

**Proposed Study Plan for Media Art Curriculum
(ADM Students admitted in AY2019 and AY2020)**

IMPORTANT NOTES:

1. If you are **not planning to pursue any particular pathways**, it is always good to plan carefully and to ensure you have taken the pre-requisite courses.
2. You should also look further ahead to the course requirements of the **Final Year Project (FYP)**.
3. Courses used to fulfill for pathway/specialisation **cannot be S/U graded**.
4. If you are **considering a General Pathway**, do consult the relevant Pathway Coordinators about course combinations and seek their advice on the sequence to take courses.

Media Art Pathway Coordinators:

- Animation: Assoc. Prof Benjamin Seide, Email: bseide@ntu.edu.sg (From 1 Aug 2023 onwards)
- Filmmaking: Vg Assoc. Prof Nic Morris, Email: n.morris@ntu.edu.sg
- Game: Assoc. Prof Gray Hodgkinson, Email: ghodgkinson@ntu.edu.sg
- Photography: Lecturer Mr Ang Song Nian: Email: SNAng@ntu.edu.sg

----- YEAR 1 -----

Year 1 Semester 1	Course Code and Title	Course Type	AUs	Remarks
	DN1002 Foundation 2D	Core	3	
	DN1003 Foundation 3D	Core	3	
	DN1004 Foundation 4D	Core	3	
	DN1001 Foundation Drawing	Core	3	
	DD1003 Introduction to Histories of Art I	Core	3	
	DD0000 Writing Narratives for Creative Media / HW0209 Academic Communication in the Art, Design and Media Studies	GER Core	2 / 3	Choose One
	TOTAL			17 / 18

Year 1 Semester 2	Course Title	Course Type	AUs	Remarks
	DN1016 Visual Story Telling	Core	3	
	DN1013 Concepts of Digital Imaging	Core	3	
	a) DN1014 Drawing for Animation (ANIM and GAME Pathway)	Compulsory Major PE	3	Choose One (Students who are <u>not</u> pursuing a specific pathway may choose any one of the following courses)
	b) DN1015 Practical Digital Filmmaking (FILM Pathway)			
	c) DN1012 Black and White Film Photography (PHOTO Pathway)			
*DD1004 Introduction to Histories of Art II (Pre-req: DD1003)	Core	3		
DD0000 Writing Narratives for Creative Media / HW0209 Academic Communication in the Art, Design and Media Studies	GER Core	2 / 3	Choose one that was not cleared in Sem 1	

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Cont.	Course Title	Course Type	AUs	Remarks
	GC0001 Introduction to Sustainability	GER Core	1	
	Choose one from Range on offer in university, except from ADM	GERPE (LA)	3	May choose to fulfill another category
	TOTAL		18 / 19	

*Course with pre-requisite

----- **YEAR 2** -----

Year 2 Semester 1	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream) **	Filmmaking	Game	Photography	General
	Compulsory Major Studio PE 1	3	DT2001 3D Production	DF2000 Digital Film Production I	DT2018 Animation For Games I	DP2001 Digital Photography	Choose any two (*Refer to Important Notes at the top of this document)
Compulsory Major Studio PE 2	3	DT2000 Basic Principles of Motion (CA) DT2009 Storyboarding & Production Design (VFX)	DF2005 Writing for Film DF2011 Sound for Film	DT2020 Game Design I	*DP2006 Principles of Lighting (Pre-req: DN1013 or DP2001 or DP5000)		
Compulsory Area Specific History Major PE	3	DT2007 History of Animation	DF2009 History of World Cinema	DT2007 History of Animation	DP2002 History of Photography	Choose One	
GER CORE (SS) / UE	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore / Unrestricted Elective (Choose one from Range on offer in university)					
GER CORE	3	HD0102 Making Sense of Big Data					
GERPE (BM)	3	Choose one from Range on offer in university, except from ADM (May choose to fulfill another category)					
TOTAL	18						

*Course with pre-requisite

Notes:

- Students in **FILM Pathway** are to take **3 Compulsory Major PE** courses in this semester and take 1 Compulsory Major PE in Year 3, Semester 2.
- **Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
- 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**

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Year 2 Semester 2	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	General
Compulsory Major Studio PE 3	3	DT2009 Storyboarding & Production Design (CA)	DF2003 Cinematography I		*DT2019 Animation for Games II <i>(Pre-req: DT2018)</i>	*DP2005 Photography : Color and Context <i>(Pre-req: DP2001 or DP5000)</i>	Choose any two <i>(*Refer to Important Notes at the top of this document)</i>
		DF2003 Cinematography I (VFX)					
Compulsory Major Studio PE 4	3	*DT2016 3D Character Animation (CA) <i>(Pre-req: DT2000 & DT2001)</i>	DF2001 Film Editing		*DT3014 Game Design II <i>(Pre-req: DT2020)</i>	*DP2011 Photography : Light and Location <i>(Pre-req: DP2006)</i>	
		DT2010 Digital Compositing (VFX)					
Compulsory Art History 3 Major PE <i>(Choose ONE of the following)</i>	3	DD2013 Visualization of Cultural Heritage <u><i>Courses Offered by Sch of Humanities</i></u> 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 <i>(Pre-req: DD1003 or D1004)</i> *HR2010 (DD2015) Introduction to Museum Studies <i>(Pre-req: DD1003)</i> HR3002 (DD3010) Issues in Global Contemporary Art *HR3004 (DD3022) Art in the Age of Colonialism <i>(Pre-req: DDD1004)</i>					
GER CORE (SS) / UE	3	DD0002 The Contemporary Creative and Cultural Industry of Singapore / Unrestricted Elective (Choose one from Range on offer in university)					
GER CORE	3	HD0101 Digital Society					
GER CORE	1	HY0001 Ethics and Moral Reasoning					
UE	3	Choose one from Range on offer in university					
TOTAL	19						

*Course with pre-requisite

Notes:

- **Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
- 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**

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----- **YEAR 3** -----

	Course Type	AUs	Pathway					
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	General	
Year3 Semester 1	Compulsory Major Studio PE 5	3	DT2011 Stop Motion (CA)	*DF3012 Film Directing <i>(Pre-req:DF2000 & DF2005)</i>	DM2008 Programming for Interaction	*DP3000 Photographic Media and Presentation <i>(Pre-req: DP2001 or DP5000)</i>	Choose any two <i>(*Refer to Important Notes at the top of this document)</i>	
			*DT3010 Visual Effects I (VFX) <i>(Pre-req: DT2001 / DT2010 / DF2000 / DF2003)</i>					
	Compulsory Major Studio PE 6	3	*DT3013 Animation Seminar <i>(Pre-req: DT2001)</i>	*DF3013 Producing for Film and Media <i>(Pre-req:DF2000)</i>	*#DT3017 Game Seminar <i>(Pre-req: DT2018 / DT3014)</i>	*DP3010 Moving Image for Media Artists <i>(Pre-req: DP2001 or DP5000)</i>		
	Major Studio PE	3	Refer to Page 7 - 8					
	GER CORE	1	ML0003					
	GERPE (Any Category)	3	Choose one from Range on offer in university, except from ADM					
	UE	3	Choose one from Range on offer in university					
	UE	3	Choose one from Range on offer in university					
	TOTAL	19						

*Course with pre-requisite

Notes:

1. **Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).
2. 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**

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Year 3 Semester 2	Course Type	AUs	Pathway				
			Animation (Character Stream/Visual Effects Stream)**	Filmmaking	Game	Photography	General
	Compulsory Major Studio PE 7	3	*DT3008 Research and Visual Development <i>(Pre-req: DT2000/DT2001/DT2009)</i>	*#DF3004 Digital Film Production II <i>(Pre-req: DF2001 & DF2003 & DF2011)</i>	*DT3008 Research and Visual Development <i>(Pre-req: DT2000/DT2001/DT2009)</i>	*DP3011 Documentary Practices <i>(Pre-req: DP2001 or DP5000)</i>	Choose any two <i>(*Refer to Important Notes at the top of this document)</i>
	Compulsory Major Studio PE 8	3	*DT3012 Acting for Animation (CA) <i>(Pre-req: DT2016)</i> *DT3011 Visual Effects II (VFX) <i>(Pre-req: DT3010/DF3013)</i>		*DT3016 Game Jam <i>(Pre-req: DT2018 / DT3014)</i>	*DP4001 Extended Photography <i>(Pre-req: DP2001 & DP2005)</i>	
	Major Studio PE	3	Refer to Page 7 - 8				
	GER CORE	1	ET0001 Enterprise and Innovation				
	UE	3	Choose one from Range on offer in university				
	GERPE (Any Category)	3	Choose one from Range on offer in university, except from ADM				
	TOTAL	16					

*Course with pre-requisite

Notes:

- **Animation offers students the opportunity to further specialise in Character Animation (CA) or Visual Effects (VFX).

**Proposed Study Plan for Media Art Curriculum
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Year 3 May - July	Course Code and Title	Course Type	AUs	Remarks
	*DD3021 Professional Attachment <i>(Pre-req: Must have achieved at least 72 AUs and Year 3 standing)</i>	Core	5	10 weeks
	TOTAL		5	

*Course with pre-requisite

----- **YEAR 4** -----

Year 4 Semester 1	Course Code and Title	Course Type	AUs	Remarks
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	Core	4.5	
	*DD4005 Interdisciplinary Seminar (Media Art) <i>(Pre-req: Study Year 4)</i>	Core	3	
	Choose one from Range on offer in university	UE	3	
	Choose one from Range on offer in university	UE	3	
	TOTAL		13.5	

*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

Year 4 Semester 2	Course Code and Title	Course Type	AUs	Remarks
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	Core	4.5	
	Choose one from Range on offer in university	UE	3	
TOTAL		7.5		

*Course with pre-requisite

#AU total for FYP is 9 that is given upon successful completion of the project

**Proposed Study Plan for Media Art Curriculum
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I. Selection of Other Major Prescribed Elective (MPE) Courses offered by ADM

These following elective courses may be selected by both DA and MA major students who meet the pre-requisites, **unless stated otherwise.**

Other Major Prescribed Elective Courses (6 AUs)

All courses listed here are also offered as Unrestricted Electives (UE), except for those indicated with (#).

ANIMATION and GAME

DT2005 Lighting and Rendering Pipeline

*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*

DT3015 Stop Motion Seminar (Advanced Stop Motion) – **Applicable as Major PE for MA majors only**

FILMMAKING

DF2004 (DF8001) Sound in Media – **Applicable as Major PE for MA majors only**

DF2007 (DF9001) The Art of Lighting **Recommended for GAME Pathway*

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

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) – **Applicable as Major PE for MA majors only**

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 **Revised course code*

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

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DP2012 (DP5001) Art and Ecology Workshop **Revised course code*
 *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

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 (DV8001) 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

DD3012 Research Methods in Art and Design
 DD2013 Visualization of Cultural Heritage

***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) / Unrestricted Elective (UE), it is advisable that you register the course as UE. This will allow you to reserve the Major PE AUs for registration of courses offered only as Major PE.

II. Selection of Unrestricted Elective (UE) Courses offered by ADM

Unrestricted Elective Courses (24 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

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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**
DT2005 Lighting and Rendering Pipeline
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 Principles (Stop Motion) – **Applicable as UE for DA majors only**
*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 ***Recommended for GAME Pathway *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 Stop Motion Seminar (Advanced Stop Motion)
*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 (DT2003) Digital Sculpting
DT5001 (DT2004) Graphic Storytelling
DT5002 (DT2006) Issues in Animation Practice
DT5003 (DT2012) Digital Painting
DT5004 (DT2013) Fundamentals Of Immersive 360° and VR Experiences

FILMMAKING

DF2000 Digital Film Production I – **Applicable as UE for DA majors only**
DF2001 Film Editing – **Applicable as UE for DA majors only**
DF2002 (DF8000) Survey of Experimental Filmmaking
DF2003 Cinematography I – **Applicable as UE for DA majors only**
DF2004 (DF8001) Sound in Media
DF2005 Writing For Film – **Applicable as UE for DA majors only**

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DF2006 Ethnographic Film

DF2007 (DF9001) The Art of Lighting **Recommended for GAME Pathway*

DF2009 History of World Cinema

DF2011 Sound For Film – **Applicable as UE 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 UE for DA majors only**

*DF3013 Producing for Film and Media (Pre-req: DF2000 and DF2005) – **Applicable as UE for DA majors only**

DF3014 Creative Producing for Film and Media

DF5000 (DF2008) Issues in Film Practice

DF5001 (DF3002) Documentary Filmmaking

*DF5002 (DF3006) Cinematography II (Pre-req: DF2003)

INTERACTION

DM2000 Interactive I – **Applicable as UE for MA majors only**

DM2002 Sound Art

DM2006 Narratives for Interaction – **Applicable as UE for MA majors only**

*DM2007 Interactive II (Pre-req: DM2000) – **Applicable as UE for MA majors only**

DM2009 Performance and Interaction

DM2010 Scenography and Exhibition Design

DM2011 Issues in Interactive Media Practice

DM2012 (DA5009) Explorations in A.I. Generated Art **Revised course code*

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 UE for DA majors only**

DP2002 History of Photography

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

DP2006 Principles of Lighting (Pre-req: DN1013 / DP2001 / DP5000) – **Applicable as UE for DA majors only**

DP2008 Experimental Photography

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

DP2012 (DP5001) Art and Ecology Workshop **Revised course code*

DP3000 Photographic Media and Presentation (Pre-req: DP2001 / DP5000) – **Applicable as UE 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: DP2001 / DP5000)

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

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

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DP4001 Extended Photography (*Pre-req: DP2001 and DP2005*) – **Applicable as UE for DA majors only**
DP5000 (DP2000) Photo Imaging I: Black and White Film Photography

PRODUCT DESIGN

DR2000 Conceptual Design – **Applicable as UE for MA majors only**
DR2001 Product Design I – **Applicable as UE for MA majors only**
DR2002 Emerging Product Design Practices (Issues in Product Design Practice)
DR2005 Computer Aided Design I – **Applicable as UE for MA majors only**
DR2008 Design Futures and Experiences (User Experience in Design)
DR2011 Human Factors for Design
DR2014 Body-centric Design (Wearable Technology, Fashion and Design)
*DR3002 Computer Aided Design II (*Pre-req: DR2005*)
DR5000 (DR2007) Surface Design
DR5001 (DR2009) Products in an Asian Cultural Context
DR5003 (DR9001) Introduction to Design
DR5004 Design and Systems Thinking

VISUAL COMMUNICATION

DV2000 Typography I – **Applicable as UE for MA majors only**
DV2001 Visual Communication I – **Applicable as UE for MA majors only**
DV2002 Illustration for Designers
DV2003 (DV8001) Beyond the logo: Introduction to branding
DV2006 Designed Experiences
*DV2007 Issues in Visual Communication Practice (*Pre-req: DV2004 & DV3010*) – **Applicable as UE for DA majors only**
DV2008 Interface Design
DV3003 Spatial Design
*DV3005 Creative Brand Design (*Pre-req: DV2004 & DV3010*)
DV5001 (DV2009) Design in Motion
DV5002 (DV2010) Packaging Design
DV5003 (DV2011) Pattern, Art, Design and Architecture
DV5004 (DV9001) Art, Design and Science
DV5005 (DV9002) 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.**

Please refer to the following links for more information (*via Sharepoint*) on NTU-OAS webpage:

[Course Contents with Assessment, Reading Materials and Weekly Schedule, etc](#)

[Student Handbook and Guides for Course Registration](#)

[NTU Information and Guides, STARS and other Course Registration Matters](#)