multimedia art, audio, and digital games. In addition, the student can start to develop, or build upon their existing coding knowledge and skill sets, to increase their confidence with and ability to manipulate computational technology as a fundamental part of their creative process. The course will examine the underlying building blocks within art tech computing and encourage the production of experimental innovative interface outcomes in art, design, digital gaming and other cultural arenas, for a range of audiences, participants and players.
CDA3007	Art Tech Education for the Cultural Sector	In past decades, arts and cultural institutions have entered the digital realm and avidly adopted virtual strategies for education, interpretation and participation. Art museums have also moved beyond the physical premises to promote their educational goals in the virtual domain. This course will provide an overview of the use of virtual technology and online resources which is helping transcend the learning experience within and beyond the physical space of cultural institutions. The course is structured in four areas: 1) the major transformation of education triggered by the digital revolution and the impact of COVID-19 that led to the changing educational landscape, 2) an overview of the application of virtual technologies in physical cultural premises, 3) an overview of the virtual applications contributing to learning in the digital realms of cultural institutions, and 4) a review of relevant studies, initiatives, and projects. For assessment, students will be engaged in the development of cultural learning activities using virtual exhibitions or digital applications.
CDA3008	Hong Kong Art and Music Culture	Art and music play an important role in shaping Hong Kong's arts and culture. They can be regarded as one of the most effective, unique, sensational and multi-sensory ways to explore and understand Hong Kong culture. This course aims to provide participants with opportunities to critically review and reflect on the meaning and identity of Hong Kong art and music. Particularly, it also aims to raise their awareness of art and music in the Hong Kong creative arts and socio-cultural context. In the course, participants will reconsider the role of sounds and visuals in the formation of local and popular culture, referring to Hong Kong's historical, social and cultural development. In addition, they not only will learn how to describe and analyse the elements and quality of Hong Kong art and music, but they also will learn

		how to interpret and evaluate the meaning and socio-cultural value of Hong Kong art and music.
CAC3021	Dance with a Voice	This course provides a Major Elective option to the foundation course Moving into the Dancing World, allowing students to further develop their knowledge and skills in the aspects of dance creation and production. To facilitate the students in acquiring further expressiveness in their body language, technical training and studies of choreographies of renowned dance artists will be incorporated into the course. Furthermore, to enhance the creativity in dance creation, different choreographic skills and the connections to other media will be studied. The knowledge learnt during the course will be demonstrated in their final self-created dance productions.
CAC4020	Interdisciplinary Theatre Production	This course enables students to consolidate and extend their learning experience beyond their focus in Music, Visual Arts and individual arts disciplines. Students will apply the knowledge, skills and understanding acquired in Foundation and Compulsory Courses to design, direct and produce an interdisciplinary arts performance or stage event that demonstrates the interconnectedness between various art forms.
CDA4009	Art and Music Interdisciplinary Project	This interdisciplinary course is designed for senior-year undergraduate students who have taken major subject courses and are interested in exploring the intersection of art and music technology. The course aims to provide students with opportunities to engage in hands-on experience in creating and developing group projects, using a range of software and hardware tools. Students are responsible for planning and managing their projects, including defining project scope, setting project goals, and creating project timelines. By the end of the course, students will have gained integrative experience in creating and developing art and music technology projects, as well as an understanding of the principles of audio and visual production, interactivity and user experience design, and project presentation. Assessment will be based on a combination of practical assignments, project reviews, and presentations. This course will equip students with the skills and knowledge they need to pursue careers in creative industries or to pursue further study in related fields.
CDA4010	Chinese Art and Material Culture	This course offers a comprehensive survey of different material of art and artifacts of Chinese culture. Lectures will engage students to study a diverse range of materials, including painting, jade, bronze, ceramic, lacquer, etc., from ancient to modern times. By exploring a range of topics to discuss the symbolic meanings and cultural values attached to different objects and artifacts. Through a combination of lectures, discussions, and hands-on experiences, students will examine the historical, cultural, and social contexts in which various materials and artifacts have been produced, consumed and used, and to understand the ways in which material and objects have been used to construct and reinforce social and political relationships in the society. Relevant objects viewing session or exhibition visit will be arranged to provide empirical study of artifacts that allow students to gain a comprehensive understanding and concrete idea of the usage and development of

		different materials and artworks in response to social changes. Students will acquire a comprehensive understanding of Chinese material culture and critical perspectives in interpreting the occurrence and development of different materials and their roles across times and places.
CDA3011	Material and Techniques of Music	This foundation course is designed for students who are interested in exploring the materials and techniques used in music composition and analysis. The course will provide students with an in-depth understanding of the elements of music, including melody, harmony, rhythm and form, and how these elements are used in different styles of music. Students are expected to demonstrate understanding of the course materials through music analysis and composition writing, using the techniques and materials covered in the course.
Major Interdisciplinary Course		
INS4054	Cultural Development for Diversity in the Global Context	Global interconnectedness generates new forms of co-operation, networking, and exchange among people from all parts of the world. This course addresses recent developments in the wider global context, as well as in the sphere of culture and development. It aims to engage undergraduate students in examining the policy discussions and practices that affect culture ecology, stimulate local cultural expression, as well as foster communication and exchange between different cultures. This course will also explain the role of arts and culture in the context of globalization and in the current debate on culture and development.
Student Experiential Learning Courses		
CAC3018	Regional Summer Institute	The Regional Summer Institute is a required component of the programme providing students a valuable opportunity to put into practice the research skills they have learnt in Year 1 to engage in a small-scale group project together with students from other parts of the world. It is a up to three-week intensive study programme to be held yearly in different parts of the world, aimed at enhancing students' awareness of the importance of arts in global affairs. Through collaboration with our university and/or cultural organization partners throughout Asia and other parts of the world, the Summer Institute creates an interactive learning environment where international and local students combine knowledge acquired from lectures and seminars with investigation of real world problems in the context of Asia or the designated region visited. Students will participate in field trips and professional visits to government offices, international non-profit organizations, political parties, think tanks, social services and environmental protection organizations as well as arts and cultural organizations in Hong Kong, Macau, China or other countries. Renowned businessmen, community leaders, prominent scholars and practitioners will also be invited as guest speakers for lectures and professional visits.
INS3029	Internship (including pre-internship workshops)	The Internship aims to enable students to integrate and apply in real-life settings the knowledge and skills gained in their studies, such as those specific to their Focus areas of Music or Visual Arts, cultural analysis and arts management. The Internship also

		prepares students to handle challenges they may encounter in real work situations within the cultural and creative industries, and provides opportunities for them to consider their future career directions.
Living and Working in Our Country		
CDA3012	Arts and Culture in China	This course offers an exploration of the rich artistic traditions and development, and diverse aspects of culture in China. Students will delve into the historical, socio-economic, and philosophical contexts that have shaped arts and culture in China, gaining a deeper understanding of its significance and impact through a variety of experiential learning activities, including hands-on experiences, field visits to different arts and cultural sites and events, to appreciate and analyse different works of arts, music, and artistic performances. By the end of the course, students will have developed a holistic understanding of arts and culture in contemporary China, while also being able to recognise the intricate connections between arts, culture, history, and society in China.
Final Year Project (Honours Project / Capstone Project)		
INS4059	Honours Project I: Research Methods and Proposal	<p>This course aims to develop students as learners, researchers, inquirers and knowledge creators in creative arts, art education and their related disciplines; and prepare them for conducting a research-based or an inquiry-based project in Honours Project II: Research Report. It consists of two parts:</p> <p>Part A “Generic Research Methods” (1.5 cps) introduces basic research knowledge and principles of research methods for students to use and/or conduct research in creative arts, art education and related disciplines, and ethical issues in the research process. It emphasises students’ roles as users of research as well as researchers themselves and the process of action research and/or action learning. Topics include recognising the value of research, understanding the process of research, the search and effective use of literature, identifying research topic and questions, features of research proposal and research report, ethical issues in research and reliability and validity of different research methods. Students study short online units and attend face-to-face tutorials in which they are guided to connect and consolidate online learning with in-class learning activities. The assessment tasks include online and in-class exercises on research methods.</p> <p>Part B “Methods for Specific Area in Preparation of Honours Project” (1.5 cps) prepares students to develop a proposal for conducting a research-based study in their chosen areas. Topics may include understanding the purposes and methods of sampling, quantitative research methods (e.g., survey research, experimental study, descriptive statistics and correlation, inferential statistics and data analysis with SPSS), qualitative research methods (e.g., interview, observation, documents and artefacts, case study), mixed-methods research, case study, action research, discourse analysis, etc. Students will be guided to identify a topic, conduct a literature review, select appropriate</p>

		methods of data collection and analysis/inquiry, and write a proposal.
INS4061	Capstone Project I: Research Methods and Proposal	<p>This course aims to develop students as learners, researchers, inquirers and knowledge creators in creative arts, art education and their related disciplines; and prepare them for conducting a research-based or an inquiry-based project in Capstone Project II: Project Output. It consists of two parts:</p> <p>Part A “Generic Research Methods” (1.5 cps) introduces basic research knowledge and principles of research methods for students to use and/or conduct research in creative arts, art education and related disciplines, and ethical issues in the research process. It emphasises students’ roles as users of research as well as researchers themselves and the process of action research and/or action learning. Topics include recognising the value of research, understanding the process of research, the search and effective use of literature, identifying research topic and questions, features of research proposal and research report, ethical issues in research and reliability and validity of different research methods. Students study short online units and attend face-to-face tutorials in which they are guided to connect and consolidate online learning with in-class learning activities. The assessment tasks include online and in-class exercises on research methods.</p> <p>Part B “Methods for Specific Area in Preparation of Capstone Project” (1.5 cps) prepares students to develop a proposal for conducting a project-based study in their chosen areas. Topics may include understanding the purposes and methods of sampling, quantitative research methods (e.g., survey research, experimental study, descriptive statistics and correlation, inferential statistics and data analysis with SPSS), qualitative research methods (e.g., interview, observation, documents and artefacts, case study), mixed-methods research, action research, discourse analysis, etc. Students will be guided to identify a topic, conduct a literature review, select appropriate methods of data collection and analysis/inquiry, write a proposal, and create a demonstration/ visualization of the project idea.</p>
INS4060	Honours Project II: Research Report	This course is a continuation of the Honours Project I: Research Methods and Proposal, and serves as a culminating academic and intellectual experience for students. It provides opportunities for students to conduct research independently under the guidance of their supervisors. Students are expected to finalize their initial project proposal first. By the end of the course, students are expected to present their research findings and submit a research report. Students are expected to play an active role in contacting their supervisors and arranging meetings (around five times throughout their final year of study subject to the need of individual circumstances). The supervisor will advise students on their respective topic, drafting of the project outline as well as designing the final plan of the project.
INS4062	Capstone Project II: Project Output	This course is a continuation of the Capstone Project I: Research Methods and Proposal, and serves as a culminating academic and intellectual experience for students. Students are expected to

		<p>complete an individual project. They will first refine their original project proposal from Capstone Project I: Research Methods and Proposal. By the end of the course, they are expected to create a project output, present on it, and submit a project report. As the focus on Capstone Project is on independent research, students are expected to play an active role in contacting their supervisors and arranging meetings. The supervisor will advise students on their respective topic, drafting of the project outline as well as designing the final plan of the project.</p>
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