

SYLLABUSES FOR THE DEGREE OF BACHELOR OF ARTS IN HUMANITIES AND DIGITAL TECHNOLOGIES

These syllabuses apply to candidates admitted to the BA(HDT) curriculum in the academic year 2023-2024.

Overall curriculum structure

Candidates are required to complete courses totaling not fewer than 240 credits, comprising:

Curriculum Structure	Credits
University Graduation Requirements	54
Common Core Curriculum	36
Language enhancement courses	18
Successful completion of any other non-credit bearing courses as required	/
Major in Humanities and Digital Technologies (HDT)*	96
HUDT1001. Introduction to humanities and digital technologies	6
STAT1016. Data science 101	6
COMP1117. Computer programming	6
HUDT3001. Advanced topics in humanities and digital technologies <i>or</i> HUDT3002. Thinking machines, thinking with machines	6
HUDT3100. Internship in humanities and digital technologies	6
HUDT4001. Research project in humanities and digital technologies (capstone experience)	6
HDT advanced interdisciplinary electives	18
Humanities introductory elective(s)	6-12
Humanities advanced electives	30-36
Electives	90
Total:	240

* This Major is not offered to students from other curricula.

Notes:

- 1) Candidates shall normally complete 60 credits in an academic year. The normal study load of Semester 1 and that of Semester 2 is 30 credits. Candidates may opt to take 36 credits in these semesters without seeking approval from the Faculty.
- 2) 18 credits in language enhancement courses, including 6 credits in “CAES1000. Core University English”¹, 6 credits in an “English in the Discipline” course and 6 credits in the Chinese language enhancement course².
- 3) To facilitate the research project required in Year 4, students are required to complete the Humanities electives from the same Programme (e.g. English Studies, History).

¹ Candidates who have achieved Level 5 or above in English Language in the Hong Kong Diploma of Secondary Education Examination, or equivalent, are exempted from this requirement, and CAES1000 is optional. Those who do not take this course should take an elective course in lieu, see Regulation UG6.

² Candidates who have not studied the Chinese language during their secondary education may be exempted from this requirement and should take an elective in lieu, see Regulation UG6.

- 4) 90 credits in elective courses, which may include courses offered by any Arts and non-Arts teaching unit(s), except the Common Core Curriculum. It is optional for candidates to pursue a second major or up to two minors. These second major and minor(s) can be offered by the Faculty of Arts or other Faculties. Please note that candidates shall be required to take additional 6 credits for pursuing another major with requirements consisting of 96 credits.
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Common Core Curriculum (36 credits)

Candidates are required to complete 36 credits in the Common Core Curriculum within Year 1 to Year 3, comprising at least 6 credits and not more than 12 credits from each Area of Inquiry (AoI), with not more than 24 credits being selected within one academic year except where candidates are required to make up for failed credits.

Language Enhancement Courses (18 credits)

- “CAES1000. Core University English” (6 credits) in Year 1
 - Take *one* of the following “English in the Discipline” courses (6 credits) in Year 2:
 - CAES9201. Academic English: Countries and Cultures
 - CAES9202. Academic English: Literary Studies
 - CAES9203. Academic English: Philosophy and the History of Ideas
 - CAES9204. Academic English: History
 - CAES9205. Academic English: Language Studies
 - CAES9206. Academic English: Creative and Visual Arts
 - Take *one* of the following Chinese language enhancement courses (6 credits) in Year 3:
 - CART9001. Practical Chinese for Arts Students
 - CUND9002. Practical Chinese and Hong Kong society (Note: for Putonghua-speaking students)
 - CUND9003. Cantonese for non-Cantonese Speaking Students (Note: for Putonghua-speaking students)
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Major in Humanities and Digital Technologies (HDT) (96 credits)

- **Compulsory courses:** Take *all* the following courses (totaling 36 credits)
 - Year 1:
 - HUDT1001. Introduction to humanities and digital technologies (6 credits); and
 - STAT1016. Data science 101 (6 credits)
 - Year 2:
 - COMP1117. Computer programming (6 credits)
 - Year 3:
 - HUDT3001. Advanced topics in humanities and digital technologies (6 credits) or
 - HUDT3002. Thinking machines, thinking with machines (6 credits)
 - Year 4:
 - HUDT4001. Research project in humanities and digital technologies (capstone experience) (6 credits)

Year 3 or 4:

HUDT3100. Internship in humanities and digital technologies (6 credits)

- **HDT advanced interdisciplinary electives:** Take *three* of the following from Year 2 to Year 4 (totaling 18 credits)

Faculty of Arts

- HUDT2100. Emerging trends and trajectories in digital practices (6 credits)
 HUDT2205. eXtended Reality (XR) in the humanities (6 credits)
 HUDT2206. Humanities at play: Games and interactive design (6 credits)
 HUDT2207. Databases, digital archives, and AI for cultural preservation (6 credits)
 HUDT2208. Cultural evolution in the digital age (6 credits)
 HUDT2210. Experiential learning in humanities and digital technologies (6 credits)
 ARTH2110. Archaeology and digital humanities in the field (6 credits)
 ARTH2111. Artifacts, technology, and archaeology (6 credits)
 CAES2002. Online Digital Storytelling in English (6 credits)
 CHIN2189. Media and modern Chinese literature (6 credits)
 CHIN2296. Artificial intelligence and Chinese history research and teaching (6 credits)
 CHIN2348. Bilingual studies in media and popular culture (6 credits)
 CHIN2378. Harnessing AI in case law translation (6 credits)
 CLIT2026. Digital culture (6 credits)
 CLIT2100. Fugitive science: Science and technology studies (STS) approaches to facts and fakes (6 credits)
 ENGL2050. English corpus linguistics (6 credits)
 ENGL2103. Language and social media (6 credits)
 ENGL2166. English phonetics (6 credits)
 ENGL2195. Staging Asia (6 credits)
 ENGL2198. Interactive narratives: Literature through new media (6 credits)
 GCIN2029. Understanding video games: How to design popular culture (6 credits)
 GCIN2035. Digital economy, media and entertainment (6 credits)
 GCIN2038. Entertainment markets and digital audiences in Asia (6 credits)
 GCIN2115. Video game music (6 credits)
 GCIN2117. History of the internet (6 credits)
 GCIN2118. Introduction to video games studies (6 credits)
 GCIN2119. Interactive media and narrative adaptation (6 credits)
 GCIN2122. Streaming television: Developments, practices and processes (6 credits)
 GCIN2123. Digital roleplaying games (6 credits)
 GEND2010. Feminist science and technology studies (6 credits)
 GLAS2101. Art, time, and new media (6 credits)
 GLAS3101. Interculturality in a virtual world (6 credits)
 HIST2136. The Graeco-Roman world: From Homer to Augustus (6 credits)
 HIST2204. Technology and society: A modern history (6 credits)
 HIST2205. Digital history: From concordances to big data (6 credits)
 HIST2207. Printer, typesetter, reader, scribe: A global history of books (6 credits)
 HIST2218. Medieval and early modern Korea (6 credits)
 HIST3080. Historical gaming (6 credits)
 HIST4037. Automating the Past: Artificial Intelligence and the Historian's Craft (6 credits)
 JAPN2103. Artificial intelligence, androids, and automation in Japanese literature and popular culture (6 credits)
 LING2027. Phonology: An introduction to the study of sound systems (6 credits)
 LING2066. Variation Analysis (6 credits)
 LING2067. Natural language processing (6 credits)
 LING2068. Modelling language and languages (6 credits)
 LING2071. Introductory statistics for the humanities (6 credits)
 MUSI2088. Music, AI, and the Future of Creativity (6 credits)

- MUSI3042. Music production: from ideation to realization (6 credits)
 PHIL2225. The philosophy of artificial intelligence (6 credits)
 PHIL2230. Philosophy and cognitive science (6 credits)
 PHIL2656. Philosophy of virtual reality (6 credits)

Faculty of Education

- BSIM3021. Web development, users and management (6 credits)
 BSIM3025. Multimedia and human-computer interaction (6 credits)
 BSIM4019. Electronic commerce (6 credits)
 BSIM4024. Fundamentals of object-oriented programming (6 credits)
 BSIM4027. Selected topics in information management (6 credits)
 BSIM4028. Principles and practice of data visualization (6 credits)

School of Computing & Data Science

- COMP3270. Introduction to artificial intelligence (6 credits)
 COMP3278. Introduction to database management systems (6 credits)
 COMP3314. Introduction to machine learning (6 credits)
 COMP3329. Computer game design and programming (6 credits)
 COMP3330. Interactive mobile application design and programming (6 credits)

- Humanities introductory elective(s): Take *6-12 credits* of introductory courses, except language-learning courses (e.g. “KORE1001. Korean I.1”), from the following Arts Schools/Centres in Year 1

School of Chinese (excluding the Chinese Language Centre)
 School of English
 School of Humanities
 School of Modern Languages and Cultures
 Centre of Buddhist Studies

- Humanities advanced electives: Take *30-36 credits* of advanced courses, except language-learning courses (e.g. “KORE2001. Korean II.1”), from the same Arts Programme of the introductory elective(s) taken previously within Year 2 to Year 4

Notes:

- 1) A course cannot be counted towards more than one requirement relating to a major and/or a minor. Hence, an Arts course listed as an “HDT advanced interdisciplinary elective” will be counted towards the HDT requirement by default. If this requirement is fulfilled, then it will be counted towards the requirement of “Humanities advanced electives”.
- 2) Candidates may be required to take additional course(s) to fulfil the pre-requisite(s) or co-requisite(s) of a HDT elective, a Humanities elective or a free elective. Please refer to the relevant Programme’s syllabuses for course descriptions and enrollment conditions.

COURSE DESCRIPTIONS

Not all courses are offered every semester or annually. Please check with the teaching units for their course offering around August.

Major in Humanities and Digital Technologies – Compulsory Courses

HUDT1001. Introduction to humanities and digital technologies (6 credits)

The course begins with the question ‘how does the humanities intersect with digital technology? Students will explore this intersection, and will engage with the ongoing critical discussions about the developing field of digital humanities. The course will ask in particular how scholars of the humanities use technology and digital methods in their research, how the humanities responds to questions of technology in society and culture, and how the humanities itself can drive technological advancement. Along the way, students will be introduced to a range of digital technologies and methods, representing both established and emerging digital research tools. Students will learn basic coding techniques that will enable them to work with a range of data. Over the course of the semester, students will develop the technical and theoretical foundation required for further study in humanities and digital technologies. Assessment: 100% coursework.

STAT1016. Data science 101 (6 credits)

The course introduces basic concepts and methodology of data science to junior undergraduate students. The teaching is designed at a level appropriate for all undergraduate students with various backgrounds and without pre-requisites. Students will engage in a full data work-flow including collaborative data science projects. They will study a full spectrum of data science topics, from initial investigation and data acquisition to the communication of final results. Specifically, the course provides exposure to different data types and sources, and the process of data curation for the purpose of transforming them to a format suitable for analysis. It introduces elementary notions in estimation, prediction and inference. Case studies involving less-manicured data are discussed to enhance the computational and analytical abilities of the students.

Non-permissible combination: SDST1016.

Assessment: 100% coursework.

COMP1117. Computer programming (6 credits)

This is an introductory course in computer programming. Students will acquire basic Python programming skills, including syntax, identifiers, control statements, functions, recursions, strings, lists, dictionaries, tuples and files. Searching and sorting algorithms, such as sequential search, binary search, bubble sort, insertion sort and selection sort, will also be covered.

Assessment: 70% continuous assessment, 30% examination.

HUdT3001. Advanced topics in humanities and digital technologies (6 credits)

This course invites students to engage with the transformative impact of big data, artificial intelligence, blockchain, the metaverse, and smart sensors from a humanities perspective. Recognising that the digital transformation of society is still in its early stages, it encourages students to look ahead to the coming decades with a global and critical understanding of the ongoing societal disruptions caused by these emerging technologies. Topics to be covered include archives of the future, gamification, the energetics of big data, the philosophy of real time, and decentralised ledgers. Students will collaborate in teams to develop final research projects based on these themes and reflect on the current and future directions of the digital humanities.

Assessment: 100% coursework.

HUdT3002. Thinking machines, thinking with machines (6 credits)

As an advanced HDT course in the BA(HDT) programme, this course ambitions to develop higher-level thinking about the use and impact of digital technologies, in the Arts and beyond. To this end, it adopts multiple perspectives (from history, cognitive science, theory of activity) and practical engagement with the most recent developments of AI (agentic AI, LLM-based automation). A flipped-

classroom pedagogical approach is adopted to leave ample time for supervised activities in the classroom, and assessment - with projects and essay-like contributions - includes a strong reflective component.

Assessment: 100% coursework.

HUDT3100. Internship in humanities and digital technologies (6 credits)

This internship course provides students with an opportunity to broaden their undergraduate education through experiential learning. Students will acquire invaluable work experience, hone transferrable skills for a wide range of careers, and develop sharper awareness of the intersections between humanities and digital technologies in the workplace. Students enrolled into the course might work on research, fact checking, interviewing people, grant-writing and fund-raising, event management, writing documents, reports or copy for publication, translation and communication, interpersonal speaking and writing, networking and outreach, data management, text encoding and/or database construction, website creation, social media management, or project development.

At the end of the internship, students will submit a written report (approximately 2,000 words) on work/project(s) conducted during the internship and a critical reflection on the internship experience, signed by the organisation contact. The report should reflect on how their interdisciplinary training integrates with the workplace experience, and how the experience enhances their personal development and growth, including whether the experience has helped them identify their strengths and areas in need of improvement.

During the semester, students will meet with the course supervisor at least twice to discuss the internship progress and the written report. The assessment of their performance is not based on specific assignments but their ongoing workplace experience, the evaluation provided by the host organisation, as well as the written report.

Assessment: 100% coursework.

HUDT4001. Research project in humanities and digital technologies (capstone experience) (6 credits)

This final-year project enables students to pursue their individual interests in any aspect of the intersection between humanities and digital technologies under the supervision of a faculty member. While students may choose the research route of producing an extended essay of approximately 5,000 words (supported by research with a strong digital component), this capstone experience explicitly encourages creativity and innovation, and (subject to the approval of the course coordinator and supervisor), students may be approved to undertake a creative or digital development project. If the latter option is chosen, students will also submit a written report (approx. 2,000 words) on their project, describing and reflecting on the process of their work. Students are expected to meet with their supervisors regularly and to present their work-in-progress to their supervisors in the course of the semester.

Assessment: 100% coursework.

Major in Humanities and Digital Technologies – Advanced Interdisciplinary Electives

HUDT2100. Emerging trends and trajectories in digital practices (6 credits)

This course offers advanced exploration of digital practices, providing students with a deeper understanding of the tools involved. By engaging in themed and topical projects within specific disciplines, students can refine their interests for capstone projects and internship opportunities. These disciplines include but are not limited to archival and data retrieval, heritage and cultural preservation, virtual reality, media creation, artificial intelligence, creative industries, digital twins for industries, design, and game culture.

Assessment: 100% coursework.

HUDT2205. eXtended Reality (XR) in the humanities (6 credits)

eXtended Reality (XR), encompasses the range of three-dimensional (3D) digital-visual technologies that include Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). XR provides users with immersive visual experiences by placing computer graphics into their view. XR has become vital in transforming many fields, including entertainment, learning, training, and industrial production pipelines. Within the humanities, XR's immersive experiences have the potential to reshape human cultural landscapes and our interaction with the arts. In this course, students will gain insights into the emerging landscape of the experience economy and further investigate the new ecology of this economy, its components, and their implications for humanity's future. Students will gain some experience with creating 3D models and building immersive experiences for the humanities while experimenting with the latest hardware. We will explore how XR technologies can change the way we research and teach about the humanities, such as exploring reconstructed ancient sites in archaeology or experiencing virtual music in 360 degrees, or yet how history may be archived or investigated. Students are encouraged to critically examine the socio-cultural changes brought about by these technological paradigms.

Assessment: 100% coursework.

HUDT2206. Humanities at play: Games and interactive design (6 credits)

The humanities ask crucial questions about humans, culture, and history—but the answers are never final. Instead, they emerge through continual reinterpretation from new perspectives. In today's digital world, these interpretive encounters are increasingly shaped by interactive forms: visualizations we explore, maps we navigate, conversations we engage in, and games we play.

This course bridges humanities inquiry and digital innovation by treating interaction as a mode of interpretation. Students learn how cultural materials can be transformed into interactive experiences across a spectrum of digital forms, including interactive visualizations, web-based mapping, dialogic systems, and playable game prototypes. Among these, digital games serve as a central—though not exclusive—medium, offering a particularly engaging way to explore how rules, systems, and player choice structure meaning.

The course also incorporates AI as part of contemporary interactive workflows. Students experiment with AI-assisted tools for content transformation, generation, and prototyping, while critically reflecting on how AI reshapes interaction, interpretation, and authorship in humanities projects. Emphasizing hands-on experimentation and project-based learning, the course equips students to design interactive works that engage humanities questions in rigorous, playful, and technically informed ways.

Assessment: 100% coursework.

HUDT2207. Databases, digital archives, and AI for cultural preservation (6 credits)

This course introduces students to the principles and practices of data management, database construction, and digital archiving for cultural preservation. Students will learn the fundamentals of relational database design, SQL, Python, and SQLite through hands-on work with cultural and archival datasets. Topics include querying databases, creating and modifying tables, cleaning metadata, and building a small archive-style database. The course also examines how AI is transforming digital preservation, archival discovery, and access through OCR, handwritten text recognition, automated metadata generation, image restoration, and automatic speech transcription. Case studies may include charred papyri, damaged manuscripts, fragile sound recordings, faded paintings, and hidden archaeological sites. Through technical training, case study analysis, and ethical reflection, students will consider how digital technologies shape what societies preserve, discover, access, and remember.

Assessment: 100% coursework.

HUDT2208. Cultural evolution in the digital age (6 credits)

This course explores how stories, languages, manuscripts, material culture, and cultural traditions change as they are copied, shared, adapted, and passed down. Students will build practical skills in R and learn how computational methods can be used to trace patterns of inheritance, borrowing, innovation, and contact across humanities data. Drawing on examples from manuscript studies, language change, and cultural evolution, the course introduces key approaches such as tree thinking and computational methods adapted from the biological sciences, including parsimony methods and Bayesian methods. Students will learn to evaluate how data, assumptions, and models help shape our understanding of the past. Through substantial hands-on practice, culminating in the replication of an existing study, students will develop skills in coding, data analysis, interpretation, and critical evaluation.

Assessment: 100% coursework.

HUDT2210. Experiential learning in humanities and digital technologies (6 credits)

This course provides structured experiential learning in humanities and digital technologies through lectures, and/or field trips to businesses, cultural sites, and events. It will be offered periodically with a specific theme selected by experts in the field, including scholars and industry practitioners. Students will gain first-hand insight into professional practice and examine the technological, cultural, organisational, and social issues associated with the selected theme.

Assessment: 100% coursework.

Please refer to the BA syllabuses, which are available at <https://arts.hku.hk/current-students/undergraduate/regulations/>, for the course descriptions and enrollment conditions of the other eligible Arts courses.

Major in Humanities and Digital Technologies – Humanities Electives**HUDT1205. Introduction to gaming and gameplay (6 credits)**

Video games have emerged as a dominant cultural medium in the modern world, serving as a powerful economic engine and a critical instrument of national soft power. Studying games—along with their socio-cultural impacts—is essential to understanding the ongoing evolution of play in human civilization. Leveraging artificial intelligence, students can now gain unprecedented perspectives on the historical and cultural development of gaming. This course challenges students to interrogate the role of gameplay in education, entertainment, and the preservation of collective memory, while framing digital play as a legitimate contemporary art form. Through the critical assessment of game mechanics and player experiences, students will research and reflect on their own interactive histories, envisioning new paradigms of play while translating these insights into actionable, real-world skill sets.

Assessment: 100% coursework.

Please refer to the BA syllabuses, which are available at <https://arts.hku.hk/current-students/undergraduate/regulations/>, for the course descriptions and enrollment conditions of the other eligible courses.

English Language Enhancement Courses**CAES1000. Core University English (6 credits)**

The Core University English (CUE) course aims to enhance first-year students' academic English language proficiency in the university context. CUE focuses on developing students' academic English language skills for the Common Core Curriculum. These include the language skills needed to understand and produce spoken and written academic texts, express academic ideas and concepts clearly and in a well-structured manner and search for and use academic sources of information in their writing and speaking. Four online-learning modules through the Moodle platform on academic speaking, academic grammar, academic vocabulary, citation and referencing skills and avoiding plagiarism will be offered to students to support their English learning. This course will help students to participate more effectively in their first-year university studies in English, thereby enriching their first-year experience.

Assessment: 100% coursework.

CAES9201. Academic English: Countries and Cultures (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, American Studies, Art History, China Studies, Chinese History and Culture, Chinese Language and Literature, Comparative Literature, European Studies, Gender Studies, Global and Area Studies, Global Creative Industries, Hong Kong Studies, Japanese Studies, Korean Studies, a modern language, and Music. The primary aim of CAES9201 is to enable students to read texts on cultures, history and politics, and to use a range of rhetorical features to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

CAES9202. Academic English: Literary Studies (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, Art History, Comparative Literature, English Studies, and Translation. The primary aim of CAES9202 is to enable students to read English fiction and literary criticism, and to use a range of rhetorical features to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

CAES9203. Academic English: Philosophy and the History of Ideas (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, Philosophy; students of other majors such as Art History, Comparative Literature, Chinese History and Culture, and Gender Studies will find the history of ideas element of the course useful. The primary aim of CAES9203 is to enable students to read texts on philosophy and the development of influential, critical ideas (e.g. Marxism, liberalism, critical theory), and to use a range of analytical and rhetorical techniques to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

CAES9204. Academic English: History (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, American Studies, Art History, China Studies, Chinese History and Culture, European Studies, Gender Studies, History, Hong Kong Studies, Japanese Studies, Korean Studies, or Music. The primary aim of CAES9204 is to enable students to read history texts, and to use a range of rhetorical features to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

CAES9205. Academic English: Language Studies (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, Chinese Language and Literature, English Studies, General Linguistics, Language and Communication, a modern language, and Translation. The primary aim of CAES9205 is to enable students to read linguistics and translation texts, and to use a range of rhetorical features to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

CAES9206. Academic English: Creative and Visual Arts (6 credits)

This course aims to help students develop the English language skills they need to succeed in their major. The course is open to all BA, BA(GCIN), BA(HDT) and BA&BEng(AI&DataSc) students, but is most relevant to the needs of students majoring in, or intending to major in, Art History, Comparative Literature, Gender Studies, Global Creative Industries, and Music. The primary aim of CAES9206 is to enable students to read texts on creative and visual arts, and to use a range of rhetorical features to produce persuasive disciplinary essays. The course has a substantial secondary focus on the development of disciplinary speaking and listening skills.

Assessment: 100% coursework.

Chinese Language Enhancement Courses

Students are required to successfully complete the 6-credit Faculty-specific Chinese language enhancement course (CART9001) for graduation, except for

- (a) Non-local Putonghua/Mandarin-speaking candidates who should take “CUND9002 Practical Chinese and Hong Kong Society” or “CUND9003 Cantonese for Non-Cantonese Speaking Students”; and
- (b) Students who have not studied Chinese language during their secondary education or who have not attained the requisite level of competence in the Chinese language to take CART9001 should seek approval from the Board of the Faculty for exemption from the Chinese language enhancement requirement, and
 - (i) Take a 6-credit Cantonese or Putonghua language course (CHIN95xx) offered by the School of Chinese especially for international and exchange students; OR
 - (ii) Take an elective course in lieu.

CART9001. Practical Chinese for Arts Students (6 credits)

This course is designed to promote the students' professional use of Chinese language in the workplace. The course will familiarize students with modern Chinese grammar, the correction of mistakenly written Chinese characters and various types of practical Chinese writings in professional contexts. Students

are required to complete a series of communication-rich oral and written assignments and an examination. Special emphasis is given to the style and rhetoric of reader-based writings to heighten students' linguistic sensitivity.

This course will be offered in the second semester of the third year.

Assessment: 50% coursework, 50% examination.

CUND9002. Practical Chinese and Hong Kong society (6 credits)

This course is specifically designed for the students from the Mainland. With Putonghua as the medium of instruction, it aims to underscore the characteristic styles and formats of practical Chinese writings in the workplace context in Hong Kong. Topics addressing the rhetorical strategies for reader-oriented professional writings are included to strengthen the students' command of the language. The evolution of Cantonese and the lexical and phonetic systems of this dialect will be explored. The local history and culture of Hong Kong will also be considered. On-site visits are organized to deepen the students' understanding of local traditions and, more importantly, to enhance their ability to appreciate and accept cultural and regional differences. Students will be able to apply the concepts and skills to accomplish different tasks effectively and persuasively in diverse and complex issues in oral and written forms as well as to produce good-quality practical writing.

Assessment: 50% coursework, 50% examination.

CUND9003. Cantonese for non-Cantonese speaking students (6 credits)

This course is designed specifically for Putonghua speaking students that are proficient in the use of the Chinese language. It aimed at enabling students to learn the characteristics of Hong Kong written and spoken Chinese language, to discover the differences in vocabulary and expression between the Cantonese dialect and Putonghua. Through a comparative analysis of Putonghua and Cantonese, this course will familiarize students with traditional and simplified Chinese characters, strengthening their communication skills in everyday life, and to have a proper understanding of the culture, traditions and people in Hong Kong. This course is essential to students who must adapt to lifestyle in Hong Kong within a short period of time.

Assessment: 60% coursework, 40% examination.
