

## Registration Instructions for Entering Freshmen

The normal academic load for ADM students is 15 – 20 AUs per semester. For each semester in Year One, the seven courses comprise the Foundation Studio, Art History and Interdisciplinary Collaborative Core (ICC) courses.

Foundation Studio courses can only be taken during Year One and each course comprises 3-4 hours of studio coursework per week for 3 Academic Units (AUs).

**In Semester One**, all ADM Year One students will be pre-allocated (automatically enrolled) in the following **SEVEN** Foundation courses:

- **DN1001: Foundation Drawing**
- **DN1002: Foundation 2D**
- **DN1003: Foundation 3D**
- **DN1004: Foundation 4D**
- **DD1003: Introduction to the Histories of Art I**
- **CC0001: Inquiry & Communication in an Interdisciplinary World**
- **CC0002: Navigating the Digital World**

The courses DD1003 Introduction to the Histories of Art I and DD1004 Introduction to the Histories of Art II are Core Art History requirements in all majors and are offered during Semesters One and Two respectively. These courses comprise a 2-hour lecture and a 1½-hour tutorial per week. Each course carries 3 AUs.

**In Semester Two**, all students have to register for their courses on their own through the Students Automated Registration Systems (STARS). Students can refer to [Info and Guide](#) (via their STUDENTS INTRANET) for more information on the Step-by-Step Guide on Course Registration.

All ADM Year One students will **register their Art History, Foundation Core courses dependent on their allocation of Major**, as there are two different sets of Foundation courses for Design Art and Media Art respectively.

Specific Foundation Studio courses Requirements in Semester Two, depending on Major are as follows:

	<b>DESIGN ART</b>	<b>MEDIA ART</b>
<b>Course 1</b>	DN1009 Graphic Form <i>(Core)</i>	DN1013 Concepts of Digital Imaging <i>(Core)</i>
<b>Course 2</b>	DN1010 Experimental Interaction <i>(Core)</i>	DN1016 Visual Storytelling <i>(Core)</i>
<b>Course 3</b>	DN1011 Form and Visualisation <i>(Core)</i>	DN1017 Media Art and Representation <i>(Core)</i>

## Interdisciplinary Collaborative Core (ICC)

On top of the two ICC courses, ADM students are also required to take the following ICC courses in **Year One, Semester Two:**

1. CC0003 Ethics & Civics in a Multicultural World (2 AUs)
2. CC0005 Healthy Living & Mental Well-being in an Aging Society (3 AUs)
3. DD0000 Writing Narratives for Creative Media (3 AUs)

The course contents and class information of Year One ICC courses can be found [here](#) (login in via Students Intranet)

## Course Registration and Add/Drop Periods

You may not shift groups or withdraw from any pre-enrolled courses without approval of the Associate Chair (Academic) and consultation with the Assistant Director (Undergraduate Programmes).

**In Semester One, students are automatically enrolled in the Foundation Studio courses and two ICC courses.**

**In Semester Two, students are to enroll for all courses on their own during their personalised registration schedule.**

Students who are not exempted from the English Proficiency are required to enroll in the English Proficiency course (HW0001) during add/drop period.

The English Proficiency course does not carry any AUs. The course comprises a 2-hour lesson per week. Those required to take this course have to register through STARS.

The course registration period will be per university-designated times and will follow the standard university process and procedures. Please refer to the [university course registration information page](#).

It is the responsibility of each student to complete the registration procedure in a timely manner.

## Academic Advisement

It is the responsibility of the student to complete the registration procedure in a timely manner. For additional information students may contact the Assistant Director (Undergraduate Programmes). Application for advanced placement will take place in the first few weeks of Semester One.

## Academic Overload

The standard academic load For Year One is 19-20 AUs. Year One students may NOT overload in Semester One. During course registration for Semester Two, Year One students with exceptional academic performance may overload up to a maximum of 22 AUs per semester. Students considering an overload

must request the Academic Associate Chair's approval. Please contact the Assistant Director (Undergraduate Programmes) for details.

## Minors

Students in the School of Art, Design & Media may enroll in Minors starting in their second year of studies. For more information on approved minors, please refer to the [Minor Programme for Undergraduate](#).

## Second Major

Students in the School of Art, Design & Media may choose to pursue a Second Major available in the School of Humanities (SoH), School of Social Sciences (SSS) and the Wee Kim Wee School of Communication and Information (WKWSCI), all under the College of Humanities, Arts, and Social Sciences starting in their second year of studies. For more information, please refer to [Second Major Programme for ADM Students](#).

## Information Update on Course Registration

Students will be notified of the course registration schedule by the university's Office of Academic Services via their NTU email account.

## Year One Semester One Course Descriptions

### **DN1001 Foundation Drawing**

**3 AUs, Prerequisite: Nil**

To begin to develop students' ability to compose and organise a drawing and to reflect upon its content and form, as part of a practice-based introduction to the basic principles of drawing from observation.

### **DN1002 Foundation 2D**

**3 AUs, Prerequisite: Nil**

This studio course introduces students to the basic elements and principles of 2D design and colour theory and practice. The course will provide students with the opportunity to develop confidence and skills in using a diverse range of media and practical techniques for creative problem solving. The course aims to offer a fresh and stimulating approach towards creative thinking that will develop students' skills in research, observation, interpretation, and self-expression. The special emphasis will be placed on signification and cultural context, originality through understanding of the use of visual reference and gaining awareness of the historical and contemporary resources of 2D graphic, visual and textual information.

### **DN1003 Foundation 3D**

**3 AUs, Prerequisite: Nil**

This is a studio-oriented foundation workshop where students are given the opportunity to experience the creative design process and adopt the appropriate tools, attitude and sensitivities towards the

development of their ideas into 3-dimensional work. Students are guided with appropriate precedent studies while engaging in hands-on studio projects involving differing degrees of construction and making.

**DN1004 Foundation 4D**  
**3 AUs, Prerequisite: Nil**

This studio course exposes students to basic concepts, elements and principles used by artists and designers in 4D (time-based) creative practices. Drawing on historical and contemporary time-based creative practices, the course will provide opportunities for students to develop basic competencies, aesthetic and creative problem solving skills through the creation of short form time-based work that explores the potential image, sound, time and space in shaping viewer's perception. The course provides students a context to explore and situate their creative interest for more advanced exploration of time-based creative practice.

**DD1003 Introduction to The Histories of Art I: Western Art History**  
**3 AUs, Prerequisite: Nil**

This foundation level course will introduce you to the major western artists, art works and art movements that have influenced aspects of world art, design and society. You will have the opportunity to explore and engage with the concepts and principles embedded in western art history that will inform your future creative thinking in design, media and the creative industry. You will develop and apply your academic reading and writing abilities through independent research, critical thinking, oral presentations, written tests and assignments. This will provide a solid theoretical foundation for further studies in art and design.

## **Year One Semester Two Course Descriptions**

**DD1004 Introduction to The Histories of Art II**  
**3 AUs, Prerequisite: Nil**

This course presents in critical, social and historical context the range of artefacts and works of art from China, India and Japan, including pottery, ritual vessels and figurines. Also covered are some aspects of architecture, sculpture, painting and woodblock prints. The materials covered span an extensive timeline, from c2000BC until c1500AD. The course sets out to study selected topics by examining pertinent materials in some detail. In doing so the art is placed into context with religious, philosophical and cultural issues.

## **DESIGN ART Studio courses**

**DN1009 Graphic Form**  
**3 AUs, Prerequisite: Nil**

This course aims to develop your understanding of principles that underlie all good graphic design, whether print-based, web or digital. The goal of this course is to equip you with a set of practical and conceptual tools for both making and communicating in the field of graphic design. As you are gradually introduced to the basics of concepts such as research, typography, color, form, composition and layout, you will learn how to become visually aware and design literate. You will be introduced to invaluable practical skills and technologies of design production, both on screen and in print. Finally, you will be placing and viewing these visual and technical skills and creating your own visual language.

### **DN1010 Experimental Interaction**

**3 AUs, Prerequisite: Nil**

This course introduces students to the basic principles of interaction with media through collaboration, play and group-based projects. The overarching concept of interaction is investigated throughout the course in lectures, readings, and discussion of media art, which accompanies the hands-on projects. Students will be working with digital, networked, and social media, as well as found objects and other materials to explore viewer interaction and peer-to-peer forms of creative play. The course involves a study of DIY (Do it Yourself) and maker culture that better informs an understanding of interdisciplinary and open source thinking critical to the spirit of sharing and collaboration in the arts and design.

### **DN1011 Form and Visualisation**

**3 AUs, Prerequisite: Nil**

This course forms a practical exploration, at an introductory level, of manual visualization and model-making skills necessary for the formulation, visualization and presentation of objects and spaces. As students, you do a series of assignments across a range of domain areas, to gain an understanding and to have an initial exposure to the form and visualization skill sets used by designers.

## **MEDIA ART Studio courses**

### **DN1013 Concepts of Digital Imaging**

**3 AUs, Prerequisite: Nil**

This course will familiarise you with methods of using digital imaging tools for creative concepts. You will learn to employ the dedicated software to realize your artistic vision. The goal is to achieve an elementary understanding of these tools as an expansion of the artistic palette. The course will focus on developing concepts for single, sequential images and time-based media, which will be produced by using current digital imaging and post-production hard- and software. You will have the opportunity to integrate learned techniques with your own creative concept development.

### **DN1016 Visual Storytelling**

**3 AUs, Prerequisite: Nil**

This foundation level course will introduce you to processes of visual storytelling, which you will then apply in the creation of an original narrative for a specific form of sequential media such as animation, sequential photography, graphic novel and video. This learning forms the foundation for further studies in visual sequential narrative media.

### **DN1017 Media Art and Representation**

**3 AUs, Prerequisite: Nil**

In this course you will explore image and sound manipulation and representation in digital media and its role within social context. You will work with static and moving images, as you explore how digital media can represent, alter, manipulate and mislead the meanings of imagery. This course will enhance your

understanding of media semiotics as well as a wider historical, social and cultural context and will contribute to further study in media representation.

## ICC Course Descriptions

### **CC0001 Inquiry & Communication in an Interdisciplinary World**

**2 AUs, Prerequisite: Nil**

Researchers agree that writing is a tool for thinking (Menary, 2007; Klein & Boscolo, 2016; Miller and Jurecic, 2016; Reis, n.d.). As Reis explains, 'The bodily act of writing externalizes our thoughts, and the imposed structure (the written word) provides a vehicle by which those thoughts may be reorganized into new thinking, a new way of seeing the thoughts or a new way of organizing thoughts.' Miller and Jurecic similarly argue that 'writers discover what they think not before they write but in the act of writing' (2016, p. 60). One of the main aims of this course is to allow you to experience writing as a tool for thinking and to practice expressing ideas in formal writing and oral communication. While you will have the opportunity to understand and practice the genre conventions that are specific to your discipline later in your studies, this first common communication course is designed to help you form habits of mind that will serve you across the university and even in the world outside of the university. Taken by all first-year undergraduates, this foundational course will develop your written and oral communication skills, as well as your ability to read and analyze texts. It will help you to understand revision as integral to the process of composition, to convey your interpretations and ideas with confidence and clarity, and to consider audience and purpose when you communicate.

### **CC0002 Navigating the Digital World**

**2 AUs, Prerequisite: Nil**

With digitalization now becoming the new normal in our daily life, this course seeks to equip students from different disciplines with problem-solving techniques with the aid of computers and to enable them to acquire some common but essential digital skills that are crucial in today's workforce. In this course, students will learn how to apply the concept of computational thinking and quantitative reasoning to solve problem and analyse data. They will also learn how to identify online threats and understand the principles of ethics and intellectual property rights in the digital world. They will also be exposed to current issues in the digital world, which they can better understand through the logics of computational thinking and quantitative reasoning, such as cybersecurity and the rise of fake news. In addition, students will also learn how to use some of the latest online tools for effective presentation, communication, and collaborative skills in teams while learning the course.

### **CC0003 Ethics & Civics in a Multicultural World**

**2 AUs, Prerequisite: Nil**

This course aims to equip students with the philosophical foundations necessary to understand theories of ethics and subsequently apply those theories to real-life scenarios and issues. It also aims to enable students to critically assess the civic institutions that structure their local and global communities. To these ends, the course will examine the nature of ethics, its understanding across different cultures, and how it is manifested in concepts, social structures, and governance institutions. Topics to be explored include human rights, democracy, freedom of speech, inequality, and sexuality. The rights and duties of citizenship shall be a unifying theme. Students will think through assumptions they hold on all of these matters. They

will be provided with the tools to understand various and even contradictory perspectives on these important issues.

**CC0005 Healthy Living & Mental Well-being in an Aging Society**  
**3 AUs, Prerequisite: TBC**

This course is part of the NTU 2025 Education - Common Foundational & Interdisciplinary Collaborative Curriculum (ICC). It aims to provide multi-disciplinary competence in a cross-disciplinary, collaborative learning environment, with student interaction and collaboration across schools as a key learning foundation. As the title connotes, the main objective of this undergraduate course is to examine what constitutes living a good, healthy and flourishing life. According to research, individuals around the world pursue this 'flourishing life' in different ways, be it through improving one's physical fitness, seeking authentic relationships with others, or making a positive change in the environment. Thus, knowing and understanding how the different components of a 'good life' contribute to one's overall functioning is critical to one's healthy wellbeing. The latter, in turn, affords many benefits such as better health (physical, mental and emotional health) and stronger relationships. By the end of this course, you would have developed an awareness of what constitutes living a healthy and flourishing life, both of which indirectly contribute to a successful undergraduate education.

**DD0000 Writing Narratives for Creative Media**  
**3 AUs, Prerequisite: Nil**

This course will introduce the students to the issues of writing for creative media. Text plays a significant part in many creative works. Such things as films, adverts, games and web experiences all require the involvement of a writer or a writing team. Such writing has to engage with the visual materiality of the art and is often in a creative dialogue with its form and content. This course develops in the student the beginnings of a personal voice in writing and will introduce them to notable examples in the field.