

For Common Design & Media Programme

NYP's Common Design & Media Programme is for you if you are interested in a career in art, design and media but are unsure of which design or media discipline to pursue. Keep your options open and take a semester to uncover your interests and explore your strengths to discover which interdisciplinary course in design and media best suits you. Gain a solid foundation in art, design and media before making an informed choice and embarking on your preferred course.

Ideal Applicant:

Applicants should demonstrate:

- Interest in art, design and media and keen to explore the broad-based curriculum which features elements of the three interdisciplinary diplomas as taster competency units;
- Experience in a school environment (e.g. through a CCA or in enhanced art programmes, art elective programmes, infocomm technology clubs, digital media clubs, art or photography clubs, 3D workshops and art or design competitions) where skills and competencies in areas related to art, design or media are showcased;
- Relevant art & design involvement, awareness of future industry needs;
- 21st century attributes such as teamwork, agility, resilience and responsibility;
- Good communication and presentation skills; and
- Flexibility in making an informed choice of the diploma after sampling all three options.

Shortlisted applicants will be assessed as follows:

1. **Aptitude Test**

Shortlisted applicants are required to take a writing and drawing aptitude test. The 45 minutes aptitude test is designed to assess applicants on their suitability for the programme through their knowledge, skills and understanding of this programme.

2. **Interview**

If you are shortlisted, you will be invited for an interview to share more about your passion for the programme with a panel of interviewers. You will be assessed on your interest, aptitude and understanding of the programme as well as the design and media industry. You may also be asked to share your vision of your future self and desired role in the design and media 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 you think these may help you in your learning journey?
- 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 programme can help you fulfil them.
- Name the job roles that you aspire to take up when you join the design & media industry.

3. Portfolio (Mandatory)

You should include in your portfolio, any evidence and/or activities (e.g. drawings, paintings, CG art, digital animation, 3D models, sculptures, game projects and short films, CCAs, SYF, art awards and letters of commendation, etc.) that showcase your potential and 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 / paintings (e.g. perspective drawing, landscape and architecture, still life drawing, figure drawing)
 - Digital graphic design (e.g. 2D & 3D models and asset creation, digital imaging, digital illustration, infographics, poster & pamphlet design.)
 - Object design & prototyping (e.g. object & product drawings & documentation, 3D object prototyping or model making, origami, sculpture & art Installation)
 - Photography, video or animation (e.g. motion graphics, short films, storyboards / animatics)
 - Sketches / Doodles (e.g. comics/cartoons, fanart, fantasy style imagery, concept ideation sketches)
- Your portfolio should show a high degree of finishing and diversity, and all works should be 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 programme you are applying to.
- **All submissions must be in digital format.** For traditional artworks, please scan or take a photograph of them for submission.