



香港資優教育學苑

The Hong Kong Academy for Gifted Education

香港特別行政區政府教育局資助

Subvented by the Education Bureau, the Government of the HKSAR



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A3CMD001C&002C

[\(Token- required\)](#)

[ **Gifted Programme** ]

**Creative Media Course (Level III)**

# Digital Game Design – Puzzle Game Production (Character and Level Design); & (Development and Production)

Astro Heart Limited



**Application Deadline**

**Batch 1 : 24 Oct 2024  
12:00 noon**

**Batch 2 : 5 Nov 2024  
12:00 noon**

## **Intended Learning Outcomes**

This course consists of two parts:

The intended learning outcome of each part is listed in the last page of this flyer.

**Result Release**

**Batch 1 : 1 Nov 2024**

**Batch 2 : 7 Nov 2024**

## ◆ Gifted Programme & Schedule (Part I)

This course consists of two parts: “Game Character and Level Design” And “Game Development and Production”. Two parts of learning include the following topics: introduction to game development, the use of game engine tools, 3D software applications, character design, texture and lighting techniques, game blueprint scripting, game creation, and more.

### Digital Game Design – Puzzle Game Production (Character and Level Design) – A3CMD001C

This part will guide students through digital game production concepts and how to use 3D animation technique to design character. Upon completion of this part, students should be able to create character and digital game levels.

Session	Date	Time	Venue
1	13 Nov 2024	5:00 – 7:00 p.m.	Education Centre of Astro Heart Limited, Room 809, 8/F, Kwai Cheong Centre, 50 Kwai Cheong Road, Kwai Chung, N.T.  ( <a href="#">Google Map</a> )
2	15 Nov	5:00 – 7:00 p.m.	
3	20 Nov	5:00 – 7:00 p.m.	
4	22 Nov	5:00 – 7:00 p.m.	
5	27 Nov	5:00 – 7:00 p.m.	
6	29 Nov	5:00 – 7:00 p.m.	
7	4 Dec	5:00 – 7:00 p.m.	
8	6 Dec	5:00 – 7:00 p.m.	
9	11 Dec	5:00 – 7:00 p.m.	
10	13 Dec	5:00 – 7:00 p.m.	
11	18 Dec	5:00 – 7:00 p.m.	
12	20 Dec	5:00 – 7:00 p.m.	
13	26 Dec	2:00 – 5:00 p.m.	
14	27 Dec	2:00 – 5:00 p.m.	

## ◆ Suitable for

- S1 to S6 students HKAGE student members
- Class size: 18
- Priority will be given to students who have completed below programme with satisfactory performance: Creative Media Course (Level II): Digital Game Design (Introduction) - Aspects of Nature Conservation and Heritage Conservation in Hong Kong (A2CMD001C / C2CMD001C)

## ◆ Medium of Instruction

Cantonese with Chinese (Supplemented with English) Handouts

## ◆ Screening

Please answer the screening question in the online application form.

\*The screening question is designed to help the applicant understand the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the knowledge of Creative Media in the screening question can be enrolled in the programme

Part II

## ◆ Gifted Programme & Schedule (Part II)

### Digital Game Design – Puzzle Game Production (Development and Production) – A3CMD002C

Upon completion of this part, students should be able to produce a 3D puzzle game that engages target audiences in the community and promotes learning in a fun way.

Session	Date	Time	Venue
1	19 Feb 2025	5:00 – 7:00 p.m.	Education Centre of Astro Heart Limited, Room 809, 8/F, Kwai Cheong Centre, 50 Kwai Cheong Road, Kwai Chung, N.T.  ( <a href="#">Google Map</a> )
2	21 Feb	5:00 – 7:00 p.m.	
3	26 Feb	5:00 – 7:00 p.m.	
4	28 Feb	5:00 – 7:00 p.m.	
5	5 Mar	5:00 – 7:00 p.m.	
6	7 Mar	5:00 – 7:00 p.m.	
7	12 Mar	5:00 – 7:00 p.m.	
8	14 Mar	5:00 – 7:00 p.m.	
9	19 Mar	5:00 – 7:00 p.m.	
10	21 Mar	5:00 – 7:00 p.m.	
11	26 Mar	5:00 – 7:00 p.m.	
12	28 Mar	5:00 – 7:00 p.m.	
13	2 Apr	5:00 – 7:00 p.m.	
14	9 Apr	5:00 – 7:00 p.m.	
15	11 Apr	5:00 – 7:00 p.m.	

## ◆ Certificate

[A3CMD001C]: E-Certificate will be awarded to gifted students who have:

- attended at least 11 sessions; and
- completed all the assignments with satisfactory performance

[A3CMD002C]: E-Certificate will be awarded to gifted students who have:

- attended at least 11 sessions; and
- completed all the assignments with satisfactory performance

Intended Learning Outcome

## ◆ Intended Learning Outcomes

Upon completion of the gifted programme (A3CMD001C), gifted students should be able to:

- illustrate the concepts and considerations of character and scene design;
- create 3D game assets with basic tools of Blender;
- assign movements for the characters;
- enhance creativity and research skills for game design.

Upon completion of the gifted programme (A3CMD002C), gifted students should be able to:

- conduct research and conceptualise the game theme;
- compose a game development proposal;
- integrate 3D animation, 3D assets into game levels using game engines;
- enhance time management and division labor through the collaboration in game development;
- produce a 3D puzzle game that engages target audiences in the community and promotes learning in a fun way.