

WHAT ARE WE LOOKING FOR?

SCHOOL OF TECHNOLOGY FOR ARTS, MEDIA AND DESIGN (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 and possible topics/ questions covered)
Arts & Entertainment Production Management	<ul style="list-style-type: none"> • Performing arts • Visual arts • Literary arts/ activities including CCAs such as Drama Club, Literature Society, Events Management, and AV Club (lighting and sound set-up) • Art and design projects created for school productions - lighting/set/ costume/prop design • Roles such in stage management, marketing, acting, directing, design in school or external performances • Competitions such as Singapore Youth Festival • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes 	<ul style="list-style-type: none"> • Images of costume, props, set designs for performances or live events • Drawings • Photos of past events • Arts projects such as performances and competitions in school or outside school • Certificates/result slips/CCA record • Certificates of Achievement/ awards/testimonials/report book • Recommendation letters from teachers, CCA instructors • Relevant ApLMs*: <ol style="list-style-type: none"> 1. Preparing for a Stage Production 2. Arts Appreciation 	<ul style="list-style-type: none"> • Duration: 10 - 15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Discuss rationale and principles behind good design • Interest in pursuing a career in the industry

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Design with majors in: <ul style="list-style-type: none"> ◦ Games & Gamification ◦ User Experience ◦ Visual Communication 	<ul style="list-style-type: none"> • Game design (board games or digital games) • Designing user experience through gamification • Game design activities such as programming, publishing of game reviews, illustrating and/or 3D modelling for games, beta-testing games, quality assurance testing • Immersive experiences (AR or VR) • User experience design • Product design (Design and technology) • Interior/spatial design • Interaction design • Mobile app/ website design • Service design • Graphic design • Packaging design (Physical or digital) • Poster/newsletter/ editorial designs (Physical or digital) • Design scrapbook • Drawing (Fine arts/ technical) 	<ul style="list-style-type: none"> • Original games prototypes (may include game media such as digital art) • Game levels created using third party software (such as Minecraft, Unity) • Digital or analogue artworks and sketches • Software code • Game concept documents describing game mechanics and/or level design • Web links or screen captures of websites created • Design projects or projects inside or outside of school that use digital tools • Certificates/result slips/CCA record • Certificates of Achievement /awards/testimonials/report book • Recommendation letters from coaches/teachers • D&T works • Relevant ApLMs*: <ol style="list-style-type: none"> 1. Games Design and Programming 2. Reinventing the Play Experience of Traditional Games 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 7. The Art of Product Design 8. Design Thinking for Innovation 	<ul style="list-style-type: none"> • Duration: 10 – 15 minutes • Participation in competitions, courses, events, and workshops related to the field • Knowledge about the course and industry • Discuss rationale and principles behind good design • Interest in pursuing a career in the industry

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	<ul style="list-style-type: none"> • Participated/ attended activities such as: <ul style="list-style-type: none"> ◦ CCAs such as Infocomm Club, Media Club, Design Club, Design & Technology Club, Art Club, School Publication, and Robotics ◦ Design projects such as game design, product design, graphic/editorial design, and process improvement ◦ Art or design competitions, workshops, talks, Learning Journeys, community engagement, enrichment programmes, and game jams 	<ul style="list-style-type: none"> 9. Ideas for Design 10. Art for Aspiring Designers 11. Applied Design Thinking Development 12. Creative Advertising Design 13. Digital Publishing: Designing an iPad Magazine 14. The Digital Playground - Digital Media Production Made Easy 15. Digital Publishing 16. Digital Visual Effects 	

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Digital Content Creation	<ul style="list-style-type: none"> • Video production • Broadcast production • Photography • Content creation • Social media marketing • Participated/ attended activities such as: <ul style="list-style-type: none"> ◦ 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 software ◦ Competitions such as Singapore Youth Festival ◦ Workshops, talks, Learning Journeys, community engagement, and enrichment programmes 	<ul style="list-style-type: none"> • Vlogs • Writing for social media • Short films/ Video Stories • Photographs • Augmented Reality Filters • Media production projects, poster designs or videos produced • Projects that use digital tools such as Adobe software • Certificates/result slips/CCA record • Certificates of Achievement/ awards/testimonials/report book • Recommendation letters from coaches/teachers • Relevant ApLMs*: <ol style="list-style-type: none"> 1. Digital Publishing 2. Photojournalism and Media Content Creation 	<ul style="list-style-type: none"> • 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

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Sonic Arts	<ul style="list-style-type: none"> • School projects that showcase elements of music and/or sound recordings • Music or sound design projects. For example, audio or video recording, audio video support, sound design or music for any events/ productions at school • Activities that use digital tools such as Bandlab, Garageband, Fruityloops, Ableton Live, Reaper, Protools, Cubase etc. • Competitions such as Singapore Youth Festivals, Singing or Music Competitions • Workshops, talks, Learning Journeys, community engagement, and enrichment programmes 	<ul style="list-style-type: none"> • Videography works (live recordings of a music event or performance) • Music or sound projects. For example, audio or video recording, audio video support, sound design or music for events/ productions at school • Certificates/result slips/CCA record • Certificates of Achievement /awards/testimonials/report book • Recommendation letters from teachers, CCA instructors • Relevant ApLMs*: <ol style="list-style-type: none"> 1. Creative Audio Recording or Production 2. Mobile Music Making 3. Sound Design 	<ul style="list-style-type: none"> • Duration: 10 - 15 minutes • Participation in competitions, courses, events, and workshops related to the industry • Knowledge about the course and industry • Interest in pursuing a career in the industry

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Common Arts, Media & Design Programme	<ul style="list-style-type: none"> Any creative role or endeavour listed in the four STA diplomas, relating to careers in the media, visual communication, design, games, audio, user experience, arts, and theatre management industries Or participated/ attended activities such as: <ul style="list-style-type: none"> CCAs related to creative, arts or media Local and overseas competitions School representation or events Workshops or courses in related field Relevant ApLMs*: <ol style="list-style-type: none"> ApLMs conducted by STA 	<ul style="list-style-type: none"> Portfolio of personal or project work (include online link if possible) Certificates/result slips/CCA record Certificates of achievement/awards/ testimonials/report book Recommendation letters from coaches/teachers 	<ul style="list-style-type: none"> 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

*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>