Diploma in Digital Entertainment Electronics

About the Programme

In the past few years, the global electronics industry experienced good growth, fuelled by strong demand for digital entertainment gadgets, mobile devices and consumer electronics products. The Asian region also demonstrated increasing demand for digital and consumer electronics goods. The convergence of digital-based audio, video and wireless technology has resulted in a continuous demand for consumer devices used in home and office.

The Diploma in Digital Entertainment Electronics (DDEE) allows students to acquire technical skills in basic electronics as well as up-to-date technologies in today’s consumer electronics (eg. Technologies in wireless communication, touch-screen, digital media, 3D displays, sensors, digital storage, embedded systems etc.)

Programme Objectives

The Diploma in Digital Entertainment Electronics (DDEE) aims to develop you into a knowledgeable and enterprising young professional who is able to apply your skills to the demands of the industry. You will be adept in the art of problem solving and will be an effective learner in the ever-evolving arena of this high-tech industry.

The programme will provide a well-rounded education comprising both technical know-how and general capabilities. Discipline and specialisation-specific modules will equip you with solid understanding of electronics, as well as up-to-date technologies in today’s consumer electronics (eg. Technologies in wireless communication, touch-screen, digital media, 3D displays, sensors, digital storage, embedded systems etc.)

General modules will help you to prepare the ground for innovation, creativity and entrepreneurship, as well as train you in communication and lifelong learning skills.

Course Structure

The course consists of general modules, discipline modules, and specialisation modules. Year 1 covers general modules such as Cognitive Processes and Problem Solving, and Mathematics. Year 2 focuses on discipline modules such as Analogue Electronics and Digital Electronics I. In year 3, you will go on to take specialisation modules and undergo the industry orientation programme.

Each module is equivalent to 4 modular credits (MC).

### General Modules (28 MC)

7 compulsory modules:
- A101 Science
- A113 Mathematics
- A207 Physics
- B102 Organisational Behaviour
- E114 Mathematics for Engineering
- G101 Cognitive Processes and Problem Solving I
- G103 Introduction to Communication Practice

### Discipline Modules (40 MC)

10 compulsory modules:
- C105 Introduction to Programming
- E112 Engineering Design
Specialisation Modules (20 MC)

5 compulsory modules:
- E304 Digital Signal Processing
- E319 Embedded Systems
- E305 Digital Audio and Video
- E308 Display Technologies
- E309 Digital Entertainment Systems

Industry Orientation Programme (24 MC)

3 compulsory modules:
- G901 Character and Citizenship Education
- G301 Project
- E921 Industry Immersion Programme (4 modules)

Elective Module (4 MC)

Select 1 module from the following list:
- E302 Data Acquisition and Sensors
- E310 Digital Communications
- E311 Mobile Communications
- E312 Data Communications
- A211 Advanced Mathematics I – Differential Equations
- A212 Advanced Mathematics II – Linear Algebra

Freely Chosen Module (4 MC)

Select 1 module from the entire range of modules offered by the Schools and Centres in RP.