SCHOOL OF
Technology for Arts, Media and Design

Unleash your creativity at RP School of Technology for Arts, Media and Design (STA) and step boldly into the creative industries.

At STA, learning happens through hands-on practice, collaboration and experimentation. Our interdisciplinary approach sharpens your talents and fuels your imagination while helping you master cutting-edge technology in our state-of-the-art facilities. Build a standout portfolio, gain real-world experience through diverse internships and graduate ready to make your mark with #GreaterPurpose in the arts, media and design landscape.

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

Common Arts, Media & Design Programme

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 & 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, including one (Diploma in Design) that offers three specialisation majors to tailor your studies

Scan to learn more

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)

> " The CAP Programme was a great opportunity for me to explore the different potential studies I could go into and reaffirm my choice of career for the future. I appreciate how the extra career guidance activities really helped to inform my choices."

WANG WEN TING
Year 2 Student
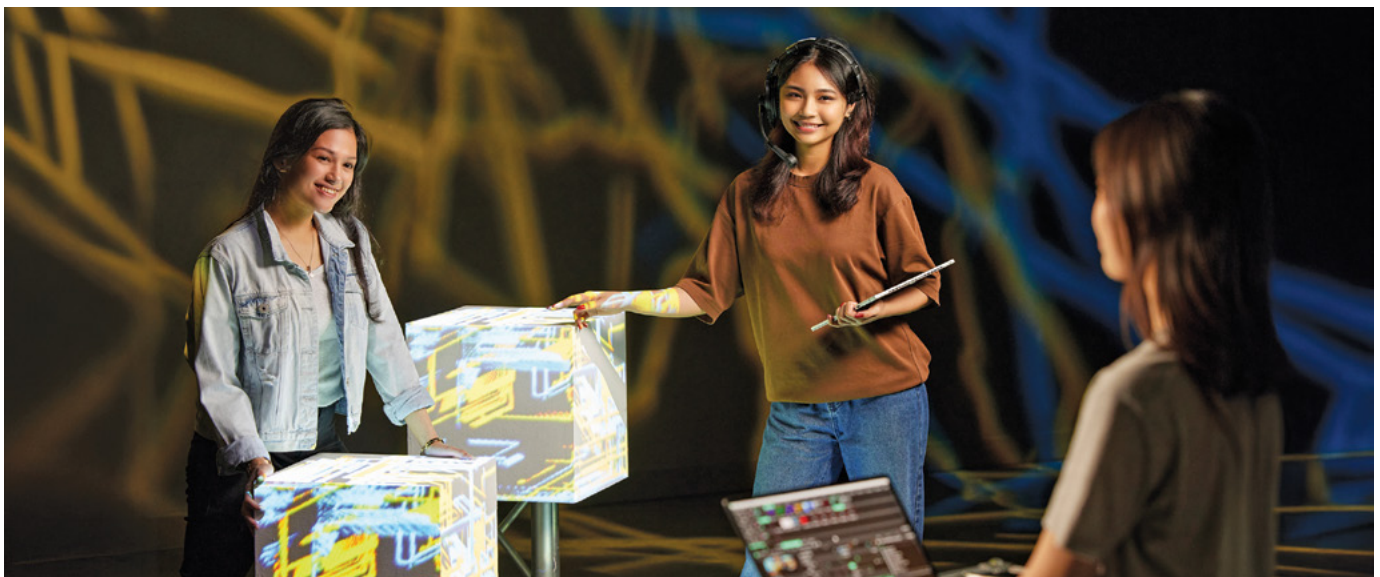
DIPLOMA IN
Arts & Entertainment Production Management

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.

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- Develop versatility in arts management, live entertainment production, and technical design to excel beyond traditional theatre

- Gain hands-on experience in state-of-the-art venues like a Blackbox Theatre and Set Construction Studio

- Dive deep into production and stage management, preparing for diverse roles in the arts and entertainment sectors, with opportunities to attain professional certification in Work-At-Heights and GrandMA Lighting

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
- Portfolio Development
- 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
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

" Through my internship, I gained hands-on experience working in professional productions and expanded my network. It allowed me to apply classroom skills I learned in industry settings, deepening my understanding of production management and event coordination. Most importantly, it gave me the confidence to step outside my comfort zone and unlock my #GreaterPossibilities."

NOOR JUHAIDAH BINTE NOOR SUHAIMI
2025 Graduate

DIPLOMA IN
Design

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

Kickstart your creative career by mastering essential design thinking and software skills tailored for the design industry. Choose to specialise in Games & Gamification, User Experience, or Visual Communication, and develop user-focused designs for diverse media platforms.

• Specialise in one of three exciting fields: Games & Gamification, User Experience, or Visual Communication

• Build strong technical and analytical abilities, earning professional certifications in industry-standard software like Adobe Illustrator, Unity, and Autodesk Fusion 360

• Gain valuable real-world experience through internships with top companies such as DBS Bank, Electrolux, McCann Worldgroup, Mediacorp, Mothership, NCS Pte Ltd, Ubisoft, HEPMIL Media Group and more

Scan to learn more

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
• Portfolio Development
• 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
Option 1: One-Semester Industry Immersion Programme
• Project

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• 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

" **Looking back, choosing this course was a great decision. It opened my eyes to new learning and creativity. I learned that stepping into the unknown can bring growth and opportunities, and that taking risks can lead to the most rewarding experiences, even without a clear path.**"
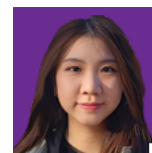
LYNNE KANG
2025 Graduate

DIPLOMA IN
Digital Content Creation

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 and AI-Enhanced Video Production.

• Gain a comprehensive understanding of creating content for digital and social media platforms

• Master content creation for broadcast, TV, social media, AR/VR, and virtual production, while earning certifications like DaVinci Resolve

• Embark on exciting internship opportunities with reputable organisations such as CNBC, HEPMIL Media Group, Infinite Studios, Mediacorp, SPH, and The SmartLocal

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WHAT YOU WILL LEARN

General Modules
• Critical Thinking and Problem Solving Skills
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• 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
• Portfolio Development
• 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
Option 1: One-Semester Industry Immersion Programme
• Project

And select one module from the list below:
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• 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 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

"At RP, I learned that success isn't just about landing a good career. It is also about finding purpose and staying true to what matters. While achieving professional goals is important, my #GreaterMe journey has been about discovering joy in everyday moments and building meaningful relationships that make life truly fulfilling."
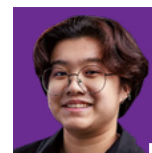
NATELIE NG JING EN
Year 3 Student

DIPLOMA IN
Sonic Arts

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

If sound and audio 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, games and music 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!

- Acquire professional skills in sound design, studio engineering, live sound reinforcement, music production, and streaming audio, and gain professional certifications like software like Wwise, Dante, Avid Pro Tools and Ableton Live

- Explore our state-of-the-art studios equipped with extensive range of top-of-the-line audio equipment, analogue synthesisers, and software

- Thrive in coveted industry opportunities with major players like Marina Bay Sands, Mediacorp, So Drama! Entertainment, The Show Company, The Star Performing Arts Centre, Ubisoft, and Universal Studios Singapore

Scan to learn more

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
- Portfolio Development
- 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

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

Graduates enjoy exciting careers in entertainment and media as well as meaningful 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've always been interested in the media industry but wasn't sure whether to focus on video or audio. Over time, I discovered a deep passion for sound and music, which led me to pursue a Diploma in Sonic Arts. This journey showed me how powerful audio can be in storytelling. I developed skills in sound design, mixing and mastering, reinforcing my passion for the craft and helping me uncover my #GreaterPurpose."

NUR ZAFIRAH BINTE AZMI
2025 Graduate