**谢晋影视艺术学院本科生可选相关课程**

**一、游戏设计专业 (BSc) Computer Games Development**

**Level 4**

Computer Programming

Computer Systems

Game Design

Applied Mathematics for Computer Graphics

Web Development

Professional Development

Data Modelling

**Level 5**

Data Structures and Algorithms

Computer Graphics Programming

Game Asset Creation

Software Engineering

Game Physics and AI Techniques for Games

Research Skills

Professional Issues

**Level 6**

Game Engine

Virtual and Augmented Reality

Rendering Techniques

Level Design and Production

Plus a large individual project

**二、媒体专业（BSc） Media Production**

Courses：

**Semester 1.**

Production Practice - a level 4 module (practical - video production)

Understanding Narrative - a level 4 module (theory)

Digital Media Tools - a level 4 module (practical - web and motion graphics)

Compositing and Post Production - a level 5 module (practical - advanced motion graphics - this would require prior knowledge of Adobe After Effects)

**Semester 2.**

Digital Production Practice (practical - and would require knowledge of Adobe After Effects - it is the module that Frank and Caroline are taking now)

Digital Media Cultures (theory - would need a good grasp of English)

Interactive Multimedia (Practical - delivered in a short block over 2 days a week)

Multiplatform Production

**三、影视专业（BSc）Film Studies**

Courses

**Semester 1**

Film Language (Level 4 - Theoretical)

Screenwriting and Genre (Level 4 - Theory and Practice)

Experimental Filmmaking (Level 4 - Practical)

European Cinema (Level 5 - Theoretical)

American Cinema (Level 5 - Theoretical)

**Semester 2**

Film Criticism (Level 4 - Theoretical)

Documentary Film and Reality (Level 4 - Theoretical)

Introduction to Filmmaking B (Level 4 - Practical)

Film Adaptation (Level 5 - Theoretical)