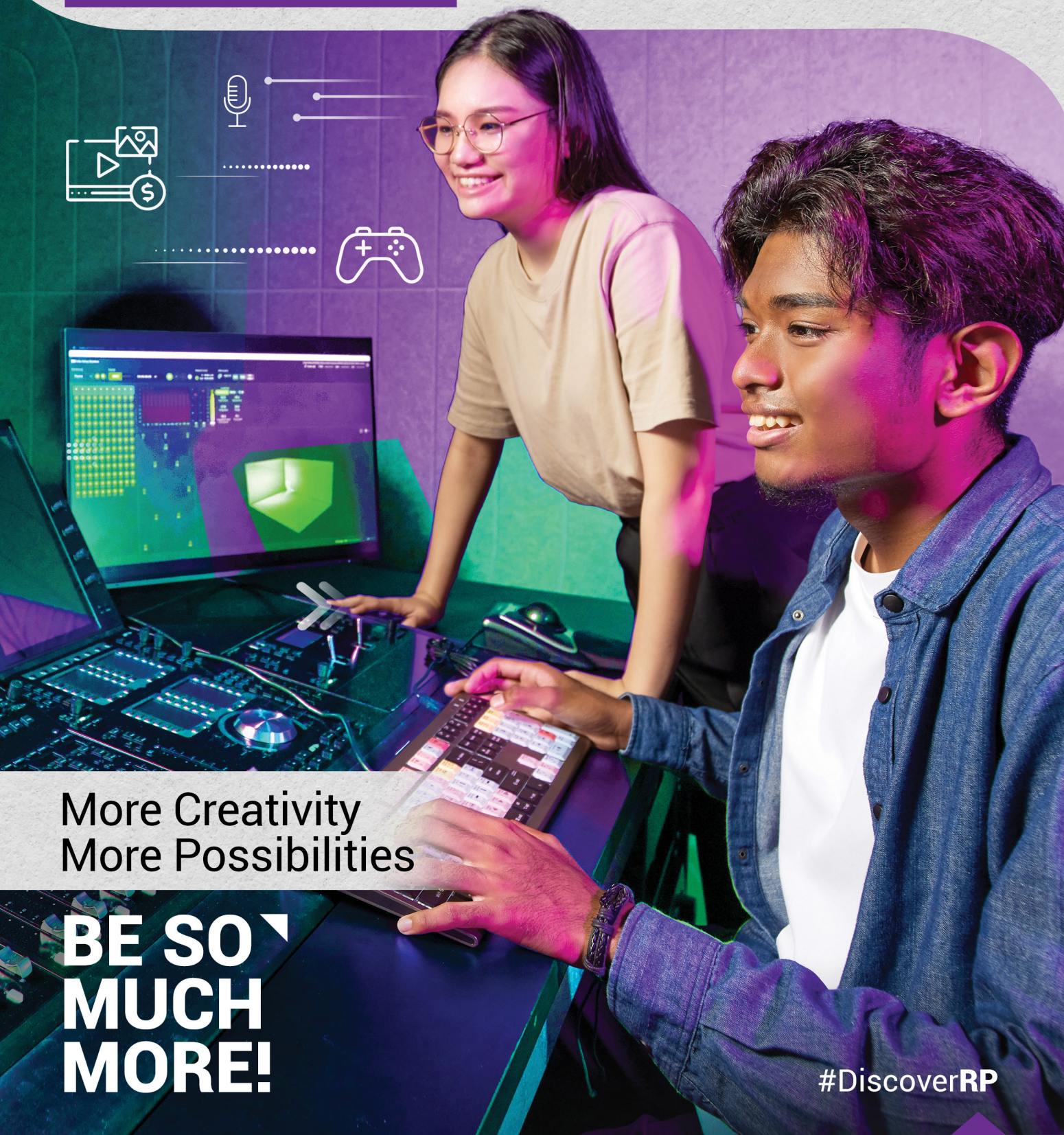
School of **Technology for the Arts**

REPUBLIC POLYTECHNIC
DISCOVER. TRANSFORM. ACHIEVE



More Creativity
More Possibilities

BE SO MUCH MORE!

#DiscoverRP

SET YOUR EXPECTATIONS HIGH

BECAUSE WE WILL MEET THEM, AND MORE

Enter a world of learning and discovery with us as you acquire essential skills that will stay with you for life!

Republic Polytechnic (RP)'s holistic curriculum prepares you to take on real-life challenges and be ready for the dynamic working world when you graduate. Guided by experienced lecturers, you will have the opportunity to solve real-world problems while working in teams. With RP's Problem-based Learning approach, you will gain critical thinking, problem-solving and communication skills. These are pivotal skillsets that will help you to overcome challenges that you might face in the future.

Our internship programmes and industry partnerships will give you a taste of the working world, where you will gain valuable work experience and establish a network of contacts even before you graduate.

Your education in RP will help open up a world of possibilities and lifelong learning!

Get ready to discover your potential, achieve your dreams and embrace a transformative experience right here at RP because **we are so much more**.

DISCOVER

WIDE RANGE OF PROGRAMMES

Choose from a variety of full-time diploma and lifelong learning courses from our seven schools

100% INTERNSHIP PLACEMENT

Gain real-world working experience with our established network of industry partners

STATE-OF-THE-ART FACILITIES

Resources that add to the top-notch experience

A distinctive and rigorous curriculum ensures that you are more than ready to shine in your chosen career. But we know you are looking for more than just robust instruction, so look forward to enriching your experience at RP with:

OVERSEAS STUDY TRIPS

A whole world waiting to be explored and to learn from

COMMUNITY-BASED PROJECTS

Create positive impact in local and global communities

>80 CO-CURRICULAR ACTIVITIES

Indulge your interests or try something new

3 ACCLAIMED ARTS & MUSIC FESTIVALS

Held yearly to expand your cultural horizons

UNLEASH YOUR PASSION AND PURPOSE

Inspired to be world-class creative professionals and thrive in a modern workforce?

At RP **School of Technology for the Arts (STA)**, express your boundless creativity, chase inspiration and turn your passion projects into a flourishing career.

Make your mark — turn your aspirations into endless new possibilities for the world.

12 COMMON ARTS, DESIGN AND MEDIA PROGRAMME

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22 SONIC ARTS

ABOUT SCHOOL OF TECHNOLOGY FOR THE ARTS

RP School of Technology for the Arts (STA) understands that the creative mind is unique and filled with fiery passionate ideas. We will nurture your passion and sharpen your skills into world-class creative professionals who will impact lives and energise the modern creative industries, ensuring that you deliver unparalleled content.

Our dedicated lecturers, who are leading experts in their respective fields, will support you in your learning journey. You will gain valuable knowledge that will empower you to pursue your passion and practise hands-on learning through working on projects in a collaborative and artistic environment at STA.

With our strong partnership with the industry, you can look forward to embark on an internship programme with leading advertising agencies, arts and theatre organisations, design companies, game developers, and recording studios.

Get ready to embrace a real working-world experience as you will be given opportunities to work with top-brand companies such as Mediacorp, Resorts World Sentosa, ThinkPlace and Ubisoft.

We are committed to giving everything you need to be so much more at STA. Whether you have dreamt of making award-winning films or harnessing next-gen immersive technology to shake up the industry — STA is the go-to school to hone your artistic abilities, build a strong portfolio and emerge a capable creative professional.

STA frees you to weave your own story in innovative ways through our programmes and their interdisciplinary slant. With STA, you can be bold with your creative pursuits.

Immerse in the creative sector and explore exciting possibilities with our Common Arts, Design and Media Programme and five diplomas across a wide range:

- Arts & Theatre Management
- Design for Games & Gamification
- Design for User Experience
- Media Production & Design
- Sonic Arts

MINIMUM ENTRY REQUIREMENTS

School of Technology for the Arts (STA)	Aggregate Type	Minimum Entry Requirements/Grade
Diploma in: • Arts & Theatre Management (R25) • Media Production & Design (R19) **Common Entry Programme in:** • Arts, Design and Media (R65)	ELR2B2-A	a) English Language: C6 b) Mathematics (Elementary/Additional): D7 c) Any one of the 1st group of Relevant Subjects for the ELR2B2-A Aggregate Type: C6 • Art • Business Studies • Combined Humanities • Economics • Geography • Higher Art • Higher Music • History • Humanities (Social Studies, Literature in English) • Humanities (Social Studies, Literature in Chinese) • Humanities (Social Studies, Literature in Malay) • Humanities (Social Studies, Literature in Tamil) • Humanities (Social Studies, History) • Humanities (Social Studies, Geography) • Intro to Enterprise Development • Literature in English • Literature in Chinese • Literature in Malay • Literature in Tamil • Media Studies (English) • Media Studies (Chinese) • Music
Diploma in: • Design for Games & Gamification (R35) • Design for User Experience (R36) • Sonic Arts (R24)	ELR2B2-D	a) English Language: D7 b) Mathematics (Elementary/Additional): D7 c) Any one of the 2nd group of Relevant Subjects for the ELR2B2-D Aggregate Type: C6 • Art • Biology • Biotechnology • Chemistry • Computing/Computer Studies • Creative 3D Animation • Design & Technology • Design Studies • Electronics/Fundamentals of Electronics • Food & Nutrition/Nutrition & Food Science • Higher Art • Media Studies (English) • Media Studies (Chinese) • Physics • Science (Chemistry, Biology) • Science (Physics, Biology) • Science (Physics, Chemistry)

For the latest updates on entry requirements, visit **www.rp.edu.sg/sta**

HEAR FROM OUR INDUSTRY PARTNERS

"One of my favourite aspects of working with Diploma in Arts & Theatre Management (DATM) students on Universe of Feelings was observing how they came to accept Kylie, a Superhero Me member who has autism and loves to perform. On show day, we saw how natural they were with each other. That was one of my biggest takeaways. The energy the students brought in terms of new ideas and improvisation really got me. I particularly enjoyed the production quality and the many sensory elements, from the Front of House to the in-theatre experience."

Ms Jean Loo
Co-Founder
Superhero Me

"The Diploma in Design for User Experience (DDUX) interns we worked with really impressed us. They were professional and put a lot of effort into doing the necessary research work, which provided great insights. They also made many good suggestions on how the user experience of our mobile app could be further improved. We're pleased that we had the chance to work with them, and we hope that there will be more opportunities after they graduate."

Mr Adrian Tan
Co-Founder
SG Assist

"As a designer for the UN's Beat Plastic Pollution campaign, I really wanted to highlight the issue and spread awareness with different people in the world. The solution created by the Diploma in Design for Games & Gamification (DDGG) interns used an augmented reality game to heighten each user's experience. The personification of marine animals allowed players to connect emotionally to how they are trying to survive in polluted waters. I'm impressed by the team's attitude and look forward to what they can accomplish after graduation."

Ms Valerie Ye
Experience Designer
MeshMinds

"It has been a delight to work with the interns from RP's Diploma in Sonic Arts (DSA). On top of being extremely independent and proficient in developing the sound design required for our storytelling app, the interns also provided great advice when we consulted them on how we can do our own voiceovers. They enthusiastically assisted us by sharing their knowledge in audio engineering and guided us in designing a workflow for the audio integration in the app."

Ms Lynette Chua
Head of Branding & Marketing
Nine Tales

"I really enjoyed working with the Diploma in Media Production & Design (DMPD) interns. During our collaboration, they provided fresh perspectives and useful recommendations, which broadened our views. We adopted their suggestions and expanded our campaign by sharing the creative assets they produced such as animated Telegram stickers, 360 videos and their AR filters on social media platforms. It was a refreshing improvement!"

Mr Olivier Bos
Chief Inspiration Officer
MeshMinds

"The students from the Diploma in Media Production & Design (DMPD) did an amazing job in producing a Special Moments Video, highlighting the journey behind the planning, execution and rehearsals for the National Day Parade (NDP). We were able to showcase this at the NDP Appreciation Function 2022 and we were fortunate to be able to work with them."

Col Kwan Boon Wah
Chairman
NDP Appreciation Function Committee 2022

"We worked with students from the Diploma in Design for Games & Gamification (DDGG) to develop games for our company's annual "Go the Dystance" carnival. Through this collaboration with RP, we were able to infuse the games into our carnival. This allowed us to show the public a deeper and interactive perspective of what muscular dystrophy is about."

Ms Sharon Tan
Assistant Manager
Muscular Dystrophy Association Singapore

"The students from RP's Diploma in Sonic Arts (DSA) joined our Dialogue in the Dark tour where they were inspired to think about their own project enhancements. They worked on creating an immersive and interactive experience that visually impaired participants could also enjoy. My colleagues and I were then invited to be participants for their project, as they led us through the experience. The overall experience was great, and I was impressed with the sounds used. The students were really creative."

Mr Sim Kah Yong
Service-Learning Senior Catalyst
Dialogue in the Dark – Singapore

"I had the pleasure of working with the Diploma in Design for User Experience (DDUX) students and it was an exhilarating experience. They were extremely quick learners and designed beautiful apps and website for the project."

Mr Rajiv Madane
Co-Founder
DigiCal Consultancy Services

"For this project, RP's students from Diploma in Arts & Theatre Management (DATM) were tasked to integrate STEAM education into our show "Fly High". Essentially, they had to infuse the arts into STEM subjects. The students researched the concept of STEAM and arts integration and synergised them into an actual lesson plan for parents and their children at SRT. They did an amazing job in their research and executed their roles as facilitators and teaching artists for the workshops well!"

Mr Paul Adams
Learning & Engagement Manager
Singapore Repertory Theatre (SRT)

HEAR FROM OUR GRADUATES

Norashikin

Diploma in Design for User Experience
2020 Graduate

"The course provided me with a strong foundation of methodologies in UX design, multiple sets of soft and hard skills as well as opportunities to explore the path that I'm passionate about and can specialise in. It helped me to build confidence, courage and credibility to tackle the everyday complex design problems and guided me to secure my first job at an international strategic design consultancy immediately after graduating from RP. The course also allowed me to showcase what I've learnt in varied cultural contexts to amplify the voice of users in the design of places and spaces."

Immediately after graduating from RP, Nora secured a permanent position at ThinkPlace as a Design Associate, and has since progressed to take on the role of a Senior Designer. Loving the dynamic impact of her role with every new project as a fresh challenge, she wants to continue making a positive impact in the community through design and has conducted multiple citizen engagement workshops alongside her seniors for government and private sector clients.

To deepen her skills in research and to sharpen her skills to be a critical thinker, Nora is currently pursuing her degree in sociology with a minor in psychology, hoping to create a better impact and improve the lives of everyone.

"My course brought me on a riveting journey! I was nurtured as a creative individual – I was given a stage to showcase my potential and was taught industry relevant skills by an exceptional faculty. It greatly motivated me to take advantage of numerous learning opportunities both on and off campus, and even after graduation."

Nadia Malik

Diploma in Media Production & Design
2018 Graduate

Nadia was the recipient of the Board of Governors Award for Most Outstanding Graduate of the Year in 2018. She also won the Anugerah Belia Cemerlang MENDAKI 2018 after graduating from Nanyang Technological University with a degree in Fine Arts with a specialisation in Design Art. Nadia is now a Content Professional and Designer with IBM.

Jeanne Strachan

Diploma in Game Design
(now known as Diploma in Design for Games & Gamification)
2017 Graduate & Valedictorian

"STA was a place of growth, respect and comradery. This course has exercised my mind with problems that needed to be solved, exercised my soul with friendship, and exercised my heart with panic attacks caused by game project deadlines! Summing up, my course taught me to be serious about fun and it has led me to achieve my dreams."

While she started out aspiring to be an artist for games, Jeanne proved to be a talented designer and competent in a variety of other skills. She was appointed as the Valedictorian for STA at her graduation ceremony in 2017. Jeanne is currently an Associate Lead Level Designer with the local office of Ubisoft, a prestigious company in the gaming industry.

"Before I entered polytechnic, I was not outgoing, and the thought of public speaking seemed daunting to me. However, everything changed with the "Communication in the Global Workplace" module that I took in RP where I was equipped with essential presentation and communication skills. The Problem-based Learning pedagogy used at RP, along with the daily presentations in class, played a significant role in pushing me out of my comfort zone. They prepared me exceptionally well for my current job role where I have to work with a diverse range of clients."

Michael Bontigao

Diploma in Game Design
(now known as Diploma in Design for Games & Gamification)
2017 Graduate

Michael graduated in 2017 with a Diploma in Game Design (now known as Diploma in Design for Games & Gamification). He was featured as a panel speaker at the career segment of SYMBIOSIS 2023 – an annual graduate showcase of selected works across the five diplomas from RP's School of Technology for the Arts, where he shared his career journey from 2017 to 2023. Michael currently works as a Creative Producer at No Average Joe, a production company that produces documentaries, 2D animations and indie games. His extensive work experience belies his age, having worked with heavyweights in the gaming industry like Blizzard and Garena, to corporate giants such as Dyson and Grab.

Merissa Tang

Diploma in Arts & Theatre Management
2016 Graduate & Valedictorian

"My course helped kick-start my journey in the arts, giving me a holistic understanding of arts management, while simultaneously focusing on the importance of collaboration and inter-disciplinary concepts. With such a strong footing, I was able to hit the ground running upon graduation. It has allowed me to further my practice and interest in all creative, managerial and technical aspects of the arts."

Merissa played an active role in Singapore's theatre scene, freelancing as a technical theatre practitioner. Merissa was also the recipient of the National Arts Council Arts Scholarship (Undergraduate) 2018, and completed her Bachelor of Fine Arts (Design and Production) at the Faculty of Fine Arts and Music, University of Melbourne. Now, she continues to fulfill her dreams as an Assistant Production Coordinator at Esplanade - Theatres on the Bay.

"My biggest takeaways from RP were the Problem-based Learning (PBL) pedagogy and daily presentations. As I joined the workforce, I realised that PBL helped me stand out as the management could visibly see that I wasn't as nervous as my peers! The advice that I always offer is to be confident and I believe that speaking up helps you to be recognised for your capabilities!"

Goh Chen Shun

Diploma in New Media
(now known as Diploma in Media Production & Design)
2016 Graduate

Since his graduation from RP in 2016, Chen Shun has been working in the digital and social media marketing field. He is currently working as a Marketing Supervisor at VSMART where he manages the brands vivo and DJI. At SYMBIOSIS 2023, he was invited as a panel speaker where he shared his professional journey. He also collaborated with STA on the sponsorship of vivo mobile phones for visitors' usage at the same showcase.

Firdaus Juma'at

Diploma in Sonic Arts
2016 Graduate

"Music is magic. Be honest and sincere in your craft, and the universe will align with your energy. Dream on, dreamer!"

Growing up in a family who loves music, Firdaus' passion for music was not surprising. He credits his time in RP's Diploma in Sonic Arts (DSA) for enabling him to harness and hone his creativity and technical skills so he could improve his musical expertise. As the President of Replug – an acoustic band in RP, he strengthened his communication and leadership skills, thus gaining the confidence to express himself in multiple diverse roles, such as being the guitarist or the frontman in a band. Firdaus' life is intimately connected to RP. Having completed his diploma, he met and married the love of his life, and now works as a full-time sound engineer at The Republic Cultural Centre.

"I'm grateful for the knowledge gained from this course. The modules that I've studied have equipped me well and I was given many opportunities to push boundaries and build my confidence in the learning process. I'm glad to be able to embark on my journey in the music and creative industry!"

Syafiq Halid

Diploma in Sonic Arts
2014 Graduate

Early in 2017, Syafiq successfully completed the prestigious and highly competitive Ableton Certified Trainer Program in Hong Kong, becoming the first and youngest ever Ableton Certified Trainer in Singapore.

He launched Grid Culture in 2019 to provide training and education in electronic music production. Grid Culture also teaches design of live music performance using the Ableton Live software. Syafiq is dedicated to sharing his experience to showcase music technology and computer music as a unique creative tool.

"My course equipped me with strong fundamental skills which have helped me understand the inner workings of the gaming industry. The experience and dedication of my lecturers have driven my passion for learning about game design and is what has gotten me this far. The well-crafted curriculum and Problem-based Learning pedagogy have given me a more hands-on approach to designing games."

Shahrul Nizam

Diploma in Game Design
(now known as Diploma in Design for Games & Gamification)
2013 Graduate

Shahrul graduated with a Bachelor of Arts Degree in Game Design from DigiPen, well-known in the industry for its intense curriculum and tough entry requirements. He is now working as a UI Artist at ILMxLAB Singapore, Lucasfilm's Immersive Entertainment Studio. Shahrul has worked on mobile games such as Dragon Project and Disney's Epic Quest as well as other renowned titles from SEGA. His zeal for what he does continues as he builds his career in the gaming industry.

Jannah and Yusri (Shaggy) first met at RP as schoolmates in 2006. They were in the film interest group and had a common interest in media production and film. Subsequently, they became good friends and through working together on Jannah's final-year project (a documentary feature for CNA called 'I, Journalist – Uncle Boy'), they developed feelings for each other and started dating. Now more than a decade later, the two are married and have started their own production house – Paradise Pictures. They have always stated how much their formative years as young adults were shaped by their positive experience in RP and how they have benefitted from the Problem-based Learning pedagogy.

Yusri (Shaggy) began his journey in theatre production, with his experience dating back in 2011 where he compiled video archives for The Necessary Stage. He witnessed how precious show recordings are to the legacy of an organisation. With this knowledge, he founded Paradise Pictures in 2016 and is dedicated to preserving the hard work of fellow artists. Paradise Pictures has had the privilege to work with arts companies such as Arts Equator, Centre 42 and Singapore Repertory Theatre. Venues such as The Esplanade and The Arts House have become familiar working grounds for the company.

Jannah Monjiat and Yusri Sapari

Diploma in New Media *(now known as Diploma in Media Production & Design)*
2008 and 2009 Graduates

GAIN A MAJOR HEAD START WITH OUR MINORS

Scan to find out more!

Embark on exciting career pathways with versatile cross-sector skills, future-ready capabilities and gain a foothold in the most dynamic sectors!

RP primes you for success in a VUCA (Volatile, Uncertain, Complex, and Ambiguous) world. Our Minor Programmes offer an additional area of study outside of your diploma's discipline* and are designed to make you a competitive player across diverse fields!

Create value, innovate and enhance systems, and drive change for a brighter future, wherever you choose to go!

Each Minor Programme consists of 12 Modular Credits (MCs) in total. You will need to take two extra modules on top of the requirements for your diploma.

2 Modules (total of 4 MCs)

Choose **two relevant modules** from the list of Freely Chosen Modules.

+

2 Modules (total of 8 MCs)

Choose **two modules** from the list for the respective Minor Programme.

Minor in BUSINESS

Equip yourself with real-world business skills that help you add value and generate profits for your organisation.

Select two modules from the list of Freely Chosen Modules in the Business category and two modules from the following list:

- **B101** Entrepreneurship
- **B109** Design Thinking for Business Innovation
- **B215** Financial Accounting
- **H323** Hospitality Revenue Management
- **T262** Introduction to User Experience

Minor in DIGITALISATION

Develop your skills in digital technologies such as Augmented Reality (AR), Virtual Reality (VR) and IoT (Internet of Things) to enhance your organisation's business processes.

Select two modules from the list of Freely Chosen Modules in the Digitalisation category and two modules from the following list:

- **C110** Programming Fundamentals I
- **E115** Programming and Data Analysis
- **E118** Fundamentals of Industrial Internet of Things
- **H224** Customer Analytics
- **T376** Design with Emerging Technology

Minor in SUSTAINABILITY

Be well-placed to help organisations make sustainability an integral part of their business strategy.

Select two modules from the list of Freely Chosen Modules in the Sustainability category and two modules from the following list:

- **A225** Earth and Climate Science
- **A324** Resource Management and Circular Economy
- **E315** Energy Management and Sustainability
- **H228** Sustainability in Events
- **T378** Spatial and Environment Design

Your chosen Minor Programme has to be differentiated from your diploma course. You will still be required to fulfil the graduation requirements for your diploma.

For more information, visit **www.rp.edu.sg/minor-programmes**

COMMON ARTS, DESIGN AND MEDIA PROGRAMME R65

Scan to find out more!

UNVEIL YOUR PASSION AND SHOWCASE YOUR CREATIVE TALENT IN ARTS, DESIGN AND MEDIA BEFORE FOCUSING ON A SPECIALISATION.

- Discover your interests and explore endless possibilities
- Gain insights into different Arts, Design and Media specialisations and careers
- Choose from five School of Technology for the Arts (STA) diplomas

ABOUT THE PROGRAMME

Desire a vibrant career in the exciting creative industries but unsure which field to specialise in? The Common Arts, Design and Media Programme (CAP) is perfect for you!

With CAP, you will embark on a cross-disciplinary curriculum that immerses you in the creative sector. You will acquire expertise that will put you in good stead across various creative careers.

You will also gain first-hand experiences of the different creative disciplines to discover your interests and strengths. This will help you make an informed choice on the diploma to specialise in at the end of your first year.

You can choose from the following diplomas:

- Diploma in Arts & Theatre Management (R25)
- Diploma in Design for Games & Gamification (R35)
- Diploma in Design for User Experience (R36)
- Diploma in Media Production & Design (R19)
- Diploma in Sonic Arts (R24)

The course structure consists of general, discipline and specialisation modules. There is also an industry orientation component.

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- Innovation and Practice
- Life Skills I
- Life Skills II
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Design for Interactive Media
- Interdisciplinary Drawing
- Introduction to User Experience

In the second semester, you must select two electives from this list:

- Design Research for UX
- Game Design and Gamification
- Sound Design
- Technical Theatre
- Visual Storytelling for Content Creators

From the second year, you will study the modules that belong to a specific STA diploma programme.

DIPLOMA IN ARTS & THEATRE MANAGEMENT (R25)

Scan to find out more!

TRANSFORM YOUR CREATIVE VISION WITH TECHNICAL THEATRE AND ARTS MANAGEMENT SKILLS AND DIRECT YOUR CAREER IN THE CREATIVE INDUSTRIES.

- Immerse yourself in the exciting journey of making arts and theatre productions come to life
- Gain exposure, expand network and adopt a global mindset through overseas study trips
- Raise the curtain on your career with exciting industry attachments at organisations such as Arts House Limited, ART:DIS (Singapore) Ltd, KidsSTOP Science Centre, Singapore Chinese Cultural Centre, Singapore Repertory Theatre, The Esplanade Co Ltd, The Star Performing Arts Centre, and W!ld Rice

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- ECG II: Becoming Future-Ready
- Innovation and Practice
- Life Skills I
- Life Skills II
- Life Skills III
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Creative Enterprise
- Design for Interactive Media
- Interdisciplinary Drawing
- Introduction to User Experience

Specialisation Modules

- Drafting for Productions
- Electrical Fundamentals for Theatre
- Introduction to Arts Management
- Introduction to Lighting
- Live Sound Fundamentals
- Production Design
- Production Stage Management
- Stagecraft
- Theatre Production Practicum
- Understanding Drama

Elective Modules

Select one module from the list below:

- Event Design and Experience
- Marketing
- Single-Camera Production

Introductory Electives

- Technical Theatre
- ***Select a second module from the list below:***
  - Design Research for UX
  - Game Design and Gamification
  - Sound Design
  - Visual Storytelling for Content Creators

Industry Orientation Programme

Option 1:

- Portfolio Development
- Project
- ***Select one module from the list below:***
  - Corporate Innovation Immersion Programme
  - Entrepreneurial Immersion Programme
  - Industry Immersion Programme

Option 2:

- Portfolio Development
- Industry Immersion Programme
- Industry Immersion Programme II*

Freely Chosen Modules

Students need to either select the Special Project module or select two modules from a list of Freely Chosen Modules.

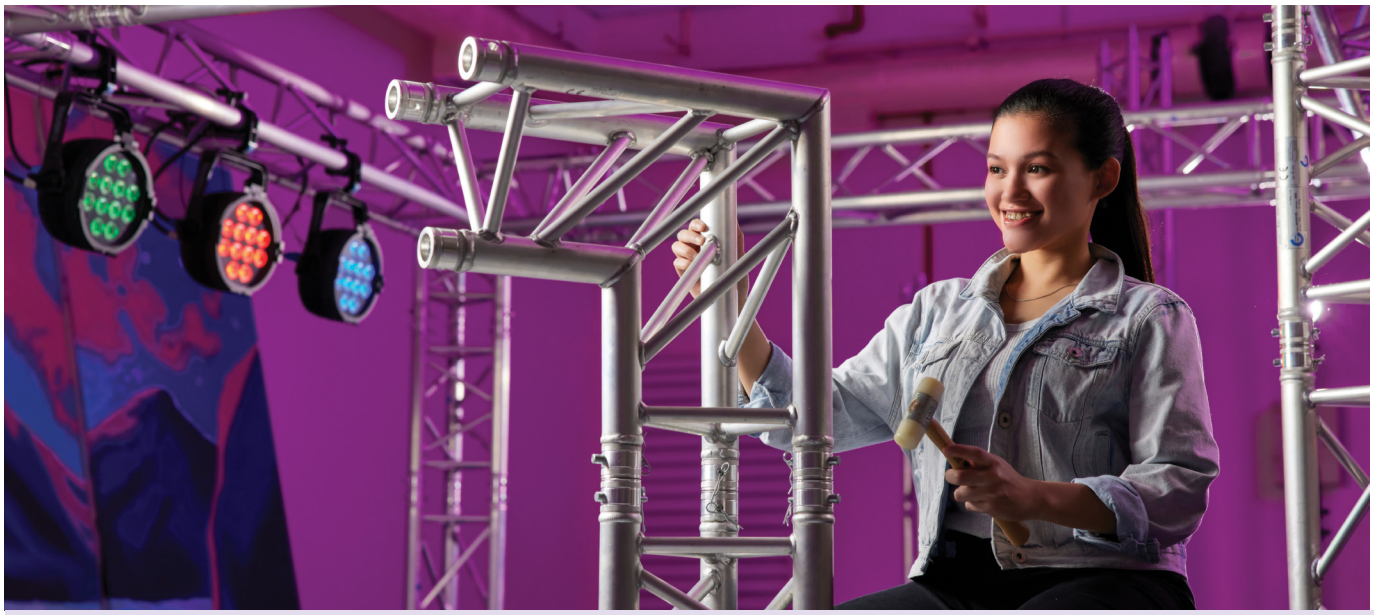
**Eligible students who meet the academic prerequisites will be given the option to select Industry Immersion Programme II (IIP II). Students who take IIP II will not be required to take Understanding Drama module, one Elective Module, two Freely Chosen Modules and one Project module. IIP II is taken during Semester 2 of the final year of study.*

CAREER OPPORTUNITIES

You can look forward to operational, administrative, technical, and managerial positions in arts venues and organisations, theatre and production companies, as well as theme parks.

Career options include:

- Arts Administrator
- Arts Programmer
- Costume Coordinator/Designer
- Lighting Programmer/ Designer
- Production Coordinator
- Production Manager
- Set Coordinator/Designer
- Stage Manager



ABOUT THE DIPLOMA

Immerse yourself in the vibrant world of arts and culture. At the Diploma in Arts & Theatre Management (DATM), you will learn how to balance a keen aesthetic eye with core technical skills and develop perspectives from both local and international practices.

Discover everything about arts management, stagecraft, production design, lighting, sound, stage, and production management. You will also gain access to state-of-the-art theatre facilities, such as our purpose-built Blackbox Theatre at The Republic Cultural Centre, to polish your technical expertise in theatre and live entertainment.

Gain a head start through interning with big names in the creative industry. At DATM, amass all the essentials you need for a fulfilling and successful career where your passion lies.

When you graduate, you will be equipped to embark on a rewarding career in the arts and theatre scene, locally and internationally.

FURTHER STUDIES

Discover exciting opportunities for further studies!

Graduates can choose to pursue an arts-related degree programme at top universities.

Degree programmes include:

- Bachelor of Arts Management
- Bachelor of Arts in Theatre Studies
- Bachelor of Fine Arts Technical Theatre and Stage Management
- Bachelor of Fine Arts (Hons) Theatre and Entertainment Arts

DIPLOMA IN DESIGN FOR GAMES & GAMIFICATION (R35)

Scan to find out more!

LEVEL UP IN GAME DESIGN AND SHAPE THE WORLD!

- Learn technical and analytical skills, while gaining the design know-how needed to create analogue and digital games
- Use production and gamification techniques in marketing campaigns and gamified learning solutions
- Experience exciting opportunities with industry clients such as Gumi Asia, IGG Singapore and Ubisoft. Design gamification solutions for organisations such as the Central Narcotics Bureau and the Personal Data Protection Commission

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- ECG II: Becoming Future-Ready
- Innovation and Practice
- Life Skills I
- Life Skills II
- Life Skills III
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Creative Enterprise
- Design for Interactive Media
- Interdisciplinary Drawing
- Introduction to User Experience

Specialisation Modules

- 2D Art Asset Creation
- 3D Art Asset Creation
- Agile Project Management for Games
- Augmented and Virtual Reality for Games
- Board and Card Game Design
- Digital Game Prototyping
- Game Mechanics Design
- Game Programming
- Level and World Design

Elective Modules

Select one module from the list below:

- Artificial Intelligence for Games
- Interaction Design
- Marketing

Introductory Electives

- Game Design and Gamification
- ***Select a second module from the list below:***
  - Design Research for UX
  - Sound Design
  - Technical Theatre
  - Visual Storytelling for Content Creators

Industry Orientation Programme

Option 1:

- Portfolio Development
- Project
- ***Select one module from the list below:***
  - Corporate Innovation Immersion Programme
  - Entrepreneurial Immersion Programme
  - Industry Immersion Programme

Option 2:

- Portfolio Development
- Industry Immersion Programme
- Industry Immersion Programme II*

Freely Chosen Modules

Students need to either select the Special Project module or select two modules from a list of Freely Chosen Modules.

**Eligible students who meet the academic prerequisites will be given the option to select Industry Immersion Programme II (IIP II). Students who take IIP II will not be required to take Project Management for Games module, one Elective Module, two Freely Chosen Modules and one Project module. IIP II is taken during Semester 2 of the final year of study.*

CAREER OPPORTUNITIES

Look forward to joining fields in game design, art, gamification and production skills including game development, publishing, education, and government. Alternatively, you can embrace the entrepreneurial spirit and start your own independent game studio.

Career options include:

- Digital Artist
- Game Designer
- Game Production Assistant
- Game Quality Assurance Tester
- Gamification Designer
- Immersive Media Designer
- Level Designer

ABOUT THE DIPLOMA

Launch your career in game design and score with the Diploma in Design for Games & Gamification (DDGG). Attain mastery in rapid prototyping, 2D and 3D asset creation, immersive media, level design, and interaction design through comprehensive training and practical sessions.

Learn how to design, plan and develop games, serious games, gamification solutions, and immersive experiences for different industries, across various platforms and devices. Showcase your talent in game jams, competitions and industry projects.

Get onboard industry attachments with established game companies such as Gumi Asia and Ubisoft. Use your design skills to make a positive impact on society in stimulating work with agencies like the Central Narcotics Bureau.

Live your purpose through designing meaningful solutions for education, marketing, healthcare, hospitality, banking, and the military.

FURTHER STUDIES

Discover exciting opportunities for further studies!

Graduates can choose to pursue an arts-related degree programme at top universities.

Degree programmes include:

- Bachelor of Arts in Game Design
- Bachelor of Games and Interactive Design
- Bachelor of Digital Media
- Bachelor of Information Technology (Games and Entertainment Design)
- Bachelor of Science in Computer Science and Game Design

DIPLOMA IN DESIGN FOR USER EXPERIENCE R36

Scan to find out more!

UNLEASH INFINITE OPPORTUNITIES IN THE USER EXPERIENCE DESIGN FIELD.

- Understand the needs of users through user research, explore and ideate innovative solutions and see how your design concepts solve users' everyday problems
- Learn the art and science of ethnographic and user research, wire-framing and usability testing through various product and service platforms
- Join a booming and sunrise industry to improve users' experiences. Intern with reputed UX champions such as DBS Bank, Electrolux, NCS Pte Ltd, ST Engineering, and ThinkPlace

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- ECG II: Becoming Future-Ready
- Innovation and Practice
- Life Skills I
- Life Skills II
- Life Skills III
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Creative Enterprise
- Design for Interactive Media
- Interdisciplinary Drawing
- Introduction to User Experience

Specialisation Modules

- Design with Emerging Technology
- Interaction Design
- Product Design
- Service Design
- Spatial and Environment Design
- Tools for Interaction Design
- Usability Evaluation
- User Experience Design Studio
- User Interface Design

Elective Modules

Select one module from the list below:

- Advanced Graphic Design
- Marketing
- Product Design and Prototyping

Introductory Electives

- Design Research for UX
- ***Select a second module from the list below:***
  - Game Design and Gamification
  - Sound Design
  - Technical Theatre
  - Visual Storytelling for Content Creators

Industry Orientation Programme

Option 1:

- Portfolio Development
- Project
- ***Select one module from the list below:***
  - Corporate Innovation Immersion Programme
  - Entrepreneurial Immersion Programme
  - Industry Immersion Programme

Option 2:

- Portfolio Development
- Industry Immersion Programme
- Industry Immersion Programme II*

Freely Chosen Modules

Students need to either select the Special Project module or select two modules from a list of Freely Chosen Modules.

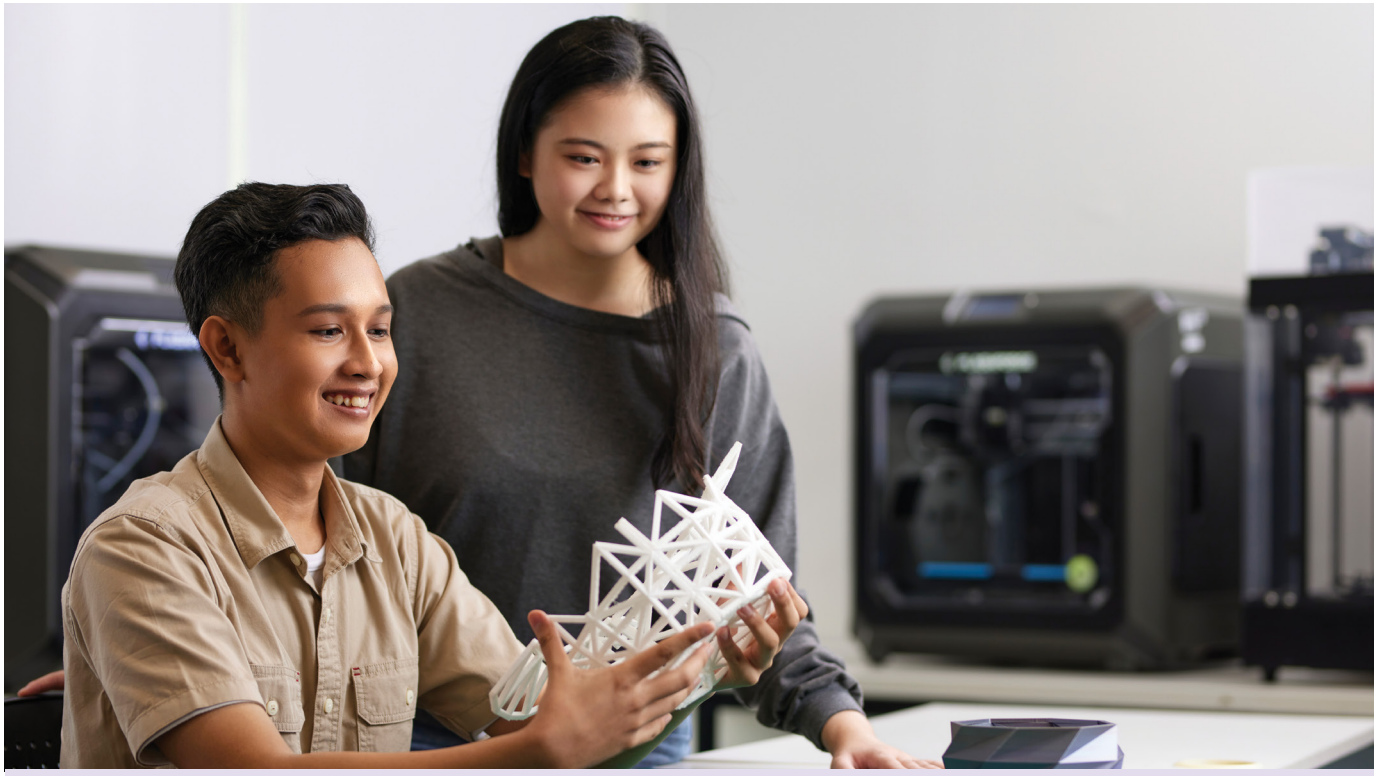
**Eligible students who meet the academic prerequisites will be given the option to select Industry Immersion Programme II (IIP II). Students who take IIP II will not be required to take Design with Emerging Technology module, one Elective Module, two Freely Chosen Modules and one Project module. IIP II is taken during Semester 2 of the final year of study*

CAREER OPPORTUNITIES

You can look forward to joining design teams in global companies with strong design cultures, like Foolproof, Grab and IBM. You can aspire to become user experience designers and consultants or take on researcher roles in usability studies.

Career options include:

- Design Researcher
- Product Designer
- User Experience Designer
- User Interface Designer
- Visualiser/Storyteller



ABOUT THE DIPLOMA

The Diploma in Design for User Experience (DDUX) trains you to engage users through proven research methods and leverage your creativity and innovative ideas to improve user experiences. Your creative work will take on real-world relevance in the product and service industries to enhance user experiences and user buy-in.

Learn and apply sophisticated tools and technology with state-of-the-art 3D printing and UX test equipment.

Develop practical design competencies along with an in-depth understanding of user-centred and inclusive design. You will also develop competencies in user research, wire framing, prototyping, and usability testing.

This course will bring you on a journey of discovery and expose you to real-world projects that provide hands-on experiences and position you well for an enriching career in a leading field.

FURTHER STUDIES

Discover exciting opportunities for further studies!

Graduates can choose to pursue an arts-related degree programme at top universities.

Degree programmes include:

- Bachelor of Arts Communication Design
- Bachelor of Arts (Industrial Design)
- Bachelor of Arts in User Experience and Game Design
- Bachelor of Design (majoring in UX Interaction Design)
- Bachelor of Fine Arts in Design Art (Interaction Design, Product Design or Visual Communication)

DIPLOMA IN MEDIA PRODUCTION & DESIGN

R19

Scan to find out more!

DYNAMIC AND INVENTIVE STORYTELLING STARTS HERE.

- Kick-start an exciting career in the design and broadcast industry with the knowledge and skills to create engaging transmedia content
- Be equipped for job roles in the domains of broadcast television, design, social media, as well as AR/VR, and 360-degree video production
- Embark on exciting industry attachments with well-known organisations such as BlueSG, CNBC, Mediacorp, Shopee, and TheSmartLocal

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- ECG II: Becoming Future-Ready
- Innovation and Practice
- Life Skills I
- Life Skills II
- Life Skills III
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Creative Enterprise
- Design for Interactive Media
- Interdisciplinary Drawing
- Introduction to User Experience

Specialisation Modules

- Advanced Graphic Design
- Advanced Single-Camera Production
- Colour and Typography
- Graphic Design
- Multi-Camera Production
- Multi-Channel Content Marketing
- Multi-Platform Storytelling
- Post Production and Motion Graphics
- Single-Camera Production

Elective Modules

Select one module from the list below:

- Digital Media Content
- Immersive Technologies
- User Experience Design Studios

Introductory Electives

- Visual Storytelling for Content Creators
- ***Select a second module from the list below:***
  - Design Research for UX
  - Game Design and Gamification
  - Sound Design
  - Technical Theatre

Industry Orientation Programme

Option 1:

- Portfolio Development
- Project
- ***Select one module from the list below:***
  - Corporate Innovation Immersion Programme
  - Entrepreneurial Immersion Programme
  - Industry Immersion Programme

Option 2:

- Portfolio Development
- Industry Immersion Programme
- Industry Immersion Programme II*

Freely Chosen Modules

Students need to either select the Special Project module or select two modules from a list of Freely Chosen Modules.

**Eligible students who meet the academic prerequisites will be given the option to select Industry Immersion Programme II (IIP II). Students who take IIP II will not be required to take Advanced Graphic Design module, one Elective Module, two Freely Chosen Modules and one Project module. IIP II is taken during Semester 2 of the final year of study.*

CAREER OPPORTUNITIES

You can look forward to a variety of professions in media companies, advertising agencies and media divisions of government organisations.

Career options include:

- Assistant Producer
- Content Creator
- Graphic Designer
- Immersive Media Producer
- Social Media Executive
- Video Editor
- Videographer
- Web Designer

ABOUT THE DIPLOMA

Be bold and transform your projects into world-class content with the Diploma in Media Production & Design (DMPD). DMPD will equip you with highly relevant and sought-after skills in graphic design, social media marketing and video production.

You will also gain first-hand experience on immersive and emerging technologies such as AR/VR and 360-degree video production.

The course takes you beyond the classroom and into the exciting world of opportunities with production companies, social media and creative agencies as well as public sector organisations, moulding you into a career-ready graduate.

FURTHER STUDIES

Discover exciting opportunities for further studies!

Graduates can choose to pursue an arts-related degree programme at top universities.

Degree programmes include:

- Bachelor of Arts
- Bachelor of Communication
- Bachelor of Fine Arts
- Bachelor of Graphic Design
- Bachelor of Media Arts & Production

DIPLOMA IN SONIC ARTS R24

Scan to find out more!

HARNESS TECHNICAL SKILLS TOGETHER WITH YOUR CREATIVITY AND EMERGE AS A SOUND MAESTRO.

- Acquire professional skills in sound design, studio engineering, live sound reinforcement, music production, and streaming audio
- Explore an extensive range of professional audio equipment, analogue synthesisers and software commonly used in the industry across state-of-the-art studios
- Thrive in coveted industry opportunities with organisations such as d&b audiotechnik, Mediacorp, So Drama! Entertainment, The Show Company, The Star Performing Arts Centre, Ubisoft, and Universal Studios Singapore

General Modules

- Communication in the Global Workplace
- Critical Thinking and Problem Solving Skills
- ECG I: Exploring the Future of Work
- ECG II: Becoming Future-Ready
- Innovation and Practice
- Life Skills I
- Life Skills II
- Life Skills III
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts History
- Creative Concepts
- Creative Enterprise
- Design for Interactive Media
- Introduction to User Experience
- Interdisciplinary Drawing

Specialisation Modules

- Electronic Music
- Instrument Design
- Live Sound Fundamentals
- Music Theory Workshop
- Professional Techniques for Live Sound
- Recording Studio Fundamentals
- Single-Camera Production
- Sound for Media and Foley Arts
- Soundtrack Production

Elective Modules

Select one module from the list below:

- Design with Emerging Technologies
- Game Programming
- Introduction to Lighting

Introductory Electives

- Sound Design
- ***Select a second module from the list below:***
  - Design Research for UX
  - Game Design and Gamification
  - Technical Theatre
  - Visual Storytelling for Content Creators

Industry Orientation Programme

Option 1:

- Portfolio Development
- Project
- ***Select one module from the list below:***
  - Corporate Innovation Immersion Programme
  - Entrepreneurial Immersion Programme
  - Industry Immersion Programme

Option 2:

- Portfolio Development
- Industry Immersion Programme
- Industry Immersion Programme II*

Freely Chosen Modules

Students need to either select the Special Project module or select two modules from a list of Freely Chosen Modules.

**Eligible students who meet the academic prerequisites will be given the option to select Industry Immersion Programme II (IIP II). Students who take IIP II will not be required to take Music Theory Workshop module, one Elective Module, two Freely Chosen Modules and one Project module. IIP II is taken during Semester 2 of the final year of study.*

CAREER OPPORTUNITIES

Your expertise will be sought after in various industry sectors. From sound editor, sound designer, sound engineer to music producer, you can embark on vocations in the entertainment and media industries.

You can also look forward to a career as an in-house music or audio specialist for new media companies and game producers.

Career options include:

- Foley Artist
- Game Audio Programmer
- Live Sound Engineer
- Location Sound Recordist
- Music Composer
- Sound Designer
- Sound Editor/Engineer
- Soundtrack Producer

ABOUT THE DIPLOMA

Discover the power of sound. Good sound design raises the quality of engagement for visual productions by creating convincing worlds that arrest the audience's attention.

The Diploma in Sonic Arts (DSA) not only imparts skills in composing, recording, mixing and mastering audio tracks, but also develops your professional capabilities in sound reinforcement and audio engineering.

You will have access to high-tech equipment and software in our industry-grade sound studios to refine your aural masterpieces.

Look forward to interning in media, games and entertainment companies as you develop skills as a proficient audio professional. Get ready to create immersive, magnetic experiences for your audiences.

FURTHER STUDIES

Discover exciting opportunities for further studies!

Graduates can choose to pursue an arts-related degree programme at top universities.

Degree programmes include:

- Bachelor of Arts
- Bachelor of Digital Media
- Bachelor of Music
- Bachelor of Music (Popular Music & Creative Technologies)
- Bachelor of Music (Sonic Arts)

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