

## Game Design Programme

*(\*The Study Plans provided on the SAI website are for reference only. For any questions, please contact your Course Coordinator.)*

Programme Structure (2025 cohort)	Unit	Year 1		Year 2		Year 3		Year 4	
		S1	S2	S1	S2	S1	S2	S1	S2
<b>Common Core Courses</b>	<b>12</b>	<b>3</b>		<b>3</b>	<b>0</b>	<b>3</b>	<b>3</b>		
<b>Common Core Required Courses</b>	<b>9</b>	<b>3</b>		<b>3</b>	<b>0</b>	<b>3</b>			
Data Structure and Algorithms (=Data Structure)					0				
JavaScript for Art and Design		3							
Python for Visual Culture				3					
AI for Art Students						3			
<b>Common Core Elective Courses</b>	<b>3</b>						<b>3</b>		
<b>Major Required Courses</b>	<b>60</b>	<b>3</b>	<b>9</b>	<b>6</b>	<b>12</b>	<b>12</b>	<b>9</b>	<b>6</b>	<b>3</b>
Fundamentals of Communication		3							
Foundations of Programming for Game Design			3						
Studio Art Practices: Drawing Fundamentals			3						
Fundamentals of Digital Design			3						
Narrative Design for Games				3					
2D Platform Game				3					
Data Structure					3				
3D Modelling and Animation					3				
Game Design and Prototyping					3				
Game Studies					3				
Fundamentals of Computer Graphics						3			
3D Game Development						3			
Game Project Planning and Production Management						3			
Character Design						3			
Game Physics							3		
Level Design							3		
Sound Design and Music for Games							3		
Virtual Reality Art								3	
Generative AI Workflow for Media								3	
Final Year Project (GD)									3
<b>Major Elective Courses</b>	<b>12</b>					<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>
<b>University Core Courses</b>	<b>37</b>	<b>12</b>	<b>11</b>	<b>8</b>	<b>6</b>				
University Chinese			3						
English for Academic Purposes I		3							
English for Academic Purposes II			3						
Introduction to AI Literacy		3							
Introduction to Modern Social Theories					3				
Morality and Foundations of Law			3						
Chinese Culture and Modern China				3					
Contemporary Chinese Society and Thought I		3							
Contemporary Chinese Society and Thought II				3					
Contemporary World and China					2				
Military Training		2							
Emotional Intelligence			1						
Experiential Arts				1					
Voluntary Service, or Environmental Awareness					1				

Programme Structure (2025 cohort)	Unit	Year 1		Year 2		Year 3		Year 4	
		S1	S2	S1	S2	S1	S2	S1	S2
Healthy Lifestyle		1	1	1					
<b>General Education Courses</b>	<b>18</b>	<b>3</b>	<b>3</b>		<b>6</b>	<b>3</b>	<b>3</b>		
History and Civilization (Level 1)					3				
Quantitative Reasoning (Level 1)		3							
Values and the Meaning of Life (Level 1)			3						
Interdisciplinary Thematic Courses (Level 2)					3	3			
Capstone Courses (Level 3)							3		
<b>Free Elective Courses</b>	<b>9</b>							<b>9</b>	
<b>Total Unit</b>	<b>148</b>	<b>21</b>	<b>23</b>	<b>17</b>	<b>24</b>	<b>21</b>	<b>18</b>	<b>18</b>	<b>6</b>