

For Diploma in Architecture

NYP's Diploma in Architecture is for you if you aspire to be an architectural designer. It will equip you with the competencies of emerging technologies, including computational design, virtual reality, and artificial intelligence.

Ideal Applicant:

Applicants should demonstrate:

- Interest in seeking a career in the built environment industry and spatial design;
- Some awareness of how the built environment industry works and operates;
- Experience in a school environment (e.g. through a CCA, a community activity or a class post), or in an external context (e.g. competitions attended) where they showcased their talents, skills and time in areas related to art, design or spatial design;
- Involvement in art and design work;
- An awareness of future industry needs;
- Resilience and responsibility; and,
- Good communication and presentation skills.

Shortlisted applicants will be assessed as follows:

1. Aptitude Test

Shortlisted applicants are required to take a writing and drawing aptitude test. The 30-minute aptitude test is designed to assess candidates on their suitability for the course through their knowledge, skills, and understanding of this course.

2. Interview

If you are shortlisted, you will be invited for an online interview to share more about your passion for the course with a panel of interviewers. You will be assessed on your interest, aptitude and understanding of the course as well as the built environment industry. You may also be asked to share your vision of your future self and desired role in the built environment industry. The duration of the interview will be about 10-15 minutes.

Some of the questions which you may be asked during the interview include:

- Share your experience and participation in any course-related activities in the last one year and how it has benefitted you.
- What are some of the special skills or talents which you possess and how do you think they will help you in your journey in the course?
- Share your views about the important skills that you should possess to be ready for work and life.
- Share with us your career aspirations and how the course can help you fulfil them.
- Name some of the roles in the built environment industry and how you will collaborate with them in your job.

3. Portfolio (Mandatory)

You should include in your portfolio, any evidence and/or activities (e.g. art or design competitions, CCAs, etc) that showcase your achievements.

Criteria for your portfolio:

- Your portfolio should ideally be around six to 10 recent pieces, from at least two of the following categories:
 - Observational drawings (e.g. perspective drawing, landscape and architecture)
 - 3D Model/Digital imaging showing effective use of software tools
 - Digital graphic design (e.g. 2D or 3D asset creation, digital imaging, digital illustration, infographics, etc.)
 - Concept art (e.g. environment design, props design, visual development)
 - Photography, video and animation (e.g. photography, motion graphics, shorts, experimental films, storyboards, etc.)
- Your portfolio should show a high degree of finishing and diversity, and all works should be related to the course, cited and clearly explained.
- All submitted works must be created by you. If you are submitting group projects, a brief description of your role and contribution in creating the work must be clearly stated. The selected works should reflect your experience and competencies in the course you are applying to.