

Major Study

主修專業

The programme offers two major study options: Arts and Event Management and Contemporary Design and Technologies.

The **Arts and Event Management major study** provides students with the essential knowledge of the latest issues and practices in the arts scene and the production of festivals and events. Students learn to analyse and handle issues as well as implement policies underlying the production, programming, and management of these significant areas of the arts and entertainment industry. The curriculum is structured to allow students to demonstrate leadership, managerial knowledge and skills, and initiative required to advance to senior positions in leadership roles in performing arts companies or venues, or in festival or events management companies.

The **Contemporary Design and Technologies major study** consists of four specialist study areas covering the most up to date design and technological practices in live entertainment: Projection Design, Interactive Media, Spatial Design and Wearable Art.

The **Projection Design specialisation** provides the first focused postgraduate training in Hong Kong for creative technologists and digital artists in the discipline.

It aims to produce artistic leaders for the cutting-edge field of digital visuals driven by emerging technologies, ranging from new media performance, contemporary entertainment and other evolving creative platforms.

Powered by the Department of Media Design & Technology, the curriculum encourages the discovery of process in formulating innovative and boundary-crossing ideas through classes, production and lab practices with artists from local and overseas, leading to the development of a discriminating standard for students' work.

With the support of an expanding array of equipment and state-of-the-art laboratories, the School endeavours to

create an atmosphere conducive to creative experimentation. Students with backgrounds in graphic design, animation, visual arts, theatre arts, film and other creative media will be able to take full advantage of the training to extend their vocabulary of expression by transformation ideas into visual and musical imagery.

The **Interactive Media specialisation** provides a unique post-graduate training in Hong Kong for a new generation of creative media designers and artists beyond studio art practices, and explores potential applications in new media performance, contemporary entertainment and other commercial applications.

Powered by the Department of Media Design & Technology, the curriculum focuses on research and development of emerging technologies tightly linked with industry trends and most-demanding applications. The School reinvigorates an atmosphere of research conducive to creative experimentation through the support of latest laboratories (including immersive technology) and innovative pedagogy.

Students with backgrounds in software programming, computer science, algorithmic art, interaction/user experience design, multimedia design and even digital signal processing will be able to benefit from the training and produce compelling creation and scholarly research about technological applications in art and performance. The cross-disciplinary project environment prepares students for leadership positions in interactive arts of digital media technologies.

The **Spatial Design specialisation** investigates the relationship between architecture, objects and performers in Design. By exploring the narrative qualities and possibilities of these elements, students discover how Design could shape and transform a live performance. This study pathway uses traditional theatre production as a starting point, examining contemporary/ non-traditional performance practices such as immersive, participatory, site-specific or even experimental theatre.

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Students are encouraged to bring artistic qualities from other related disciplines such as fine arts, architecture, film, fashion, jewellery and digital technologies etc., to explore and generate performances and scenographic experiences.

The Wearable Art specialisation focuses on creating Wearable Arts within a narrative context. Students will study the fundamentals of costume by creating forms, moulding shapes, controlling volume and surface treatments. Students are also encouraged to integrate with other disciplines such as fine arts, fashion, jewellery, installation, sculpture etc. and discover the dramatic and narrative context. Through collaboration with other performing artists, and by conducting practical experiments, students are expected to push the boundaries of the subject of costume beyond its established role.

本碩士課程提供兩個主修專業，包括藝術及項目管理，以及當代設計與科技。

藝術及項目管理主修專業，為學生提供藝術管理、節慶活動管理及項目製作所需的當前實務知識，讓學生掌握不同範疇，如藝術行政及製作、節目策劃和項目管理等相關議題所需的分析、處理，及推行策略的技巧。課程規劃，著重發揮學生領導與管理的才能及主動性，以為其日後晉身藝術機構或演藝場館、節慶或項目管理機構的領導位置作好準備。

當代設計與科技主修專業，共分四個不同的專修範疇，涵蓋當代表演及娛樂業內最新的設計及技術，包括投影設計、互動媒體、空間設計及穿著藝術。

投影設計專修是香港首個聚焦此項專業，訓練數碼藝術家及創意技術專家的碩士課程。

新興技術促成新媒體表演、當代娛樂及其他創意平台對數碼視像設計師及能領導業界的專才的強烈需要。

科藝製作系透過課堂、製作及實驗，讓同學跟本地及海外的藝

術家合作，作跨界探索及創作，鼓勵其中過程的發現從而推展到學員獨特的作品。

學院提供先進的實驗室及持續添置器材，支持創意及大膽實驗的氛圍。擁有平面設計、視覺藝術、劇場藝術、電影或其他創意媒體經驗的學生，可以建立更豐富的創意語言以視像表述及轉化意念。

互動媒體專修為創意媒體藝術家及設計師從工作室創作模式伸延至新媒體表演創作、當代娛樂及其他商業應用。

科藝製作系透過最新的創作實驗室（包括沉浸式影音技術）及突破傳統的教學法，推動大膽實驗的氛圍，讓同學研究市場最需求及最具潛力的新興技術應用。

課程讓擁有軟件編程、計算機科學、演算法視覺藝術、介面互動 / 用家經驗設計、多媒體藝術、甚或數字訊號處理經驗的同學，能以創作及學術研究去發展新興技術在跨界藝術及表演的應用，訓練同學在數碼媒體技術主導的互動藝術創作時代擔當領導的角色。

空間設計專修，專注於設計層面，研究建築物、器物 and 表演者之間的關係。學生透過探索上述元素來發掘敘事的特性，理解設計如何重塑現場表演的可能性。學習以傳統舞台製作為起點，通過檢視當代或非傳統的表演習作，來實踐不同劇場的表演形式。此課程鼓勵學生從其他藝術範疇，如美術、建築、電影、時裝、珠寶和數碼技術等來探索表演的形成和經驗舞台的美學。

穿著藝術專修，專注於創造可穿著的作品和其敘事性的意念。學生透過服裝的基礎研究，如何創作和塑造不同的形式與形態及調度和處理材積，此課程鼓勵學生揉合其他藝術專業，如美術、時裝、珠寶、裝置和雕塑等，探索其戲劇性和敘事形式的可能性。學生透過與其他表演藝術家的協作來進行實際體驗，把服裝藝術推展至極，超越當下。