School of Information Technology Freshmen Orientation 2025

Morning Programme

Time	Students from all Diplomas
0830 - 0930 (60 minutes)	Registration and Movement to Indoor Sports Hall (Auditorium Lobby and Pre-Function Room)
0930 - 1000 (30 minutes)	Welcome Briefing and Admin Tasks (Indoor Sports Hall)
1000 - 1030 (30 minutes)	Ice-breakers (Indoor Sports Hall)
1030 - 1045 (15 minutes)	FMO Game Intro Video, Gameplay Briefing + First Puzzle (Indoor Sports Hall)
1045 - 1230 (1 hour and 45 minutes)	Core Gameplay - Free Roam Around Campus (Various Locations around NYP)
1230 - 1245 (15 minutes)	Report back to Indoor Sports Hall (Indoor Sports Hall)
1245 - 1315 (30 minutes)	Community Drumming (Indoor Sports Hall)
1315 - 1330 (15 minutes)	Prize Ceremony + Ending Video (Indoor Sports Hall)
1330 - 1430 (60 minutes)	Lunch (Various Canteens around NYP)

Afternoon Programme

Time	Students from DIT (C85) and CIP (C36)	Students from DAAA (C43), DBFT (C35) and DSF (C54)
1430 - 1440 (10 minutes)	Escape Room Gameplay briefing (LTL-3)	Move to individual location
1440 - 1540 (60 minutes)	Escape Room Gameplay (Around School of IT)	Meet the Personal Mentor Session (Respective classroom in Blk L)
1540 - 1550 (10 minutes)	Escape Room Gameplay debrief (LTL-3)	Move to individual location
1550 - 1600 (10 minutes)	Move to individual location	Escape Room Gameplay briefing (LTL-3)
1600 - 1700 (60 minutes)	Meet the Personal Mentor Session (Respective classroom in Blk L)	Escape Room Gameplay (Around School of IT)
1700 - 1710 (10 minutes)	Dissimal from respective venues	Escape Room Gameplay debrief (LTL-3) Dissimal from respective venues

Students from all Diploma Courses
Students from DIT (C85) and CIP (C36)
Students from DAAA (C43), DBFT (C35) and DSF (C54)