SCHOOL OF TECHNOLOGY FOR THE ARTS (STA)

- Dream of seeing things not as they are, but what they can be?

- At STA, express your boundless CREATIVITY, chase inspiration and turn your passion projects into a flourishing career. Go forth — explore your IMAGINATION to create new possibilities for the world.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
Arts & Theatre Management	• Performing arts • Visual arts • Literary arts Or participated/ attended activities such as: • CCAs such as Drama Club, Literature Society, Events Management, and AV Club (lighting and sound set-up) • Arts projects such as school performances • Competitions such as Singapore Youth Festival • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes • Relevant ApLMs*: 1. Preparing for a Stage Production 2. Arts Appreciation	• Photos of costumes, props or designs • Drawings • Photos of past events • Arts projects such as performances and competitions in school or outside school • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers	• Duration: 10-15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Interest in pursuing a career in the industry • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
Common Arts, Design and Media	• Any creative roles or endeavours listed in the five STA diplomas, relating to careers in the media, games, audio, user experience, arts, and theatre management industries Or participated/ attended activities such as: • CCAs related to creative, arts or media • Local and overseas competitions • School representation or events • Workshops or courses in related field • Relevant ApLMs*: 1. ApLMs conducted by STA	• Portfolio of personal or project work (include online link if possible) • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers	• Duration: 10-15 minutes • Knowledge about this course and industry • Interest in pursuing a career in the industry • Participation in competitions, courses, events, and workshops related to the field • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
Design for Games & Gamification	• Game design • Designing user experience through gamification • Game creation (can be board games or digital games) • Game design activities such as programming, publishing of game reviews, beta-testing games, quality assurance testing Or participated/ attended activities such as: • CCAs such as Infocomm Club, Media Club, Design Club, Art Club, and Robotics • Design projects or one that uses digital tools • Competitions, workshops, talks, Learning Journeys, community engagement, enrichment programmes, and game jams • Relevant ApLMs*: 1. Games Design and Programming 2. Reinventing the Play Experience of Traditional Games	• Original games created (may include game media such as digital art) • Design projects or projects inside or outside of school that use digital tools • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers	• Duration: 10-15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Interest in pursuing a career in the industry • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
	3. Developing Logical Thinking: A Puzzle & Board Games Approach 4. Digital Game Development 5. Introduction to Digital Game Development 6. The ABCs of Making Games - Logic, Art & User Experience		
Design for User Experience	• User experience design • Product design • Interior/spatial design • Interaction design • Website design • Service design Or participated/ attended activities such as: • CCAs such as Design and Technology Club, Media Club, Art Club, and Robotics Club • Design projects such as product design and process improvement • Art or design competitions • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes	• Digital or analogue artworks and sketches • Software codes • Web links or screen captures of websites created • Design projects or projects inside or outside of school that use digital tools • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers	• Duration: 10-15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Interest in pursuing a career in the industry • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

Current Course Title	Demon-strates Passion or	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
	• Relevant ApLMs*: 1. The Art of Product Design 2. Design Thinking for Innovation 3. Ideas for Design 4. Art for Aspiring Designers 5. Applied Design Thinking Development		
Media & Production Design	• Video production • Photography • Graphic design Or participated/ attended activities such as: • CCAs such as Media Club, Video Production Club, Art Club, and Design Club • Media production projects including poster design and video production • Projects that use digital tools such as Adobe Illustrator • Competitions such as Singapore Youth Festival • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes	• Vlogs • Short films • Graphic design • Website design • Photographs • Media production projects, poster designs or videos produced • Projects that use digital tools such as Adobe Illustrator • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers	• Duration: 10-15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Interest in pursuing a career in the industry • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
	• Mobile media and entertainment production • Relevant ApLMs*: 1. The ABCs of Making Games 2. Logic, Art & User Experience 3. Introduction to Journalism 4. Creative Advertising Design 5. Digital Publishing: Designing an iPad Magazine 6. The Digital Playground - Digital Media Production Made Easy 7. News Reporting in the 21st Century 8. Digital Publishing 9. Digital Visual Effects 10. Media Production and Presentation 11. Short Video Production		
Sonic Arts	• Sound design and foley arts • Music production • 'Live' sound for venue and events Or participated/ attended activities such as: • CCAs such as music performance group, AVA, and Live sound	• School projects that showcase elements of music and/or sound recordings • Music works (original productions, mash-ups, DJ mix, remixes or song covers) • Sound Design works (audio recordings and/or use of sound fx for school events, videos, animation or games)	• Duration: 10-15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration & possible topics/ questions covered)
	• CCAs such as music performance group, AVA, and Live sound • Music or sound projects. For example, sound recording, design or music for art productions at school • Activities that use digital tools such as Garageband, Fruityloops, and Ableton Live • Competitions such as Singapore Youth Festival • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes • Relevant ApLMs*: 1. Creative Audio Recording or Production 2. Mobile Music Making 3. DJ	• Videography works (live recordings of a music event or performances) • Music or sound projects. For example, sound recording, design or music for art productions in school or outside school • Certificates/CCA record • Certificates of Achievement /awards/testimonials • Recommendation letters from coaches/teachers • Arts projects such as performances in or outside school	• Interest in pursuing a career in the industry • Aptitude test: Shortlisted applicants will be required to submit a short 5-minute demo of diploma-related skills during the interview.

*Applied Learning Modules (ApLMs) are conducted in the same way as all our regular diplomas. The programme helps secondary school students make informed decisions about education and career plans after their graduations.

For more information, visit https://www.rp.edu.sg/teachers/APLMS