



香港樹仁大學
HONG KONG SHUE YAN UNIVERSITY

DEPARTMENT of
APPLIED DATA SCIENCE
應用數據科學學系

Bachelor of Science (Hons) in DIGITAL SOLUTIONS FOR ENTERTAINMENT AND GAME APPLICATIONS

娛樂及遊戲應用數碼方案 (榮譽)理學士課程



ABOUT THE PROGRAMME ■ 課程簡介

The Bachelor of Science (Hons) in Digital Solutions for Entertainment and Game Applications (BSc-DSEGA) aims to address the growing need for digital professionals who can fluidly and competently combine (1) professional and technical skills in digital entertainment and gaming applications; (2) digital knowledge and vision of various social science and business domains; and (3) project management and communication skills in interdisciplinary and collaborative projects. The Programme is designed to train students to operate as a "hub" enabling them to develop technological solutions in the context of social science/business practices.

娛樂及遊戲應用數碼方案 (榮譽) 理學士課程旨在培養學生成為具備整合(1)數碼娛樂與遊戲應用的專業技能;(2)社會科學與商業領域內各樣數碼知識和遠見;以及(3)跨學科合作項目中的管理與溝通技巧能力;以應對業界對數碼專業人才日益增長的需求。課程旨在培訓學生作為一個“樞紐”,使他們能夠在社會科學及商業實踐的背景下來開發技術解決方案。

1

Professional & Technical Production Courses (PPC)

Related Course(s) :

- ▶ Content Design for Digital Solutions
- ▶ Game Programming Studio
- ▶ Artificial Intelligence for Robots
- ▶ Gaming for Social Design
- ▶ eSports and Virtuality
- ▶ Management for Entertainment Industries



專業與技術製作課程

相關科目 :

- ▶ 數位內容設計
- ▶ 遊戲程式設計
- ▶ 機器人人工智慧
- ▶ 遊戲設計 (社會領域)
- ▶ 電子競技與虛擬實境
- ▶ 娛樂產業管理

2

Multi-dimensional Knowledge Courses (MKC)

Related Course(s) :

- ▶ Digital Humanities: Theories & Methods
- ▶ Culture, Heritage and Society
- ▶ Business Psychology
- ▶ Digital Game and Mental Health
- ▶ Entertainment and Play Culture
- ▶ Culture, Games, and Gamification



多元知識課程

相關科目 :

- ▶ 數位人文:理論與方法
- ▶ 文化、遺產與社會
- ▶ 商業心理學
- ▶ 數位遊戲與心理健康
- ▶ 娛樂與遊戲文化
- ▶ 文化、遊戲與遊戲化

3

Industry Experience

Professional Internship :

- ▶ Students will need to undertake a 2-month professional internship (3 credits) during the summer of Year 3. This internship is designed to provide students with practical experience in creative industries.

Capstone Project :

- ▶ Year-4 students are required to undertake an individual Capstone Project. This project involves collaborating with industry partners to apply digital entertainment and game solutions creatively for real-world business/social/humanistic problems.

行業經驗

專業實習 :

- ▶ 學生需要在三年級暑假期間進行為期 2 個月的專業實習課程 (3學分)。該實習旨在為學生提供創意產業的實戰經驗。

統整項目 :

- ▶ 四年級學生需要修讀個人的統整項目課程，包含與業界夥伴合作將數碼娛樂與遊戲方案創意地應用於現實社會的商業／社會／人文問題上。

CAREER PROSPECTS ■ 畢業出路

Interactive Game Designer
互動遊戲設計師

Digital Entertainment Producer
數碼娛樂製作人

AI Robotic Designer
人工智能機器人設計師

Programmer
程式設計師



in various roles in the creative industries!
以及創意產業中的各種崗位!

Mode of Study 課程模式

Full-time | 全日制

Duration of Programme 修業年期

4 years | 四年

ADMISSION REQUIREMENTS ■ 入學要求

1 HKDSE applicants must have attained:

- ▶ Chinese language: Level 3 or above;
- ▶ English language: Level 3 or above;
- ▶ Mathematics: Level 2 or above ;
- ▶ Citizenship and Social Development[^]: Attained; and
- ▶ One elective subject*: Level 2 or above.

[^] The 'Attained' level in the subject 'Citizenship and Social Development' can be counted as Level 2 and included in the score calculation of the best five subjects.

* Applicants can use at most one relevant Applied Learning subject as an elective subject. 'Attained with Distinction (III)' is comparable to level 4.

* Additional consideration will be given to students who have achieved level 4 or above in the 'Extended modules in Mathematics' (i.e., Module 1 Calculus and Statistics or Module 2 Algebra and Calculus) or 'Information & Communication Technology'.

[^] 考獲公民與社會發展科「達標」等同2級之成績，並可計算在最佳五科之內

* 與本課程相關的應用學習科目為選修科考獲達標並表現優異(III)可當一科選修科4級之成績

* 將優先考慮「數學延伸部分」(即單元一 微積分與統計或單元二 代數與微積分)或「資訊及通訊科技」取得第4級或以上的學生

需取得香港中學文憑試：

- ▶ 中國語文科3級或以上
- ▶ 英國語文科3級或以上
- ▶ 數學科2級或以上
- ▶ 公民與社會發展科[^]達標
- ▶ 及另加一科選修科*達2級或以上成績

2 Sub-Degree applicants should have:

- ▶ Completed a locally accredited Associate Degree (AD) / Higher Diploma (HD) programme
- ▶ Completed the first year's study of a locally accredited AD/HD programme from a recognised institute with a cumulative GPA of 2.5 or above

* Applicants with other qualifications should refer to the programme website for entry requirements

* 持有其他學歷者可於課程網站瀏覽入學要求

副學位學歷持有人：

- ▶ 持有本地認可的副學士／高級文憑學位
- ▶ 已在經本地評審的香港副學士／高級文憑課程修讀一年，並至少取得累計平均積點 (Cumulative GPA) 2.5或以上

CONTACT US 聯絡我們

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