



Computing and Information Sciences

電子計算及信息科學

▶▶▶ **Bachelor of Science (Honours)
in Digital Entertainment Technology**
數碼娛樂科技 (榮譽) 理學士

▶▶▶ **Bachelor of Science (Honours)
in Artificial Intelligence**
人工智能 (榮譽) 理學士



Highlights of the School:

學院特色：

- Is one of the 10 institutes in the world offering a bachelor's degree programme in AI as of the year 2020.
- Offers a vertical spectrum to train up professionals for the digital entertainment technology and related industries in the BScDET programme.
- Equips high-tech talents serving the common good of the society with dignity of the individual, morality, and family values.
- 直至2020年為止，全球僅有約十間大學開辦人工智能（榮譽）學士課程，本院校為其中一間。
- 數碼娛樂科技（榮譽）學位課程縱向教授，讓學生深入學習數碼娛樂科技以及IT設計。
- 培養高科技人才，並按人性尊嚴、倫理道德、家庭價值，在專業上為人服務。

Staff background and experiences include:

學院職員背景及經驗：



Facilities:

設備：

- **AI laboratory:** first private institute to establish “Distributed AI Laboratory for interdisciplinary research” with UGC grant support.
- **Digital Entertainment Laboratory:** large motion capture system.
- **人工智能實驗室：**第一所私立高等學府成功申請獲得大學撥款委員會經費設立。
- **數碼娛樂實驗室：**動作捕捉系統。

Dean's Message 院長的話



Professor H. Anthony CHAN, IEEE Fellow
Dean
School of Computing and Information Sciences

陳慶鴻教授，國際電機及電子學會院士
 電子計算及信息科學院院長

Both BSc (Honours) in Artificial Intelligence and BSc (Honours) in Digital Entertainment Technology are in fast growth areas with many jobs and career options. Students will be equipped with fundamentals in computing and information science, and will learn AI or design from basic concepts, technologies, and applications in many fields. The expertise of our staff spans diverse and important areas including machine learning, deep learning, digital entertainment, multimedia, data science, design, Internet, communication network, standards, and ICT industry. Being active in research in these areas, our staff pay attention to ease of understanding and care for students in teaching.

Computing and information technologies are the enablers to become a professional to innovate, create and design new and more useful products and services to improve human. New technologies in artificial intelligence, multimedia, virtual reality, and cloud have arisen, and newer technologies will continue to emerge. It is interesting to acquire and appreciate such new knowledge with opportunities to innovate as such a professional in demand globally.

I have enjoyed such an exciting career myself, having worked in both industry and academia overseas and having changed area of expertise multiple times as needs in industry changes. I intend to nurture students with understanding of the industry and with capability to take up new challenges to contribute to the society professionally and ethically.

My motto: I do not possess anything; all I have is only borrowed from God so that I may serve others.

人工智能（榮譽）理學士課程以及數碼娛樂科技（榮譽）理學士課程導向日新月異的科技範疇，開拓不同的職業及大量的職位機遇。我們的學生將會學習基礎電腦與資訊科技，以及人工智能基礎知識、設計，並於不同領域的應用。我們的教職員擁有相關的專業知識，來自所屬的研究領域，包括機器學習、深度學習、數碼娛樂、多媒體、數據科學、設計、互聯網、通訊網絡、標準、信息通訊技術行業。除了專注科研，我們的教職員也會注重教學及關心學生。

從事創新、創造和設計新產品和服務，從而改善人類生活。人工智能、數碼娛樂、虛擬現實、雲端等新技術不斷湧現，並且推陳出新。電腦及資訊學科的教育是通往成為專業人士的大門，無論將來身處何地，全世界都需要這樣的專業人員。

我曾在海外的業界和學術界工作，亦根據行業變化的需要而多次改變自己的專業領域。我致力培養學生對行業的理解，並讓他們具有能力接受新挑戰，在所屬的專業範疇以及道德層面，投身職場，回饋社會。

我原來一無所有；我擁有的一切，都是天主借給我的，好能服務他人。

School of Computing and Information Sciences offers the following programme:
電子計算及信息科學院開辦以下課程：

Bachelor of Science (Honours) in Digital Entertainment Technology 數碼娛樂科技 (榮譽) 理學士

Digital entertainment technology combines technologies in computing, information technology, artificial intelligence and design. Such a diverse combination is also useful to many other professions. Starting from the 2018-19 academic year, our students in this Programme (JUPAS Course Code: JSSA02) have been granted the Study Subsidy Scheme for Designated Professions/Sectors (SSSDP), which is an indicator to guarantee the quality of our programme deliverables as well as the academic level of our in-take students. From time to time, CIS keeps reviewing the curriculum to keep abreast of the ever-changing market.

Over the years, our graduates have been equipped with in-depth and up-to-date knowledge in computer science, with emphasis on multimedia technology as well as creative design skills.

從數碼娛樂科技結合計算機、資訊科技、人工智能及設計等專業技術，包涵更廣泛的科技應用，亦能於其他行業。在2018-2019學年開始，我們的學生可以透過聯招申請認可指定專業/界別課程資助計劃 (SSSDP「資助計劃」) (JUPAS課程編號：JSSA02)。這不但證明了我們提供的課程達到相當的教學質素，而且說明了修讀課程的學生擁有一定的學術成績。我們經常檢討現有的課程內容，以配合並掌握變化萬千的科技及就業市場。

回顧我們的畢業生，他們在計算機科學的知識領域已經裝備妥當，學會了深入且先進的科學知識，充份掌握了多媒體科技以及創新設計的技术。

▶▶▶ Programme Objectives 課程目標

- The programme aims to vertically nurture students to become professionals for the digital entertainment technology and related industries.
- To equip students with in-depth and up-to-date knowledge in computer science, with emphasis on multimedia technology, as well as creative design skills, allowing students to engage in various activities related to digital entertainment technology; and
- To provide students with a broad spectrum of learning experience, not only for the intellectual development of the students but also for the cultivation of students as professionals with high ethical standards and as good citizens in the society.
- 數碼娛樂科技 (榮譽) 學位課程是縱向教授，讓學生深入學習數碼娛樂科技以及相關行業的知識，成為該行專才。
- 學生進一步探索計算機科學的知識領域，並學習多媒體技術以至創意設計技術，訂立日後在數碼娛樂科技範疇的基礎，將來在不同崗位也能發揮所長。
- 為學生提供廣泛的學習經歷，增長知識，培育學生高尚的道德情操，成為社會的好公民。

▶▶▶ Programme Features 課程特點

Final Year Project

- In addition to the information technology skills, our students also receive professional design training through our Department of Design. In their final year projects, they will receive timely support on creative and innovative aspects from the Department of Design, which can widen our students in both theoretical and practical horizons. These concrete training and experience pave way and let them effectively apply what they have learnt in their workplace.

Motion-capture Studio

- The newly equipped motion-capture studio provides a genuine simulation and resourceful environment to students when they are conducting their laboratories and workshops, especially useful for their completion of the final year projects. Not only do our students learn the use of motion capture applications in games and animations, they can widely apply them in their professions afterwards.

Global Perspective

- Our programme includes General Education for students having a holistic development, and also cultivating their appreciation of different approaches to knowledge as well as different issues and challenges in life. It helps demonstrate broad perceptual and conceptual horizons and knowledge of life and a global perspective.
- 除了資訊科技的知識之外，我們特設畢業專題項目。本學院以及設計學系導師為學生提供適切的支援，理論與實踐並用，讓他們學以致用，為日後投身職場做好準備。
- 新增的電腦實驗室安裝了動作捕捉技術，並提供了真實的模擬環境。學生可以利用電腦室做實習課、工作坊、甚至完成他們大大小小的課業，以至畢業專題項目。
- 我們包涵通識教育，知識層面廣泛、環顧人生及社會世界，為學生提供全面發展，充份準備，迎接未來挑戰甚或機遇。

Programme Structure 課程結構

Year 1 第一年

Core Course	核心科目
<ul style="list-style-type: none"> • Introduction to Information Technology • Computer Programming I • Computer Programming II • Introduction to Multimedia • Design Thinking • Drawing and Illustration • Probability and Statistics • Discrete Mathematics and Linear Algebra 	<ul style="list-style-type: none"> • 信息技術導論 • 計算機編程導論 I • 計算機編程導論 II • 多媒體運算導論 • 設計思維 • 素描及插圖 • 概率及統計 • 離散數學與線性代數
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> • English Usage • Practical Chinese • Integrated Seminar and Community Involvement • Critical Thinking • General Education Elective I 	<ul style="list-style-type: none"> • 英語運用 • 實用中文 • 綜合講座及社區參與 • 批判思考 • 通識教育選修 (一)

Year 2 第二年

Core Course	核心科目
<ul style="list-style-type: none"> • Web and HCI Development • Data Structure and Algorithm • Database Systems and Applications • Object Oriented Design and Programming • Graphic Design • Culture, Arts and Design • Programme Elective I 	<ul style="list-style-type: none"> • 網頁及人機界面開發 • 數據結構及算法 • 數據庫系統及應用 • 物件導向設計及編程 • 平面設計 • 文化、藝術及設計 • 選修 (一)
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> • Academic Reading and Writing I • Putonghua for Effective Communication • Ethics and Moral Issues • Individual and Society 	<ul style="list-style-type: none"> • 學術閱讀及寫作 (一) • 活用溝通普通話 • 倫理學及道德議題 • 個人及社會

Programme Structure 課程結構

Year 3 第三年

Core Course	核心科目
<ul style="list-style-type: none"> Digital Entertainment Programming Network, Cloud and Security Photo Art Manipulation and Applications Digital Storytelling Modeling and Animation Introduction to Computer Graphics Mobile Application and Game Development Programme Elective II 	<ul style="list-style-type: none"> 數碼娛樂程式編寫 網絡、雲端及安全 相片藝術處理與應用 數碼故事敘述 計算機建模及動畫 計算機圖學導論 流動應用程式及遊戲開發 選修 (二)
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> Academic Reading and Writing II English for Technical Communication I General Education Elective II 	<ul style="list-style-type: none"> 學術閱讀及寫作 (二) 技術交流英語 (一) 通識教育選修 (二)

Year 4 第四年

Core Course	核心科目
<ul style="list-style-type: none"> 3D Game Design and Development Creative Programming and Gadgets Design Multimedia Design IT Professional Practice and Ethics Programme Elective III Programme Elective IV Final Year Project 	<ul style="list-style-type: none"> 三維遊戲設計及開發 創意程式編寫及裝置設計 多媒體設計 資訊科技專業實踐及道德 選修 (三) 選修 (四) 畢業專題項目
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> English for Technical Communication II Chinese Business Writing Global Citizenship 	<ul style="list-style-type: none"> 技術交流英語 (二) 中文商業寫作 普世公民



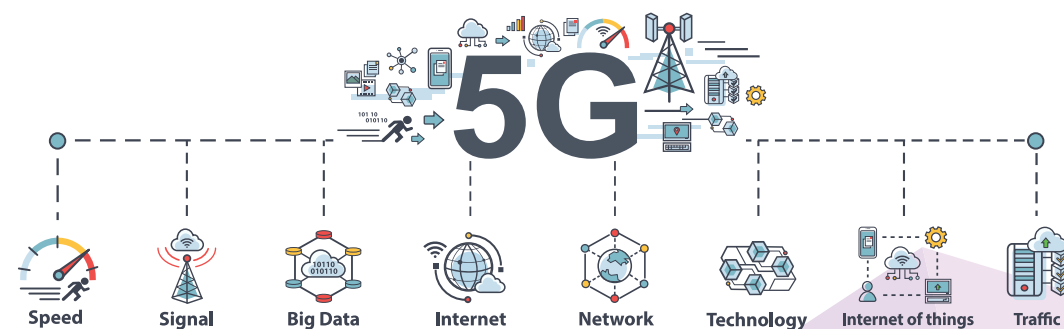
List of Programme Electives

- Advanced Topics in Network, Cloud and Security
- Advanced Web Application Development
- Advertising and Marketing
- Artificial Intelligence
- Character Animation and Applications
- Creative Business Management
- Digital Media Production
- Digital Visual Effects
- Online Game Architecture and Design
- Software Engineering
- Systems Analysis and Design
- Virtual Reality and Augmented Reality

選修科目表

- 進階網絡、雲端及安全
- 進階網頁應用程式開發
- 廣告及市場
- 人工智能
- 角色動畫及應用
- 創意商業管理
- 數碼媒體制作
- 數碼視覺特效
- 線上遊戲架構及設計
- 軟件工程
- 系統分析及設計
- 虛擬現實及擴增實境

The Institute reserves the right to make final decision on the offering of the elective courses.
學院保留有關開辦選修科目的最終決定權。



School of Computing and Information Sciences offers the following programme:
電子計算及信息科學院開辦以下課程：

Bachelor of Science (Honours) in Artificial Intelligence 人工智能（榮譽）理學士

While the BScDET offers a vertical spectrum and training, the BScAI provides a horizontal prospective and integration in various professions.

The new Bachelor of Science (Honours) in Artificial Intelligence programme is the first degree programme in the self-financing post-secondary education sector of Hong Kong. The programme prepares students towards the rapidly increasing number of jobs to develop products and services with AI and will transform such varied areas as commerce, healthcare, education, industry, and government.

人工智能（榮譽）理學士學位課程則橫向覆蓋，整合不同專業領域的知識及應用範圍，跟數碼娛樂科技（榮譽）理學士學位課程在縱向層面，相輔相成。

人工智能（榮譽）理學士課程是我們新增的課程，也是全港第一所自資專上院校開辦的學位課程。課程目的讓學生裝備相關知識及技能，抓緊迅速發展的人工智能服務及產品的機遇，適切投入相關的就業市場，開拓人工智能在商業、醫療衛生、教育、政府、以及各行各業等專業領域裡的不同應用範疇。

▶▶▶ Programme Objectives 課程目標

The programme aims to prepare students with modern knowledge in information technology (IT) and artificial intelligence (AI) so that they will be able to apply such knowledge in the design, planning, and working out problem solutions with expertise, professionalism and ethics in various fields and with sound and logical judgments. This aim also supports CIHE's missions of "professional development" and a quality "sound education".

我們的課程讓學生掌握資訊科技以及人工智能的最新知識及發展，並應用於設計、規劃、解難等各個方面，配合明愛的辦學宗旨：專業發展以及優質教育。

▶▶▶ Programme Features 課程特點

- To make AI interesting to learn;
- To begin learning simple AI concepts and examples even before taking AI pre-requisites courses;
- To learn through multiple disciplines of application in varied areas to complement the formal AI courses;
- To share practical experience from industry

Distributed AI Laboratory

The programme is supported with a 'Distributed AI Laboratory' for interdisciplinary research and education, which is being established with IDS funding under RGC. CIHE is the first private institution to have succeeded in applying for RGC IDS funding to establish AI lab.

It encourages horizontal developments of AI research and education across such areas as health sciences, business and hospitality management, social services, creative industries and humanities where the Institute has expertise in place.

- 導師生動教授人工智能，學生有趣投入學習人工智能。
- 歡迎有興趣但不曾修讀人工智能相關課程人士報讀。
- 橫向學習人工智能在各行各業的不同範疇與應用。
- 相關業界分享具體的市場及工作經驗。

明愛是首家自資專上院校成功獲得政府研究資助局轄下的院校發展計劃研究基礎設施撥款，設立分布式人工智能實驗室 (Distributed AI Laboratory)。

這所分布式人工智能實驗室 (Distributed AI Laboratory)，讓學生可以即時採用人工智能實驗室的各項軟件及硬件設備。學生鼓勵在衛生科學、商業、社會工作、創意工業、人文學等各不相同範疇學習。

Programme Structure 課程結構

Year 1 第一年

Core Course	核心科目
<ul style="list-style-type: none"> • Introduction to Information Technology • Computer Programming I • Computer Programming II • Statistics • Discrete Mathematics and Linear Algebra • Fundamental Elective • Interdisciplinary Elective I 	<ul style="list-style-type: none"> • 信息技術導論 • 計算機編程導論 I • 計算機編程導論 II • 統計學 • 離散數學與線性代數 • 基礎選修科目 • 跨學科選修科目 (一)
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> • English Usage • Practical Chinese • Critical Thinking • Integrated Seminar and Community Involvement • General Education Elective I 	<ul style="list-style-type: none"> • 英語運用 • 實用中文 • 批判思考 • 綜合講座及社區參與 • 通識教育選修 (一)

Year 2 第二年

Core Course	核心科目
<ul style="list-style-type: none"> • Web and HCI Development • Data Structure and Algorithm • Object Oriented Design and Programming • Artificial Intelligence • Machine Learning • Calculus • Programme Elective (IT) I • Interdisciplinary Elective II 	<ul style="list-style-type: none"> • 網頁及人機界面開發 • 數據結構及算法 • 物件導向設計及編程 • 人工智能 • 機器學習 • 微積分 • 選修科目 (信息技術) (一) • 跨學科選修科目 (二)
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> • Academic Reading and Writing I • Putonghua for Effective Communication • Ethics and Moral Issues 	<ul style="list-style-type: none"> • 學術閱讀及寫作 (一) • 活用溝通普通話 • 倫理學及道德議題

Programme Structure 課程結構

Year 3 第三年

Core Course	核心科目
<ul style="list-style-type: none"> Software Engineering Network, Cloud and Security Deep Learning Computer Vision and Image Processing Natural Language Processing Programme Elective (IT) II Programme Elective (IT) III 	<ul style="list-style-type: none"> 軟件工程 網路、雲端及安全 深度學習 電腦視覺及圖像處理 自然語言處理 選修 (二) 選修 (三)
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> Academic Reading and Writing II English for Technical Communication I Individual and Society Global Citizenship 	<ul style="list-style-type: none"> 學術閱讀及寫作 (二) 技術交流英語 (一) 個人及社會 普世公民

Year 4 第四年

Core Course	核心科目
<ul style="list-style-type: none"> IT Professional Practice and Ethics Programme Elective IV Programme Elective V Programme Elective VI Programme Elective (Applied AI) I Programme Elective (Applied AI) II Final Year Project 	<ul style="list-style-type: none"> 資訊科技專業實踐及道德 選修 (三) 選修 (四) 選修 (五) 選修：人工智能應用 (一) 選修：人工智能應用 (二) 畢業專題項目
Language and GE Course	語文及通識科目
<ul style="list-style-type: none"> English for Technical Communication II Chinese Business Writing General Education Elective II 	<ul style="list-style-type: none"> 技術交流英語 (二) 中文商業寫作 通識教育選修 (二)



List of Programme Electives

Fundamental

- Computer Organization
- Introduction to Multimedia

Interdisciplinary

- Concepts of Health and Healthcare
- Design Thinking
- Fundamentals of Linguistics
- Introduction to Social Services
- Principles and Practice of Translation
- Principles of Accounting
- Principles of Finance

Programme (IT)

- 3D Game Design and Development
- Advanced Topics in Network, Cloud and Security
- Database Systems and Applications
- Distributed Programming
- FinTech
- Functional Programming
- Introduction to Computer Graphics
- Mobile Application and Game Development
- Probability
- Robotics
- System Analysis and Design
- Virtual Reality and Augmented Reality

Applied AI

- AI in Education
- AI in Engineering
- AI in Translation
- Big Data and AI in Health Sciences
- Big Data and Business Intelligence

選修科目表

基礎選修科目

- 計算機組成
- 多媒體運算導論

跨學科選修科目

- 健康及醫健概論
- 設計思維
- 基礎語言學
- 社會服務導論
- 翻譯理論與實踐
- 會計學原理
- 財務學原理

計算機 (科技) 選修科目

- 三維遊戲設計及開發
- 進階網路、雲端及安全
- 數據庫系統及應用
- 分佈式編程
- 金融科技
- 函數式編程
- 計算機圖學導論
- 流動應用程式及遊戲開發
- 概率
- 機器人技術
- 系統分析及設計
- 虛擬現實及擴增實境

人工智能應用選修科目

- 人工智能與教育
- 人工智能與工程
- 人工智能與翻譯
- 大數據與衛生科學人工智能
- 大數據與商業智能

The Institute reserves the right to make final decision on the offering of the elective courses.
學院保留有關開辦選修科目的最終決定權。

Admission Requirement 入學要求

For HKDSE Students

香港中學文憑學生

Applicants completed the HKDSE with the following results can apply for Year 1 entry.

香港中學文憑試學生符合下列資格，可以報讀第一年級。

- a. Have obtained Level 3 in Chinese Language, Level 3 in English Language, Level 2 in Mathematics and Level 2 in Liberal Studies in the Hong Kong Diploma of Secondary Education Examination (HKDSEE); OR
- a. 香港中學文憑考試中國語文及英國語文達第三級成績，數學及通識教育達第二級成績；或
- b. Have obtained an equivalent qualification*.
- b. 具同等學歷*。

For Associate Degree/Higher Diploma Students in related disciplines

副學士學位或高級文憑相關課程學生 (例如資訊科學)

Applicants holding the following qualifications can apply for Year 3 Entry.

完成及獲取以下相關認可資歷，可申請豁免並入讀第三年級。

- a. Have successfully completed a related (e.g., in Computer Science, Maths) Associate Degree / Higher Diplomas programme pitched at QF Level 4 that is approved by the Institute; OR
- a. 成功完成本院認可的相關副學士學位或高級文憑課程 (例如資訊科) 程；或
- b. Have obtained an equivalent qualification.
- b. 具同等學歷。

For Associate Degree/Higher Diploma Students in any discipline

副學士學位或高級文憑課程學生 (其他科目)

Applicants holding the following qualifications can apply for Year 2 Entry.

完成及獲取以下相關認可資歷，可申請豁免並入讀第二年級。

- a. Have successfully completed an Associate Degree / Higher Diploma programme (in any discipline) pitched at QF Level 4 that is approved by the Institute; OR
- a. 成功完成本院認可的副學士學位或高級文憑課程，並獲取認可的香港資歷架構第四級課程；或
- b. Have obtained an equivalent qualification.
- b. 具同等學歷。

Sharing from students 學生分享

Benny Chan

2019 Graduate of BSc (Honours) in Digital Entertainment

Like most of the teenagers in the World, I was used to playing video games and watching YouTube in my daily life. One day I noted that everything I can reach shall be created or produced by someone. If I felt bored on any media, who can design a new one to make me interesting? It could be solved only by me. Studying Digital Entertainment (BSc), CIHE gives me opportunities to gain knowledge on how to design and to practice the technical skills to become a media creator. In addition, as a catholic, the school also provides me a good spiritual environment as well as the chapel and Katso. So I can share anything to my Lord whenever I came to campus that made our relationship became closer. My time in CIHE was a miracle that is hard to explain in words.

Hope you can find the way to make your dreams come true!



蔡易霖

數碼娛樂 (榮譽) 理學士畢業生

我有幸在天主的引領下，考進了明愛專上學院電腦學高級文憑課程。在這個課程中，我除了學會電腦科學的專業知識外，亦享受到充實而愉快的校園生活。

在學習的過程中，我認識了很多老師和同學。當我在學習上遇到問題的時候，老師們都會積極為我解答疑問，並指出我的錯誤，令我獲益良多；同學們也會在我遇到困難的時候幫助我，令我深深感到同儕之間的情誼。

經過多番努力和一眾老師及同學的幫助下，我榮獲教育局頒發的卓越表現獎學金。這筆獎學金不但為我提供經濟上的援助，更增強我的自信，讓我能繼續尋找理想。

明愛專上學院的新校舍已於2017年落成，老師和同學能在新的環境享受校園生活，更有新的設備供大家使用，令我十分興奮。

我已於本院修讀畢數碼娛樂 (榮譽) 理學士課程，希望將來能夠為資訊科技界作出貢獻。祝願明愛專上學院早日成為香港首間天主教大學。

區峻豪

數碼娛樂 (榮譽) 理學士畢業生

在明愛專上學院的學習生活中，我認識到不少一起「Work hard, Play hard」的同學一同玩樂、一同歡笑、一同討論功課、一同熱議社會時事。有時會輕鬆地互相取笑一下大家的「金句」，亦會認真地研究學科上的知識。大家一同成長、一同進步，如果要用一個詞語去代表我們，就只有「兄弟」了。

除了同學，老師也和我們打成一片，暢談各式各樣話題，大至宇宙世界，小至生活逸事，無所不談。當我們在功課上有任何疑難的時候，都可以隨時向他們發問。如果要用一個詞語去代表老師與我們的關係，就是「摯友」了。

我不但找到自己的人生目標，也找到一個令我滿懷歸屬感的地方。同學兄弟、良師摯友，可遇不可求。



Excellent Job Prospects 學生工作前景

As more and more companies are investing in AI technology during this global race in AI efforts and adoption, the current global shortage of AI talents is increasing. Graduates can also pursue a career in the Digital Entertainment industry. Included careers are:


由於愈來愈多公司重視及投資人工智能等科技，所以產生了相關的職業及大量的職位機遇。市場需求人才殷切，我們的學生不但在數碼娛樂科技行業各有發展，而且也有不同的職位機遇，包括：


- AI in education
- AI in healthcare
- App and web developer
- Cloud and big data analysis
- Game programmer
- Motion graphics designer
- Internet-related business
- User interface designer
- 人工智能與教育
- 人工智能與醫健
- 手機應用程式開發
- 雲端及大數據分析
- 電腦遊戲程式設計
- 電腦動畫製作設計
- 互聯網相關行業
- 介面設計




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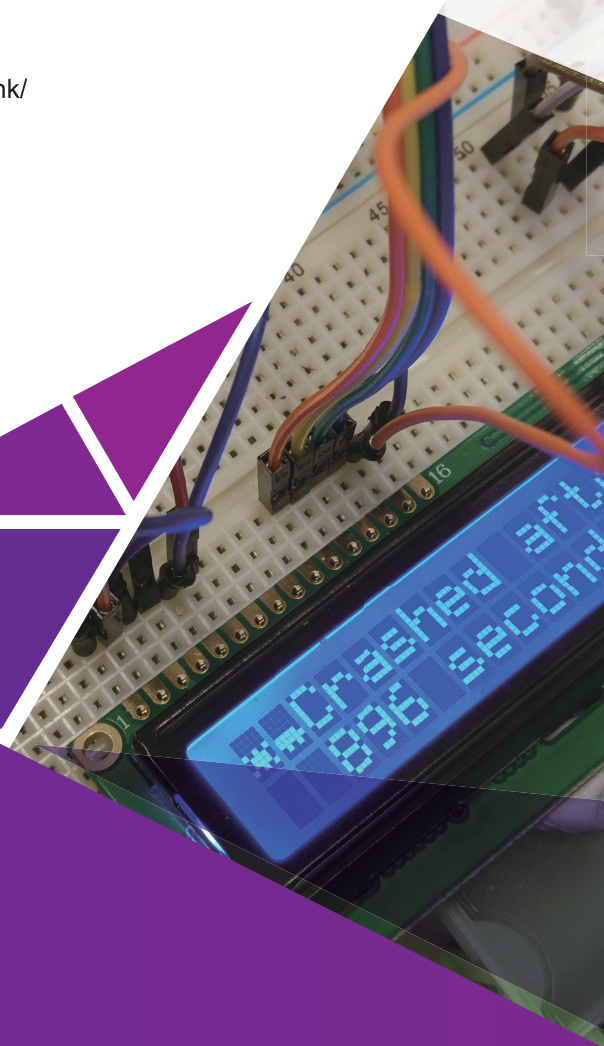
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Caritas Institute of
Higher Education
明愛專上學院



Online Application
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Declaration 聲明

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本單張所載資料以截至二零二零年十一月二日為準，並於二零二零年十一月付印。本單張的資料純粹為協助學生選擇修讀課程，只供參考之用，並無法律約束力，明愛專上學院保留可隨時修改內容之權利，毋須另行通知。