School of Design, The Hong Kong Polytechnic University

Master of Science in Multimedia & Entertainment Technology

Programme Document for 2019/20

(updated version @ 9 Sep 2019)

Contents

This Programme Document is subject to review and changes which the School can decide to make from time to time. Students will be informed of the changes as and when appropriate.

01 - General Information

Programme Title:	MSc in Multimedia and Entertainment Technology
Programme Code:	73034
Host Department:	School of Design
Study Mode:	Full-time
Normal Duration:	1 year
Maximum Duration:	2 years
Credits for Graduation:	36
Medium of Instruction:	English
Programme Leader:	Dr. Gino YU, *PhD, BSc UC Berkeley*

02 – Introduction

Get the relevant, up to date degree that students need to compete in today's marketplace. The Master of Science in Multimedia and Entertainment Technology (MScMET) in The Hong Kong Polytechnic University's School of Design has been continually revised in close consultation with our industry partners since its inception in 2005. As a unique accelerated programme, students are assured that what they learn on day one is still highly desired by industry the day they graduate.

The programme features *streams* that are aligned with the latest advances in both research and industry. Students will gain a comprehensive understanding of the latest video game development, management, and marketing techniques in our Game Development stream. Fast track their career by specializing in the latest content technologies in our Social, Mobile, and Internet stream. Maximize impact and value of any multi-media design by understanding creative processes and how people interact with media in our Applied Design Psychology stream. Students of all streams learn entrepreneurial thinking and the skills needed to give them a competitive edge in the fast paced multimedia technology and entertainment industry.

03 – Admission

Entrance Requirements

General Entrance Requirement

A Bachelor's degree, preferably in a related field.

English Language Requirement

If students are not a native speaker of English, or the Bachelor's degree or equivalent qualification is awarded by institutions where the medium of instruction is not English, students are expected to fulfill the following minimum English language requirement for admission purpose:

- A Test of English as a Foreign Language (TOEFL) score of 80 or above for the Internet-based test, or a TOEFL score of 550 or above for the paper-based test; OR
- An overall Band Score of at least 6 in the International English Language Testing System (IELTS).

04 - Programme Aims and Outcomes

Programme Aims

The programme is for those who are keen to lead in the digital entertainment industry. It is designed to open creative possibilities in the minds of the students by exploring cross-disciplinary media applications and technologies. Through theories and project-based modules, students are encouraged to look afresh into all aspects of how media impacts our lives, ranging from technological innovation and development for human-machine interfaces to creative content design for digital entertainment. The course starts with the building blocks of human psychology, game design, and on-line entertainment and encourages students to look beyond technology by finding value in innovation to shape the path of what digital entertainment can become.

The Msc programme develops a balanced level of expertise through delivery of subjects that overview the multimedia domain from design to technology.

Professional / Academic Knowledge Skills

- The ability to conceptualize, design and develop innovative multimedia products and applications
- Understand the relationship humans have with media, from physical and psychological to social and cultural
- Proficiency with design research methods
- Optimally deliver designed products/concepts through a coordinated communication and implementation plan

Generic Skills for All-roundedness

- The ability to generate planning and coordination strategies
- The ability to create and communicate effective ideas
- Interpersonal skills needed to collaborate with those from other disciplines
- Creative insight and critical thinking skills for sustained future growth beyond the university

Programme Outcomes

Category A: Professional / Academic Knowledge Skills

- **The ability to conceptualize, design and develop innovative multimedia products and applications**

  Developing the future of multimedia design requires students to learn skills that position them at the leading edge of design thinking and creativity. The skills include:

  - How to apply creativity research to improve upon design processes
  - Personal training practices to develop intuition driven creativity
  - Concepts and techniques for multimedia design processes (sound design, game and application development, programming logic, etc.)
  - The ability to establish, manage and communicate digital technology development projects that lead to successful completion based on respective culture specific professional standards

- **Understand the relationship humans have with media, from physical and psychological to social and cultural**

  Affective and inspiring design requires a deep understanding of people and how they interact with media. To improve design processes, students learn the following:

  - User experience and human-computer interactivity
  - Media semiotics across genres (games, applications, environments, social platforms)
  - The influence of culture, gender, and technology
  - Globalization and the influence of New Media

- **Proficiency with design research methods**

  Participatory design processes require methods to understand end-user populations and behaviors in relation to products. Students will learn the following design research skills:

  - Understanding users and context
  - Qualitative data gathering and analysis techniques
  - Different types of tools that can inform the design process
  - User Experience (UX) and Experience Design (XD)
  - How to evaluate the effectiveness of a product or user interface
  - A user-centered approach to experience design

- **Optimally deliver designed products/concepts through a coordinated communication and implementation plan**

  Design has industry relevance only when it is successfully marketed and commercialized. Students pursuing the entrepreneurial path will learn:

  - To critically articulate marketing strategy in reference to the current cultural and technological contexts and trends in digital entertainment
  - How to conduct consumer insights research and plan campaign analytic methods
  - How to build a business model and work with stakeholders
  - How to create and plan promotional activities

Category B: Generic Skills for All-roundedness

- **The ability to generate planning and coordination strategies**

  The ability to develop a workable plan from an idea is essential for commercial success. Toward this end, students will learn:

  - To provide realistic estimates related to time and budget allocation toward developing a multimedia project
  - To design and develop communication and accountability strategies toward successful completion of a multimedia project
  - To work with the different processes, worldviews, capabilities, and needs of the different disciplines involved in implementation

- **The ability to create and communicate effective ideas**

  The presentation of design ideas is critical to their adoption. Students will learn valuable ideation and communication skills such as:

  - Structuring and visualizing creative concepts
  - Communication through oral and written means
  - Promoting concepts and master storytelling

- **Interpersonal skills needed to collaborate with those from other disciplines**

  Today's multimedia and entertainment projects require teams from different disciplines to come together to implement. Students will learn interpersonal skills including:

  - To develop emotional intelligence and apply this intelligence in nonviolent communication and mediation
  - To navigate and translate between different worldviews, especially among creatives, technologists, and business people
  - To cultivate leadership skills for inspiring teams and crisis management
  - Collaborative ideation design practices

- **Creative insight and critical thinking skills for sustained future growth beyond the university**

  New multimedia and entertainment technologies are driven by creative insight and recognizing opportunities. Deep understanding will lead to career success beyond the academic environment. To prepare for this success, students will learn:

  - To appreciate and understand the significance and implication of new products and services
  - To cultivate creative processes and ideation
  - To synthesize new perspectives from reading materials and case studies
  - To identify new market opportunities in different cultural contexts

Curriculum Map: Subject to Programme Outcomes Alignment

The following table shows how each subject is aligned with the overall Outcome of the Programme in terms of the Programme's objectives and aims. The convention for deciphering the scale of significance is as follow:

●	A black dot means having the most significant relationship.
●	A grey dot means having a lesser significant relationship.
	An empty box means the least significant relationship.

Subjects	Programme Outcomes							
	Professional / Academic Knowledge Skills				Generic Skills for All-roundedness			
	The ability to conceptualize, design and develop innovative multimedia products and applications	Understand the relationship humans have with media, from physical and psychological to social and cultural	Proficiency with design research methods	Optimally deliver designed products/ concepts through a coordinated communication and implementation plan	The ability to generate planning and coordination strategies	The ability to create and communicate effective ideas	Interpersonal skills needed to collaborate with those from other disciplines	Creative insight and critical thinking skills for sustained future growth beyond the university
SD5902 Production Processes in Multimedia and Entertainment	●		●		●	●	●	●
SD5953 Successful Project Management				●	●	●	●	
SD5954 Innovative Multimedia Project Development I	●	●	●			●		●
SD5955 Innovative Multimedia Project Development II				●	●			
SD5905 Recovering Creativity		●			●		●	●
SD5906 Globalization in New Media Design and Technology	●		●	●	●	●	●	●
SD5922 Game Design	●				●	●	●	●
SD5923 Game Development		●	●	●			●	●

Subjects	Programme Outcomes							
	Professional / Academic Knowledge Skills				Generic Skills for All-roundedness			
	The ability to conceptualize, design and develop innovative multimedia products and applications	Understand the relationship humans have with media, from physical and psychological to social and cultural	Proficiency with design research methods	Optimally deliver designed products/ concepts through a coordinated communication and implementation plan	The ability to generate planning and coordination strategies	The ability to create and communicate effective ideas	Interpersonal skills needed to collaborate with those from other disciplines	Creative insight and critical thinking skills for sustained future growth beyond the university
SD5951 Emerging Multimedia Technologies for Digital Media Industry	●	○		○		●	●	
SD5952 New Opportunities in Digital Media	●			●	○			●
SD5958 Psychology of Design I	○	●		○		●	○	●
SD5959 Psychology of Design II	○	●	○			●	○	●
SD5933 Sound Design & Technology	●	●			○	○		○
SD5934 Story Development	●	○	○			●		●
SD5936 Independent Study	●	○	●	○				○
SD5944 Marketing Management for Digital Entertainment	○			●	●	●	○	○
SD5946 Introduction to Sociable Robots	●	●		○	○	●	○	
SD5961 Concept Art & Production Design	●		●	○	○		○	●
SD5963 Reinventing Traditional Businesses Using New Media & The Internet	●	○		●				●
SD5965 Interactive Multimedia Environments	●	○	○			●		●
SD5969 Transformative Technologies	●	○		●				●
SD5970 Virtual and Augmented Reality	●	○	○	●		○	○	○
SD5509 Prototyping and Script	●	○	○		○	●		○
SD5900/SD5901 Master's Project	●	●	●	●	●	●	●	●

05 – Programme Structure

The credit requirement for graduation is 36 credits, consisting of 12 credits of Compulsory Subjects, 18 credits of Elective Subjects and 6 credits of Master's Project.

		Credits
Compulsory subjects		**12**
SD5902	Production Processes in Multimedia and Entertainment	3
SD5953	Successful Project Management	2
SD5954	Innovative Multimedia Project Development I	1
SD5955	Innovative Multimedia Project Development II	1
SD5905	Recovering Creativity	2
SD5906	Globalization in New Media Design and Technology	3
Elective subjects (6 of the followings)		**18**
Game Development Stream		
SD5922	Game Design	3
SD5923	Game Development	3
Social, Mobile, and Internet Stream		
SD5951	Emerging Multimedia Technologies for Digital Media Industry	3
SD5952	New Opportunities in Digital Media	3
Applied Design Psychology		
SD5958	Psychology of Design I	3
SD5959	Psychology of Design II	3
Other Electives		
SD5933	Sound Design & Technology	3
SD5934	Story Development	3
SD5936	Independent Study	3
SD5944	Marketing Management for Digital Entertainment	3
SD5946	Introduction to Sociable Robots	3
SD5961	Concept Art & Production Design	3
SD5963	Reinventing Traditional Businesses Using New Media & The Internet	3
SD5965	Interactive Multimedia Environments	3
SD5969	Transformative Technologies	3
SD5970	Virtual and Augmented Reality	3
SD5509	Prototyping and Scripting (offered by Master of Design)	3
	One elective offered by Department of Computing	3
Master's Project		**6**
SD5900	Master's Project (Full-time mode)	6
SD5901	Master's Project (Part-time mode)	6
Total credits required		**36**

Study Pattern

Five compulsory subjects are taught over the course of the first two semesters, in conjunction with student's choice of specialized stream(s) or other electives. During the first two semesters, students will refine and plan their final project. The third semester is allocated for completing it. The project gives them the opportunity to showcase what they have learned for potential employers or lay the foundation for an enterprise of their own.

Semester One	Credits	Semester Two	Credits	Summer Semester*	Credits
SD5902	3	SD5953	2	SD5900	6
SD5954	1	SD5955	1		
SD5905	2	SD5906	3		
Electives (x 3)	9	Electives (x 3)	9		
No. of Credits	15	No. of Credits	15	No of Credits	6

*summer semester is a compulsory summer term

06 – Programme Curriculum

Compulsory Subjects (12 Credits Total)

Five core subjects lay an important foundation, and are required:

- SD5902 Production Processes in Multimedia and Entertainment (3 Credits)
- SD5953 Successful Project Management (2 Credits)
- SD5954 & SD5955 Innovative Multimedia Project Development I & II (2 Credits)
- SD5905 Recovering Creativity (2 Credits)
- SD5906 Globalization in New Media Design and Technology (3 Credits)

Production Processes in Multimedia Entertainment, Innovative Multimedia Project Development, and Successful Project Management provide the practical foundation students will need to complete their final project and maximize their success in the marketplace. The remaining compulsory classes are designed to broaden their perspective, enable them to recognize and capitalize on diverse opportunities, enhance their personal creativity, and understand how to manage creative processes in ways that get the most out of their collaborations with others.

Streams Elective Subjects (3 Credits Each)

Game Development

(SD5922 Game Design, SD5923 Game Development)

This stream is aimed at developing the students' capacity to conceive of professional games and communicate their design to developers. The basic principles of game design are taught as well as the ability to identify trends so that students can differentiate, discuss and synthesize their own ideas. Students will develop their knowledge for the gaming industry, while learning how to consider psychological, social, technological and cultural factors in creating fun and playable games. They will also learn how to integrate related game theories, while recognizing the evolution of the games industry and different genres of games, multiplayer games, and the basics of game engines and prototyping tools. Students will progress in this stream to learning about the processes of computer games with emphasis on a professional context. They will be exposed to various situations related to professional game development so that they can make choices regarding the implementation of games, building teams, and delivering the gameplay experience to a target audience. Students will integrate concepts and strategies for developing a game, including the appropriate use of tools and skills.

Social, Mobile and Internet

(SD5951 Emerging Multimedia Technologies for Digital Media Industry, SD5952 New Opportunities in Digital Media)

This stream teaches entrepreneurial students the principles of social, mobile and web technology, and how to utilize these forms of media that is drastically changing the way we interact with the world and each other. As an increasingly influential area in academia and industry, students will be taught the fundamentals of utilizing web, mobile and social technologies. Topics that will be covered include design and creation of novel and practical concepts on mobile devices, social network, mobile search and browsing technology, and web-based applications with genuine product-market fit. For all three areas (mobile, social and web) students will be given the tools to create their own innovative applications for use and learn the means of development and distribution through these platforms. Students will learn to identify, manage and solve technical, organizational and design aspects related to the global digital media and web market. Students also learn how to find real world customers for their projects, and are encouraged to commercialize their school project and look for external funding of their dream.

Applied Design Psychology

(SD5958 Psychology of Design I, SD5959 Psychology of Design II)

Design Psychology is an interdisciplinary field that applies insights from psychology, aesthetics, art design, and communication theory to design. Design psychology studies and communicates relationships between producers, designers, and consumers in order to improve upon design processes. It examines the socio-cultural and physical environments that impact human psychology and behavior to help designers create and communicate more effective ideas. Through scientific, systematic research, graduates will be able to meet the demands of a global and diverse market.

A focus of the MSc programme is media psychology. In the past two decades, rapid changes in the media and communication technologies have transformed the world and how people engage it. Media psychology is a key part of entertainment, advertising, and design industries. It critically reflects upon the role of media and its affect upon individuals, societies, and the world. The relationship humans have with objects and digital media go beyond physical and audiovisual interaction. Media interactions also include cognitive, perceptual, and emotional needs and desires. The Applied Design Psychology stream introduces the qualitative means to assess people's needs, expectations, fears, and desires. Designs integrating these insights are more connected to and fulfilling of our complex psychological needs. Students don't have to specializing exclusively in this area. This is also an ideal 'second stream' for students who are primarily specializing in Game Development or Social/Mobile/Internet because it allows you to supplement your skills in those areas to maximize their success in the marketplace.

Other Electives (3 Credits Each)

Electives are designed to allow students to explore additional areas of interest, or go even deeper into subjects they are interested in. They change all the time to keep up with emerging industry trends and the latest research, but may include:

- SD5933 Sound Design and Technology
- SD5934 Story Development
- SD5936 Independent Study
- SD5944 Marketing Management for Digital Entertainment
- SD5946 Introduction to Sociable Robots
- SD5961 Concept Art & Production Design
- SD5963 Reinventing Traditional Businesses Using New Media & The Internet
- SD5965 Interactive Multimedia Environments
- SD5969 Transformative Technologies
- SD5970 Virtual and Augmented Reality
- SD5509 Prototyping and Scripting (offered by Master of Design)
- Students can take one of the following subjects offered by Department of Computing:
    - COMP5111 Database Systems and Management
    - COMP5121 Data Mining and Data Warehousing Applications
    - COMP5123 Intelligent Information Systems
    - COMP5221 Software Project Management
    - COMP5222 Software Testing and Quality Assurance
    - COMP5252 Extreme Programming and Agile Software Development
    - COMP5322 Internet Computing and Applications
    - COMP5323 Web Database Technologies and Applications
    - COMP5324 Internet Information Retrieval
    - COMP5326 Wireless Computing Systems and Applications
    - COMP5353 Internet Security: Principles and Practice
    - COMP5414 Computer Architecture
    - COMP5422 Multimedia Computing, Systems and Applications
    - COMP5511 Artificial Intelligence Concepts
    - COMP5514 Computer Image Generation and Applications
    - COMP5517 Human Computer Interaction
    - COMP5525 Information Security: Technologies and Systems
    - COMP5527 Mobile Computing and Data Management

Master's Project (6 Credits)

This is the capping project which concludes the programme. It is the implementation of the proposal as developed in SD5954 and SD5955.

07 - Programme Operation Management

Programme Leadership

The Dean of School exercises overall responsibility for the quality of the programme and the Programme Leader is accountable in day-to-day operational terms to the Dean of School. The Programme Leader will provide the academic and organisational leadership for the programme through Departmental Postgraduate Programme Committee and the Programme Executive Group.

Postgraduate Programme Committee

The Postgraduate Programme Committee will exercise the overall academic and operational responsibility for the School's postgraduate programmes and their development within defined policies, procedures and regulations.

The Committee normally comprised of Dean of School and Programme Leaders of the postgraduate programmes offered by the School, as decided by the Dean of School. The membership of the Postgraduate Programme Committee will be approved by the School Board.

Programme Executive Group

Programme Executive Group will normally manage the day-to-day operation of the programme. The membership of the Programme Executive Group is comprised of:

- Programme Leader (Chairman).
- Representatives from the contributing subject areas, all of whom should teach on the programme.
- Staff with specified programme responsibilities (e.g. admissions, placement and pastoral guidance).

External membership may be proposed where directly relevant to the operation of the programme.

Student/Staff Consultative Group

It is important that there be adequate and effective opportunities for discussion of the programme between students and staff, in a context that allows wide student participation. The Student/Staff Consultative Group provides a formal channel through which student views can be obtained.

The Group is comprised of student representatives of each study pathway of every level of the programme and other major student groupings, and staff members of all main subject areas and activities of the programme. The Group will meet at least once per semester by its member to discuss any matters directly related to the programme and to report or make recommendations, as felt necessary, to the Programme Executive Group and the Postgraduate Programme Committee.

08 – General Assessment Regulations and Rules

****This section is an extraction from the University's academic regulations. Students should refer to Student Handbook for other general regulations and procedures, essential information concerning general academic matters, services and facilities for students and various communication channels. Student Handbook is accessible from eStudent or at the Academic Registry homepage https://www.polyu.edu.hk/ar.****

1 Grading

1.1 Assessment grades shall be awarded on a criterion-referenced basis. A student's overall performance in a subject shall be graded as follows:

Subject grade	Short description	Elaboration on subject grading description
A+	Exceptionally Outstanding	The student's work is exceptionally outstanding. It exceeds the intended subject learning outcomes in all regards.
A	Outstanding	The student's work is outstanding. It exceeds the intended subject learning outcomes in nearly all regards.
B+	Very Good	The student's work is very good. It exceeds the intended subject learning outcomes in most regards.
B	Good	The student's work is good. It exceeds the intended subject learning outcomes in some regards.
C+	Wholly Satisfactory	The student's work is wholly satisfactory. It fully meets the intended subject learning outcomes.
C	Satisfactory	The student's work is satisfactory. It largely meets the intended subject learning outcomes.
D+	Barely Satisfactory	The student's work is barely satisfactory. It marginally meets the intended subject learning outcomes.
D	Barely Adequate	The student's work is barely adequate. It meets the intended subject learning outcomes only in some regards.
F	Inadequate	The student's work is inadequate. It fails to meet many of the intended subject learning outcomes.

'F' is a subject failure grade, whilst all others ('D' to 'A+') are subject passing grades. No credit will be earned if a subject is failed.

1.2 A numeral grade point is assigned to each subject grade, as follows:

Grade	Grade Point
A+	4.5
A	4
B+	3.5
B	3
C+	2.5
C	2
D+	1.5
D	1
F	0

1.3 At the end of each semester/term, a Grade Point Average (GPA) will be computed as follows, and based on the grade point of all the subjects:

$$GPA = \frac{\sum_{n} \text{Subject Grade Point} \times \text{Subject Credit Value}}{\sum_{n} \text{Subject Credit Value}}$$

where n = number of all subjects (inclusive of failed subjects) taken by the student up to and including the latest semester/term. For subjects which have been retaken, only the grade point obtained in the final attempt will be included in the GPA calculation

In addition, the following subjects will be excluded from the GPA calculation:

(i) Exempted subjects

(ii) Ungraded subjects

(iii) Incomplete subjects

(iv) Subjects for which credit transfer has been approved without any grade assigned ^

(v) Subjects from which a student has been allowed to withdraw (i.e. those with the grade 'W')

Subject which has been given an "S" code, i.e. absent from examination, will be included in the GPA calculation and will be counted as "zero" grade point. GPA is thus the unweighted cumulative average calculated for a student, for all relevant subjects taken from the start of the programme to a particular point of time. GPA is an indicator of overall performance and is capped at 4.0.

1.4 In the event that grade is awarded to subject components, a grade point with the decimal value may be generated for the overall result of the subject. This grade point with decimal value will be converted to grade according to the conversion methodology as shown in the table below for deriving the subject overall grades. The corresponding grade point for the subject overall grade, instead of the actual grade points obtained by students, will be used for GPA calculation. This methodology for deriving subject overall grades only serves as an aid to subject assessors. As assessment should be a matter of judgement, not merely a result of computation, the subject lecturer will have the discretion to assign a grade which is considered to reflect more appropriately the overall performance of the student in a subject to override the grade derived by the computer.

Grade Point to Grade Conversion Methodology for Deriving Subject Overall Grade

Grade point range	Subject overall grade derived by the computer	Corresponding grade point used for GPA calculation
4.15 – 4.5	A+	4.5
3.75 – 4.14	A	4
3.25 – 3.74	B+	3.5
2.75 – 3.24	B	3
2.25 – 2.74	C+	2.5
1.75 – 2.24	C	2
1.25 – 1.74	D+	1.5
0.6 – 1.24	D	1
0 – 0.59	F	0

^ Subjects taken in PolyU or elsewhere and with grades assigned, and for which credit transfer has been approved, will be included in the GPA calculation.

2 Different types of GPA's

2.1 GPA's will be calculated for each Semester including the Summer Term. This Semester GPA will be used to determine students' eligibility to progress to the next Semester alongside with the 'cumulative GPA'. However, the Semester GPA calculated for the Summer Term will not be used for this purpose, unless the Summer Term study is mandatory for all students of the programme concerned and constitutes part of the graduation requirements.

2.2 The GPA calculated after the second Semester of the students' study is therefore a 'cumulative' GPA of all the subjects taken so far by students, and without applying any level weighting.

2.3 When a student has satisfied the requirements for award, an award GPA will be calculated to determine his award classification.

2.4 The relationship between the different types of GPA's, and the methods for calculating each, is further explained at this table.

Types of GPA	**Purpose**	**Rules for GPA calculation**
GPA	Determine Progression/ Graduation	(1) All academic subjects taken by the student throughout his study, both inside and outside the programme curriculum, are included in the GPA calculation. (2) For retake subjects, only the last attempt will be taken in the GPA calculation.
Semester GPA	Determine Progression	Similar to the rules for GPA as described above, except that only subjects taken in that Semester, including retaken subjects, will be included in the calculation.
Award GPA	For determination of award classification	If the student has not taken more subjects than required, the Award GPA = GPA

3 University Graduation Requirements

3.1 A student would be eligible for award if he satisfies all the conditions listed below:

(i) Accumulation of 36 credits for the award MSc in Multimedia and Entertainment Technology; and

(ii) Satisfying all the requirements as defined in this definitive programme document and as specified by the University; and

(iii) Having a Grade Point Average (GPA) of 2.0 or above at the end of the programme.

3.2 A student is required to graduate as soon as he satisfies all the conditions for award (see Section 3.1 above). Subject to the maximum study load of 21 credits per semester, a student may take more credits than he needs to graduate on top of the prescribed credit requirements for his award in or before the semester within which he becomes eligible for award.

4 Guidelines for Award Classification

4.1 There will be no level weightings in the award classification.

4.2 The guidelines for award classification are stated in the table below in section 4.5. In using these guidelines, the Board of Examiners shall exercise its judgement in coming to its conclusions as to the award for each student, and where appropriate, may use other relevant information.

4.3 The Board of Examiners will also take into account the overall performance of a particular student in determining the award classification. The Award Grade Point Average (Award GPA, i.e. the GPA calculated based on the prescribed credit requirements) and the Grade Point Average will be used as a guide for determining award classifications.

4.4 Any subjects passed after the graduation requirement has been met or subjects taken on top of the prescribed credit requirements for award shall not be taken into account in the grade point calculation for award classification (see Sections 1.3 and 4.3 above). However, if a student attempts more elective subjects (or optional subjects) than those required for graduation in or before the semester in which he becomes eligible for award, the elective subjects (or optional subjects) with a higher grade/ contribution shall be included in the grade point calculation (i.e. the excessive subjects attempted with a lower grade/contribution, including failed subjects, will be excluded).

4.5 The following are guidelines for Boards of Examiners' reference in determining award classifications:

Award Classifications	Guidelines
Distinction	The student's performance/attainment is outstanding, and identifies him as exceptionally able in the field covered by the programme in question.
Credit	The student has reached a standard of performance/ attainment which is more than satisfactory but less than outstanding.
Pass	The student has reached a standard of performance/ attainment ranging from adequate to satisfactory.

4.6 Students who have committed academic dishonesty or non-compliance with examination regulations will be subject to the penalty of the lowering of award classification by one level. The minimum of downgraded overall result will be kept at a Pass. In rare circumstances where both the Student Discipline Committee and Board of Examiners of a Department consider that there are strong justifications showing the offence be less serious, the requirement for lowering the award classification can be waived.