FACULTY OF ARTS AND DESIGN
BACHELOR OF ARTS IN MEDIA ARTS
LEARNING MODULE OUTLINE

Academic Year	2025 /2026	Semester	2
Module Code	ENGL2102		
Learning Module	English IV		
Pre-requisite(s)	Nil		
Medium of Instruction	English		
Credits	3	Contact Hours	45 hrs
Instructor	Leong Sok Cheng Chao Keng Fong	Email	T1780@mpu.edu.mo T1806@mpu.edu.mo
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MODULE DESCRIPTION

Based on English III, this subject strengthens students' English listening, speaking, reading comprehension, and writing abilities and uses correct grammar to express their opinions and ideas.

MODULE INTENDED LEARNING OUTCOMES (ILOS)

On completion of this learning module, students will be able to:

M1.	Speaking Describe different aspects of themselves, others, and the outside world Speculate what happens before and after a scene Speak with confidence using correct pronunciation
M2.	Listening Listen with improved comprehension using background knowledge and context clues Listen without visual cues or distractions
M3.	Reading Deal with unknown vocabulary Understand genres Read for gist and specific information
M4.	Writing Organize information in chronological order Use descriptive adjectives to paint a visual picture Learn the language and vocabulary they need to express themselves

These ILOs aims to enable students to attain the following Programme Intended Learning Outcomes (PILOs):

PILOs	M1	M2	M3	M4
P1. Demonstrate an understanding of the history and theoretical frameworks of media arts, including the social, cultural, and political contexts in which media arts have developed.				
P2. Demonstrate a comprehensive understanding of the technical aspects of media arts production, including camera operation, lighting, sound design, visual effects, and post-production.				
P3. Demonstrate an understanding of the creative processes involved in media arts production, including scriptwriting, storyboarding, character development, visual design, and art direction.				
P4. Demonstrate an understanding of the different genres and styles of media arts, including film, animation, game design, and interactive media, and the conventions and expectations associated with each.				
P5. Understand the ethical considerations involved in media arts production, such as copyright laws, privacy concerns, and social responsibility.				
P6. Develop problem-solving skills by identifying and addressing technical, conceptual, and aesthetic challenges in media art projects.				
P7. Apply analytical and critical thinking skills to develop original, imaginative, and innovative media artworks.				
P8. Exhibit proficiency in applying research and presentation skills to develop and produce media-based projects.	✓	✓	✓	✓
P9. Develop a professional workflow for media arts projects, including planning, budgeting, and project management.				
P10. Demonstrate the ability to work collaboratively and communicate effectively with others, including artists, designers, programmers, and producers, to realize their creative visions and contribute to the success of media arts projects.	✓	✓	✓	✓

MODULE SCHEDULE, COVERAGE AND STUDY LOAD

Week	Content Coverage	Contact Hours
1	**Course introduction** **Unit 1 Personality** Reading: Introverts and extroverts Speaking: What tells you more about a person's personality? Listening: An interview with Dr Frank Partridge Grammar: Question forms	3
2	Unit 1 Reading: Charismas: a kind of magic? Speaking: Can charisma be taught? Grammar: Present simple and present continuous	3
3	Unit 1 Scenario: Personality Clash Writing Activity: A for and against essay	3

Week	Content Coverage	Contact Hours
4	*In-class quiz 1* **Unit 2: Travel** Reading: Travel and tourism Speaking: Travel tips Listening: Travel expressions Vocabulary: Phrasal verbs	3
5	Unit 2 Reading: Wilfred Thesiger Speaking: Which of the four jobs would suit you best? Grammar: Past simple and present perfect	3
6	Unit 2 Scenario: A study trip Writing Activity: A biographical profile	3
7	**Mid- Term Test**	3
8	**Unit 3 Work** Reading: Job advertisements Speaking: What is most important to you in a job? Listening: Work adjectives Grammar: Present perfect continuous	3
9	Unit 3 Reading: A description of work placements Speaking: What makes a good work placement Grammar: Present perfect simple and perfect continuous	3
10	Unit 3 Scenario: Situation vacant Writing Activity: Curriculum Vitae (CV)	3
11	*In-class quiz 2* **Unit 4 Language** Reading: Not Only English Spoken Here! Speaking: Discussion statements related to languages Listening: Two friends at university talking on the phone Grammar: Future forms	3
12	Unit 4 Reading: Identifying genres Speaking: Holding a debate about British and American English Grammar: First conditional	3
13	Unit 4 Scenario: Language training Writing Activity: Describing charts and tables	3
14	**Final Examination Review**	3
15	**Final Examination**	3

TEACHING AND LEARNING ACTIVITIES

In this learning module, students will work towards attaining the ILOs through the following teaching and learning activities:

Teaching and Learning Activities	M1	M2	M3	M4
T1. Lectures	✓	✓	✓	✓
T2. Videos		✓	✓	
T3. Pair and group work	✓	✓	✓	✓
T4. Role plays	✓	✓		
T5. Class practice	✓	✓	✓	✓

ATTENDANCE

Attendance requirements are governed by the Academic Regulations Governing Bachelor's Degree Programmes of the Macao Polytechnic University. Students who do not meet the attendance requirements for the learning module shall be awarded an 'F' grade.

ASSESSMENT

In this learning module, students are required to complete the following assessment activities:

Assessment Activities	Weighting (%)	ILOs to be Assessed
A1. Participation Attendance, positive involvement	15%	M1, M2, M3, M4
A2. Course Work Includes the in-class tasks and quizzes	20%	M1, M2, M3, M4
A3. Mid Term A midterm test will be held during the semester.	15 %	M1
A4. Final Exam The final exam will cover learning module content from the entire learning module period.	50%	M3, M4

The assessment will be conducted following the University's Assessment Strategy (see www.mpu.edu.mo/teaching_learning/en/assessment_strategy.php). Passing this learning module indicates that students will have attained the ILOs of this learning module and thus acquired its credits.

MARKING SCHEME

This learning module is graded on a 100-point scale, with 100 being the highest possible score and 50 the pass score.

REQUIRED READINGS

Textbook(s)

1. Cotton, D., Falvey, D., & Kent, S. (2017). *New Language leader: Intermediate: Coursebook.* Pearson Education Limited.
2. Supplementary handouts and learning resources will be provided by the lecturer.

STUDENT FEEDBACK

At the end of every semester, students are invited to provide feedback on the learning module and the teaching arrangement through questionnaires. Your feedback is valuable for instructors to enhance the module and its delivery for future students. The instructor and programme coordinators will consider all feedback and respond with actions formally in the annual programme review.

ACADEMIC INTEGRITY

The Macao Polytechnic University requires students to have full commitment to academic integrity when engaging in research and academic activities. Violations of academic integrity, which include but are not limited to plagiarism, collusion, fabrication or falsification, repeated use of assignments and cheating in examinations, are considered as serious academic offenses and may lead to disciplinary actions. Students should read the relevant regulations and guidelines in the Student Handbook which is distributed upon the admission into the University, a copy of which can also be found at www.mpu.edu.mo/student_handbook/.