Registration Instructions for ADM Students
(Admission Year 2021 onwards)

All ADM students register for courses using the Student Automated Registration System (STARS). Students will be granted access to STARS based on your **Registration Study Year** (i.e study year in Semester 1 of AY2021-22). Students are to check your personalized date and time for registration through STARS.

The registration period will be per university-designated times and will follow the standard university process and procedures. Please refer to university course registration schedule for more information and schedule of courses.

Class schedule for courses offered by ADM can be found in ADM website at attached link.
https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/class-schedules

NOTE: Any changes to the class schedule will be notified via the School's website and if necessary, through students' NTU email account.

All Major Core Courses will have places reserved for students in the major area. Students in each major area are assured a place in their Major's Core Courses. **Each course will be capped at a number of places that can be accommodated by the instructor and facilities.**

Following the registration of core courses by students in the major area, if there are remaining vacancies in the Major Core Courses, these places are open to any ADM student to enroll as a Major Prescribed Elective **subject to meeting the prerequisite** of the course.

* Student must have the appropriate **prerequisite** to enroll in any ADM course.

The process for enrolling will follow the standard university process. In NTU, a student in Year Four is given priority to register for elective courses first, followed by Year Three and Year Two. This ensures that students closer to graduation are able to enroll in the courses necessary to complete their degree programme requirements in four years.

Please refer to the **Course Registration & Curriculum Structure** on ADM website.

Summary of Academic Unit (AU) Requirements and Classification of Students

The recommended number of AUs that students should complete in each Academic Year and the classification of students by Study Year can be found on this webpage:
https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/course-registration-matters#Content_C027_Col00

BFA AU Requirements (130 AUs)

1. **DESIGN ART or MEDIA ART**

   Core Foundation Studio Course (21 AUs; 7 courses)

   Core Foundation Art History (6 AUs; 2 Courses)

   Core Final Year Project (Continues across two semesters) (9 AUs)

   Core Interdisciplinary Seminar (3 AUs; 1 Course)

   (a) Interdisciplinary Collaborative Core (ICC) (Common and Foundational)

   (28 AUs; 10 Courses including Professional Attachment of 10 weeks during May-Jul in Year 3)

   (b) Compulsory Major Prescribed Studio Courses (24 AUs; 8 Courses)

   (c) Compulsory Major Prescribed History Courses (6 AUs; 2 Courses including Area History)

   (d) Other Major Prescribed Studio Courses (6 AUs; 2 Courses)

   (e) Broadening and Deepening Electives (27 AUs; 9 Courses)

(a) Interdisciplinary Collaborative Core (ICC) (Common and Foundational) – 10 Courses; 28 AUs

Students will be required to complete all ICC courses (except for Internship) within the first 2 years of study at NTU.

- The **ICC Common and Foundational courses** for students to register in their respective Study Years are as follow:

Table 1 – Interdisciplinary Collaborative Core (ICC) (Common and Foundational) – 10 Courses; 28 AUs	
CC0001 Inquiry & Communication in an Interdisciplinary World	* To be completed in Year One, Semester 1
CC0002 Navigating the Digital World	
CC0005 Healthy Living & Mental Well-being in an Aging Society	* To be completed in Year One, Semester 2
CC0003 Ethics & Civics in a Multicultural World	
DD0000 Writing Narratives for Creative Media *(Foundational)*	
CC0006 Sustainability: Human, Social, Economic & Environment	* To be completed in Year Two, Semester 1
ML0004 Career & Entrepreneurial Development for the Future World	
Choose **ONE** of the following: DD0003 Information Visualization *(Offered by ADM)* CS0888 Artificial Intelligence and New Technology Law *(Offered by WKWSCI)* HG2052 Language, Technology and the Internet *(Offered by SOH)* HS0101 Digital Literacy, Culture and Society *(Offered by SSS)*	
CC0007 Science & Technology for Humanity	* To be completed in Year Two, Semester 2
Internship *DD3021 Professional Attachment *(Foundational)*	* To be completed in Year Three, Special Terms I & II (10 weeks)

(b) Compulsory Major Prescribed Studio Courses – 8 Courses, 24 AUs

Students are encouraged to always plan carefully to ensure that they have taken the pre-requisite courses and should also look further ahead to the course requirements of the **Final Year Project (FYP)**.

*Students are to enroll in <u>at least four compulsory</u> Major PE studio courses in <u>each Study Year</u> (i.e Years 2 and 3).

➢ The compulsory studio courses for Design Art are as stated in **<u>Table 2A.</u>**

➢ The compulsory studio courses for Media Art are as stated in **<u>Table 2B.</u>**

*IMPORTANT

Please ensure that you have sufficient outstanding Major PE AUs to register for the following COMPUSLORY MAJOR PE courses:
- *8 Studio Pathway*
- *1 Area History*
- *1 Art History (Choose 1 from a list of 9 courses)*

You need to complete the Compulsory Major PE studio and Area History courses as Major PE only for the pathway to be awarded a BFA (Design Art or Media Art) with specific pathway indicated in the academic transcript

If you plan to pursue a **<u>SPECIFIC</u>** pathway, do take note of the combination of courses below. You need to complete the **Compulsory Major PE studio and Area History courses as Major PE only** (as shown in the images below) for the pathway to be awarded a BFA (Design Art or Media Art) with specific pathway indicated in the academic transcript.

DESIGN ART – Award of Specialisation
(Based on Completion of Specified Major PE Courses)

	Interaction Design	Product Design	Visual Communication
Area History	DD3016 History of Design		
8 Compulsory Major Prescribed Elective Studio Courses	DM2000 Interactive I	DR2001 Product Design I	DV2000 Typography I
	DM2006 Narratives for Interaction	DR2004 Product Design II	DV2001 Visual Communication I
	DM2007 Interactive II	DR2005 Computer Aided Design I	DV2004 Typograph II
	DM2008 Programming for Interaction	DR2008 Design Futures and Experiences	DV2005 Visual Communication II
	DM3013 Interactive Spaces	DR3005 Product Design IV	DV3008 Visual Communication IV
	DM3014 Interactive Devices	DR3006 Product Design III	DV3010 Visual Communication III
	DM3015 Interactive Environments	DR3007 Studies In Form	DV3011 Typography III
	DM3010 Project Development & Planning	DR3008 Advanced Development & Prototyping	DV3012 Production for Graphic Designers

*DR2008 course title was last revised in AY2023 Sem 1.

MEDIA ART – Award of Specialisation
(Based on Completion of Specified Major PE Courses)

	Animation	Filmmaking	Game	Photography
Area History	DT2007 History and Culture of Animation, VFX and Game	DF2009 History of World Cinema	DT2007 History and Culture of Animation, VFX and Game	DP2002 History of Photography
8 Compulsory Major Prescribed Elective Studio Courses	DT2000 Basic Principles of Motion	DF2000 Digital Film Production I	DT2018 Animation for Games I	DP2001 Digital Photography
	DT2001 3D Production	DF2001 Film Editing	DT2019 Animation for Games II	DP2005 Photography: Colour and Context
	DT2011 Stop Motion	DF2003 Cinematography I	DT2020 Game Design I	DP2006 Principles of Lighting
	DT2009 Storyboarding & Production Design	DF2005 Writing for Film	DT3008 Research and Visual Development	DP2011 Photography: Light and Location
	DT2016 3D Character Animation	DF2011 Sound for Film	DT3014 Game Design II	DP3000 Photographic Media and Presentation
	DT3008 Research and Visual Development	DF3004 Digital Film Production II	DT3016 Game Jam	DP3010 Moving Image for Media Artists
	DT3012 Acting for Animation	DF3012 Film Directing	DT3017 Game Seminar	DP3011 Documentary Practices
	DT3013 Animation Seminar	DF3013 Sustainable Producing for Film and Media	DM2008 Programming for Interaction	DP4001 Extended Photography

**From Admission Year 2021 onwards, there will no longer be sub-streams of "Character Animation" and "Visual Effects" for BFA (Media Art) students pursuing the Animation Pathway.

If you plan to pursue a **GENERAL** pathway, then you will **choose any EIGHT Compulsory Major Prescribed Electives courses from each pathway offered under your Major** that interests you.

Students who are **considering a General Pathway**, do consult the relevant Pathway Coordinators about course combinations and seek their advice on the sequence to take courses. You may approach ADM Undergraduate Office to find out the contact details of the Pathway Coordinators.

Design Art Pathway Coordinators:

- *Interaction: Assoc/P Ina Conradi-Chavez (InaConradi@ntu.edu.sg)*

- *Product Design: Asst/P Veronica Ranner (veronica.ranner@ntu.edu.sg)*

- *Visual Communication: Lecturer Desmond Pang (desmond.pang@ntu.edu.sg)*

Media Art Pathway Coordinators:

- *Animation: Assoc/P Benjamin Seide (Bseide@ntu.edu.sg)*

- *Filmmaking: Assoc/P Christoph Hahnheiser (C.hahnheiser@ntu.edu.sg)*

- *Game: Assoc/P Gray Hodgkinson (ghodgkinson@ntu.edu.sg)*

- *Photography: Lecturer Ang Song Nian (SNAng@ntu.edu.sg)*

Table 2A – DESIGN ART Major Studio PE Courses (24 AUs)
(Choose any EIGHT courses from the list below, unless pursuing a specific pathway)

DESIGN ART MAJOR

Compulsory Courses for Interaction Pathway
DM2000 Interactive I
DM2008 Programming for Interaction
DM2006 Narratives for Interaction
*DM2007 Interactive II *(Pre-req: DM2000)*
*DM3013 Interactive Spaces *(Pre-req: DM2007)*
*DM3014 Interactive Devices *(Pre-req: DM2007)*

DM3010 Project Development & Planning
*DM3015 Interactive Environments (*Pre-req: DM3013*)

Compulsory Courses for Product Design Pathway
DR2001 Product Design I
DR2005 Computer Aided Design I
DR2008 Design Futures and Experiences (User Experience in Design)
*DR2004 Product Design II *(Pre-req: DR2001)*
*DR3006 Product Design III *(Pre-req: DR2004)*
*DR3007 Studies In Form *(Pre-req: DR2005)*
*DR3005 Product Design IV *(Pre-req: DR3006)*
*DR3008 Advanced Development & Prototyping *(Pre-req: DR3006)*

Compulsory Courses for Visual Communication Pathway
DV2000 Typography I
DV2001 Visual Communication I
*DV2004 Typography II *(Pre-req: DV2000)*
*DV2005 Visual Communication II *(Pre-req: DV2001)*
*DV3010 Visual Communication III *(Pre-req: DV2005)*
*DV3011 Typography III *(Pre-req: DV2004)*
*DV3008 Visual Communication IV *(Pre-req: DV3010)*
*DV3012 Production for Graphic Designers *(Pre-req: DV3010)*

***Note: Year 3 DA students need to clear **ONE** of the following pre-requisite courses (besides being of Year 4 standing) to be eligible for <mark>FINAL YEAR PROJECT (FYP).</mark> Otherwise, you need to seek approval with respective Pathway Coordinator.*

DM3010 Project Development & Planning
*DR3005 Product Design IV *(Pre-req: DR3006)*
*DV3008 Visual Communication IV *(Pre-req: DV3010)*

*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course.

Table 2B – <u>MEDIA ART</u> Major Studio PE Courses (24 AUs)
(Choose any <u>EIGHT</u> courses from the list below, unless pursuing a specific pathway)

MEDIA ART MAJOR

Compulsory Courses for Animation Pathway
DT2001 3D Production
DT2000 Basic Principles of Motion
DT2009 Storyboarding & Production Design
DT2016 3D Character Animation *(Pre-req: DT2000 & DT2001)*
DT2011 Stop Motion
*DT3013 Animation Seminar *(Pre-req: DT2001)*
*DT3008 Research and Visual Development *(Pre-req: DT2000 or DT2001 or DT2009)*
*DT3012 Acting for Animation *(Pre-req: D2016)*

Compulsory Courses for Filmmaking Pathway
DF2000 Digital Film Production I
DF2011 Sound For Film
DF2001 Film Editing
DF2003 Cinematography I

DF2005 Writing For Film
*DF3012 Film Directing *(Pre-req: DF2000 and DF2005)*
*DF3013 Sustainable Producing for Film and Media *(Pre-req: DF2000 and DF2005)*
*DF3004 Digital Film Production II *(Pre-req: DF2001 and DF2003 and DF2011)*

Compulsory Courses for Game Pathway
DT2020 Game Design I
DT2018 Animation for Games I
*DT2019 Animation for Games II *(Pre-req: DT2018)*
*DT3014 Games Design II *(Pre-req: DT2020)*
DM2008 Programming for Interaction
*DT3017 Game Seminar *(Pre-req: DT2018 or DT3014)*
*DT3008 Research and Visual Development *(Pre-req: DT2000 or DT2001 or DT2009)*
*DT3016 Game Jam *(Pre-req: DT2018 or DT3014)*

*Students in GAME Pathway are to complete one of the following highly advised elective of the **pre-requisite courses** for **DT3008: DT2000 Basic Principles of Motion / DT2001 3D Production / DT2009 Storyboarding & Production Design***

Compulsory Courses for Photography Pathway
DP2001 Digital Photography
*DP2006 Principles of Lighting *(Pre-req: DN1012 or DP2000)*
*DP2005 Photography: Colour and Context *(Pre-req: DN1012 or DP2000 or DP2001)*
*DP2011 Photography: Light and Location *(Pre-req: DP2006)*
*DP3000 Photographic Media and Presentation *(Pre-req: DN1012 or DP2000 or DP2001)*
*DP3010 Moving Image for Media Artists *(Pre-req: DN1012 or DP2000 or DP2001)*
*DP3011 Documentary Practices *(Pre-req: DN1012 or DP2000 or DP2001)*
*DP4001 Extended Photography *(Pre-req: DP2001 and DP2005)*

Note: Year 3 MA students need to clear ONE of the following pre-requisite courses (besides being of Year 4 standing) to be eligible for FINAL YEAR PROJECT (FYP). Otherwise, you need to seek approval with respective Pathway Coordinator.

***DT3008** Research and Visual Development *(Pre-req: DT2000 or DT2001 or DT2009)*
***DF3004** Digital Film Production II *(Pre-req: DF2001 and DF2003 and DF2011)*
***DP3011** Documentary Practices *(Pre-req: DN1012 or DP2000 or DP2001)*
***DP4001** Extended Photography *(Pre-req: DP2001 and DP2005)*

*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course.

(c) **Compulsory Major Prescribed History Courses – 2 Courses, 6 AUs**

It is compulsory for ADM students to enroll in the following.

Students who are planning to pursue a **SPECIFIC** pathway in Media Art, you need to complete the specific Compulsory Area History for the pathway.

Table 3 – Compulsory History Courses (6 AUs)		
	DESIGN ART	**MEDIA ART**

Area History * To be completed in Year Two, Semester 1	DD3016 History of Design	Choose **ONE** of the following: DT2007 History and Culture of Animation, VFX and Game (*ANI/GAME Pathway*) DF2009 History of World Cinema (*FIL Pathway*) DP2002 History of Photography (*PHOTO Pathway*)
Art History *Recommended to be completed in Year Two or Year Three	Choose **ONE** of the following: DD2013 Visualization of Cultural Heritage *Courses Offered by Sch of Humanities (SOH)* HR2001 (DD2000) Introduction to the Histories of Southeast Asian Art HR2004 (DD2008) Survey of Modern Art 1900 -1945 HR2005 (DD2009) Survey of New Media HR2008 (DD2012) Faith in Art *HR2009 (DD2014) Contemporary Curating (*Pre-req: DD1003 or D1004*) *HR2010 (DD2015) Introduction to Museum Studies (*Pre-req: DD1003*) HR3002 (DD3010) Issues in Global Contemporary Art *HR3004 (DD3022) Art in the Age of Colonialism (*Pre-req: DDD1004*)	

(d) Other Major Prescribed Studio Courses – 2 Courses, 6 AUs

Besides the compulsory Major PE studio courses, ADM students have to take **another TWO** other Major PE Studio electives in ADM. These following elective courses may be selected by **both DA and MA major** students who meet the pre-requisites, <mark>**unless stated otherwise**</mark>.

Table 4 – Other Major Prescribed Elective Courses (6 AUs)

All courses listed here are also offered as **Broadening and Deepening Electives (BDE),** except for those indicated with **(#)**.

ANIMATION and GAME

DT2005 Lighting and Rendering Pipeline

DT2010 Digital Compositing – <mark>*Applicable as Major PE for MA majors only*</mark>

*DT2015 Advanced 3D Production (*Pre-req: DT2001*)

DT2017 Writing for Animation *Recommended for GAME Pathway*

DT2021 Game Assets Design *Recommended for GAME Pathway *NEW*

*#DT3000 Advanced Drawn Animation (*Pre-req: DT2000*)

*DT3004 Rigging for Animation (*Pre-req: DT2011*)

DT3009 Cinematic Concepts and Motion Capture Applications *Recommended for GAME Pathway*

*#DT3010 Visual Effects I (*Pre-req: DT2001/DT2010/DF2000/DF2003*) – <mark>*Applicable as Major PE for MA majors only*</mark>

*#DT3011 Visual Effects II (*Pre-req: DT3010/DF3013*) – <mark>*Applicable as Major PE for MA majors only*</mark>

*DT3015 Advanced Stop Motion (*Pre-req: DT2011*) – <mark>*Applicable as Major PE for MA majors only*</mark>

FILMMAKING

DF2004 Sound in Media – <mark>*Applicable as Major PE for MA majors only*</mark>

DF2007 The Art of Lighting *Recommended for GAME Pathway*

*DF2012 Advanced Screenwriting (*Pre-req: DF2005*) – <mark>*Applicable as Major PE for MA majors only*</mark>

DF2013 Film Music in Theory and Practice

*#DF3000 Research Perspective in Film Practice (*Pre-req: DF2003*)

*#DF3001 Cinematography for Visual Effects (*Pre-req: DF2003*)

*DF3005 Audio Post-Production for Film (*Pre-req: DF2011*) – <mark>*Applicable as Major PE for MA majors only*</mark>

DF3010 Experimental Film Production

*DF3011 Advanced Directing for Film *(Pre-req: DF3012)* – **Applicable as Major PE for MA majors only**

DF3014 Creative Producing for Film and Media

INTERACTION

DM2002 Sound Art

DM2009 Performance and Interaction

DM2010 Scenography and Exhibition Design

DM2011 Issues in Interactive Media Practice

DM2012 (DA5009) Explorations in A.I. Generated Art

DM3008 Generative Art

*DM3009 Programming for Audiovisual Performance *(Pre-req: DM2008)*

DR2011 Human Factors for Design

DV2008 Interface Design

DV3003 Spatial Design

PHOTOGRAPHY

DP2008 Experimental Photography

DP2012 (DP5001) Art and Ecology Workshop

*DP3001 Transformative Identities in Fashion Media *(Pre-req: DP2005 or DP2006)*

DP3003 Socially Engaged Photography (Narrative Portrait)

*DP3008 Location Experiences in Photography *(Pre-req: DN1012 or DP2000 or DP2001)*

PRODUCT DESIGN

DR2000 Conceptual Design

DR2002 Emerging Product Design Practices (Issues in Product Design Practice)

DR2011 Human Factors for Design

DR2014 Body-centric Design (Wearable Technology, Fashion and Design)

*DR3002 Computer Aided Design II *(Pre-req: DR2005)*

VISUAL COMMUNICATION

DV2002 Illustration for Designers

DV2003 Beyond the logo: Introduction to branding

DV2006 Designed Experiences

*#DV2007 Issues in Visual Communication Practice *(Pre-req: DV2004 and DV3010)* – **Applicable as Major PE for DA majors only**

DV2008 Interface Design

*#DV2012 Digital Visual Communication *(Pre-req: DV2004 and DV2005)*

*#DV3002 Editorial Design *(Pre-req: DV2004 and DV2005)*

DV3003 Spatial Design

*DV3005 Creative Brand Design *(Pre-req: DV2004 and DV3010)*

INTERDISCIPLINARY

DD2013 Visualization of Cultural Heritage

DD3012 Research Methods in Art and Design

*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite in order to register for the advance-level course.

> When registering for courses offered as Major Prescribed Electives (Major PE) / Broadening and Deepening Elective (BDE), it is advisable that you register the course as BDE. This will allow you to reserve the Major PE AUs for registration of courses offered only as Major PE.

(e) Broadening and Deepening Electives (BDE) – 9 Courses, 27 AUs

Students may choose **Broadening and Deepening Electives** from the wide selection of courses available in the University. Students may also use these AUs towards a Minor or Second Major.

Students may refer to the Course Content link for the list of offered courses under the semester:
https://ts.ntu.edu.sg/sites/intranet/student/dept/sasd/oas/Pages/CourseRegistration/courses-info.aspx

Table 5 – Broadening and Deepening Electives (27 AUs)
Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.
Course Code and Title
INTERDISCIPLINARY   DA2004 (DA9009) Exhibition Design   DA5000 (DA2000) Applied Drawing   DA5001 (DA2001) Painting   DA5002 (DA2003) Watermedia Landscape Painting   DA5003 Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers   DA5004 Design, Art, and Animation for Media Architecture (Media Art Nexus)   DA5005 Compositional Study – Shapes, Space and Color Interaction   DA5006 Handbuilding with Clay: Form and Surface   DA5007 Drawing For Animation   DA5008 Incubating Ideas: Image Making and Storytelling   DA5010 Figure Sculpture in Clay   DD2013 Visualization of Cultural Heritage   DD3012 Research Methods in Art and Design   DD3027 Maritime Silk Roads: Heritage and Media   DD5008 Independent Study   DD5009 Design Thinking   **ANIMATION and GAME**   DT2000 Basic Principles of Motion – *Applicable as UE for DA majors only*   DT2001 3D Production – *Applicable as UE for DA majors only*   DT2003 Digital Sculpting   DT2004 Graphic Storytelling   DT2005 Lighting and Rendering Pipeline   DT2006 Issues in Animation Practice   DT2007 History and Culture of Animation, VFX and Game   DT2009 Storyboarding & Production Design – *Applicable as UE for DA majors only*   DT2010 Digital Compositing – *Applicable as UE for DA majors only*   DT2011 Stop Motion – *Applicable as UE for DA majors only*   DT2012 Digital Painting   DT2013 Fundamentals Of Immersive 360˚ and VR Experiences   *DT2015 Advanced 3D Production *(Pre-req: DT2001)*   DT2017 Writing for Animation   DT2018 Animation for Games I – *Applicable as UE for DA majors only*   *DT2019 Animation for Games II *(Pre-req: DT2018)* – *Applicable as UE for DA majors only*   DT2020 Game Design I – *Applicable as UE for DA majors only*   DT2021 Game Assets Design *NEW*

*DT3004 Rigging For Animation (*Pre-req: DT2011*)
DT3009 Cinematic Concepts and Motion Capture Applications
*DT3014 Games Design II (*Pre-req: DT2020*) – *Applicable as UE for DA majors only*
*DT3015 Advanced Stop Motion (*Pre-req: DT2011*)
*DT3016 Game Jam (*Pre-req: DT2018 or DT3014*) – *Applicable as UE for DA majors only*
*DT3017 Game Seminar (*Pre-req: DT2018 or DT3014*) – *Applicable as UE for DA majors only*
DT5000 Digital Sculpting
DT5001 Graphic Storytelling
DT5002 Issues in Animation Practice
DT5003 Digital Painting
DT5004 Fundamentals Of Immersive 360˚ and VR Experiences

FILMMAKING
DF2000 Digital Film Production I – *Applicable as BDE for DA majors only*
DF2001 Film Editing – *Applicable as BDE for DA majors only*
DF2002 Survey of Experimental Filmmaking
DF2003 Cinematography I – *Applicable as BDE for DA majors only*
DF2004 Sound in Media
DF2005 Writing For Film – *Applicable as BDE for DA majors only*
DF2006 Ethnographic Film
DF2007 The Art of Lighting *Recommended for GAME Pathway
DF2009 History of World Cinema
DF2011 Sound For Film – *Applicable as BDE for DA majors only*
*DF2012 Advanced Screenwriting (Pre-req: DF2005)
DF2013 Film Music in Theory and Practice
*DF3005 Audio Post-Production for Film (Pre-req: DF2011)
DF3010 Experimental Film Production
*DF3011 Advanced Directing for Film (Pre-req: DF3012)
*DF3012 Film Directing (Pre-req: DF2000 and DF2005) – *Applicable as BDE for DA majors only*
*DF3013 Sustainable Producing for Film and Media (Pre-req: DF2000 and DF2005) – *Applicable as BDE for DA majors only*
DF3014 Creative Producing for Film and Media
DF5000 Issues in Film Practice
DF5001 Documentary Filmmaking
*DF5002 Cinematography II (Pre-req: DF2003)

INTERACTION
DM2000 Interactive I – *Applicable as BDE for MA majors only*
DM2002 Sound Art
DM2006 Narratives for Interaction – *Applicable as BDE for MA majors only*
*DM2007 Interactive II (Pre-req: DM2000) – *Applicable as BDE for MA majors only*
DM2009 Performance and Interaction
DM2010 Scenography and Exhibition Design
DM2011 Issues in Interactive Media Practice
DM2012 Explorations in A.I. Generated Art
DM3008 Generative Art
*DM3009 Programming for Audio Visual Performance (Pre-req: DM2008)
*DM3015 Interactive Environments (Pre-req: DM3013) – *Applicable as BDE for MA majors only*
DM5000 Creative Robotics
DM5001 Web Design

PHOTOGRAPHY
DP2001 Digital Photography – *Applicable as BDE for DA majors only*
DP2002 History of Photography

DP2005 Photography: Colour and Context (Pre-req: DP5000 or DP2001) – *Applicable as BDE for DA majors only*

DP2006 Principles of Lighting (Pre-req: DP5000) – *Applicable as BDE for DA majors only*

DP2008 Experimental Photography

DP2011 Photography: Light and Location (Pre-req: DP2006) – *Applicable as BDE for DA majors only*

DP2012 Art and Ecology Workshop

DP3000 Photographic Media and Presentation (Pre-req: DP5000 or DP2001) – *Applicable as BDE for DA majors only*

*DP3001 Transformative Identities in Fashion Media (Pre-req: DP2005 or DP2006)

DP3003 Socially Engaged Photography (Narrative Portraits)

DP3008 Location Experiences in Photography (Pre-req: DP5000 or DP2001)

DP3010 Moving Image for Media Artists (Pre-req: DP5000 or DP2001) – *Applicable as BDE for DA majors only*

DP3011 Documentary Practices (Pre-req: DP5000 or DP2001) – *Applicable as BDE for DA majors only*

DP4001 Extended Photography (Pre-req: DP2001 and DP2005) – *Applicable as BDE for DA majors only*

DP5000 Black and White Film Photography

PRODUCT DESIGN
DR2000 Conceptual Design

DR2001 Product Design I – *Applicable as BDE for MA majors only*

DR2005 Computer Aided Design I – *Applicable as BDE for MA majors only*

DR2002 Emerging Product Design Practices (Issues in Product Design Practice)

DR2008 Design Futures and Experiences (User Experience in Design) – *Applicable as BDE for MA majors only*

DR2011 Human Factors for Design

DR2014 Body-centric Design (Wearable Technology, Fashion and Design)

*DR3002 Computer Aided Design II (Pre-req: DR2005)

DR5000 Surface Design

DR5001 Products in an Asian Cultural Context

DR5003 Introduction to Design

DR5004 Design and Systems Thinking

VISUAL COMMUNICATION
DV2000 Typography I – *Applicable as BDE for MA majors only*

DV2001 Visual Communication I – *Applicable as BDE for MA majors only*

DV2002 Illustration for Designers

DV2003 Beyond the logo: Introduction to branding

DV2006 Designed Experiences

*DV2007 Issues in Visual Communication Practice (Pre-req: DV2004 & DV3010) – *Applicable as BDE for DA majors only*

DV2008 Interface Design

DV3003 Spatial Design

*DV3005 Creative Brand Design (Pre-req: DV2004 & DV3010)

DV5001 Design in Motion

DV5002 Packaging Design

DV5003 Pattern, Art, Design and Architecture

DV5004 Art, Design and Science

DV5005 Graphic Communication

*Note: Please take note that these advance-level courses have pre-requisites. You need to ensure that you meet the pre-requisite to register for the advance-level course. You need to refer to the online class schedule to determine the course eligibility for the semester.

Registration of Courses and Academic Advisement
The academic advisement session takes place in the last few weeks of every semester. The academic advisement session takes place at the ADM Auditorium where the Associate Chair (Academic) and Area Coordinators will brief students on the courses available in the next semester. Students will also be advised on the complementary

and inter-disciplinary courses beneficial to their Area of Major. Faculty members will also be on hand to answer any questions students may have about courses to read for the following semester. Students are highly encouraged to attend the academic advisement session specially arranged for them.

Students are required to register for courses through the Student Automated Registration System (STARS) during the course registration period specified by the university's Office of Academic Service (**Please look out for the email notice sent by the Office of Academic Services to all students**).

It is the responsibility of each student to complete the registration procedure in a timely manner. For additional information, students may contact ADM Undergraduate Office at adm_undergrad@ntu.edu.sg

Academic Overload
The normal academic load is 15-18AUs. ADM Year Two students onwards may auto overload by one course (3 AUs) per semester without seeking the Associate Chair (Academic)'s approval. Those who do not wish to overload may do a normal academic load of 5-6 courses per semester. **Students are advised to seriously consider if they can cope with the course workload before overloading. Students are <u>not allowed</u> to de-register courses after add/drop period.**

Minors
Students in the School of Art, Design and Media may enroll in Minors in other Schools. For more information on the minors, please refer to this website, Minor Programmes.

For **ADM course contents,** please refer to the following website:
https://www.ntu.edu.sg/adm/programmes/undergraduates/undergraduate-programmes/course-contents
https://entuedu.sharepoint.com/sites/Student/dept/sasd/oas/SitePages/Course%20Registration/courses-info.aspx