

**THE UNIVERSITY OF HONG KONG  
FACULTY OF ARTS**

**Bachelor of Arts in Humanities and Digital Technologies**

**Credit Unit Statement**

The Bachelor of Arts in Humanities and Digital Technologies curriculum consists of broadly seven different types of courses in the interdisciplinary study of arts, humanities and digital technologies subjects. In each course, students can develop a deeper understanding of interdisciplinary knowledge and acquire transferable skills. All courses are 6-credit courses.

Although we use 120-180 hours of student learning activity (including both contact hours and all other forms of student learning activity) as the norm for a 6-credit course, the contact hours and output requirements for different types of courses vary according to the learning modes employed. Normally, the contact hours for a standard 6-credit course ranges from 24 to 36 hours. The total student learning hours for the default major of the degree, i.e. Major in Humanities and Digital Technologies, are not fewer than 1,920 hours.

**1. Introductory courses (6 credits)**

These courses introduce students to different humanities, digital humanities, data science and programming disciplines in order to provide them with a broad interdisciplinary education. Assessment is by a combination of essays, in-class quizzes, class participation, projects and /or presentations, totaling about 4,000-5,000 words and/or an examination (50-100% coursework, 0-50% exam).

**2. Compulsory, core and elective disciplinary courses (6 credits)**

The humanities focus within the major follows the structure of existing Arts programmes. Different kinds of standard 6-credit courses are offered either as core courses or as electives in these programmes. In addition, a HUDDT compulsory course is required in year 3 of the programme. Assessment is by a combination of essays, projects, and /or presentations totaling about 4,000-8,000 words and/or an examination (50-100% coursework, 0-50% exam).

**3. Workshops/Laboratory courses (6 credits)**

These courses aim at not only introducing and enriching the students' discipline-specific and research skills, but also encouraging group work through hands-on activities. They are taught as computer laboratory-based practicals, supplemented by lectures, workshops, tutorials, fieldwork-based practicals and/or field visits. Students are expected to actively participate in class discussions and spend an additional effort on self-study, preparation work for the laboratory, and/or writing reports. Assessment is by end-of-semester examination and practical assignments such as laboratory report, performance in class discussions and/or seminars, oral presentations, quizzes, proposals and/or essays with output not exceeding 8,000 words (50-100% coursework, 0-50% exam).

**4. Field camps/Fieldwork courses (6 credits)**

These courses aim at giving practical experience in a variety of contexts. Fieldwork may be conducted locally or overseas during reading week or summer. Fieldwork courses have a small

number of lecture hours but are predominately practical in nature. Assessment is by a combination of field assignments and reports, a written report (3,500-8,000 words), a poster and/or other types of presentations (100% coursework).

**5. Research/Project-based courses (6 credits)**

The research/project-based courses aim at providing students with an opportunity to pursue their own research interests under the supervision of a teacher. Students explore research methods from across the arts, humanities and digital technologies, and through pursuing an original project in primary and secondary sources, develop interdisciplinary skills. Students are generally expected to devote about 120-180 hours to this course in their final year of study. Contact hours may be minimal (6-36 hours for a 6-credit course) as students are actively engaged in individual research and project work. Assessment takes the form of the graded research exercises, oral presentations, class participations, field work or lab reports and write-ups, a research report and/or dissertation, with a total output of approximately 5,000 words. In addition, students will be encouraged in HUDD4001 to undertake an optional creative or digital development project for the course, hence an additional written report of approx. 2,000 words will be required, if they opt to do so. The capstone experience of the degree is categorized under this category (100% coursework).

**6. Seminar courses (6 credits)**

These courses deepen certain themes and topics in the discipline and emphasize critical reading, effective communication (writing and speaking), and research skills. Students are required to read primary source research articles, present seminars to the class, and conduct research projects or write research proposals. In addition, students are expected to actively participate in class discussions. Assessment is achieved through performance in class discussions and/or participations, seminar performance, essays and presentations, written reports/proposals, totaling about 1,000-5,000 words, and/or a final exam (50-100% coursework, 0-50% exam).

**7. Internship course (6 credits)**

The course enables students to work and learn in the professional world and local communities. It enables students not only to apply what they have learned from regular classes at the University to an experiential learning endeavor that demonstrates a real impact on society, but also to identify and analyze problems in a local community or work place. The student learning activities include preparation, on-site internship work, and all associated reading and assessment-related work. The course is assessed by a written report of approx. 2,000 words in total and feedback from the internship supervisor (100% coursework).