Design, Build and Own - Students As Active Intellectual Content Creators

Features of our unique 4 year curriculum - set a high bar for excellence

- Wide range of knowledge
- High exposure to out of classroom experience
- Diversified teaching and learning practices
- Global minded
- Core values and responsibilities
Transformation

Common Core Courses - Interdisciplinary, Diverse, Innovative, Experimental

Tap into human creativity and you have a natural catalyst for engagement and ownership in learning

Create the learning experience students need to reach out and connect to others and the world in a caring way.

Use interdisciplinary projects as the platform for that learning experience to happen, and ownership of learning is a natural result of that experience.
By studying, researching, designing and making contents for delivery, students became acutely aware of our human desires, conditions and the world we live in.

- Exploring the boundaries and cross overs of nature and city by creative drawing and video making - **Nature in the City**
- Using new technology to document, record and reflect on cultural assets - **Digitizing Cultural Heritage in Greater China**
- Explore the social cultural aspect of conjugal relationship using documentary film making - **Love, Marriage and Sex in Modern China**
- Explore the connection between tourism development and globalization using Photo Essays - **Globalization and Tourism**
• Explore the boundaries between virtual and real, humans and A.I., virtual reality technology and arts and literature by building 3D worlds and immersive story telling - Virtual Worlds, Real Bodies

Example: Virtual World, Real Bodies

Instead of just being fed with information and professional knowledge, we ask students to DESIGN and MAKE their own imagined worlds, games and stories to share with others. They become ACTIVE intellectual content CREATORS.

Design games and tasks to teach students design thinking and skills

1 - A game of Tic Tac Toe

Students' Work of Wonder

2 - Sun Yat Sen Steps
3 - Eliot Hall Fountain

4 - Main Building Stairwell

5 - KWC residence
"We hope to deliver the message that a lot of things in our memories and lives were worn away by TIME and so-called PROGRESS through the VR experience of a symbolic art installation."