2021
SCHOOL OF INTERACTIVE & DIGITAL MEDIA
#becausewecan

NANYANG
THE INNOVATIVE POLYTECHNIC
Education should be more than just classes, homework and rushing to meet deadlines. It’s about meeting your prospective co-workers today, learning to work with top industry practitioners and having the opportunity to learn from the best around the world. Join us for an experience of a lifetime — because you deserve the very best education you can get in digital media.
why choose sidm?

We are Singapore’s most established interactive and digital media school in the areas of animation, visual effects, game art & design, game programming, interaction design and motion graphics design.

Look forward to…

EXPOSURE TO THE INDUSTRY
Benefit from collaborations with the industry and leverage their expertise to gain a world-class education.

A HOLISTIC EDUCATION
Our unique fusion of arts, design and technology relates closely to how the interactive & digital media industry works today.

AN INDUSTRY-ENDORSED CURRICULUM
With our record of accomplished alumni, you can be assured that our curriculum is one of the best in Singapore.

BEING TAUGHT BY THE BEST
Learn from our team of lecturers, who come from well-known companies like Ubisoft, Disney and Lucasfilm.

Industry partners
Learn from the following renowned companies:

• Continental Automotive Singapore
• CRAVE FX
• gumi Asia
• Koei Tecmo Singapore
• Lucasfilm Singapore
• Robot Playground Media
• Sony Interactive Entertainment Singapore
• Suntec Singapore
Diploma in Animation & Visual Effects
The Diploma in Animation & Visual Effects is for you if you have a passion for telling engaging stories through animation, digital art and visual effects.

Make your story come alive with animation and visual effects. Join us on this exciting journey of creating 2D and 3D moving images from concept to final product. Our comprehensive foundation modules will teach you broad skill sets in animation and visual-effects disciplines.

This diploma lets you...

Enjoy a first-of-its-kind digital media programme. It is delivered by a multinational team of award-winning professionals who have worked at Lucasfilm, Disney and Animal Logic.

Gain expertise in story creation, original character design, conceptualisation, production and post-production (in both 2D and 3D) animation and visual effects.

Look forward to exciting opportunities with companies like Pixar, DreamWorks, Disney and Blizzard. You may also opt for the Specialist Diploma in Visual Effects or the Specialist Diploma in Digital Media Production thereafter.

Career Paths

- 2D/3D Character Animator
- 3D Generalist
- 3D Lighting Artist
- 3D Modeller
- 3D Rigging Artist (Rigger)
- Animation Producer
- Art Director
- Background Artist
- Character Designer
- Comic Artist
- Compositor
- Creative Director
- Editor
- Digital Matte Painter
- Illustrator
- Layout Artist
- Production Designer
- Storyboard Artist
- Texture Artist
- Visual Development Artist
- Visual Effects Artist

Course Curriculum

**Year 1, Semester 1**

**Core Modules**
- Concept Ideation
- Design & Colour
- Drawing Fundamentals
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Story through Audio & Visual
- Studio Project 1

**Year 1, Semester 2**

**Core Modules**
- Animation Principles
- Figure & Digital Painting
- Fundamentals of Innovation & Enterprise
- General Studies
- History of Moving Images
- Introduction to 3D Workflows
- Storyboarding
- Studio Project 2

**Prescribed Electives (2D)**
- 2D Animation
- Advanced Figure Drawing

**Prescribed Electives (3D & Visual Effects)**
- Technical Direction 1
- Texturing, Lighting & Rendering

**Year 2, Semester 1**

**Core Modules**
- Communication & Personal Branding
- Compositing 2
- General Studies
- Studio Project 4

**Prescribed Electives (2D)**
- 2D Character Animation
- Character Design
- Environment Design
- Motion Graphics

**Prescribed Electives (3D)**
- 3D Character Animation
- Advanced Lighting & Rendering
- Matte Painting
- Modelling 2

**Prescribed Electives (Visual Effects)**
- Advanced Lighting & Rendering
- Art of Cinematography
- Effects Direction & Simulation
- Technical Direction 2

**Year 2, Semester 2**

**Core Modules**
- Advanced Lighting & Rendering
- Technical Direction 2

**Prescribed Electives (2D)**
- 2D Character Animation
- Character Design
- Environment Design
- Motion Graphics

**Prescribed Electives (3D)**
- 3D Character Animation
- Advanced Lighting & Rendering
- Matte Painting
- Modelling 2

**Prescribed Electives (Visual Effects)**
- Advanced Lighting & Rendering
- Art of Cinematography
- Effects Direction & Simulation
- Technical Direction 2

**Year 3, Semesters 1 & 2**

**Core Modules**
- General Studies
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Portfolio Development

**Common Prescribed Electives**
- Audio Creation
- Business for Digital Media Industry
- Creative Producing
- Digital Marketing
- Digital Photography
- Game Story Creation
- Mixed Reality Experience Design
- Motion Capture Techniques
- Special Topics in Digital Media

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
Diploma in Digital Game Art & Design
This diploma lets you...

Benefit from a dynamic curriculum that fuses art, design and the use of technology in the creation of digital entertainment — for both the game and non-game industry.

Get hands-on experience creating game art and designing games, using software for a variety of game platforms, and augmented and virtual reality.

Grow and develop your skills with companies like Ubisoft, Bandai Namco and Koei Tecmo. You may also opt for new skills by taking the Specialist Diploma in AR/VR or the Specialist Diploma in Game Development thereafter.

Career Paths

- 2D Game Artist
- 3D Game Artist
- Concept Artist
- Game Animator
- Game Art Director
- Game Designer
- Game Level Designer
- Game Producer
- Game QA Tester
- Pixel Artist
- Technical Artist
- UI Artist
- VR/AR Designer

The Diploma in Digital Game Art & Design is for you if you are fascinated by game visuals and characters, and desire to learn how to create your own.

With a focus on the art of gameplay design, as well as the creation and animation of characters, environments and props, this course teaches you how to bring to life unique game characters. NYP is the only institution in Singapore to provide training in visual aesthetics, game design and development across all platforms — from mobile to PC and console systems like the Sony PlayStation®4 and PlayStation®VR.
Diploma in Game Development & Technology
The Diploma in Game Development & Technology is for you if you are curious about what runs under the hood in video games. You can number among the best game software developers. With skills in programming and computer logic, you can develop amazing games on PCs, mobile platforms, Sony PlayStation®4 and more. Bring cool game characters to life with your programming skills — which are also highly sought-after in many sectors.

This diploma lets you...

Gain expertise from a robust curriculum designed by game developers. It incorporates C++ programming, artificial intelligence, server/cloud and game-engine development.

Get hands-on experiences developing game codes for a variety of platforms, such as Sony PlayStation®, PC and mobile devices, as well as augmented and virtual reality.

Look forward to opportunities with leaders in the gaming industry, including Ubisoft, Bandai Namco and Koei Tecmo. You may also pick up new skills by taking the Specialist Diploma in AR/VR or the Specialist Diploma in Game Development thereafter.

Career Paths

- 3D Graphics Programmer
- Artificial Intelligence Programmer
- Game Designer
- Gameplay Programmer
- Mobile Games/Application Developer
- Scientific Visualiser/Multimedia Specialist
- Server/Cloud Programmer
- Simulation Engineer

You can number among the best game software developers. With skills in programming and computer logic, you can develop amazing games on PCs, mobile platforms, Sony PlayStation®4 and more. Bring cool game characters to life with your programming skills — which are also highly sought-after in many sectors.
Diploma in Interaction Design
The Diploma in Interaction Design is for you if you love interactive digital products, and enjoy thinking of new ideas and ways to make those experiences better.

Design sophisticated apps and engaging content that go beyond the screen for a better and more meaningful user experience. Through the application of design thinking and skills in technology integration, you will be able to design and create interactive environments, Internet of Things (IoT) devices, mobile apps and solutions, as well as work on multisensory projects involving virtual and augmented reality.

This diploma lets you...

- Grow useful skill sets such as user-centred design for interactivity, as well as coding and scripting.
- Get practical experience in integrating creative design and the use of technology to develop aesthetic, innovative, interactive and immersive solutions for both media and non-media sectors.
- Gain professional work experience with companies like Accenture, Sephora, Deloitte and ZenDesk. You may also pick up new skills by taking the Specialist Diploma in User Experience Design and Management thereafter.

Career Paths

- Design Researcher
- Experiential Designer
- Full-Stack Developer
- Interaction Designer
- Marketing/Social Media Executive
- User Experience (UX) Designer
- User Interface (UI) Designer
- User Interface (UI) Developer
- Web Designer and Developer
- User Experience Design
- UX for Businesses
- Video Prototyping
- Web Development
- Digital Communication Design
- Native & Hybrid Application Development
- Physical Interaction Design

YEAR 1, SEMESTER 1

**CORE MODULES**
- Concept Ideation
- Design & Colour
- Drawing Fundamentals
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Story through Audio & Visual
- Studio Project 1

YEAR 1, SEMESTER 2

**CORE MODULES**
- Designing User Interfaces
- Fundamentals of Innovation & Enterprise
- Fundamentals of Interaction Design
- General Studies
- Introduction to Web Coding
- Project Planning & Management
- Studio Project 2
- Typography

**PRESCRIBED ELECTIVES** (Choose two)
- 3D Forms & Space
- Branding & Identity
- Information Design
- Scripting Interactivity 1

YEAR 2, SEMESTER 1

**CORE MODULES**
- Cognition, Communication & Interaction
- General Studies
- Introduction to Semiotics
- Studio Project 3
- User Research Methods
- Web Design

**PRESCRIBED ELECTIVES** (Choose four, at least two from Diploma-Specific Electives)
- Beyond Screen Interfaces
- Immersive Experiences
- Scripting Interactivity 2
- Web Development

**COMMON PRESCRIBED ELECTIVES**
- Audio Creation
- Business for Digital Media Industry
- Creative Producing
- Digital Marketing
- Digital Photography
- Game Story Creation
- Mixed Reality Experience Design
- Motion Capture Techniques
- Special Topics in Digital Media

YEAR 2, SEMESTER 2

**CORE MODULES**
- Communication & Personal Branding
- General Studies
- Studio Project 4
- User Experience Design
- UX for Businesses
- Video Prototyping

**PRESCRIBED ELECTIVES** (Choose two)
- Advanced Mobile Application Development
- Digital Communication Design
- Interconnected Network Devices
- Native & Hybrid Application Development
- Physical Interaction Design

YEAR 3, SEMESTERS 1 & 2

**CORE MODULES**
- General Studies
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Portfolio Development

**PRESCRIBED ELECTIVES**
- Audio Creation
- Business for Digital Media Industry
- Creative Producing
- Digital Marketing
- Digital Photography
- Game Story Creation
- Mixed Reality Experience Design
- Motion Capture Techniques
- Special Topics in Digital Media

*General Studies
Students are to complete 30 hours of General Studies modules each semester.*
Diploma in Motion Graphics Design
Discover how you can generate engaging content on digital platforms in areas such as advertising, social media, entertainment, infotainment, corporate communications and the performing arts. Become trained in developing professional motion graphics, and get ready to challenge the status quo.

**Career Paths**

- Advertising and design studios
- Broadcast station graphics and identity
- Motion design for the performing arts
- Corporate media production
- Digital content creation
- Films – motion titles, post-production

- Interactive TV and mobile media production
- Production studios for commercial and digital media advertising
- Your own production studio

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**JAE CODE C66**

The **Diploma in Motion Graphics Design** is for you if you love fast-moving visuals, and want to learn how to create them.

Discover how you can generate engaging content on digital platforms in areas such as advertising, social media, entertainment, infotainment, corporate communications and the performing arts. Become trained in developing professional motion graphics, and get ready to challenge the status quo.

**This diploma lets you...**

Learn from a curriculum designed by motion media professionals who understand the industry, and are able to provide real-world project experiences.

Discover how you can produce high quality and creative content that works for different media formats. Make content engaging and shareable. It’s not just delivering information — but telling a great story.

Explore work opportunities with organisations like Facebook, Google, Spotify, and MTV. You may also pick up new skills by taking the Specialist Diploma in AR/VR or the Specialist Diploma in Digital Media Production after graduation.

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**Career Paths**

- Advertising and design studios
- Broadcast station graphics and identity
- Motion design for the performing arts
- Corporate media production
- Digital content creation
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- Interactive TV and mobile media production
- Production studios for commercial and digital media advertising
- Your own production studio

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**course curriculum**

**YEAR 1, SEMESTER 1**

**CORE MODULES**

- Concept Ideation
- Design & Colour
- Drawing Fundamentals
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Story through Audio & Visual
- Studio Project 1

**YEAR 1, SEMESTER 2**

**CORE MODULES**

- Fundamentals of Innovation & Enterprise
- General Studies
- Interdisciplinary Practices 1
- Introduction to 3D
- Motion Typography
- Story Design & Experience
- Studio Project 2
- Styleframe Development

**YEAR 2, SEMESTER 1**

**CORE MODULES**

- 3D for Motion Graphics
- Art Direction & Design
- Collaborative Design
- Digital Advertising Concept 1
- General Studies
- Interdisciplinary Practices 2
- Motion Graphics 1
- Studio Project 3

**YEAR 2, SEMESTER 2**

**CORE MODULES**

- Communication & Personal Branding
- Digital Advertising Concept 2
- General Studies
- Interdisciplinary Practices 3
- Motion Graphics 2
- Professional Production Practices
- Studio Project 4
- Visual Effects & Cinematography

**YEAR 3, SEMESTERS 1 & 2**

**CORE MODULES**

- General Studies
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Portfolio Development

**PRESCRIBED ELECTIVES**

- Audio Creation
- Business for Digital Media Industry
- Creative Producing
- Digital Marketing
- Digital Photography
- Game Story Creation
- Mixed Reality Experience Design
- Motion Capture Techniques
- Special Topics in Digital Media

**COMMON PRESCRIBED ELECTIVES**

- Audio Creation
- Business for Digital Media Industry
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- Digital Photography
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**course curriculum**

**YEAR 1, SEMESTER 1**

**CORE MODULES**

- Concept Ideation
- Design & Colour
- Drawing Fundamentals
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Story through Audio & Visual
- Studio Project 1

**YEAR 1, SEMESTER 2**

**CORE MODULES**

- Fundamentals of Innovation & Enterprise
- General Studies
- Interdisciplinary Practices 1
- Introduction to 3D
- Motion Typography
- Story Design & Experience
- Studio Project 2
- Styleframe Development

**YEAR 2, SEMESTER 1**

**CORE MODULES**

- 3D for Motion Graphics
- Art Direction & Design
- Collaborative Design
- Digital Advertising Concept 1
- General Studies
- Interdisciplinary Practices 2
- Motion Graphics 1
- Studio Project 3

**YEAR 2, SEMESTER 2**

**CORE MODULES**

- Communication & Personal Branding
- Digital Advertising Concept 2
- General Studies
- Interdisciplinary Practices 3
- Motion Graphics 2
- Professional Production Practices
- Studio Project 4
- Visual Effects & Cinematography

**YEAR 3, SEMESTERS 1 & 2**

**CORE MODULES**

- General Studies
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Portfolio Development

**PRESCRIBED ELECTIVES**

- Audio Creation
- Business for Digital Media Industry
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- Interactive TV and mobile media production
- Production studios for commercial and digital media advertising
- Your own production studio

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**course curriculum**

**YEAR 1, SEMESTER 1**

**CORE MODULES**

- Concept Ideation
- Design & Colour
- Drawing Fundamentals
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Story through Audio & Visual
- Studio Project 1

**YEAR 1, SEMESTER 2**

**CORE MODULES**

- Fundamentals of Innovation & Enterprise
- General Studies
- Interdisciplinary Practices 1
- Introduction to 3D
- Motion Typography
- Story Design & Experience
- Studio Project 2
- Styleframe Development

**YEAR 2, SEMESTER 1**

**CORE MODULES**

- 3D for Motion Graphics
- Art Direction & Design
- Collaborative Design
- Digital Advertising Concept 1
- General Studies
- Interdisciplinary Practices 2
- Motion Graphics 1
- Studio Project 3

**YEAR 2, SEMESTER 2**

**CORE MODULES**

- Communication & Personal Branding
- Digital Advertising Concept 2
- General Studies
- Interdisciplinary Practices 3
- Motion Graphics 2
- Professional Production Practices
- Studio Project 4
- Visual Effects & Cinematography

**YEAR 3, SEMESTERS 1 & 2**

**CORE MODULES**

- General Studies
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Portfolio Development

**PRESCRIBED ELECTIVES**

- Audio Creation
- Business for Digital Media Industry
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Students are to complete 30 hours of General Studies modules each semester.
the SIDM experience

Gain global perspectives from internship opportunities overseas

AKSHYA RAMESHKKUMAR
DIPLOMA IN MOTION GRAPHICS & BROADCAST DESIGN

Akshya had an opportunity of a lifetime last year — a six-month internship at Cantina Creative, a renowned design and visual effects studio in Los Angeles, which worked on movies like Avengers: Endgame and Hotel Artemis. During her stint, she got the opportunity to hone her skills in various aspects of animation, graphical user interface design and 3D modelling in a global environment.

She shares, "I’ve learnt what it’s like working on major movie productions, and I’ve gotten more confident of my technical knowledge and communication skills."
TERRY LIM  
DIPLOMA IN GAME DEVELOPMENT & TECHNOLOGY

Terry interned at Ubisoft Singapore in his final year, working on their local flagship title, Skull & Bones. He learnt how an AAA-rated game studio operates, and got hands-on experience working on the highly-anticipated multiplayer online game.

As a programmer, Terry was involved in various aspects of game development, such as the documentation of specific codes. The skills he obtained at NYP helped him adapt easily to the different types of software used in the development of the game. “I’m a fan of Assassin’s Creed 3 and 4, which were also developed by Ubisoft. So, I liked the game I was working on which had some similarities. It was really exciting working on Ubisoft Singapore’s first project,” says Terry.

TAN YING YING  
DIPLOMA IN DIGITAL GAME ART & DESIGN

Ying Ying won the Gold in 3D Digital Game Art at the 45th WorldSkills Competition — a gruelling 22-hour challenge held in Kazan, Russia. Together with Team Singapore, she was up against more than 1,300 students from 63 countries competing in 56 skill areas.

Ying Ying also won the Best of Nation award for achieving the highest score in all the skill areas that Team Singapore took part in.

“It was an honour to participate in this competition. Not only have I learnt a lot from my fellow competitors, I’ve also gained a lot more confidence in myself and my abilities,” shares Ying Ying.
Minimum Entry Requirements

The minimum GCE O-Level entry requirements for **Group 1 courses** (Diplomas in Animation & Visual Effects, Digital Game Art & Design, Interaction Design and Motion Graphics Design) and **Group 2 courses** (Diploma in Game Development & Technology) under the EAE, JAE and SDAE are:


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<table>
<thead>
<tr>
<th>Subject</th>
<th>Group 1 Grade</th>
<th>Group 2 Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Language</td>
<td>1-7</td>
<td>1-7</td>
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<tr>
<td>Elementary or Additional Mathematics</td>
<td>1-7</td>
<td>1-6</td>
</tr>
<tr>
<td>Any two other subjects</td>
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<td>1-6</td>
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</table>

Upon release of the GCE O-Level examination results, Sec 4N(A) students who obtained an ELMAB3 (English, Maths, Best 3 Subjects) raw aggregate score of 12 points or better (excluding CCA bonus points) will be eligible to apply to NYPFP, provided that they have also obtained the minimum required grades listed in the table above.

Admission procedures for diploma courses

Depending on your qualifications, you may apply through one of the following Admission Exercises:

- **GCE O-Levels**: Early Admissions Exercise (EAE) Application opens in June. Joint Admissions Exercise (JAE) Application commences on the day of release of the GCE O-Level results.
- **GCE N-Levels**: Polytechnic Foundation Programme (PFP) Application commences on the day of release of the GCE O-Level results.
- **ITE Certificates**: Joint Polytechnic Admissions Exercise (JPAE) Application opens in February. Early Admissions Exercise (ITE) (EAE(I)) Application opens in June.
- **Special Direct Admissions Exercise (SDAE)** Application opens

<table>
<thead>
<tr>
<th>Qualifications</th>
<th>Method of application</th>
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<tbody>
<tr>
<td>GCE O-Levels (those who did not participate in JAE/IPY4/GCSE)</td>
<td>Jan</td>
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<tr>
<td>GCE A-Levels/IB</td>
<td>Feb</td>
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<tr>
<td>ITE Certificates/Malaysian SPM/STPM</td>
<td>Mar</td>
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<td>Other foreign qualifications</td>
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Courses

<table>
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<tr>
<th>Courses</th>
<th>JAE Course Code</th>
<th>2020 JAE Range of Net ELR2B2</th>
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<tbody>
<tr>
<td>Animation &amp; Visual Effects</td>
<td>C33</td>
<td>4-11</td>
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<tr>
<td>Digital Game Art &amp; Design</td>
<td>C60</td>
<td>5-12</td>
</tr>
<tr>
<td>Game Development &amp; Technology</td>
<td>C70</td>
<td>6-13</td>
</tr>
<tr>
<td>Interaction Design</td>
<td>C59</td>
<td>11-18</td>
</tr>
<tr>
<td>Motion Graphics Design</td>
<td>C66</td>
<td>9-16</td>
</tr>
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