

School of Technology for the Arts



More Creativity
More Possibilities
BE SO MUCH MORE

#DiscoverRP



DID YOU COME WITH HIGH EXPECTATIONS?

WE'LL MEET THEM, AND MORE.

DISCOVER



WIDE RANGE OF PROGRAMMES

Select from a variety of full-time diploma and lifelong learning courses from our 7 Schools



100% INTERNSHIP

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



STATE-OF-THE-ART FACILITIES

Resources that add to the top-notch experience here

At RP, you'll find a nurturing, student-centric environment that helps you learn holistically. Beside each and every student is a mentor, there to guide you throughout your journey with us — and what a journey it promises to be!

With RP's Problem-based Learning approach, you'll soon realise you're more than able to solve whatever challenges get thrown your way. Transforming problems into possibilities? We'll open your eyes.

You'll embark on a comprehensive enhanced internship programme which will give you a head start in your career.

Look forward to achieving your dreams at RP, as lifelong learning is a journey and we are here to help you develop your potential. Our suite of lifelong learning courses will quench your thirst for learning, strengthen your skillsets and lead you to acquire new ones to stay relevant in this ever-evolving world.

Discover your potential, achieve your dreams and embrace a transformative experience at RP because we're so much more.

A distinctive and rigorous curriculum ensures that you are more than ready to shine in your chosen career. But we know you're looking beyond robust instruction, so you might be further enticed by our:



OVERSEAS STUDY TRIPS

A whole world waiting to be explored and to learn from



>80 CO-CURRICULAR ACTIVITIES

Indulge your interests or try something new



COMMUNITY-BASED PROJECTS

Reach out and discover Singapore from a different perspective



3 ACCLAIMED ARTS & MUSIC FESTIVALS

Held yearly to expand your cultural horizons



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TECHNOLOGY FOR THE ARTS

UNLEASH YOUR PASSION AND PURPOSE

Inspired to be world-class creative professionals and thrive

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

Whether you've dreamt of making award-winning films or harnessing next-gen AR 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.

Make a sustainable impact with our diplomas in:

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

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.

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 industry, 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 in projects in a collaborative and artistic environment at STA.

With our strong partnership with the industry, you can look forward to intern with leading advertising agencies, arts and theatre organisations, design companies, 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 Ogilvy & Mather Singapore, Mediacorp, Resorts World Sentosa, and Ubisoft.

We are committed to giving you everything you need, to be so much more at STA.



HEAR FROM OUR GRADUATES



My course helped kickstart 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 interests in all creative, managerial and technical aspects of the arts."

MERISSA TANG

**Diploma in Arts & Theatre Management
2016 Graduate & Valedictorian**

Even as an RP student, Merissa played an active role in Singapore's theatre scene, freelancing as a technical theatre practitioner. The recipient of the National Arts Council Arts Scholarship (Undergraduate) 2018 is currently pursuing further studies towards a Bachelor of Fine Arts (Design and Production) at the Faculty of Fine Arts and Music, University of Melbourne.



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, building 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 passed 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 fundamentals 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 had given me a more hands-on approach in 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 Senior UI/UX Designer at goGame Pte Ltd, a subsidiary of SEGA. 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.



STA was a place of growth, respect and comradery. This course has exercised my mind with problems that needed to be solved, it exercised my soul with friendship, and it 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."

JEANNE STRACHAN

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

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 a Level Designer with the local office of Ubisoft, a prestigious company in the gaming industry.



NORASHIKIN
Diploma in Design for User Experience
2020 Graduate

Immediately after graduating from RP, Nora secured a permanent position at an International Design Research Consultancy as a Design Producer. 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 & private sector clients. To deepen her skills in research and to sharpen her skills to be a critical thinker as well as a productive and contributing member of society, Nora is currently pursuing her degree in sociology with a minor in psychology, hoping to create better impact and improve the lives of everyone.



The course provided me with a strong foundation of methodologies in UX design, multiple sets of soft & hard skills as well as opportunities to explore the path that I am passionate about and can specialise in. It helped me to build confidence, courage & 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 — allowing me to showcase what I have learned in multiple and varied cultural contexts to bring the voice of users in the design of places and spaces.”



NADIA MALIK
Diploma in Media Production & Design
2018 Graduate



My course brought me on a riveting journey! I was nurtured as a creative individual, given a stage to showcase my potential, and 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 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. She is currently pursuing a degree in Fine Arts with a specialisation in Design Art at Nanyang Technological University.



This course has coached me to be independent, resourceful and forward thinking within the local cinematic landscape. The course is designed to stretch your personal capacity — the more you want, the more you will get. STA is a great place for those who are new to the art as well as mid-level dabblers in storytelling.”

GHAZI ALQUDCY

**Diploma in New Media
(now known as Diploma in Media
Production & Design)
2008 Graduate**

Ghazi is an independent filmmaker currently based in Malaysia. His films have been screened locally and internationally, from the Netherlands, Denmark and Estonia to Japan, Hong Kong and more. Ghazi has directed more than fifty short films and produced two feature length films. The recipient of the Sunburst Scholarship 2008 (Temasek Holdings) and Goh Chok Tong Youth Promise Award 2007 came under the tutelage of maestro Béla Tarr at the Sarajevo Film Academy, where he earned his Master’s Degree.



My course provided me a firm foundation in the purpose and methodologies of user experience design. It played a significant role in deciding my career path and helped me secure my first job in the Software as a Service (SaaS) sector at a start-up. It’s at the start-up where I had the autonomy to apply what I learnt and make product design decisions.”

DAWN LIM

**Diploma in Design for Interactivity
(now known as Diploma in Design for
User Experience)
2013 Graduate**

Four years after graduating from RP, Dawn co-founded UX Experts with zero capital. Today, Dawn and her team help start-ups and enterprises in a variety of industries with user research, interaction and user interface design, encompassing verticals in financial services, e-commerce and retail, education, and SaaS. Leveraging design thinking and the latest technology, they drive product innovation, customer experience management and digital transformation. Dawn has conducted workshops and led design activities for clients such as NTUC, OCBC Bank, AutoDesk, and vCargo Cloud, among others.



DIPLOMA IN

ARTS & THEATRE MANAGEMENT

R25

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

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



Scan to
find out more
about the
diploma

ABOUT THE DIPLOMA

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

Discover everything about theatre management: stagecraft, production design, marketing, stage and production management, front-of-house, and venue 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 this exciting 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.

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:

- Artist Liaison Officer
- Arts Administrator
- Arts Programmer
- Lighting Programmer/Designer
- Marketing and Outreach Manager
- Production/Stage Manager
- Scenic and Costume Designer
- Venue Manager



DMR Productions has collaborated with students from this course for our cross-border festival, CausewayEXchange, since 2016. I was greatly impressed with the quality of their production from set design and costume design to the acting. Touring for a sensory production for children with special needs in Singapore and Malaysia threw up different sets of challenges, which the students easily adapted to. I was truly amazed. I honestly believe the course produces capable and versatile graduates who are able to take on the future of this industry."

MR SHAWN LORDUSAMY

Director
DMR Productions

COURSE STRUCTURE

The course structure consists of general, discipline, specialisation, elective, and freely chosen 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
- 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
- Drawing
- Introduction to User Experience
- Marketing

INDUSTRY ORIENTATION PROGRAMME

- Portfolio Development
- Project

Select one module from the list below:

- Corporate Innovation Immersion Programme
- Entrepreneurial Immersion Programme
- Industry Immersion Programme

FREELY CHOSEN MODULES

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

SPECIALISATION MODULES

- Drafting for Productions
- Electrical Fundamentals for Theatre
- Interactive Media and Content Development
- Introduction to Arts Management
- Introduction to Lighting
- Introduction to Technical Theatre
- Production Design
- Production Management
- Stage Management
- Stagecraft
- Theatre Production Practicum
- Understanding Drama
- Venue and Front of House Management

ELECTIVE MODULES

Select one module from the list below:

- Human Resource Management
- Event Design and Experience
- Live Sound Fundamentals

MINIMUM ENTRY REQUIREMENTS

MER for GCE O-Level Holders	GRADE
English Language	1 – 6
Mathematics (Elementary/Additional)	1 – 7
ANY THREE OTHER SUBJECTS	1 – 6

In addition, you must have sat for one subject listed in 1st Group and another different subject listed in 2nd Group:

1st Group:

- Art/Art & Design, Business Studies, Combined Humanities, Commerce, Commercial Studies, 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

2nd Group:

- Additional Mathematics, Art/Art & Design, Business Studies, Chinese, Combined Humanities, Commerce, Commercial Studies, Creative 3D Animation, Design & Technology, Design Studies, Economics, Elementary Mathematics, Food & Nutrition, Geography, Higher Art, Higher Chinese, Higher Malay, Higher Music, Higher Tamil, 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, Malay, Media Studies (English), Media Studies (Chinese), Music, Principles of Accounts, Tamil

FOR NITEC HOLDERS GPA ≥ 3.5

- Electrical Technology (Lighting And Sound)
- Fashion Apparel Production And Design
- Multimedia Technology

FOR HIGHER NITEC HOLDERS GPA ≥ 2.0

- Business Studies (Early Childhood Education)
- Business Studies (Hospitality Operations)
- Event Management
- Facility Management
- Performance Production

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

For the full listing of entry requirements, visit www.rp.edu.sg/full-time-courses/datm



DIPLOMA IN

DESIGN FOR GAMES & GAMIFICATION

R35

- Acquire technical and design know-how, agile project management and analytical skills, to create both analogue and digital games
- Employ gamification techniques in marketing campaigns and gamified learning
- Gain access to exciting industry opportunities with game companies such as Gumi Asia, IGG Singapore and Ubisoft as well as organisations that require gamification solutions such as Central Narcotics Bureau and No Average Joe

LEVEL UP IN GAME DESIGN AND BE THE NEXT BIG THING!



Scan to
find out more
about the
diploma

ABOUT THE DIPLOMA

Launch your career in game design and score with the Diploma in Design for Games & Gamification (DDGG). Through comprehensive training and practical sessions, you will attain mastery in the field as you will learn about rapid prototyping and 2D and 3D asset creation, to immersive media, level design, and system and interaction design.

You will also learn how to design and develop serious games and gamification solutions, and become adept at planning and building games on a variety of platforms including mobile devices.

You can even showcase your talent at the annual Heritage Game Jam Singapore organised by Singapore Games Association, with support from DDGG!

Embark on industry attachments with established game companies like Gumi Asia and Ubisoft or use your design skills to make a positive impact on society in stimulating work with agencies like Central Narcotics Bureau. You're encouraged to live your purpose through designing meaningful solutions for education, marketing, healthcare, hospitality, banking, and the military.

CAREER OPPORTUNITIES

Graduates have entered a variety of professions across a host of industries including game companies, publishers and organisations that require game design, art and production skillsets. 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
- Game Studio Founder
- Gamification Designer
- Level Designer



There is a growing demand for mechanisms that better engage customers and gamification is very often the answer. With South-East Asia continuing to be the fastest growing gaming region in the world, I have no doubt the need for experts will grow."

MR BENJAMIN POMMERAUD

Founder & Chief Growth Officer
Storms (a Singtel, SK Telecom &
AIS Joint Venture)

COURSE STRUCTURE

The course structure consists of general, discipline, specialisation, elective, and freely chosen 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
- 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
- Drawing
- Introduction to User Experience

INDUSTRY ORIENTATION PROGRAMME

- Portfolio Development
- Project

Select one module from the list below:

- Corporate Innovation Immersion Programme
- Entrepreneurial Immersion Programme
- Industry Immersion Programme

FREELY CHOSEN MODULES

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

SPECIALISATION MODULES

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

MINIMUM ENTRY REQUIREMENTS

MER for GCE O-Level Holders	GRADE
English Language	1 – 7
Mathematics (Elementary/Additional)	1 – 7
ANY TWO OTHER SUBJECTS	1 – 6

In addition, you must have sat for one of the following subjects:

- Additional Combined Science
- Additional Science
- Art/Art & Design
- Biology
- Biotechnology
- Chemistry
- Combined Science
- Computer Studies
- Computing
- Creative 3D Animation
- Design & Technology
- Design Studies
- Electronics
- Engineering Science
- Food & Nutrition
- Fundamentals of Electronics
- General Science
- Higher Art
- Human & Social Biology
- Integrated Science
- Media Studies (English)
- Media Studies (Chinese)
- Physical Science
- Physics
- Science (Biology, Chemistry)
- Science (Biology, Chemistry, Physics)
- Science (Biology, Physics)
- Science (Chemistry, Physics)

FOR NITEC HOLDERS GPA ≥ 3.5

- Architectural Drafting/Building Drafting (Architectural)
- Digital Animation
- Digital Media Design/Digital Media Design (Interactive Media)
- Digital Media Design (Digital Video Effects)
- Info-Communications Technology (Cloud Computing)
- Multimedia Technology
- Social Media And Web Development
- Visual Communication

FOR HIGHER NITEC HOLDERS GPA ≥ 2.0

- Business Studies (E-Commerce)/ Business-Information Technology
- Games Design And Development
- Retail Merchandising
- Visual Merchandising

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

For the full listing of entry requirements, visit www.rp.edu.sg/full-time-courses/ddgg



DIPLOMA IN

DESIGN FOR USER EXPERIENCE

R36

- Gain an understanding of the user experience design concepts and gain fluency in a fast-growing field
- Be competent in ethnographic and user research, wire framing, prototyping, and usability testing on industry-leading platforms
- Connect with and be part of a fulfilling industry, interning with leading UX masterminds such as DBS Bank, Electrolux, NCS Pte Ltd, OgilvyOne, and Thinkplace

UNLEASH INFINITE OPPORTUNITIES IN THE USER EXPERIENCE DESIGN DOMAIN.



Scan to find out more about the diploma

ABOUT THE DIPLOMA

The Diploma in Design for User Experience (DDUX) trains you to engage and excite users as you apply your creativity to design an interactive user interface. Your creative work will take a focus on real-world relevance that meets the ever-evolving employer demands from product to services and from digital to spatial design.

Gain hands-on training using sophisticated and cutting-edge technology. You will

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

You will be off to a good head start having been exposed to real-world projects and hands-on learning experiences.

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



The ability to convert what the students learn in institutions into real industry practice is a constant challenge when employing interns, even more so in the fast-moving world of autonomous vehicles.

Students from RP's Diploma in Design for User Experience are well-equipped with relevant skillsets to hit the ground running. A well-instilled thought process means they can quickly ideate, define and create a feasible prototype for testing. Their final designs are currently being deployed in some of our autonomous platforms and were even shown at the Intelligent Transport System World Congress to very favourable reviews."

MR JUSTIN CHEE

Head of Product Design
Kinetics Advanced Robotics
ST Engineering Land System

COURSE STRUCTURE

The course structure consists of general, discipline, specialisation, elective, and freely chosen 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
- 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
- Drawing
- Introduction to User Experience
- Marketing

INDUSTRY ORIENTATION PROGRAMME

- Portfolio Development
- Project

Select one module from the list below:

- Corporate Innovation Immersion Programme
- Entrepreneurial Immersion Programme
- Industry Immersion Programme

FREELY CHOSEN MODULES

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

SPECIALISATION MODULES

- Design Research
- Design with Emerging Technology
- Fundamentals of Design
- 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:

- Game Design Theory and Application
- Interactive Media and Content Development
- Product Design and Prototyping

MINIMUM ENTRY REQUIREMENTS

MER for GCE O-Level Holders **GRADE**

English Language **1 – 7**

Mathematics (Elementary/ Additional) **1 – 7**

ANY TWO OTHER SUBJECTS **1 – 6**

In addition, you must have sat for one of the following subjects:

- Additional Combined Science, Additional Science, Art/Art & Design, Biology, Biotechnology, Chemistry, Combined Science, Computer Studies, Computing, Creative 3D Animation, Design & Technology, Design Studies, Electronics, Engineering Science, Food & Nutrition, Fundamentals of Electronics, General Science, Higher Art, Human & Social Biology, Integrated Science, Media Studies (English), Media Studies (Chinese), Physical Science, Physics, Science (Biology, Chemistry), Science (Biology, Chemistry, Physics), Science (Biology, Physics), Science (Chemistry, Physics)

FOR NITEC HOLDERS **GPA ≥ 3.5**

- Architectural Drafting/Building Drafting (Architectural)
- Digital Media Design/Digital Media Design (Interactive Media)
- Product Design
- Social Media and Web Development
- Space Design (Architecture)
- Space Design (Interior and Exhibition)
- Visual Communication

FOR HIGHER NITEC HOLDERS **GPA ≥ 2.0**

- Business Studies (E-Commerce)/ Business-Information Technology
- Interactive Design
- Mechanical and Electrical Engineering Design/Mechanical and Electrical Drafting and Design
- Mechanical Engineering Drawing and Design
- Retail Merchandising
- Visual Merchandising

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)

For the full listing of entry requirements, visit www.rp.edu.sg/full-time-courses/ddux



DIPLOMA IN

MEDIA PRODUCTION & DESIGN

R19

- Kickstart 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, Mothership.SG, and Shopee

DYNAMIC AND INVENTIVE STORYTELLING STARTS HERE.



Scan to
find out more
about the
diploma

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 broadcast 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, advertising and creative agencies as well as public sector organisations, moulding you into a career-ready graduate.

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
- Video Editor
- Videographer
- Web Designer



Steadfast and tenacious, the interns we have worked with from RP's Diploma in Media Production & Design are just as formidable as those from more established tertiary institutions. Their performance have exceeded expectations and they are hardworking and enterprising. Their initiative and gumption to continuously learn and improve to bridge any knowledge gaps have been admirable. It is always my pleasure to have RP interns as I know our projects will be in good hands."

MR JOHN GOH
Executive Producer
OneDash22

COURSE STRUCTURE

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

GENERAL MODULES

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- Life Skills II
- Life Skills III
- Singapore, the World and I

DISCIPLINE MODULES

- Art of Story
- Arts History
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- Drawing
- Introduction to User Experience
- Marketing

INDUSTRY ORIENTATION PROGRAMME

- Portfolio Development
- Project

Select one module from the list below:

- Corporate Innovation Immersion Programme
- Entrepreneurial Immersion Programme
- Industry Immersion Programme

FREELY CHOSEN MODULES

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

SPECIALISATION MODULES

- Advanced Graphic Design
- Advanced Single-Camera Production
- Colour and Typography
- Graphic Design
- Interactive Media and Content Development
- Multi-Camera Production
- Multi-Channel Content Marketing
- Multi-Platform Storytelling
- Post Production and Motion Graphics
- Photographic Techniques
- Single-Camera Production
- Visual Storytelling

ELECTIVE MODULES

Select one module from the list below:

- Advanced Multi-Camera Production
- Game Design Theory and Application
- Writing for Screen

MINIMUM ENTRY REQUIREMENTS

MER for GCE O-Level Holders	GRADE
English Language	1 – 6
Mathematics (Elementary/ Additional)	1 – 7

ANY THREE OTHER SUBJECTS 1 – 6

In addition, you must have sat for one subject listed in 1st Group and another different subject listed in 2nd Group:

• **1st Group:**

Art/Art & Design, Business Studies, Combined Humanities, Commerce, Commercial Studies, 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

• **2nd Group:**

Additional Mathematics, Art/Art & Design, Business Studies, Chinese, Combined Humanities, Commerce, Commercial Studies, Creative 3D Animation, Design & Technology, Design Studies, Economics, Elementary Mathematics, Food & Nutrition, Geography, Higher Art, Higher Chinese, Higher Malay, Higher Music, Higher Tamil, 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, Malay, Media Studies (English), Media Studies (Chinese), Music, Principles of Accounts, Tamil

FOR NITEC HOLDERS GPA ≥ 3.5

- Digital Audio and Video Production
- Digital Media Design/Digital Media Design (Interactive Media)
- Digital Media Design (Digital Video Effects)
- Interactive Media Design
- Multimedia Technology

FOR HIGHER NITEC HOLDERS GPA ≥ 2.0

- Event Management
- Filmmaking (Cinematography)
- Performance Production
- Visual Merchandising

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

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

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



Scan to
find out more
about the
diploma

ABOUT THE DIPLOMA

Discover the power of sound! There's nothing more thrilling than recording a live performance, then transforming it into a visual production.

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 live sound recording, sound reinforcement and audio engineering. You will have access

to high-tech equipment and software in our advanced recording studios to compose and perform your aural masterpieces.

Develop an appreciation for a variety of musical genres and enjoy the full magnetic experience of the music industry when you intern with leading media and entertainment companies. Get ready for an aural experience of a lifetime and emerge a highly sought-after professional.

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:

- Audio Post-Production Editor
- Game Sound Designer
- Live Sound Engineer
- Location Sound Recordist/
Boom Operator
- Music/Soundtrack
- Producer
- Sound Editor/Engineer



Interns from RP's Diploma in Sonic Arts (DSA) have proven to be keen, creative and showing a strong knowledge of the fundamentals of creating audio. They have contributed much to our studio. We are also impressed with the school's facilities and appreciate their commitment to introducing Game Audio to the students as an exciting career choice. The DSA educators are doing an excellent job and we really look forward to having more of DSA's talented Audio Designers to work with us here at Ubisoft Singapore."

MR MARSHALL PARKER

Audio Director
Ubisoft Singapore Pte Ltd

COURSE STRUCTURE

The course structure consists of general, discipline, specialisation, elective, and freely chosen 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
- 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
- Introduction to User Experience
- Marketing

INDUSTRY ORIENTATION PROGRAMME

- Portfolio Development
- Project

Select one module from the list below:

- Corporate Innovation Immersion Programme
- Entrepreneurial Immersion Programme
- Industry Immersion Programme

FREELY CHOSEN MODULES

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

SPECIALISATION MODULES

- Electronic Music
- Instrument Design
- Interactive Media and Content Development
- Introduction to Sound Design
- Live Sound Fundamentals
- Music Theory and Keyboard Skills
- 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:

- Introduction to Lighting
- Introduction to Technical Theatre
- Professional Audio Techniques for Studio

MINIMUM ENTRY REQUIREMENTS

MER for GCE O-Level Holders

English Language 1 – 7

Mathematics (Elementary/Additional) 1 – 7

ANY TWO OTHER SUBJECTS 1 – 6

In addition, you must have sat for one of the following subjects:

- Additional Combined Science
- Additional Science
- Art/Art & Design
- Biology
- Biotechnology
- Chemistry
- Combined Science
- Computer Studies
- Computing
- Creative 3D Animation
- Design & Technology
- Design Studies
- Electronics
- Engineering Science
- Food & Nutrition
- Fundamentals of Electronics
- General Science
- Higher Art
- Human & Social Biology
- Integrated Science
- Media Studies (English)
- Media Studies (Chinese)
- Physical Science
- Physics
- Science (Biology, Chemistry)
- Science (Biology, Chemistry, Physics)
- Science (Biology, Physics)
- Science (Chemistry, Physics)

FOR NITEC HOLD GPA ≥ 3.5

- Communications Technology
- Digital Audio and Video Production
- Electrical Fitting and Installation/ Electrical Installation and Servicing/ Electrical Technology/Electrical Technology (Installation and Servicing)
- Electrical Technology (Lighting and Sound)
- Info-Communications Technology/ Info-Communications Technology (Networking and Systems Administration)
- Interactive Media Design
- Multimedia Technology

FOR HIGHER NITEC HOLDERS GPA ≥ 2.0

- Business Studies (Hospitality Operations)
- Business Studies (Event Management)
- Event Management
- Mechanical Engineering Drawing and Design
- Performance Production

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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