



School of Technology for Arts, Media and Design

www.rp.edu.sg/sta

RP School of Technology for Arts, Media and Design (STA) helps unleash your creativity and prepare you for a professional career in the creative industries! At STA, learning takes place through practice and experimentation. Our hands-on programmes and interdisciplinary approach will refine your talents and ignite your imagination. Master cutting-edge technology in our state-of-the-art facilities, build a standout portfolio, and gain real-world experience through diverse internships. Enrol in STA and make your mark in the arts and creative industries!

- Common Arts, Media and Design Programme
- Diploma in Arts & Entertainment Production Management
- Diploma in Design
- Diploma in Digital Content Creation
- Diploma in Sonic Arts

Common Arts, Media and Design Programme R65

Discover your passion in arts, media and design.
Explore these fields before choosing your
specialisation and let your talent shine!

Dream of a vibrant career in the dynamic creative industries but unsure which field to specialise in? The Common Arts, Media and Design Programme offers a cross-disciplinary curriculum that immerses you in the creative sector. Gain hands-on experience across various creative disciplines to uncover your interests and strengths!

- Discover your interests and explore endless possibilities within the creative industries
- Gain insights into different Arts, Media and Design specialisations and careers
- Choose from four STA diplomas

What you will learn

General Modules

- Critical Thinking and Problem Solving Skills
- Designing Your Impact
- Designing Your Life (Future-Ready I)
- Designing Your Life (Personal Growth I)
- Effective Workplace Communication
- Innovation and Practice
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts and Technology

- Creative Studio
- Design for Interactive Media
- Introduction to User Experience
- Sound Design

Elective Modules

In the second semester, you must choose two electives from the list below:

List of Electives:

- Design Research for UX
- Drawing and Digital Illustration
- Game Design and Gamification
- Music Theory for Production

- Technical Theatre
- Visual Storytelling for Content Creators

You will opt for one of the following diplomas at the end of semester 2:

- Arts & Entertainment Production Management (R25)
- Design (R67)
- Digital Content Creation (R19)
- Sonic Arts (R24)



Scan to learn more



"While passionate about the media industry, I was unsure which specific area to focus on. Fortunately, I chanced upon this course which introduced me to various STA diplomas in my first year. This experience helped me make a more informed choice for my subsequent years."

JENSEN KOH, Year 2 Student



Diploma in Arts & Entertainment Production Management

R25

Embark on a thrilling journey into the world of Arts & Entertainment, shaping the future of creative industries.

Gain a strong foundation in arts administration, theatre, and entertainment design enhanced by innovative production techniques. With a global perspective, you will develop essential skills to thrive in a dynamic industry. The Diploma in Arts & Entertainment Production Management prepares and equips you with the knowledge and abilities to build a successful and fulfilling career in the arts and entertainment sector.

- Immerse yourself in the exciting journey of making arts and entertainment productions come to life
- Gain exposure, expand network and adopt a global mindset through overseas study trips
- Raise the curtain on your career with industry attachments at organisations such as Children's Museum Singapore, Resorts World Sentosa, Singapore Repertory Theatre, and The Esplanade Co Ltd

What you will learn

General Modules

- Critical Thinking and Problem Solving Skills
- Designing Your Impact
- Designing Your Life (Future-Ready I)
- Designing Your Life (Future-Ready II)
- Designing Your Life (Personal Growth I)
- Designing Your Life (Personal Growth II)
- Effective Workplace Communication
- Innovation and Practice
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts and Technology
- Arts Management
- Audio Visual Technology
- Creative Enterprise
- Creative Studio
- Design for Interactive Media
- Digital Marketing and eCommerce
- Introduction to Lighting
- Introduction to User Experience
- Production Design
- Production Stage Management
- Sound Design
- Spatial Design Studio
- Stagecraft
- Technical Theatre
- Theatre Production Practicum

Elective Modules

Customise your learning pathways by selecting **ONE** of the following options:

List of Electives

- Design Research for UX
- Drawing and Digital Illustration
- Game Design and Gamification
- Music Theory for Production
- Visual Storytelling for Content Creators

AND if you are taking the One-Semester Industry Immersion Programme, you will need to select ONE of the following options:

Option A: Select Elective modules totalling 12 Modular Credits (MCs) from the list of modules in applicable Minor Programmes

Option B: Select a Minor Programme

Option C: Select a CET-based Certificate programme and/or Elective module(s) from the list of modules in applicable Minor Programmes (only for eligible students)

Industry Orientation Programme Modules

- Portfolio Development

Option 1: One-Semester Industry Immersion Programme

- Project

And select one module from the list below:

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

Option 2: Two-Semester Industry Immersion Programme

- Industry Immersion Programme
- Industry Immersion Programme II



Career Opportunities

Get ready to explore exciting roles in operational, administrative, technical, and managerial positions across arts venues, theatre and production companies and even theme parks!

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



"My course helped kick-start my journey in the arts, providing me with a holistic understanding of arts management, while emphasising on the importance of collaboration and interdisciplinary concepts. This comprehensive understanding helped me hit the ground running after graduation, allowing me to further my practice and interests in all creative, managerial and technical aspects of the arts."

MERISSA TANG, 2016 Graduate & Valedictorian

Diploma in Design R67

Explore a world of creativity and innovation, where endless possibilities await your career journey.

Start your creative career with key theoretical and practical skills for the design industry. Master design thinking and software before specialising in Games & Gamification, User Experience, or Visual Communication. As a Diploma in Design student, you will create user-centric designs for various media platforms, readying you for success in design, media and ICT sectors.

- Choose to specialise in one of three majors: Games & Gamification, User Experience or Visual Communication
- Learn technical and analytical skills while gaining the design know-how needed to create impactful design solutions across various media
- Gain real-world experience via internship opportunities across a broad range of industry-leading clients such as DBS Bank, Electrolux, Mediacorp, Mothership, NCS Pte Ltd, and Ubisoft

What you will learn

General Modules

- Critical Thinking and Problem Solving Skills
- Designing Your Impact
- Designing Your Life (Future-Ready I)
- Designing Your Life (Future-Ready II)
- Designing Your Life (Personal Growth I)
- Designing Your Life (Personal Growth II)
- Effective Workplace Communication
- Innovation and Practice
- Singapore, the World and I

Discipline Modules

- 2D Art Asset Creation
- Art of Story
- Arts and Technology
- Creative Enterprise
- Creative Studio
- Design for Interactive Media
- Experience Design Fundamentals
- Introduction to User Experience
- Sound Design

Major Modules

Major in User Experience

- Customer Analytics
- Design Research for UX
- Digital Prototyping
- Experience Design Futures
- Usability Evaluation
- User Interface Design
- User Experience Design Studio
- UX Research & Processes

Major in Games & Gamification

- 3D Art Asset Creation
- 3D Modelling and Animation
- Board and Card Game Design
- Digital Game Prototyping
- Game Design and Gamification
- Game Mechanics Design
- Game Programming

- Level and World Design

Major in Visual Communication

- Brand Design and Strategy
- Colour and Typography
- Drawing and Digital Illustration
- Graphic Design
- Graphic Design Studio
- Immersive Content Creation
- Motion Design
- User Interface Design

Elective Modules

Customise your learning pathways by selecting **ONE** of the following options:

List of Electives:

- Design Research for UX
- Drawing and Digital Illustration
- Game Design and Gamification
- Music Theory for Production
- Technical Theatre
- Visual Storytelling for Content Creators

AND if you are taking the One-Semester Industry Immersion Programme, you will need to select ONE of the following options:

Option A: Select Elective modules totalling 12 Modular Credits (MCs) from the list of modules in applicable Minor Programmes

Option B: Select a Minor Programme

Option C: Select a CET-based Certificate programme and/or Elective module(s) from the list of modules in applicable Minor Programmes (only for eligible students)

Industry Orientation Programme Modules

- Portfolio Development

Option 1: One-Semester Industry Immersion Programme

- Project

And select one module from the list below:

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

Option 2: Two-Semester Industry Immersion Programme

- Industry Immersion Programme
- Industry Immersion Programme II

Career Opportunities

As a Diploma in Design graduate, you can look forward to a variety of exciting professions within your respective domains.

Major in Games & Gamification

- 2D Digital Artist
- 3D Artist
- Game Assistant Producer
- Game Designer
- Game Quality Assurance Tester
- Gamification Designer
- Immersive Media Designer
- Level Designer
- Technical Artist

Major in User Experience

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

Major in Visual Communication

- Editorial/Publication Designer
- Graphic Designer
- Immersive Media Producer
- Marketing Executive
- Social Media Executive
- Visualiser/Storyteller
- Web Designer



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"This course equipped me with a solid foundation in UX methodologies and a range of skills, boosting my confidence and credibility in tackling complex design challenges. It also helped me secure my first job at an international strategic design consultancy after graduating from RP, allowing me to apply my knowledge in diverse cultural contexts and amplify the voice of users in designing environments and spaces."

NORASHIKIN, 2020 Graduate

Diploma in Digital Content Creation R19

Create compelling and meaningful storytelling content that engages audiences across diverse digital media.

Ignite your passion for creating content into a fulfilling career! Learn essential video production skills, master storytelling techniques and develop digital marketing strategies. Get hands-on with the latest tech trends, particularly Virtual Production, alongside other emerging tools like AR/VR. These transferable skills will empower you to craft engaging content across digital and social media channels in diverse industries, helping you thrive in this fast-paced digital era.

- Achieve a well-rounded understanding of the digital content creation process across digital and social media platforms
- Be equipped with content creation skills in the domains of broadcast television, social media, AR/VR, and Virtual Production
- Capitalise on internship opportunities with reputable organisations such as CNBC, HEPMIL Media Group, Infinite Studios, Mediacorp, and The Smart Local

What you will learn

General Modules

- Critical Thinking and Problem Solving Skills
- Designing Your Impact
- Designing Your Life (Future-Ready I)
- Designing Your Life (Future-Ready II)
- Designing Your Life (Personal Growth I)
- Designing Your Life (Personal Growth II)
- Effective Workplace Communication
- Innovation and Practice
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts and Technology
- Creative Enterprise
- Creative Studio
- Design for Interactive Media
- Digital Marketing and eCommerce
- Immersive Content Creation
- Introduction to User Experience
- Motion Design
- Multi-Camera Production
- Multi-Platform Storytelling
- Narrative Video Production
- Photography
- Post-production Techniques
- Social Media Video Production
- Sound Design
- Visual Storytelling for Content Creators

Elective Modules

Customise your learning pathways by selecting **ONE** of the following options:

List of Electives:

- Design Research for UX
- Drawing and Digital Illustration
- Game Design and Gamification
- Music Theory for Production
- Technical Theatre

AND if you are taking the One-Semester Industry Immersion Programme, you will need to select ONE of the following options:

Option A: Select Elective modules totalling 12 Modular Credits (MCs) from the list of modules in applicable Minor Programmes

Option B: Select a Minor Programme

Option C: Select a CET-based Certificate programme and/or Elective module(s) from the list of modules in applicable Minor Programmes (only for eligible students)

Industry Orientation Programme Modules

- Portfolio Development

Option 1: One-Semester Industry Immersion Programme

- Project

And select one module from the list below:

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

Option 2: Two-Semester Industry Immersion Programme

- Industry Immersion Programme
- Industry Immersion Programme II



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Career Opportunities

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

- Digital Community Engagement Executive
- Digital Content Creator/Producer
- Immersive Media Producer
- Motion Designer
- Social Media and Marketing Executive
- Studio MultiCam Producer/
Studio Floor Manager
- Video Assistant Producer
- Video Editor/Colourist



"My Diploma provided hands-on modules that developed my creative skills and industry connections. At RP, I built strong relationships with peers and lecturers, paving the way for leadership roles in events like IGNITE! Music Festival and SYMBIOSIS 2024, as well as serving as an EXCO member in the 20th Student Council, enhancing my portfolio for a future career in the creative industry."

BRENDAN JUSTIN HOE CHUNG TAT, 2024 Graduate

Diploma in Sonic Arts R24

Harness technical skills together with your creativity and emerge as a sound maestro.

If all things sonic resonate with you, amp up your skills to awe the world. Master skills in recording of sounds and learn to create aural experiences for visual production, presentations and performances. Be equipped with in-demand skills: composing, recording, mixing, and more. Intern with media companies and become a sound professional. Create the soundtrack to your success!



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- 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 with our state-of-the-art studios
- Thrive in coveted industry opportunities with organisations such as Marina Bay Sands, Mediacorp, So Drama! Entertainment, The Show Company, The Star Performing Arts Centre, Ubisoft, and Universal Studios Singapore

What you will learn

General Modules

- Critical Thinking and Problem Solving Skills
- Designing Your Impact
- Designing Your Life (Future-Ready I)
- Designing Your Life (Future-Ready II)
- Designing Your Life (Personal Growth I)
- Designing Your Life (Personal Growth II)
- Effective Workplace Communication
- Innovation and Practice
- Singapore, the World and I

Discipline Modules

- Art of Story
- Arts and Technology
- Audio Post-Production
- Creative Enterprise
- Creative Studio
- Design for Interactive Media
- Electronic Music
- Interactive Audio
- Introduction to User Experience
- Live Sound Fundamentals
- Professional Techniques for Live Sound
- Recording Studio Fundamentals
- Social Media Video Production
- Sound Design
- Sound Design for Games
- Sound for Media and Foley Arts

Elective Modules

Customise your learning pathways by selecting **ONE** module from the list below:

- Design Research for UX
- Drawing and Digital Illustration
- Game Design and Gamification
- Technical Theatre
- Visual Storytelling for Content Creators

Compulsory module:

- Music Theory for Production

AND if you are taking the One-Semester Industry Immersion Programme, you will need to select ONE of the following options:

Option A: Select Elective modules from the list of modules in applicable Minor Programmes and/or T215 Music Theory Workshop, totalling 12 Modular Credits (MCs)

Option B: Select a Minor Programme

Option C: Select a CET-based Certificate programme and/or Elective module(s) from the list of modules in applicable Minor Programmes (only for eligible students)

Industry Orientation Programme Modules

- Portfolio Development

Option 1: One-Semester Industry Immersion Programme

- Project

And select one module from the list below:

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

Option 2: Two-Semester Industry Immersion Programme

- Industry Immersion Programme
- Industry Immersion Programme II

Career Opportunities

You can look forward to a variety of professions in the entertainment and media industries. You can also look forward to careers in adjacent industries such as healthcare, UX design, edutainment, and placemaking.

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



"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, 2014 Graduate