Media, Arts & Design

Applied Drama & Psychology
Creative Writing for TV & New Media
Digital Animation
Experience & Communication Design
Game Design & Development
Media & Communication
Music & Audio Technology
Visual Effects & Motion Graphics
Media has the power to influence people’s perceptions and ideas. The Arts ignite our senses and expand our minds. Design can change the way we shape, perceive, understand, enrich and experience life.

In a world that is volatile and complex, imagination can transform workplaces, communities and so the world itself. Creativity and imagination opens up pathways to careers in the fields of media, arts and design.

At the Media, Arts & Design School, we are MAD about:
- Developing creativity using pedagogical methods – from studio-based learning to out-of-classroom learning activities
- Tapping the experience of our lecturers – all industry experts – to equip students with skills and knowledge to solve problems
- Providing learning spaces modelled after real-world work environments for authentic learning
- Collaborating with industry partners and academic institutions to prepare students for employment

If you see yourself working in the creative industry in the future, be it in the fields of media, arts or design, then this is the place for you.

Here, our students are in the business of taking what they imagine – and turning it into reality.
DIPLOMA IN

APPLIED DRAMA & PSYCHOLOGY

The Diploma in Applied Drama & Psychology journeys beyond performance, integrating the tools of drama with an understanding of psychology. The result is a powerful engine for education, social intervention and change.

At DADP, authentic learning means extending the boundaries of the classroom. Your assignments will give you the chance to work with different communities, from children to seniors.

COURSE HIGHLIGHTS

In this course, you will:

• Draw on the expertise of leading dramatists through our Artist-in-Residence scheme and master classes. Learn from practitioners in drama/social service/psychology fields.
• Work with communities from a wide range of settings, such as schools and social/community services. Intern with local drama companies, schools, government agencies and social/community service organisations.
• Bring different stories to life in BlackBox, our drama space with unlimited potential to transform itself, its players and its audience.

ENTRY REQUIREMENTS

2018 JAE ELR2B2-A: 14
Aggregate Type: ELR2B2-A

SUBJECT GRADE

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- Art / Art & Design
- Business Studies
- Combined Humanities
- Humanities (Social Studies, Geography/History)
- Humanities (Social Studies, Literature in Chinese)
- Humanities (Social Studies, Literature in English)
- Humanities (Social Studies, Literature in Malay)
- Humanities (Social Studies, Literature in Tamil)
- Economics
- Geography
- History
- Introduction to Enterprise Development
- Literature in English
- Literature in Chinese
- Malay
- Tamil
- Media Studies (Chinese / English)
- Music
All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second or third year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

WHAT THE INDUSTRY SAYS:
“DADP is a course which enlightens both the heart and mind through self-reflection and meaningful lessons which, in turn, have a significant impact on our lives. Singapore is in dire need of good arts educators to teach in schools and social welfare associations because it has been recognised that drama is an important pedagogical tool to build a creative and cohesive community.”

Mr Kok Heng Leun
Artistic Director, Drama Box

CAREER OPTIONS
• Drama Educator
• Drama Facilitator
• Assistant Teacher
• Community Worker
• Programme Executive

DADP graduates enjoy immediate employment with organisations in the social/community services, educational services and governmental sectors. Some DADP graduates have been offered prestigious scholarships by the National Arts Council, Yayasan MENDAKI and Nanyang Technological University.

Electives
The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of the holistic education we seek to provide to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, life-long learners, which are essential in today’s volatile and changing societal as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

FURTHER STUDIES
You may further your academic pursuits in Theatre Studies, Applied Drama, Psychology, Social Work, Early Childhood/Special Education or Arts and Social Sciences.

DADP graduates are accepted into degree programmes at local and foreign universities. Some of these universities grant generous exemptions and advanced standing to our graduates.
DIPLOMA IN CREATIVE WRITING FOR TV & NEW MEDIA

The Diploma in Creative Writing for TV & New Media develops students’ ability to find shape and realise their stories, fine-tuning them into polished content for various media platforms such as print, television and transmedia.

Students learn to ideate and create stories, put them into words and visuals and present them to the audience. This is done through children’s stories, news articles, documentaries, TV dramas and comedies as well as content for website and mobile applications.

COURSE HIGHLIGHTS

In this course, you will:

• Be inspired. Find your muse in The Writers’ Room, our unique space for dreaming and writing. Through our master classes, network with seasoned journalists, scriptwriters, filmmakers, animators, comic strip artists and other media professionals from Singapore and around the world.

• Leave the classroom. Record your news, drama, comedy, reality show or documentary in a studio setting or the outdoors. Travel overseas to film a documentary as an assignment.

• Pitch your programmes to industry experts and, if selected, watch them come alive on TV.

ENTRY REQUIREMENTS

2018 JAE ELR2B2: 12
Aggregate Type: ELR2B2-A

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- Humanities (Social Studies, Literature in Malay)
- Humanities (Social Studies, Literature in Tamil)
- Economics
- Geography
- Higher Art
- Higher Music
- History
- Introduction to Enterprise Development
- Literature in English
- Chinese
- Malay / Tamil
- Media Studies (Chinese / English)
- Music

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### COURSE MODULES

#### FIRST YEAR
- Communication Skills for Media Makers
- Creative Story Making
- Critical and Analytical Thinking
- Deconstructing Television
- Narrative Thinking
- Scriptwriting for Television I: Entertainment Programmes
- Story Classics: Heroes, Myths and Legends
- Storytelling I: Visual Communication
- Storytelling II: Conceptualisation and Structure
- Video Production Principles and Practices
- Writing Across Media Platforms
- World Issues and the Media Maker

#### SECOND YEAR
- Design Thinking for Social Innovation
- Introduction to Documentary
- Journalism I: News Writing for the Global Audience
- Journalism II: Total Journalism
- Journalism III: Research and Interview Techniques
- Scriptwriting for Television II: Drama and Stunt
- Scriptwriting III: Character and Plot Development
- Transmedia Storytelling
- Video Production for Narratives I (Drama and Comedy)
- Video Production for Narratives II (Documentary)
- Web Publishing and Design

#### THIRD YEAR
- Creative Writing Project
- Internship Programme
- Media Entrepreneurship
- Media Law and Ethics
- On-Location Production
- Creative Writing
- Internship Programme
- Media Entrepreneurship
- Media Law and Ethics
- On-Location Production
- Creative Writing
- Internship Programme
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- Media Law and Ethics
- On-Location Production
- Creative Writing
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- Media Entrepreneurship
- Media Law and Ethics
- On-Location Production

#### OPTIONS (CHOOSE 1)
- Filmmaking
- Television and Online Journalism

**Electives**
The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of the holistic education we seek to provide to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, life-long learners, which are essential in today’s volatile and changing societal as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

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### WHAT THE INDUSTRY SAYS:

**Diogo Martins**
Content & Community Lead, Digital Group, Mediacorp

> “Having been invited to hear students of DTVM, I was blown away by their creativity, professionalism, content and confidence in presenting to the panel. They had clearly learned all aspects of the craft from research and development to production and editing and thus are prepared to hit the ground running when they enter the industry.”

**Neal Moore**
Head of Content and Business Development, Beach House

> “The DTVM intern showed a great attitude when it came to learning and taking on assignments. I could see her skills and confidence improve as she progressed through the internship.”

**Eugene Wee**
Editor, The New Paper

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### CAREER OPTIONS
- Writer for Web, Radio and TV
- Journalist
- Content Producer
- Research Writer
- Assistant Producer
- Assistant Director

**DTVM graduates** get job offers even before they graduate and some have been awarded prestigious scholarships by the Nanyang Technological University, Ministry of Education, Infocomm Media Development Authority of Singapore (IMDA) and Public Service Commission of Singapore (PSC).

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### FURTHER STUDIES

You may pursue a degree in arts and social sciences, journalism, mass communication, new media communication and other related degrees.

DTVM graduates are accepted into degree programmes at local and foreign universities. Some of these universities grant generous exemptions and advanced standing to our graduates.
DIPLOMA IN DIGITAL ANIMATION (DDA - S35)

Chill, relax and work in a personal workspace that you can decorate on your own – a place that you call home. Bring fantasy to reality in our M.A.D. Studios, where dreams come alive through art and animation. Let DDA take you places where one can only go in their wildest imagination. Create worlds so entertaining and appealing people will want to remain in them forever!

COURSE HIGHLIGHTS

In this course, you will:

• Work in a personalised workspace in our M.A.D. (Media-Art-Design) Studios. The M.A.D. Studios is a fully-equipped production studio that not only offers you a personalised workspace, but also a place where you can bounce ideas off peers and lecturers. M.A.D. Studios emulates the real-life workplace, giving you the creative environment to let your ideas run wild.

• Be mentored by industry gurus from companies such as Lucasfilm and Ubisoft in our unique mentorship programme. Learn from the people who make things happen!

• Gain a foothold in the industry through our minimum 17-week internship programme at top animation companies. It is an opportunity offered to all DDA students!

• Have the opportunity to join a 2-week immersion programme to create your very own anime with Digital Hollywood University in Japan!

ENTRY REQUIREMENTS

2018 JAE ELR2B2: 10
AGGREGATE TYPE: ELR2B2-D

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- Art / Art & Design / Biology / Biotechnology
- Chemistry / Computing / Computer Studies
- Creative 3D Animation / Design & Technology
- Design Studies / Electronics / Fundamentals of Electronics / Food & Nutrition
- Higher Art / Media Studies (Chinese / English) / Physics / Science (Chemistry, Biology) / Science (Physics, Biology)
- Science (Physics, Chemistry)
The Diploma in Digital Animation is a three-year full-time programme.

**Course Modules**

**First Year**
- 3D Animation Fundamentals
- Animation Studio 1
- Basic 3D Modelling & Texturing
- Basic Lighting & Rendering
- Communicating for Personal and Team Effectiveness
- Critical and Analytical Thinking
- Drawing
- Figure Proportion and Anatomy
- Graphic Design Principles
- History of Animation
- Narrative Thinking
- Visual Storytelling 1

**Second Year**
- Animation and Career Guidance 1 – Personal Development (15 hours) in their first year.
- Animation and Career Guidance 2 – Career Development (30 hours) in their second or third year.
- Sports for Life (SFL) module for one semester in their first year.
- Students may sign up for SFL module as an elective in their second and third year.

**Third Year**
- Animation Studio 3
- Elective 3
- Internship

**Electives**
The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of the holistic education we seek to provide to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, life-long learners, which are essential in today’s volatile and changing social as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

**Career Options**
- 2D / 3D Animator
- 3D Modeler / Rigger
- Character Designer
- Storyboard Artist
- Digital Lighting Artist
- Illustrator
- Layout Artist
- Rendering Artist
- Concept Artist
- Texture Artist

Singapore Polytechnic’s Diploma in Digital Animation was where I met the best friends I have ever made in the course, and amazing lecturers who would go the extra mile to teach and nurture us into animators of tomorrow. The rigorous and ever-evolving coursework taught me the fundamentals in animation and art and the mindset and lifeskills that I will be able to apply in the workforce. It was a dream come true to live and breathe my childhood dream, and I am thankful for everything that this course has taught me.

Tan Xi-Wen, Erica
DDA Gold Medallist & Tan Kay Yong Gold Medal winner, Class of 2018, Educator & Freelancer.

**Further Studies**
You can pursue further related degree programmes at both local and overseas universities. We have graduates enrolled locally at the School of Art, Design and Media at Nanyang Technological University and DigiPen Institute of Technology. We also have graduates who were offered places at overseas institutions such as Ringling College of Art and Design (USA), School of Visual Arts (USA), Bournemouth University (UK), University of Glasgow (UK), University of Hertfordshire (UK), Savannah College of Art and Design (HK) and Vancouver Film School (Canada).

WHAT THE INDUSTRY SAYS:
“Voyageur Studios took students from Diploma in Digital Animation for a semester of internship, and I’m happy to say that they came into the office with the right attitudes – willingness and patience to learn, put in the work and improve on their current skillsets. They came in with a solid foundation that allowed them to ease into the studio’s production pipeline smoothly. It also helps that they were independent learners, and could be counted upon to pick up new software quickly.”

Wong Keet Mun
Founder, Voyageur Studios
DIPLOMA IN

EXPERIENCE & COMMUNICATION DESIGN

If you are intrigued by graphic design and art direction that engages the senses, and are passionate about design as a tool for innovation and creativity – you are the fearless one we want.

Students will be prepared for a fast-evolving creative industry landscape, with the knowledge to apply ideas and communicate across many media platforms. Our comprehensive programme exposes you to the many facets of experience and communication design – graphic design, advertising, branding, digital photography, video production, user experience and interaction design.

You will be immersed in a dynamic environment, exposed to multiple media skills, enabling you to discover and develop your personal strengths. Join us in our inspiring design programme that incorporates a rigorous curriculum from exploratory projects to exciting collaborations with the industry.

COURSE HIGHLIGHTS

In this course, you will:
- Experience a robust integrated curriculum that opens up many pathways for students to explore print, digital and interactive media.
- Gain insights into professional practice through engagement of renowned practitioners and guest speakers from the industry.
- Have opportunities to gain recognition through our “exhibit and publish” culture, and to be mentored to win competitions.
- Be part of a student-run integrated design agency, which provides opportunities for students to work on industry projects.

ENTRY REQUIREMENTS

2018 JAE ELR2B2:
Aggregate Type: ELR2B2-D

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- Biology
- Biotechnology
- Chemistry
- Computing / Computer Studies
- Creative 3D Animation / Design & Technology
- Design Studies
- Electronics / Fundamentals of Electronics
- Food & Nutrition / Higher Art
- Media Studies (Chinese / English)
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)
All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second or third year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

FIRST YEAR (YEAR LONG)

• Design Theory and Research I

SEMESTER 1

• Basic Drawing Class
• Communicating for Personal and Team Effectiveness

SEMESTER 2

• 2D Motion Graphics
• Critical and Analytical Thinking
• Digital Arts Studio
• Digital Photography and Image Processing
• Visual Design Studio

SECOND YEAR (YEAR LONG)

• Brand Design Studio
• Design Theory and Research II
• Web Design

SEMESTER 1

• Design Thinking for Social Innovation
• Video Fundamentals

SEMESTER 2

• Portfolio Design
• School Elective

THIRD YEAR (YEAR LONG)

• Communication Design Studio
• Design Theory and Research III

SEMESTER 1

• Internship Programme

The Diploma in Experience & Communication Design is a three-year full-time programme.

Electives

The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of the holistic education we seek to provide to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, life-long learners, which are essential in today’s volatile and changing societal as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

When I consulted one of the lecturers during SP Open House, I realised that the list of things I can do at the course is unlimited and diverse – from publications and advertisements to videography, photography and branding. I could also choose to take up new media and creative imaging as my electives.

Thus, the course became my first choice. The lecturers taught us the ropes of design and were willing to go the extra mile to help us when we needed help. Being part of The Student Agency as designer and later as the art director, I had the opportunity to work on several client-based projects, such as SP Open House 2015 and 2016 where the team did the creative concept, direction and design. Through my internship with a digital design agency, I also got to work on web design and came up with creative concepts, graphic works and electronic direct mailers. The combination of hands-on learning and dedicated lecturers undoubtedly sparked my passion for design.

Atika Alisa Binte Mahat
DVMD Gold Medallist, Class of 2016,
who is now pursuing a BA(Hons) in Graphic Communication at Nanyang Academy of Fine Arts
If you are enthusiastic and keen to create games to engage and entertain, you are the creative energy we want. The course guides you to explore the different pathways in the games industry with game design as the core. You get to learn and experience the different aspects of game development such as game design, level design, user interface design, character illustration, 3D modelling, animation, gameplay programming and game project management. Discover your talent as you go through the course.

The games industry is fast-growing and games are changing the ways we interact with the world. In fact, games are not just designed for entertainment purpose; they are also designed to aid in education, therapy and other applications as well.

The Diploma in Game Design & Development will help you gain a foothold into the games industry as you learn how to design and develop different types of fun and engaging games.

Join us now and embark on the quest in creating your own games in the Diploma in Game Design & Development.

**COURSE HIGHLIGHTS**

In this course, you will:

- Experience exciting collaborations with established game studios and research labs. Learn to design and develop games on platforms such as iPad and Android tablets.
- Work with virtual reality, augmented reality and other game-changing technologies.
- Be immersed in a studio environment that provides realistic team-based game development experiences. A wide range of professional software and hardware supports the learning process and the development of game projects. Software tools include Unity, Unreal, Maya, 3DS Max, ZBrush and Adobe Creative Suite.

**ENTRY REQUIREMENTS**

2018 JAE ELR2B2: 11
AGGREGATE TYPE: ELR2B2-D

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- Design Studies / Electronics / Fundamentals of Electronics
- Food & Nutrition
- Higher Art
- Media Studies (Chinese / English) / Physics / Science (Chemistry, Biology) / Science (Physics, Biology) / Science (Physics, Chemistry)
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FIRST YEAR (YEAR LONG)

• Design Theory and Research I

SEMESTER 1
• Basic Drawing Class
• Communication for Personal and Team Effectiveness

SECOND YEAR (YEAR LONG)

• Design Theory and Research II
• Game Design II
• Game Design and Development Studio II

SEMESTER 1
• Design Thinking for Social Innovation
• Elective 1
• Game Art and Animation II
• Game Programming II

SEMESTER 2
• Ethics and Law of IT and Media
• School Elective

THIRD YEAR (YEAR LONG)

• Design Theory and Research III
• Game Design III
• Game Design and Development Studio III

SEMESTER 1
• Internship Programme

SEMESTER 2
• Elective 2

COURSE ELECTIVES (CHOOSE ONE)
• Game Art and Animation III
• Game Programming III
• Mathematics For Games (for students taking Game Programming II)

COURSE ELECTIVES (CHOOSE ONE)
• Game Art and Animation IV
• Game Programming IV

The Diploma in Game Design & Development is a three-year full-time programme and includes a six-month Internship Programme with an approved establishment.

Aside from the array of technical skills and proficiencies that I was taught during my time in the game design course, the one thing I really appreciated was the amazing atmosphere that I was able to be a part of. With the combination of a positive learning environment, determined classmates and incredible lecturers, I was able to push myself further than I could have anywhere else. The challenges I faced have shaped me into a better team player, and a more balanced and disciplined person. The satisfaction of completing a project and celebrating with my classmates, lecturers and friends forged memories that I will never forget.

Christopher Pang
DGDD Gold Medalist, Class of 2016. He plans to study Game Design in DigiPen Institute of Technology, United States, after national service

CAREER OPTIONS

• 2D Artist
• 3D Artist
• Animator
• AR/VR Content Developer
• Concept Artist
• Game Designer
• Game UI / UX Designer
• Gameplay Programmer
• Game Quality Assurance Tester
• Interactive Designer
• Level Designer

FURTHER STUDIES

Relevant undergraduate degrees include Design-related and IT-related programmes at NUS, NTU and other local universities. DigiPen Singapore, under Singapore Institute of Technology (SIT) offers degree programmes for professions in the games industry.
The Diploma in Media & Communication is a comprehensive mass communication course with emphasis on digital content creation, integrated communication and research.

Learn to create brand stories by integrating different marketing communication tools (such as advertising and public relations) and delivering them through different media platforms – print, video, digital media.

At DMC, authentic learning means you get to work closely with our industry partners, such as Singapore Press Holdings (SPH) and TBWA, to nurture your aspirations in the wide spectrum of media and communication.

You will also get to apply Singapore Polytechnic’s Design Thinking methodology to real world projects.

COURSE HIGHLIGHTS

In this course, you will:
• Create award-winning real-world campaigns at The Agency, an exclusive, integrated communication facility on campus. Hold media conferences and get your research work published by national and regional media. Our students have won accolades in national competitions such as the Crowbar Advertising Challenge.
• Nurture your talents and aspirations and build your portfolio in SPICE Agency, an out-of-classroom incubator where students work with clients to develop campaigns for them.
• Learn from the best in the media and communication industry through our master classes, networking sessions and mentorship programme. Branding legend Ian Batay, who was behind icons such as Raffles Hotel and the Singapore Girl, will personally mentor recipients of the prestigious Batay Challenge.

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• Humanities (Social Studies, Literature in Malay)
• Humanities (Social Studies, Literature in Tamil)
• Economics / Geography / Higher Art
• Higher Music
• History / Introduction to Enterprise Development / Literature in English / Chinese / Malay / Tamil / Media Studies (Chinese / English)
• Music
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COURSE MODULES

**FIRST YEAR**
- Advertising
- Branded Video Content 1
- Branding Fundamentals
- Building a Brand
- Business for Communication Professionals
- Critical and Analytical Thinking
- Introduction to Psychology
- Introduction to Storytelling
- Narrative Thinking
- Professional Communication
- Qualitative Research
- Visual Communication
- Writing Across Media Platforms

**SECOND YEAR**
- Branded Video Content 2
- Communicating for Professional Effectiveness
- Design Thinking for Social Innovation
- Digital Analytics
- Digital Marketing
- Elective 1
- Elective 2
- News & Feature Writing
- Public Relations Fundamentals
- Quantitative Research
- Web Programming & Design
- OPTIONS (CHOOSE 1)
  - Art Direction for Advertising
  - Public Relations in Practice
  - Trends in Advertising

**THIRD YEAR**
- Elective 3
- Final Year Project
- Internship Programme
- Media Law & Ethics
- OPTIONS (CHOOSE 1)
  - Art Direction for Advertising
  - Public Relations in Practice
  - Trends in Advertising

**CAREER OPTIONS**
- Advertising Executive
- Content Marketing Specialist
- Content Writer/Producer
- Social Media Analyst
- Communication Strategist
- Public Relations Executive
- Corporate Communication Executive
- Feature Writer
- Media Planner

**WHAT THE INDUSTRY SAYS:**
"At DMC, we are taught to excel. I was given lots of opportunities to explore. The modules were very relevant and they reflect the latest trends and changes that impact the industry. Eventually I chose advertising; it started as a passion for me and now it’s my lifelong career.”

DMC alumnus Joseph Chua
General Manager, Havas Media Singapore

**FURTHER STUDIES**
You may pursue a degree in communication, business, arts and social sciences and other related courses.
DMC graduates are accepted into degree programmes at local and overseas universities. Some of these universities grant generous exemptions and advanced standing to our graduates.

Chong Han Lyn
Low Guan Onn Gold Medallist, Class of 2017

During my three years in DMC, I was given the opportunity to produce short films and partner with non-governmental organization, Migrant Workers’ Centre, to execute social media campaigns. All these realistic working experiences were invaluable and have nurtured my passion for communication.

Patricia Goh
VP of Southeast Asia at Amobee
"We ventured into the exclusive partnership with DMC to bring the corporate world closer to the students, and prepare them for the workforce in industries related to their studies. What impressed me was SP’s Design Thinking pedagogy and the application imparted to students. Every year my teams and I are excited about our internship programme with DMC students. Not only do they inspire us with their passion as new blood for the industry, they also prove to us that they are the talent we need for the eco-system.”
DIPLOMA IN
MUSIC & AUDIO TECHNOLOGY

The Diploma in Music & Audio Technology (DMAT) prepares you to be a music industry professional, producing musical content for the media and entertainment industry. Our course enables you to integrate the different processes involved in the creation and production of musical content. You will be immersed in processes such as arranging, songwriting, performance, recording and mixing.

Our blend of fun learning experiences, vibrant student environment and highly-experienced lecturers ensure that you will become an all-rounded music and industry professional.

COURSE HIGHLIGHTS
In this course, you will:
• Immerse yourself in a creative and vibrant environment. You will also participate in performances, events, social activities and immersion programmes.
• Work with highly-experienced lecturers on real-life music production projects under the Master-Apprenticeship model. Our lecturers are actively engaged in industry projects and their knowledge of industry practice and excellence in teaching will provide you with a quality education.

ENTRY REQUIREMENTS
2018 JAE ELR2B2: 12
AGGREGATE TYPE: ELR2B2 - C

<table>
<thead>
<tr>
<th>SUBJECT</th>
<th>GRADE</th>
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<tr>
<td>English Language</td>
<td>1 - 7</td>
</tr>
<tr>
<td>Mathematics (Elementary/Additional)</td>
<td>1 - 6</td>
</tr>
<tr>
<td>Any two other subjects</td>
<td>1 - 6</td>
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</tbody>
</table>

Note: To be eligible for admission, you must also have sat for one of the following subjects:
- Biology
- Biotechnology
- Chemistry
- Computer Studies
- Creative 3D Animation
- Design & Technology
- Electronics
- Fundamentals of Electronics
- Food & Nutrition
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)
All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

**COURSE MODULES**

**FIRST YEAR**
- Acoustical Science
- Communicating for Personal and Team Effectiveness

**SECOND YEAR**
- Arranging
- Design Thinking for Social Innovation
- Music Theory 2
- Performance Practices
- Production Workshop
- Recording and Mixing Techniques 2
- Song Writing

**THIRD YEAR**
- Audio Post-Production
- Elective 1
- Internship Programme
- Interactive Audio
- Portfolios Development
- Scoring for Visuals

**Electives**

The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of the holistic education we seek to provide to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, lifelong learners, which are essential in today’s volatile and changing societal as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

**WHAT THE INDUSTRY SAYS:**

“DMAT students have a good foundation which helps them transit into our production workflow. We have also hired some interns to be our part-time and full-time staff.”

Kenny C
Founder of Kenny C Music

**CAREER OPTIONS**
- Arts and Media Promoter / Manager
- Live Sound Engineer
- Music Arranger / Publisher / Producer / Composer
- Music Educator
- Recording Engineer
- Sound Designer

There are many career opportunities available with recording studios, game development companies, advertising agencies, educational institutions, broadcasting corporations and Internet / new media companies that require music and audio as part of their operations.

**FURTHER STUDIES**

Pursue further studies at reputable local or foreign universities. Many universities grant direct entry into the second or third year of relevant undergraduate degree courses. Graduates of DMAT have also been awarded local and overseas scholarships and have studied in universities such as the National University of Singapore, Griffith University, University of Queensland, Keele University, Lancaster University, Berklee College of Music, California Institute of the Arts and Full Sail University.
DIPLOMA IN
VISUAL EFFECTS & MOTION GRAPHICS

Imagine if you can now do the things you love doing every day and make a career out of it. We’re always looking for passionate young artists to join our family of Visual Effects & Motion Graphics artists in this rapidly growing industry. We are excited to nurture the next generation of artists and provide a playground for your wildest imagination.

COURSE HIGHLIGHTS

In this course, you will:

• Have your own workspace. Make it look your own!
• Work on a powerful workstation packed with everything you need to unleash that creativity.
• Work with experienced lecturers who are just as passionate as you are in visual effects and motion graphics.
• Attend a 22-week internship to prepare you for your future.

ENTRY REQUIREMENTS

2018 JAE ELR2B2: 14
AGGREGATE TYPE: ELR2B2-D

SUBJECT GRADE

- English Language
- Mathematics (Elementary/Additional)
- Any two other subjects

Note: To be eligible for admission, you must also have sat for one of the following subjects:

- Art / Art & Design / Biology / Biotechnology
- Chemistry / Computing / Computer Studies
- Creative 3D Animation / Design & Technology
- Design Studies / Electronics / Fundamentals of Electronics / Food & Nutrition / Higher Art / Media Studies (Chinese / English) / Physics / Science (Chemistry, Biology) / Science (Physics, Biology) / Science (Physics, Chemistry)
All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

Electives
The SP elective framework offers students options to pursue their passion and/or meet different career needs, and is an integral part of our holistic education mission. Electives provide students with opportunities to develop skills important to our students. The learning experiences of this elective framework help students in their development as self-directed, versatile, lifelong learners, which are essential in today’s volatile and changing societal as well as occupational landscape.

For a list of electives offered, please visit www.sp.edu.sg

WHAT THE INDUSTRY SAYS:

"Our experience with the interns from SP’s Diploma in Visual Effects and Motion Graphics has always been great. The most recent intern was very helpful; he assimilated quickly to our team. Our main concern was if he would be capable of picking up the necessary skills for the job, and at my initial interview he was humble, eager to learn and very responsible in ensuring that all deadlines given to him were met.

Josef Lee
Creative Director, Mojo

"The students were creative, agile and resourceful, often going beyond their scope of study. They were positive in receiving and promptly addressing constructive feedback. They gained immensely from their supervisors’ dedicated mentorship. These will be valuable for their careers.

Amelia Champion
Head, Corporate Affairs, SP Group

"Every year, we look forward to having the DVEMG students join our team at Vocare. They have the desire to learn more, great attitude and were dedicated to our team. Over the course of their internship, they showed improvement not just in their software knowledge but in their project management too.

Jamie Chan
Producer, Vocare Studio

The Diploma in Visual Effects & Motion Graphics is a three-year full-time programme.

FIRST YEAR
- 3D Fundamentals
- Compositing Fundamentals
- Creative Storytelling
- Critical and Analytical Thinking
- Digital Photography
- Drawing
- Graphic Design Principles
- Media Theory
- Motion Analysis and Techniques
- Narrative Thinking
- Pre-Vis and Storyboarding
- Video and Audio Fundamentals

SECOND YEAR
- 3D for Visual Effects
- Broadcast Design
- Communicating for Professional Effectiveness
- Digital Compositing
- Design Thinking for Social Innovation
- Dynamic Typography
- Effects Animation
- Elective 1
- Elective 2
- Media Business
- Production for Visual Effects
- Social Innovation Project
- Special Effects

THIRD YEAR
- 3D Animation
- Elective 3
- Independent Study
- Internship
- Motion Capture
- Visual Effects Studio
- Electives
- 3D Modeller
- Compositor
- Digital Artist
- Digital Matte / Texture Painter
- Effects Animator
- Matchmoving / Camera Tracking Artist
- Motion Capture Artist
- Motion Graphics Designer
- Rotoscope Artist

CAREER OPTIONS
- 3D Modeller
- Compositor
- Digital Artist
- Digital Matte / Texture Painter
- Effects Animator
- Matchmoving / Camera Tracking Artist
- Motion Capture Artist
- Motion Graphics Designer
- Rotoscope Artist

FURTHER STUDIES
- Locally
  - Singapore Institute of Technology
  - Digipen Institute of Technology
  - Nanyang Technological University
- Overseas
  - Australia National University
  - Savannah College of Art and Design

The time I spent in SP felt relatively short because I enjoyed most of it. DVEMG was the kickstarter of my career because it gave me an opportunity to partake in an internship with University of California Los Angeles (UCLA) during my final year. The internship not only opened my eyes to the industry but also sparked my interest in motion graphics.

Scottie Lim
Class of 2012, Motion Designer at Click 3X, New York
OUR ALUMNI

CHONG HAN LYN
Undergraduate
Yale-NUS College
DMC CLASS OF 2017

WENDY WONG
Journalist
Channel NewsAsia
DTVM CLASS OF 2012

TENG ZI YING
Youth Worker & Applied Theatre Practitioner
Boys’ Town
DADP CLASS OF 2013

KHOO JUN IAN
Client Developer Intern
Gumi Asia
DGDD CLASS OF 2013

EUGENE MATTHEW CHEONG
RotoPaint Artist
Lucasfilm Animation Singapore
DDM (PREDECESSOR OF DVEMG) CLASS OF 2012

BOB CHOO
Audio Engineer
Sony Pictures Television Networks, Asia
DMAT CLASS OF 2012

CRYSTAL WONG
User Interface Artist
Bandai Namco Studios Singapore
DDA CLASS OF 2016
OUR SCHOLARS

KIRSTIN YIP
Public Service Commission (Overseas) Scholarship and Toh Chin Chye Award

DEXTER TAY
Land Transport Authority (LTA) Local Undergraduate Scholarship (Mid-term)

DARYL BONG AIK TONG
Infocomm Media Development Authority of Singapore (IMDA) Media Education Scheme

RINA TAN YI QIAN
MOE Teaching Award, Teaching Scholars Programme

DESMOND DU
Frances Larkin McCommon Scholarship, Savannah College of Art and Design

TAN XI-WEN, ERICA
Tan Kay Yong Gold Medal & IMDA Gold Medal, Singapore Polytechnic

BETH YAP
performing under the stage name “bittymacbeth”

MOE Teaching Award, Teaching Scholars Programme

Infocomm Media Development Authority of Singapore (IMDA) Media Education Scheme

DTVM CLASS OF 2018

DMC CLASS OF 2010

DADP CLASS OF 2016

DGDD CLASS OF 2011

DVEMG Class of 2013

DDA Class of 2018

DMAT CLASS OF 2014
LEARNING EXPERIENCES

At the Media, Arts & Design School, our students get to work on live projects for clients, take part in competitions and go on learning journeys.
At the Media, Arts & Design School, our students get to work on live projects for clients, take part in competitions and go on learning journeys.
For entry requirements and course information, please contact:

MEDIA, ARTS & DESIGN SCHOOL
Tel: (65) 6775 1133
Fax: (65) 6775 1581
Email: contactus@sp.edu.sg
Website: www.sp.edu.sg/mad

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The polytechnic reserves the right to alter the information in this publication. Information is correct as of 1 January 2019.