

For Diploma in Interaction Design

NYP's Diploma in Interaction Design is for you if you aspire to be an interaction designer or a creative technologist. The course will give you the opportunity to develop a diverse portfolio in design thinking, UI/UX design, coding and technology integration. You will be trained to create engaging interactive experiences for users in the real world.

Ideal Applicant:

Applicants should demonstrate:

- Interest in seeking a career as an interaction designer, user experience (UX) designer, or content developer, with some awareness of how the UX design 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 app development or interaction design;
- Interest in solving everyday problems with design;
- An awareness of current industry trends;
- An eagerness for learning; 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 45-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 interaction design industry. You may also be asked to share your vision of your future self and desired role in the interaction design 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 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 UX design 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. 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 drawing (e.g. perspective drawing, still life drawing, human figure drawing)
 - Interactive media (e.g. interactive installation, UI/UX design, interface design (web/mobile), programming/coding (web/mobile), immersive media (AR/VR/MR))
 - Object design & prototyping (e.g. object/product design, concept ideation (sketches) and design development, 2D or 3D technical drawings and documentations, 3D object prototyping or model making)
 - Digital graphic design (e.g. 2D/3D model/assets creation, digital imaging, digital illustration, infographics/design)
- 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.
- Submitted works may be traditional and/or digital work consisting of object or product design, concept ideation and design development, interface design, 2D or 3D technical drawings and documentations, and 3D object prototyping. Preparatory work such as ideation sketches and concept drawings may also be included. All submissions must be done digitally. For traditional works, please scan or take a photograph of them for submission.