

**CM programme Elective Groups :**  
**(Applicable to students matriculated in AY09/10 and after)**

**Programme Elective Group A \***  
**(Interactive Systems Technology Group. Previously known as Interactive Media Technology Group)**

Module code	Module Title	Old codes / Title	Remarks
CS2106	Introduction to Operating Systems	Renamed wef AY09-10. Previously known as "Operating Systems"	
CS3103	Computer Networks & Protocol		
CS3103L	Computer Networks Laboratory		
CS3240	Human-Computer Interaction		
CS3243	Foundation of Artificial Intelligence		
CS3248	Design of Interactive System	Renamed wef AY09/10. Previously known as Design in Interactive Media.	
CS3343	Digital Media Production		
CS4243	Computer Vision and Pattern Recognition		
CS4248	Natural Language Processing		
CS4249	Design of Advanced User Interfaces		
CS4341	Multimedia Technologies	CS3242 is upgraded to CS4341 Multimedia Technologies; and CS3242 will be defunct.	
CS4345	General-Purpose Computation on GPU		
CS4348	Interactive Systems Project	Upgraded from CS3342. CS3342 was defunct wef AY09-10	
CS5240	Theoretical Foundation of Multimedia	Renamed wef AY09-10. Previously known as Theory and Practice of Multimedia	
CS5241	Speech Processing		
CS5246	Text Processing on the Web		
CS5248	Systems Support for Continuous Media		
CS5249	Audio in Multimedia Systems		
CS5341	Computational Photography		
CS5342	Multimedia Computing and Applications		

**Programme Elective Group B \***  
**(Content Creation & Mass Communications Group)**

Module code	Module Title	Old codes / Title	Remarks
NM2101	Theories of Communications and New Media		
NM2102	Communications and New Media Research	IF2102	
NM2208	Principles of Visual Communication		
NM2210	Aesthetics of New Media		
NM2219	Principles of Communication Management		
NM3204	E-Learning	IF3204	
NM3208	Designing Content for New Media	IF3208	
NM3215	Advertising Strategies	IF3215	
NM4204	Ethical Issues in Emergent Technologies	IF4204 Old Title: Ethics in the Information Age / Ethics in Communications and New Media	
NM4205	Digital Media Project Management	IF4205	
NM4206	Media and Communications Regulation	IF4206	
NM4210	User Experience Design		
NM5204	Computer-Mediated Environments	IF5204	
NM5206	Emerging Media Interaction Design		
NM5210	Interactive Media Design Research	Old title : Critical Interactive Media Design Issues	

**Programme Elective Group C \***  
**(Games Technology Group)**

Module code	Module Title	Old codes / Title	Remarks
CS3343	Digital Media Production		
CS4213	Game Development		
CS4243	Computer Vision and Pattern Recognition		
CS4247	Graphics Rendering Techniques		
CS4342	3D Modelling and Animation		
CS4343	Game Development Project		
CS4344	Networked and Mobile Gaming		
CS4345	General-Purpose Computation on GPU		
CS4346	Game Console Programming		
CS5243	3D Game Programming Technology		
CS5245	Vision and Graphics for Special Effects		
NM3216	Game Design		
NM5211	Serious Games & Learning Media	Old Title : Serious Games & Educational Technology	
EE3702	Electronic Gaming		New

\* Other relevant modules approved by the Department of Computer Science

**The following modules are not recommended to fulfill CM programme requirements but can be used to satisfy UE**

Module code	Module Title	Old codes / Title	Remarks
NM2216	Introduction to Interactive Media Design		
NM2217	Creating Interactive Media		
NM2220	Introduction to Media Writing		
NM2221	News Reporting & Editing		Upgraded to NM3211
NM3210	Cybercrime & Society		
NM3217	Publications Graphics & Design		
NM3222	Interactive Story Telling		New
NM5201	State & Civil Society in the Information Age		