香港浸會大學
HONG KONG BAPTIST UNIVERSITY

ARTS TECH

Bachelor of Arts and Science (Hons) in Arts and Technology
藝術及科技文理學士（榮譽）

JS2920

The arts and culture sector and the 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 future forms of arts and culture and creative industries. This transdisciplinary programme educates students to be well-versed not only in arts and culture but also in technology. Students from all academic backgrounds are welcome.

In the age of artificial intelligence (AI), algorithms, virtual realities and metaverses, it is more important than ever to put human experiences and sensitivities back at the centre stage. We need people who can create innovative experiences beyond sensorily overloaded spectacles, and those that help us reclaim our senses, sensitivity, empathy and humanity.

香港和內地的藝術文化行業和創意產業急速發展，多年來對藝術專才趨之若鶩，既要填補現有和未來出現的空缺，更需要他們發展出更多突破創新的形式。本跨學科課程培育同時精通藝術文化和科技的畢業生，歡迎來自不同學術背景的學生報讀。

在現今人工智能、虛擬世界的數據年代，更需要將人類體驗和感知，重置於生活的核心。我們需要專業人才創造官能刺激的創新體驗，讓我們恢復人性化的感知和共感。

Curriculum Framework 課程概覽

The curriculum is flexible with options for students to suit multiple and evolving career options. Key learning activities include collaboration on projects from the industries, experiential learning and constant problem solving. Students work with renowned professors and experts around the world. They also undergo multiple learning experiences locally, in the Mainland, and overseas. By the time of graduation, students have a strong portfolio of achievements, in one of the three focused concentrations (Visual, Sound, Technology).

本課程透過提供全方位的教育鼓勵學生探索不同就業選擇。重點學習內容包括參與不同項目、體驗學習及解難能力。學生有機會與世界各地頂尖的教授和專家合作。

他們會在三個重點領域——視覺媒介、聲音、科技——其中一項，有充份的研習，亦有機會獲得本地、內地及海外的學習體驗。

The Three Concentrations 專修領域

Visual
視覺媒介

Sound
聲音

Technology
科技
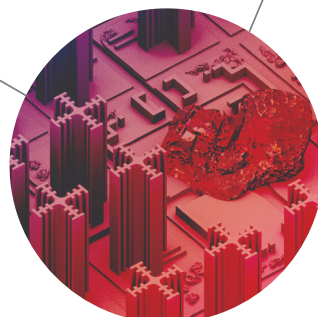
Curriculum 課程架構

YEAR 1	Arts Tech Practices and Theories I 藝術科技理論與實踐 I Computing for Creatives I 創意計算 I	Global Challenges 全球挑戰
YEAR 2	Arts Tech Practices and Theories II 藝術科技理論與實踐 II Computing for Creatives II 創意計算 II	University Core & General Educaation (GE) courses 大學核心及通識課程

YEAR 3	Visual Concentration 視覺媒介	Sound Concentration 聲音	Technology Concentration 科技	Transdisciplinary Collaboration 跨學科協作項目
				Free electives 自由選修

YEAR 4	Concentration Free Elective + Work Experience 專修選修科目 + 工作經驗	Honours Project 畢業項目

Career Prospects 就業前景

Graduates are 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 are capable of fusing film, music, gaming and the performing arts with appropriate technologies for creative arts productions. They may also use their expertise to create brand new immersive experiences for museums, galleries, and the MICE (Meetings, Incentives, Conventions and Exhibition) industries.

本課程致力培育於藝術文化及創意產業具前瞻性的藝術專才，同時具備將創作和科技融會貫通的能力。修畢課程後，畢業生能學以致用把創新科技融入電影、音樂、表演藝術等範疇。畢業生亦能運用專長為博物館、畫廊以及會議展覽及獎勵旅遊（MICE）業務設計嶄新的沉浸式體驗。

Admission Requirements 入學要求

The programme follows the general admission requirements. Candidates are required to submit a portfolio and may be required to attend an interview.

申請人必須達到大學的基本入學要求，並需要遞交個人作品集，或參加面試。

Enquiries 查詢

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🌐 transdisciplinary.hkbu.edu.hk/artt

Programme website
課程專頁

The spread features projects by
Dr. Peter Nelson, Mr. Kingsley Ng and Mr. Paul Shepherd.