Master of Fine Arts in Creative Media (MFACM) — Sample Study Plan for Main (Without Stream Specification)

1st Semester	No. of Credits	2nd Semester	No of Credits
Programme Requirement SM5301 Studio I SM5345 Introduction to Digital Processes: From Creative Computation to Fabrication SM6333 World Making: Artistic Strategies for Contingent Systems **Programme Elective** Elective #1 Elective #2	 3 3 3 3 3	**Programme Requirement** SM5302 Studio II **Programme Elective** Elective #3 Elective #4 Elective #5	 6 3 3 3
Sub-Total	**15**	**Sub-Total**	**15**
3rd Semester	**No. of Credits**	**4th Semester**	**No of Credits**
Programme Requirement SM6300 Thesis Project - Studio I **Programme Elective** Elective #6 Elective #7 Elective #8	 3 3 3 3	**Programme Requirement** SM6302 Thesis Project - Studio II **Programme Elective** Elective #9 Elective #10	 6 3 3
Sub-Total	**12**	**Sub-Total**	**12**

Programme/Stream cores and electives are subject to offering in each semester

Programme Requirement:	24 CUs
Programme Elective:	30 CUs
Total:	54 CUs

Master of Fine Arts in Creative Media (MFACM) — Sample Study Plan for Games Stream

1st Semester	No. of Credits	2nd Semester	No of Credits
Programme Requirement SM5301A Studio I (Games) SM5350 Game Design Fundamentals	 3 3	**Programme Requirement** SM5302A Studio II (Games) SM5339 Art and Activist Games Workshop	 6 3
Programme Elective Elective #1 Elective #2 Elective #3	 3 3 3	**Programme Elective** Elective #4 Elective #5	 3 3
Sub-Total	15	Sub-Total	15
3rd Semester	**No. of Credits**	**4th Semester**	**No of Credits**
Programme Requirement SM6300A Thesis Project - Studio I (Games)	 3	**Programme Requirement** SM6302A Thesis Project - Studio II (Games)	 6
Programme Elective Elective #6 Elective #7 Elective #8	 3 3 3	**Programme Elective** Elective #9 Elective #10	 3 3
Sub-Total	12	Sub-Total	12

Programme/Stream cores and electives are subject to offering in each semester

Programme Requirement: 24 CUs
Programme Elective: 30 CUs
Total: 54 CUs

Update on 9 Dec 2024

Master of Fine Arts in Creative Media (MFACM) — Sample Study Plan for Human-Computer Interaction Stream

1st Semester	No. of Credits	2nd Semester	No of Credits
Programme Requirement		**Programme Requirement**	
SM5301B Studio I (Human-Computer Interaction)	3	SM5302B Studio II (Human-Computer Interaction)	6
SM5345 Introduction to Digital Processes: From Creative Computation to Fabrication	3	SM5354 Design Thinking and Innovation in Media	3
		Programme Elective	
Programme Elective		Elective #4	3
Elective #1	3	Elective #5	3
Elective #2	3		
Elective #3	3		
Sub-Total	**15**	**Sub-Total**	**15**
3rd Semester	**No. of Credits**	**4th Semester**	**No of Credits**
Programme Requirement		**Programme Requirement**	
SM6300B Thesis Project - Studio I (Human-Computer Interaction)	3	SM6302B Thesis Project - Studio II (Human-Computer Interaction)	6
Programme Elective		**Programme Elective**	
Elective #6	3	Elective #9	3
Elective #7	3	Elective #10	3
Elective #8	3		
Sub-Total	**12**	**Sub-Total**	**12**

Programme/Stream cores and electives are subject to offering in each semester

Programme Requirement:	24 CUs
Programme Elective:	30 CUs
Total:	54 CUs

Update on 20 Dec 2024