• Animation & Visual Effects
  (**Previously Animation, and Digital Visual Effects)**
• Motion Graphics Design ** Renamed
• Game Development & Technology
• Digital Game Art & Design
• Interaction Design

SCHOOL OF INTERACTIVE & DIGITAL MEDIA

2020/2021
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School of INTERACTIVE & DIGITAL MEDIA

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For more information on the Diploma courses offered at the School of Interactive & Digital Media, please call 6550 1700 or visit our website at www.nyp.edu.sg/SIDM

Need more information on application procedures? Please visit www.nyp.edu.sg or call 6455 0500.
Why Choose SIDM?

**If you can dream it, we can help you realise it!**

Ever thought of working for leading studios such as Lucasfilm, Koei Tecmo, Disney, Ubisoft, or media powerhouses such as Singapore Press Holdings and Mediacorp? Or perhaps even starting your own company before your 21st birthday?

**The School of Interactive & Digital Media (SIDM) is the right school for you!**

We are Singapore’s most established school in the combined areas of animation, visual effects, game art and design, game programming, interaction design, and motion graphics design.
We understand the industry, and are experienced in nurturing sought-after talents who are skilled in art, design and technology.

Our faculty is made up of engaging storytellers and content creators, star animators, highly sought-after game artists, developers and motion graphic designers from around the globe who have worked on Disney animations, Ubisoft game titles and Industrial Light and Magic visual effects film. Some have also worked on blockbuster movies such as Star Wars, Iron Man, Avengers and Transformers.

We encourage our students to go places and gain experiences of a lifetime through our Overseas Student Exchange Programmes and Overseas Internship Programmes, where they have the chance to study or work with students and companies in Australia, South Korea, Finland, Japan, France and the US.
SIDM Fusion is our annual showcase for our graduating students, and attracts thousands of guests and members of the public every year. They include industry professionals, notable media and entertainment industry personalities, as well as headhunters interested in hiring our highly sought-after graduates.

The event is an excellent platform for our students from all diploma courses (Animation, Digital Visual Effects, Digital Game Art & Design, Game Development & Technology, Interaction Design, and Motion Graphics Design) to showcase the best of their works created during their time in SIDM.

Works on display range from animated films and 3D models to interactive software applications, computer games and experimental films, demonstrating to international and local clients the wide range of abilities every SIDM graduate possesses.
Our Industry Partners

We collaborate with many industry partners, including:

- ArtScience Museum Singapore
- Anomalyst
- AMC Studio
- Animagine Studio
- Bandai Namco Studios Singapore
- Bandai Namco Studios Entertainment Asia
- BeLive
- Big 3 Productions
- Central Narcotics Bureau
- Continental Automotive Singapore Pte Ltd
- CRAVE FX
- eMotion
- Go Games Pte Ltd
- Gumi Asia Media Pte Ltd
- HBO
- Infocomm Media Development Authority
- Infinite Studios
- Inspidea Studio
- Koei Tecmo Singapore
- Lucasfilm Singapore
- Mediacorp Studios
- Mediacorp Channel NewsAsia
- National Library Board
- Nestlé Singapore
- One Animation Studio
- Robot Playground Media Pte Ltd
- Rolls-Royce Motor Cars Limited
- Shell
- Side Effects Asia Pacific
- Singapore Philatelic Museum
- Singapore Press Holdings
- Sony Interactive Entertainment (Japan Asia)
- Suntec Singapore
- The Walt Disney Company (Southeast Asia) Pte Ltd
- Ubisoft
- Wacom Singapore Pte Ltd
- Weaving Clouds Studio
- Vertigo Games
- VHQ Singapore
- Voyageur Studios

And work with many universities and colleges, such as:

- 3iS : International Institute for Image and Sound (France)
- Bansomdejchaopraya Rajabhat University – BSRU (Thailand)
- Chungkang College of Cultural Industries (South Korea)
- Digipen (USA)
- Guangzhou Academy of Fine Art – GAFA (China)
- Griffith University (Australia)
- Hanoi Academy of Theatre and Cinema – HATC (Vietnam)
- Jilin Animation Institution University (China)
- Leeds Arts University (UK)
- Kajaani University of Applied Sciences – KUAS (Finland)
- Royal Melbourne Institute of Technology – RMIT (Australia)
- Savannah College of Art and Design – SCAD (Hong Kong)
- SupinfoComm/SupinfoGames (France)
- Trident College of Information Technology (Japan)
Our Achievements

SIDM students have done well in many festivals and competitions, including:

- 44th WorldSkills International Competition 2017
  (Gold, 3D Digital Game Art and Best of Nation)
- ComiFest Competition
- Crowbar Awards
- D&AD New Blood 2016 & 2017
- European Youth/World Youth Summit Award 2016 & 2018
- Global Game Stars 2013 San Francisco, Top 10
  (Silver in 3D Digital Game Art in 2017 and Gold in in 2019)
  (Silver & Best of Nation in Graphic Design Technology in 2019)
- Globalskills Challenge 2017 & 2019 (Australia)
- i Light Marina Bay Art Festival 2016 - 2018
- IGN Asia Pacific (Best of Floor)
- Indigo Awards 2019
  (Gold in Innovative Use of Mobile Technology 2019)
  (Gold, Silver and Bronze in UX, Interface and Navigation 2019)
  (Bronze in Digital Tools and Utilities 2019)
- International Game Concept Challenge 2016 - Present
- Interaction Awards by Interaction Design Association
- JCU (James Cook University) Game Jam 2015-2018
- Jilin International GameJam 2017 & 2018
- Melbourne International Animation Festival 2015
  (Official Selection)
- Monstra-Lisbon Animated Film Festival 2015 (Official Selection)
- mYouth Mobile App Challenge 2016 & 2018
- National Climate Change Competition 2015 (Merit)
- National Day Parade Multimedia Show 2010-2018
- New Zealand International Film Festival 2016
  (Official Selection)
- SG50 Celebrating Singapore Animation Competition
- Singapore Computer Society Splash Awards
- Singapore International Children’s Film Festival 2015
  (Official Selection)
- Samsung D/Code F&B Hackathon (2017-2018)
- Sustainability Design Competition 2018
- The DigiCon6 Singapore and DigiCon6 Japan 2016 & 2018
- The Rookies 2016-2017
  (Top 5 Best 3D Motion Graphics Schools in the world)
- The Rookies 2018
  (Ranked 4th Best 3D Motion Graphics School in the world)
  (Ranked 7th Best Digital Illustration School in the world)
- WorldSkills ASEAN Bangkok 2018
  (Gold in Graphic Design Technology)
- WorldSkills Singapore Competition 2017 & 2018
  (Gold in 3D Digital Game Art)
- WorldSkills Singapore Competition 2002-2018
SCHOOL OF THE YEAR

BEST IN 3D MOTION GRAPHICS - TOP 4
BEST DIGITAL ILLUSTRATION SCHOOLS - TOP 7

NG JUN XUAN - GOLD AND BEST OF NATION IN 3D DIGITAL GAME ART IN WORLDSKILLS ABU DHABI 2017

SIDM WINNERS @ WORLDSKILLS SINGAPORE 2018

CROWBAR AWARDS 2018 – GOLD IN ANIMATION
Our Student Activities
Our Student Activities

FRESHMEN ORIENTATION
Our Facilities

ONE OF THE LARGEST CINTIQ LAB IN ASIA

DRAWING STUDIO
Mighty Jaxx created a line of XXRAY figures for Warner Bros.

29-year-old Jackson Aw is the founder of a multimillion-dollar toy design and manufacturing business. The business, Mighty Jaxx, began in 2012 as a $20,000 start-up. Today, it works with big brands like Warner Brothers and New Balance, and is projected to hit $5 million in revenue this year.

Jackson graduated from the Diploma in Interaction Design, which trains students in designing interactive digital products. “Mr Aw’s toy story is about following one’s passion in school, even if it means taking a path less ordinary,” said an article in The Straits Times.

At SIDM, Jackson was close to digital photography lecturer James Lee, who went on street photography sessions with him outside of classes and encouraged him to take the alternative path. James taught Jackson a lot about creative freedom which still resonates in him, after all these years.

“In Mighty Jaxx, we’re not money- nor award-hungry. It’s the passion and open-mindedness that help you stay on course throughout the journey.”

Jackson pays it forward by hiring graduates from SIDM to create more toys at Mighty Jaxx. He also takes precious time off, returning to NYP to share his experiences, and journeys with the current students. He continues to be an inspiration to them.
Fadzuli, a top graduate from the Diploma in Digital Entertainment Technology (currently known as Game Development & Technology), founded Singapore-based studio, Mighty Bear Games.

Fadzuli did very well in NYP, had his undergraduate programme waived and was fast-tracked directly into the prestigious Carnegie Mellon University’s postgraduate programme. He shared that the three years spent in NYP enhanced his skills and passion to excel in gaming. Working with Fadzuli now is another alumnus from the Diploma in Animation, Gary Choo – a testimony to how relationships are forged between batches in the strong SIDM network.

Rappy graduated in 2012 and started his internship at Lighthouse Studios and SideFX in Singapore. These experiences gave him the extra boost to become a Technical Effects Artist. Today, he has proven himself on the global stage and is working at Moving Picture Company – the global leaders in visual effects responsible for what you see in blockbusters like The Greatest Showman, Jumanji, Blade Runner, Transformers, Wonder Woman and many more.
Michelle Wong graduated from Savannah College of Art And Design with the highest distinction. Even though her school life in Savannah College was filled with project after project, she faced them with determination, treating them as valuable experiences.

And, she wasn’t alone. Along the way she met fellow SIDM alumni who helped her with good advice, finding support in one another far away from home.

Michelle, who had received a Mediacorp scholarship, graduated from NYP with the Diploma in Animation. Her studies, plus her two-year stint as a Development Technologist in her alma mater helped her decide her career choice in Motion Graphics.

She now works as a junior designer in Create Advertising, LA, USA, where she creates graphics for the entertainment industry.
Khairil received the Distinguished Lee Hsien Loong Award for being the most outstanding student among top award winners from SIDM. He was also the top student of his cohort from the Diploma in Motion Graphics and Broadcast Design. All these did not come easy – Khairil earned them from the opportunities he had during his three years in school.

He led many high-profile projects with companies such as the Yankee Candle, F&N Creameries (Magnolia), and Rolls-Royce Motor Cars. He was in charge of the full ‘Onward’ segment in the 2017 National Day Parade, which he coordinated with the director and producers. And, his team’s brief “A Moving Issue – The National Autistic Society” won the coveted “Yellow Pencil” (Gold Award) conferred by the prestigious Design & Art Direction’s New Blood Award.

In addition, Khairil was the first student to be selected for an overseas internship with the premier post-production house, Parallel Studios in Paris, France. There, he gained valuable knowledge and experience working on commercial projects.
Introducing an evolutionary new course from the school that defined Digital Media in the Singapore educational landscape, the Diploma in Animation & Visual Effects blends art, story-telling and technology to create exciting and innovative digital content using state of the art facilities.

Evolved from our pioneer Animation course which started in 1996, this course represents a rich tapestry of over 20 years of interactive media development and our unique brand of learner centric pedagogy.

Join us through this exciting journey of creating 2D and 3D moving images from the concept to the final product, with strong foundation modules that will impart you with broader skill sets of animation and visual effects disciplines. Develop your personal strength in one of our specialisation pillars in 2D Animation, 3D Animation or Visual Effects through our project-focused learning experiences that are designed to test and shape you for the real industry.

Create stories with breathtaking effects and moving images!
**COURSE CURRICULUM**

**YEAR 1 SEMESTER 1**

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

**YEAR 2 SEMESTER 1**

**CORE MODULES**
- 3D animation
- Compositing 1
- Modelling 1
- Project Planning & Management
- General Studies Modules
- Studio Project 3

**PRESCRIBED ELECTIVES (2D)**
- 2D Animation
- Advanced Figure Drawing

**PRESCRIBED ELECTIVES (3D & VFX)**
- Technical Direction 1
- Texturing, Lighting & Rendering

**YEAR 2 SEMESTER 2**

**CORE MODULES**
- Communication and Personal Branding
- Compositing 2
- General Studies Modules
- Studio Project 2

**PRESCRIBED ELECTIVES (2D)**
- Advanced Lighting & Rendering
- Matte Painting
- Modelling 2

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

**PRESCRIBED ELECTIVES (VFX)**
- Advanced Lighting & Rendering
- Art of Cinematography
- Effects Direction & Simulation
- Technical Direction 2

**COMMON PRESCRIBED ELECTIVES**
- Animal Locomotion
- Sequential Art

**PRESCRIBED ELECTIVES**
( CHOOSE A SET FROM DIPLOMA SPECIFIC ELECTIVES SET (2D, 3D OR VFX) AND 2 FROM COMMON PRESCRIBED ELECTIVES )

**DIPLOMA SPECIFIC ELECTIVES (2D)**
- 2D Character Animation
- Character Design
- Environment Design
- Motion Graphics

**DIPLOMA SPECIFIC ELECTIVES (3D)**
- Advanced Character Animation
- Real-time Computer Graphics

**DIPLOMA SPECIFIC ELECTIVES (VFX)**
- Cinematography for Visual Effects
- Dynamic Effects

**YEAR 3 SEMESTER 1/2**

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

*General Studies*

Students are to complete 30 hours of General Studies modules each semester.
WHY’S THIS FOR ME?

Do you see yourself chasing after Animated Films, Sci-fi, Action Packed Blockbusters and Fantasy films in your neighbourhood cinemas and on your streaming platforms? Are you curious and enthusiastic to find out how these are made? Then you may want to be part of the Diploma in Animation & Visual Effects!

UNI, HERE I COME!

Pursue further studies at reputable universities in Singapore, the UK, Australia or the USA.

DID YOU KNOW?

SIDM’s animation graduates can be found in some of the biggest studios across the world, working on the coolest animated feature films, game titles and visual effects films. These alumni include Sim Jia Loon, a character animator at Walt Disney Animation Studios in Burbank, USA; Aurry Tan, a Storyboard Artist at Netflix, USA; and 40 others at Lucasfilm Singapore and Industrial Light and Magic, Singapore.

BEST CAREER CHOICES!

• 2D/3D Character Animator
• Visual Effects Artist
• 3D Generalist
• 3D Modeller
• 3D Lighting Artist
• 3D Rigging Artist (Rigger)
• Texture Artist
• Compositor
• Editor
• Digital Matte Painter
• Visual Development Artist
• Character Designer
• Background Artist
• Layout Artist
• Storyboard Artist
• Comic Artist
• Illustrator
• Production Designer
• Creative Director
• Art Director
• Animation Producer
This immersive course focuses on visual design and unconventional thinking to develop motion media professionals. Our graduates have gone on to create engaging content for high-end digital platforms in areas such as advertising, social media, entertainment, infotainment, corporate communications and the performing arts. Since 2011 we have been providing visual and motion graphics at national day parade.

We will engage both your heart and critical thinking, giving you room to learn through discovery and play. Develop your artistic and aesthetic sensibilities. Be equipped with tools to create professional motion graphics plus be ready to question or challenge the status quo. Enrich your learning journey with our strong industrial collaborations, robust overseas internships, relevant students exchange programmes and participation in international design competitions.

Upon graduation, you will be a confident socially responsible creative, professional armed with a handcrafted bespoke portfolio, ready to captivate the media industry.
COURSE CURRICULUM

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

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

YEAR 3
CORE MODULES
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Independent Work Project
- Portfolio Development
- General Studies Modules

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 1  SEMESTER 2
CORE MODULES
- Fundamentals of Innovation & Enterprise
- Interdisciplinary Practices 1
- Introduction to 3D
- Motion Typography
- Story Design & Experience
- Style Frame Development
- General Studies Modules
- Studio Project 2

YEAR 2  SEMESTER 2
CORE MODULES
- Communication and Personal Branding
- Digital Advertising Concept 2
- Interdisciplinary Practices 3
- Motion Graphics 2
- Professional Production Practices
- Visual Effects and Cinematography
- General Studies Modules
- Studio Project 4

PRESCRIBED ELECTIVES (CHOOSE 4, AT LEAST 2 FROM DIPLOMA SPECIFIC ELECTIVES)
- Advanced Rendering Techniques
- Experimental Film
- Rapid Concept & Style Frames Development
- Visual Coding for Motion Graphics

DIPLOMA SPECIFIC ELECTIVES
- Special Topics in Digital Media

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
You have a flair for design and digital media, and are an independent and motivated individual. You believe that working under pressure is a challenge that can be met and overcome. You look forward to a challenging and rewarding career in advertising and media production.

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

Many of our students are involved in projects for companies, and have had their work publicly featured at events even while they were still studying. These include a VR project for Rolls-Royce, infographics design for the Malay Heritage Centre, an animation clip for Yankee Candle, exhibitions at the National Museum of Singapore, on-air campaigns for MTV + me, graphics designs for the music festival Baybeats, a digital campaign for Wildlife Reserves Singapore and motion graphics for the National Day Parade since 2011.
Imagine: Your job is to create the next big hit for PCs, mobile platforms, Sony PlayStation® 4, Xbox One or Nintendo Wii, right here in Singapore. Given the high demand for game software development in the flourishing games industry, there is a great demand for software engineers and game programmers.

At NYP, you will create, write and code games with state-of-the-art technologies and devices such as the Oculus Rift, HTC Vive, Sony PlayStation® VR, Microsoft HoloLens and Samsung VR.

With your technical skills, you will be able to bring to life the cool game characters that game artists have created and the amazing games you have imagined. What’s more, your programming skills in software languages such as C++, and problem-solving skills will be highly sought-after in many IT sectors, too!
COURSE CURRICULUM

YEAR 1 SEMESTER 1
CORE MODULES
- Concept Ideation
- Effective Communication Skills
- Linear Algebra
- Object Oriented Programming
- Introduction to Coding
- Story through Audio & Visual
- General Studies Modules
- Studio Project 1

YEAR 2 SEMESTER 1
CORE MODULES
- 2D Game Creation
- 2D Level Design
- Creative Production
- Gamification Techniques
- Programming Physics
- Software Engineering Fundamentals
- Web Development
- General Studies Modules
- Studio Project 3

YEAR 3
CORE MODULES
- Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
- Independent Work Project
- Portfolio Development
- General Studies Modules

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

PRESCRIBED ELECTIVES
( CHOOSE 4, AT LEAST 2 FROM DIPLOMA SPECIFIC ELECTIVES)

DIPLOMA SPECIFIC ELECTIVES
- Artificial Intelligence for Games
- Console Game Development
- Mixed Reality Application Development
- Server Development for Social Games

YEAR 1 SEMESTER 2
CORE MODULES
- Application Development
- Computer Graphics
- Data Structures and Algorithms
- Fundamentals of Innovation & Enterprise
- Game Project Management
- Introduction to Computing System
- Principles of Game Design
- General Studies Modules
- Studio Project 2

YEAR 2 SEMESTER 2
CORE MODULES
- 3D Game Creation
- 3D Level Design
- Communication and Personal Branding
- Database and Server Fundamentals
- Mobile Game Programming
- Multiplayer Game Programming
- General Studies Modules
- Studio Project 4

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
You have a passion for creating and programming games, and are excited about learning the technical skills to bring game characters to life. You desire to design games that are better than what you have played before, and seek relevant game development skills that are sought-after by the industry. You might even want to set up your own games company!

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA. This is the only diploma course in Singapore that offers direct entry to Carnegie Mellon University’s prestigious Masters in Entertainment Technology programme, without having to first obtain a Bachelor’s degree.

After graduating at the top of his cohort in Diploma in Digital Entertainment Technology with a GPA of 3.8, SIDM alumnus Bryan Yeo went on to top his degree course at the DigiPen Institute of Technology. Today, he works as an engine programmer at Ubisoft Singapore.

WHY’S THIS FOR ME?

You have a passion for creating and programming games, and are excited about learning the technical skills to bring game characters to life. You desire to design games that are better than what you have played before, and seek relevant game development skills that are sought-after by the industry. You might even want to set up your own games company!

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BEST CAREER CHOICES!

• Game/server programming
• 3D graphics programming
• Mobile games/application development
• Game design
• Scientific visualisation/Multimedia specialisation
• Simulation engineering
Digital Game Art & Design

Get People of All Ages Hooked on Your Game!

A pioneer in offering games programming as well as game art and design courses, SIDM offers this course that prepares you in the artistic essentials of game creation. Your skills in game art and design will be required by the thriving digital media industry.

Gain insights into the game development process, from generating ideas to the deployment of completed products. With a focus on the art of gameplay design, as well as the creation and animation of characters, environments and props, NYP is the only institution in Singapore that provides training in visual aesthetics, game design and development across all platforms – from iPhone, Android and Facebook, to PC and console systems such as Sony PlayStation® 4 and PlayStation® VR.

The skills you gain in game art creation, game design, and various digital media applications will make you sought-after by the industry. Get set to embark on the exciting world of games!
COURSE CURRICULUM

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

YEAR 1  SEMESTER 2
CORE MODULES
♦ Digital Drawing & Illustrations
♦ Digital Game Art
♦ Fundamentals of Innovation & Enterprise
♦ Game Project Management
♦ Introduction to 3D for Games
♦ Introduction to Game Engine
♦ Principles of Game Design
♦ General Studies Modules
♦ Studio Project 2

YEAR 2  SEMESTER 1
CORE MODULES
♦ 2D Game Level Design
♦ 3D Game Art Creation
♦ Creative Production
♦ Digital Painting
♦ Game Animation
♦ Game Visual & Development
♦ General Studies Modules
♦ Studio Project 3

YEAR 2  SEMESTER 2
CORE MODULES
♦ 2D Game Asset Creation
♦ 3D Animation & Rigging
♦ 3D Game Level Design
♦ Communication and Personal Branding
♦ General Studies Modules
♦ Studio Project 4

YEAR 3
CORE MODULES
♦ Internship Programme (12 weeks) + Final Year Project (12 weeks) or Internship Programme (24 weeks)
♦ Independent Work Project
♦ Portfolio Development
♦ General Studies Modules

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 1
CORE MODULES
♦ Advanced 3D Sculpting
♦ Game QA Management
♦ Gamification Techniques
♦ Illustration & Motion Comics

PRESCRIBED ELECTIVES
(Choose TWO)
♦ 3D Sculpting
♦ Material & Shader
♦ Rendering & Lighting
♦ UI & UX Design

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
BEST CAREER CHOICES!

- Game art directing
- Concept art development
- 2D art creation and animation
- 3D modelling and animation
- Mobile/hand-held/casual game design
- Online/social networking game design
- Game level designing
- Game quality assurance (QA)
- Gamification
- Mobile/hand-held/casual game design
- Online/social networking game design
- Game level designing
- Game quality assurance (QA)
- Gamification

WHY’S THIS FOR ME?

You are passionate about games, have a strong creative mind and love drawing. You desire to make games visually appealing, and aspire to create your own game characters and environments.

UNI, HERE I COME!

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

DID YOU KNOW?

Students from this course won the Gold medal for Singapore in the 3D Digital Game Art category of the WorldSkills International Competition in 2017, and will represent Singapore again for WorldSkills Kazan 2019. During the 2017 competition, participants were pitted against each other – conceptualising, creating and animating an original 3D game character, and bringing it to life in a game within 22 hours.
SIDM challenges and coaches our students to design interactive apps and content that go beyond the screen, for a better and more meaningful user experience.

Join a new breed of interaction designers whose work amazes users. This diploma course will expose you to a broad range of design, coding/scripting disciplines and cool technologies. You will become highly skilled in user interface design and web craft, and develop the expertise to tap on the capabilities of cutting-edge technologies and gadgets.

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. Your skills as an interaction designer will put you at the centre of Singapore’s Smart Nation vision. Combine your all-rounded skills with digital marketing know-how, and you will possess abilities to face the challenges of tomorrow.
# COURSE CURRICULUM

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

## YEAR 1 SEMESTER 2
### CORE MODULES
- Designing User Interfaces
- Fundamentals of Interaction Design
- Fundamentals of Innovation & Enterprise
- Introduction to Web Coding
- Project Planning & Management
- Typography
- General Studies Modules
- Studio Project 2

## YEAR 2 SEMESTER 1
### CORE MODULES
- Cognition, Communication & Interaction
- Introduction to Semiotics
- User Research Methods
- Web Design
- General Studies Modules
- Studio Project 3

### PRESCRIBED ELECTIVES
(Choose TWO)
- Beyond Screen Interfaces
- Immersive Experiences
- Scripting Interactivity 2
- Web Development

## YEAR 2 SEMESTER 2
### CORE MODULES
- Communication and Personal Branding
- User Experience Design
- UX for Businesses
- Video Prototyping
- General Studies Modules
- Studio Project 4

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

## YEAR 3
### CORE MODULES
- Internship Programme (12 weeks) + Final Year Project (12 weeks)
- or Internship Programme (24 weeks)
- Independent Work Project
- Portfolio Development
- General Studies Modules

### PRESCRIBED ELECTIVES
(Choose TWO)
- Native & Hybrid Application Development
- Physical Interaction Design

### 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

### PRESCRIBED ELECTIVES
(Choose 4, at least 2 from Diploma Specific Electives)
- Mixed Reality Experience Design
- Motion Capture Techniques
- Special Topics in Digital Media

### DIPLOMA SPECIFIC ELECTIVES
- Advanced Mobile Application Development
- Digital Communication Design
- Interconnected Network Application

*General Studies
Students are to complete 30 hours of General Studies modules each semester.
This diploma exposes you to a broad base of design disciplines, futuristic tools and cool technologies. You will learn how to develop and make use of a rich toolkit to create something magical or even disruptive, and design better user experiences to improve the world we live in.

Pursue further studies at reputable universities in Singapore, Australia, the UK or the USA.

In 2016, Interaction Design students created moving portraits and an interactive magic wand for the Harry Potter-themed stamps and collectibles exhibition titled “Collecting Magic: From Stamps to Wands” at the Singapore Philatelic Museum. In 2017, our students created “Tease” – a playful and whimsical interactive installation that explored the relationship between humans and technology as part of the “Human +” exhibition at the ArtScience Museum. At the Indigo awards 2019, five of our students’ works won awards in the following categories: Gold in Innovative Use of Mobile Technology 2019, Gold, Silver and Bronze in UX, Interface and Navigation 2019, Bronze in Digital Tools and Utilities 2019 and they even got a Honourable Mention in Interactive Design 2019 for the AR Jewellery App.
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 course** (**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 Mathematics</td>
<td>1-7</td>
<td>1-6</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 2 courses**, you must have also sat for one of the following subjects: Additional Combined Science, Additional Science, Biology, Biotechnology, Chemistry, Combined Science, Computing/Computer Studies, Creative 3D Animation, Design & Technology, Food & Nutrition, Electronics/Fundamentals of Electronics, General Science, Human & Social Biology, Integrated Science, Science (Chemistry/Biology), Science (Physics/Biology), Science (Physics/Chemistry), Physical Science (Physics/Chemistry/Biology).

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

**ELMAB3 ☞ 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>
<td></td>
</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>
</tr>
<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>

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 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:

<table>
<thead>
<tr>
<th>QUALIFICATIONS</th>
<th>METHOD OF APPLICATION</th>
</tr>
</thead>
</table>
| 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 N-Level results. |
| ITE Certificates | Joint Polytechnic Admissions Exercise (JPAE)  
                 Application opens in February. |
|                | Early Admissions Exercise (ITE) [EAE(I)]  
                 Application opens in June. |
| Holders of GCE O Levels (those who did not participate in JAE), Integrated Programme (IP), or foreign qualifications (equivalent to GCE O Levels) | Special Direct Admissions Exercise (SDAE)  
                 Application opens during NYP Open House. |
| Malaysian SPM  | Direct Admissions Exercise (DAE)  
                 Application opens in March. |
DISCOVER YOURSELF AND BECOME YOUR BEST

BECAUSE WE CAN

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Information is correct at
time of printing (Jun 2019)