

## Recognition of Applied Learning (ApL) (Category B) Subjects and Subject Weightings for Score Calculation for the 2025 Entry

Applied Learning (ApL) subject (Category B) graded “Attained with Distinction / Attained with Distinction (I)/(II)” (excluding Applied Learning Chinese) is accepted as one of the elective subjects in meeting the University’s General Entrance Requirements (GERs) in JUPAS admissions.

- (i) For Bachelor’s degree, not more than one ApL subject will be counted as having met the requirement of an elective subject.
- (ii) For Higher Diploma, not more than two ApL subject will be counted as having met the requirement of the other subjects.

For admission score calculation (i.e., Best 5), the results of ApL subjects (Category B) are converted into numeric values as follow:

Category B : Applied Learning Subjects*			
Result	Attained with Distinction (II)	Attained with Distinction / Attained with Distinction (I)	Attained
Score	4	3	0

\*excluding DSE Applied Learning Chinese (for NCS students)

Particular programmes will consider the results of the following specific ApL subjects (Category B) with heavier weighting of 1.5 in the admission score calculation. Details of which are listed below:

JUPAS Code	Programme Title	ApL subject(s) with heavier weighting of 1.5
JS8001	BA in Creative and Digital Arts and BEd (Music)	<ul style="list-style-type: none"> <li>▪ Popular Music Production</li> </ul>
JS8002	BA in Creative and Digital Arts and BEd (Visual Arts)	<ul style="list-style-type: none"> <li>▪ Interior Design</li> <li>▪ Interior and Exhibition Design</li> </ul>
JS8006	BSocSc in Psychology and BEd (Early Childhood Education)	<ul style="list-style-type: none"> <li>▪ Child Care and Development</li> <li>▪ Child Care and Education</li> </ul>
JS8007	BA in Personal Finance and BEd (Business, Accounting and Financial Studies)	<ul style="list-style-type: none"> <li>▪ Accounting for e-Business</li> <li>▪ AI in Business</li> </ul>
JS8008	BSc in Artificial Intelligence and Educational Technology and BEd (Information and Communication Technology and Primary Science)	<ul style="list-style-type: none"> <li>▪ Computer Game and Animation Design</li> <li>▪ AI and Robotics</li> <li>▪ Computer Forensic Technology</li> <li>▪ Tech Basics</li> </ul>
JS8009	BSc in Artificial Intelligence and Educational Technology and BEd (Primary Mathematics)	<ul style="list-style-type: none"> <li>▪ AI and Robotics</li> </ul>

JS8013	BSocSc in Sociology and Community Studies and BEd (Primary Humanities)	<ul style="list-style-type: none"> <li>▪ Innovation and Entrepreneurship^</li> <li>▪ Child Care and Development</li> <li>▪ Child Care and Education</li> </ul>
JS8685	BA in Creative and Digital Arts (Music)	<ul style="list-style-type: none"> <li>▪ Popular Music Production</li> </ul>
JS8686	BA in Creative and Digital Arts (Visual Arts)	<ul style="list-style-type: none"> <li>▪ Interior Design</li> <li>▪ Interior and Exhibition Design</li> </ul>
JS8507	HD in Early Childhood Education	<ul style="list-style-type: none"> <li>▪ Child Care and Development</li> <li>▪ Child Care and Education</li> </ul>
JS8687	BA in Heritage Education and Arts Management	<ul style="list-style-type: none"> <li>▪ Popular Music Production</li> <li>▪ Taking a Chance on Dance</li> <li>▪ The Essentials of Theatre Arts</li> <li>▪ Digital Brand Communication</li> <li>▪ Digital Media and Radio Production</li> <li>▪ Film and Transmedia</li> </ul>
JS8714	BSc in Artificial Intelligence and Educational Technology	<ul style="list-style-type: none"> <li>▪ Computer Game and Animation Design</li> <li>▪ Digital Comic Design and Production</li> <li>▪ AI in Business</li> <li>▪ Data Application for Business</li> <li>▪ Introduction to Fintech</li> <li>▪ AI and Robotics</li> <li>▪ Computer Forensic Technology</li> <li>▪ Digital Construction</li> <li>▪ eSports Technology</li> <li>▪ Tech Basics</li> </ul>
JS8726	BSc in Sports Science and Coaching	<ul style="list-style-type: none"> <li>▪ Applied Psychology</li> <li>▪ Exercise and Fitness Coaching</li> <li>▪ Exercise Science and Health Fitness</li> <li>▪ Food Technology and Nutrition^</li> <li>▪ Medical Laboratory Science</li> <li>▪ Practical Psychology</li> <li>▪ Rehabilitation Care Practice</li> <li>▪ AI and Robotics</li> <li>▪ eSports Technology</li> <li>▪ eSports Technology and Management^</li> </ul>

^Applicable from the 2026 exam year onwards