Master of Science in Innovative Multimedia Entertainment

多媒体创娱理学硕士学位

Media Art Technology
媒体艺术科技

Entertainment/Games
娱乐/游戏

Interactive Toys and Robotics
互动式玩具与机器人

Entrepreneurship in Multimedia
多媒体领域创业

招生简章

Introduction 简介

The Master of Science in Innovative Multimedia Entertainment programme (MScIME) builds upon the foundations of and evolving beyond the earlier iterations of the MSc in Multimedia & Entertainment Technology programme (MScMET), which has been a cornerstone of our educational offerings since 2001, educating more than 1,000 students in building multimedia, entertainment products and applications.

多媒体创娱理学硕士学位课程(MScIME)在多媒体科艺理学硕士学位课程(MScMET)的基础上，加入了更多的全新技术并强化了与企业的产学研结合。多媒体科艺理学硕士学位课程自2001年成立以来，一直位居设计学院最受欢迎课程的前列，已经为产业培育超过1,000名多媒体娱乐产品及应用的人才。

Characteristics 特色

The new MScIME aims to attract top creative talent to shape the future of interactive digital media and entertainment experiences. Students will have interdisciplinary learning experience and master the technologies driving industrial change, from AI, Data Science, and future interfaces of media delivery formats to making them graduate with job ready skills and expertise.

The programme offers students rich learning environments with strong industry engagement. Industry collaborators include NVIDIA, Tencent Games Lightspeed Studios, Unreal Engine etc. The curriculum offers students two pathways including Practice Pathway or Applied Research Pathway with four different focus areas.

Industry-based internship is offered as part of curriculum for selection. Students will be supported by corporation research centres (such as PolyU-NVIDIA Joint Research Centre) to make connections with our industry partners such as Tencent Games Lightspeed Studios. Graduates will emerge with a skillset primed to pioneer the next generation of digital media and entertainment technology.

Two Pathways
两种研修方向

Practice Pathway
实务方向

Applied Research Pathway
应用研究方向

Four Focus Areas
四个重点领域

Media Art Technology
媒体艺术科技

Entertainment/Games
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全新的多媒体创娱理学硕士学位课程旨在吸引顶尖的创意人才，以打造交互式数字媒体和娱乐体验的未来。学生将体验跨学科的学习，并掌握包括人工智能、数据科学和元宇宙等推动行业变革的技术，以在毕业时具备必需的就业技能和专业知识。

本课程为学生提供优越的学习环境，并与业界保持密切联系。业界的合作伙伴包括：英伟达、腾讯游戏光子工作室群、虚幻引擎等。本课程提供两种研修方向可供学生选择 — 实务方向或应用研究方向，以满足学生未来发展的需求。每种方向均有四个不同的重点领域。

学生在本课程中有机会进入业界实习。学院的联合研究中心与企业合作伙伴会支持学生的学习（如腾讯游戏光子工作室群，香港理工大学英伟达联合研究中心），以帮助学生与合作企业建立联系。毕业生将具备开创下一代数字媒体和娱乐科技的技能。

General Information 一般资讯

Mode of Study: **Mixed Mode (Full-time/ Part-time)**
修读模式： **混合模式（全日制/ 兼读制）**

Normal Duration: 一般年期：

1 year   (Full-time)
1.5 years (Full-time, with internship)
2 years   (Part-time)
1年   （全日制）
1.5年 （全日制，选修实习）
2年   （兼读制）

Credits Required for Graduation:
毕业所需学分： **30**

Core Subjects (12 credits)
Elective subjects (12 credits)
Capstone Project (6 credits)
核心科目（12学分）
选修科目（12学分）
毕业项目（6学分）

Tuition Fee: HK$7,440 per credit ｜ 学费：每学分为港币$7,440

Scholarship and Bursary 奖学金和助学金

Targeted Taught Postgraduate Programmes Fellowships Scheme
指定研究院修课课程奖学金计划
MScIME is an eligible programme of the Targeted Taught Postgraduate Programmes Fellowships Scheme (2024/25) with 5 fellowship places. Each fellowship subsidises HK$120,000 of the programme tuition.
多媒体创娱理学硕士学位课程是指定研究院修课课程奖学金计划（2024/25）的合资格课程，共设有5个奖学金名额。每个奖学金将资助港币$120,000学费。

Entry Scholarship
入学奖学金
A limited number of entry scholarships, up to HK$80,000 are available to both local and non-local applicants with excellent academic achievements.
最高可达港币$80,000，以表扬学业成绩卓越的本地及非本地生，名额有限。

Bursary
助学金
A limited number of bursaries, amounting to HK$22,320, are available to local applicants.
金额为港币$22,320，供本地学生申请，名额有限。

The School considers applications on a rolling basis until the scholarship/ bursary places are filled, applicants are encouraged to submit application as early as possible.
学院会滚动审核申请，直至奖学金或助学金满额。我们鼓励学生尽早提交申请。

Application 申请

Application Period of 2024/25 intake
Early Round Application: 21/9/2023 - 16/11/2023
Main Round Application: 17/11/2023 - 30/4/2024

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

English Language Requirement
If you are not a native speaker of English, and your Bachelor's degree or equivalent qualification is awarded by institutions where the medium of instruction is not English, you are expected to provide one of the following proficiency test results (taken within 2 years) for fulfil the minimum English language requirement for admission purpose:

- A score of 80 or above in the Test of English as a Foreign Language (TOEFL) Internet-based test;
  OR
- An Overall Band score of 6.0 or above in the International English Language Testing System (IELTS) Academic module.

Portfolio Submission
- Shortlisted applicants will be invited to submit portfolio and interview.
- Applicants are not required to send their portfolios to us by email or mail before receiving the invitation.

2024/25学年申请期
首轮申请： 21/9/2023 - 16/11/2023
主轮申请： 17/11/2023 - 30/4/2024

入学要求
学士学位，与本课程内容契合的相关专业为佳。

英语要求
如果您的母语不是英语，及您的学士学位或同等学历的授予学院的授课语言不是英语，您需要提交以下其中一项的英语能力考试成绩（在两年内取得），以符合入学的最低英语水平要求：

- 托福网考总成绩达80分或以上；
  或
- 雅思国际英语语言测试(学术模式)总级别6分或以上。

作品集提交
- 入选的申请者需要提交作品集和面试。
- 申请者无需在收到面试邀请前，电邮或邮寄作品集给设计学院。

Enquiries 查询 :
The School of Design 设计学院
Tel 电话 : (852) 2766 5474
Fax 传真 : (852) 2774 5067
Email 电邮: sdmscime@polyu.edu.hk

Details 详情

Apply Now 报名

THE HONG KONG POLYTECHNIC UNIVERSITY
香港理工大學

POLYU RESEARCH CENTRE FOR CULTURAL AND ART TECHNOLOGY
香港理工大學文化及藝術科技研究中心

POLYU-NVIDIA JOINT RESEARCH CENTRE
香港理工大學英偉達聯合研究中心

Collaborators 合作伙伴

NVIDIA.

腾讯游戏 Tencent Games

光子工作室群 LIGHTSPEED STUDIOS