For Diploma in Experiential Product & Interior Design

NYP's Diploma in Experiential Product & Interior Design is for you if you want to discover how well-designed environments, interior spaces, and interactive digital products shape the way we live, work, learn and play. You will create unique, trend-setting and experiential experiences with interactive interior spaces, products and interactive digital services by adopting human-centric approaches, and service design methodologies to improve lives.

Ideal Applicant:

Applicants should demonstrate:

- Interest in a career in interior design, product design, interaction design, user experience (UX) design, or content development, as well as some awareness of how the service, experience design, and 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) showcasing their talents, skills and experiences in areas related to art, interior design, product design, interaction design or app development;
- Involvement in art and design work;
- Interest in solving everyday problems with design;
- An awareness of future and current industry needs;
- 21st century attributes such as teamwork, agility, resilience and responsibility;
- 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 aptitude test will have a duration of 45 minutes and is designed to assess applicants on their suitability for the course through their knowledge, skills and understanding of this course.

2. **Interview**
   An interview will be conducted after your aptitude test for you to share more about your passion for the course with a panel of interviewers. You will be assessed on your portfolio of work, interest, aptitude and reasons for applying to the course The duration of the interview will be about 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 year and how it has benefitted you.
   - What are some of the special skills or talents which you possess and how do you think these may 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 interior, product design, or 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. art or product /interior / interaction design competitions, CCAs, etc) that showcase your achievements.

   Criteria for your portfolio:
   - Your portfolio should ideally be around 6-10 recent pieces, from at least three (3) of the following categories:
     - Observational drawings (e.g. perspective drawing, landscape and architecture,still life drawing, human figure drawing)
     - Object, design & prototyping (e.g. D&T project work, object or product design, 2D or 3D technical drawings & documentations, 3D object prototyping or modelmaking)
     - Concept visualization e.g. environmental design and visualization, props design
     - Digital graphic design e.g. 2D/3D model/asset creation, digital imaging, digital Illustration, information graphics/design
     - Interactive media (e.g. 3D modelling/3D visualisation, UI/UX design, interfacedesign (web/mobile), programming/coding (web/mobile), immersive media (AR/VR/MR))
   - 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 3D rendered design, drawing, painting, sculpture, illustrations, animation, 3D models or prototype, concept ideation and design development, interface design, videos and films. 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.
   - You should bring along a laptop, tablet or at least a thumb drive containing your digital portfolio to be shared during the in-person interview.