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.
School of interactive & digital media

Diploma Courses @ SIDM

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Game Development & Technology 12
Interaction Design 16
Motion Graphics Design 20

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Minimum Entry Requirements/ 2019 JAE Range of Net ELR2B2 28

Scan for more information on the diploma courses offered at the School of Interactive & 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 leveraging their expertise to gain a world-class education.

A HOLISTIC EDUCATION
Our unique fusion of arts, design and technology relates closely to how the 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 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
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

YEAR 2, SEMESTER 1
CORE MODULES
- 3D Animation
- Compositing 1
- General Studies
- Modelling 1
- Project Planning & Management
- Studio Project 3
PRESCRIBED ELECTIVES (2D)
- 2D Animation
- Advanced Figure Drawing
PRESCRIBED ELECTIVES (3D & VISUAL EFFECTS)
- Technical Direction 1
- Texturing, Lighting & Rendering

YEAR 2, SEMESTER 2
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 3, SEMESTERS 1 & 2
CORE MODULES
- Independent Work Project
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- General Studies
- Portfolio Development
PRESCRIBED ELECTIVES
(Choose a set from Diploma-Specific Electives set (2D, 3D or Visual Effects) and two from Common Prescribed Electives)

DIPLOMA-SPECIFIC PRESCRIBED ELECTIVES (2D)
- Animal Locomotion
- Sequential Art
DIPLOMA-SPECIFIC PRESCRIBED ELECTIVES (3D)
- Advanced Character Animation
- Real-time Computer Graphics
DIPLOMA-SPECIFIC PRESCRIBED ELECTIVES (VISUAL EFFECTS)
- Cinematography for Visual Effects
- Dynamic Effects
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
The Diploma in Digital Game Art & Design is for you if you are fascinated by game visuals and characters and want 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.

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 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
<table>
<thead>
<tr>
<th>Year 1, Semester 1</th>
<th>Year 2, Semester 1</th>
<th>Year 3, Semesters 1 &amp; 2</th>
<th>Common Prescribed Electives</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Core Modules</strong></td>
<td><strong>Core Modules</strong></td>
<td><strong>Core Modules</strong></td>
<td></td>
</tr>
<tr>
<td>• Concept Ideation</td>
<td>• 2D Game Level Design</td>
<td>• General Studies</td>
<td>• Audio Creation</td>
</tr>
<tr>
<td>• Design &amp; Colour</td>
<td>• 3D Game Art Creation</td>
<td>• Independent Work Project</td>
<td>• Business for Digital Media Industry</td>
</tr>
<tr>
<td>• Drawing Fundamentals</td>
<td>• Creative Production</td>
<td>• Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)</td>
<td>• Creative Producing</td>
</tr>
<tr>
<td>• Effective Communication Skills</td>
<td>• Digital Painting</td>
<td></td>
<td>• Digital Marketing</td>
</tr>
<tr>
<td>• General Studies</td>
<td>• Game Animation</td>
<td></td>
<td>• Game Story Creation</td>
</tr>
<tr>
<td>• Introduction to Coding</td>
<td>• Game Visual &amp; Development</td>
<td></td>
<td>• Mixed Reality Experience Design</td>
</tr>
<tr>
<td>• Story through Audio &amp; Visual</td>
<td>• General Studies</td>
<td></td>
<td>• Motion Capture Techniques</td>
</tr>
<tr>
<td>• Studio Project 1</td>
<td>• Studio Project 3</td>
<td></td>
<td>• Special Topics in Digital Media</td>
</tr>
</tbody>
</table>

**Year 1, Semester 2**

<table>
<thead>
<tr>
<th>Core Modules</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Digital Drawing &amp; Illustrations</td>
</tr>
<tr>
<td>• Digital Game Art</td>
</tr>
<tr>
<td>• Fundamentals of Innovation &amp; Enterprise</td>
</tr>
<tr>
<td>• Game Project Management</td>
</tr>
<tr>
<td>• General Studies</td>
</tr>
<tr>
<td>• Introduction to 3D for Games</td>
</tr>
<tr>
<td>• Introduction to Game Engine</td>
</tr>
<tr>
<td>• Principles of Game Design</td>
</tr>
<tr>
<td>• Studio Project 2</td>
</tr>
</tbody>
</table>

**Year 2, Semester 2**

<table>
<thead>
<tr>
<th>Core Modules</th>
</tr>
</thead>
<tbody>
<tr>
<td>• 2D Game Asset Creation</td>
</tr>
<tr>
<td>• 3D Animation &amp; Rigging</td>
</tr>
<tr>
<td>• 3D Game Level Design</td>
</tr>
<tr>
<td>• Communication &amp; Personal Branding</td>
</tr>
<tr>
<td>• General Studies</td>
</tr>
<tr>
<td>• Studio Project 4</td>
</tr>
</tbody>
</table>

**Prescribed Electives** (Choose two)

- 3D Sculpting
- Material & Shader
- Rendering & Lighting
- UI & UX Design

**Diploma-Specific Prescribed Electives** (Choose four, at least two from Diploma-Specific Electives)

- Advanced 3D Sculpting
- Game QA Management
- Gamification Techniques
- Illustration & Motion Comics

**Prescribed Electives** (Choose two)

- Audio Creation
- Business for Digital Media Industry
- Creative Producing
- Digital Marketing
- 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 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 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
# Course Curriculum

## Year 1, Semester 1
**Core Modules**
- Concept Ideation
- Effective Communication Skills
- General Studies
- Introduction to Coding
- Linear Algebra
- Object Oriented Programming
- Story through Audio & Visual
- Studio Project 1

## Year 1, Semester 2
**Core Modules**
- Application Development
- Computer Graphics
- Data Structures and Algorithms
- Fundamentals of Innovation & Enterprise
- Game Project Management
- General Studies
- Introduction to Computing System
- Principles of Game Design
- Studio Project 2

## Year 2, Semester 1
**Core Modules**
- 2D Game Creation
- 2D Level Design
- Creative Production
- Gamification Techniques
- General Studies
- Programming Physics
- Software Engineering Fundamentals
- Studio Project 3
- Web Development

## Year 2, Semester 2
**Core Modules**
- 3D Game Creation
- 3D Level Design
- Communication & Personal Branding
- Database and Server Fundamentals
- General Studies
- Mobile Game Programming
- Multiplayer Game Programming
- Studio Project 4

## 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**
(Choose four, at least two from Diploma-Specific Electives)
- Artificial Intelligence for Games
- Console Game Development
- Mixed Reality Application Development
- Server Development for Social Games

**Diploma-Specific Prescribed Electives**
- \*General Studies
  Students are to complete 30 hours of General Studies modules each semester.

**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
JAE CODE C59

Diploma in Interaction Design
INTEGRATION OF DESIGN & TECHNOLOGY

DEVELOPMENT OF IMMERSIVE EXPERIENCES

CREATION OF INTERACTIVE PRODUCTS / ENVIRONMENTS

Augmented Reality Jewelry
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
course curriculum

YEAR 1, SEMESTER 1
CORE MODULES
• Concept Ideation
• Design & Colour
• Drawing Fundamentals
• Effective Communication Skills
• General Studies
• Introduction to Coding
• 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

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 two)
• 3D Forms & Space
• Branding & Identity
• Information Design
• Scripting Interactivity 1

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)
• Beyond Screen Interfaces
• Immersive Experiences
• Scripting Interactivity 2
• Web Development

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
(Choose four, at least two from Diploma-Specific Electives)
• Advanced Mobile Application Development
• Digital Communication Design
• Interconnected Network Application
• Native & Hybrid Application Development
• Physical Interaction Design

DIPLOMA-SPECIFIC 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
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 after graduation.

Career Paths

- Advertising and design studios
- Broadcast stations Motion design for the performing arts industry
- 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
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
(Choose four, at least two from Diploma-Specific Electives)
- Advanced Rendering Techniques
- Experimental Film
- Rapid Concept & Style Frames Development
- Visual Coding for Motion Graphics

DIPLOMA SPECIFIC 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.
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 shared, “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.”
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.

Akshya Rameshkkumar
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," said Terry.
Ying Ting 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 Ting 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,” shared Ying Ting.
## 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:

<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>
</tr>
<tr>
<td>Elementary or Additional</td>
<td>1-7</td>
<td>1-6</td>
</tr>
<tr>
<td>Mathematics</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>One of the following relevant subjects:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Science (Chemistry/Biology)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>• Science (Physics/Biology)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>• Science (Physics/Chemistry)</td>
<td></td>
<td></td>
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<tr>
<td>• Food &amp; Nutrition</td>
<td></td>
<td></td>
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<tr>
<td>• Design &amp; Technology</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Any two other subjects</td>
<td>1-6</td>
<td>1-6</td>
</tr>
</tbody>
</table>

To be eligible for admission for **Group 1 courses**, you must have also sat for one of the following subjects: Additional Combined Science, Additional Science, Art & Design, Biology, Biotechnology, Chemistry, Combined Science, Computing/Computer Studies, Creative 3D Animation, Design & Technology, Electronics/Fundamentals of Electronics, Food & Nutrition, General Science, Higher Art, Human & Social Biology, Integrated Science, Physical Science (Physics/Chemistry/Biology), Science (Chemistry/Biology), Science (Physics/Biology), Science (Physics/Chemistry/Biology).

The minimum GCE N-Level entry requirements for the courses under the PFP are:

**ELMAB3 Ø raw aggregate score (excluding CCA bonus points) ≤ 12**

<table>
<thead>
<tr>
<th>Subject</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>English Language Syllabus A</td>
<td>3</td>
</tr>
<tr>
<td>Mathematics (Syllabus A/Additional)</td>
<td>3</td>
</tr>
<tr>
<td>One of the following relevant subjects:</td>
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</tr>
<tr>
<td>• Science (Chemistry/Biology)</td>
<td>3</td>
</tr>
<tr>
<td>• Science (Physics/Biology)</td>
<td></td>
</tr>
<tr>
<td>• Science (Physics/Chemistry)</td>
<td></td>
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<tr>
<td>• Food &amp; Nutrition</td>
<td></td>
</tr>
<tr>
<td>• Design &amp; Technology</td>
<td></td>
</tr>
<tr>
<td>Any two other subjects excluding CCA</td>
<td>3</td>
</tr>
</tbody>
</table>

Ø On the day of the 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 NYPPF, 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:

<table>
<thead>
<tr>
<th>Qualifications</th>
<th>Method of application</th>
</tr>
</thead>
<tbody>
<tr>
<td>GCE O-Levels</td>
<td>Early Admissions Exercise (EAE) Application opens in June.</td>
</tr>
<tr>
<td></td>
<td>Joint Admissions Exercise (JAE) Application commences on the day of release of the GCE O-Level results.</td>
</tr>
<tr>
<td>GCE N-Levels</td>
<td>Polytechnic Foundation Programme (PFP) Application commences on the day of release of the GCE N-Level results.</td>
</tr>
<tr>
<td>ITE Certificates</td>
<td>Joint Polytechnic Admissions Exercise (JPAE) Application opens in February.</td>
</tr>
<tr>
<td></td>
<td>Early Admissions Exercise (ITE) Application opens in June.</td>
</tr>
<tr>
<td>Holders of GCE O-Levels (those who did not participate in JAE), Integrated Programme (IP), or foreign qualifications (equivalent to GCE O-Levels)</td>
<td>Special Direct Admissions Exercise (SDAE) Application opens during NYP Open House.</td>
</tr>
<tr>
<td>Malaysian SPM</td>
<td>Direct Admissions Exercise (DAE) Application opens in March.</td>
</tr>
</tbody>
</table>

### ELR2B2 Courses

<table>
<thead>
<tr>
<th>Courses</th>
<th>JAE Course Code</th>
<th>2019 JAE Range of Net ELR2B2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation &amp; Visual Effects</td>
<td>C33</td>
<td>-</td>
</tr>
<tr>
<td>Digital Game Art &amp; Design</td>
<td>C60</td>
<td>7-14</td>
</tr>
<tr>
<td>Game Development &amp; Technology</td>
<td>C70</td>
<td>5-14</td>
</tr>
<tr>
<td>Interaction Design</td>
<td>C59</td>
<td>15-19</td>
</tr>
<tr>
<td>Motion Graphics Design</td>
<td>C66</td>
<td>7-17</td>
</tr>
</tbody>
</table>