

**Proposed Study Plan for Media Art Curriculum  
(ADM Students admitted in AY2021 Onwards)**

**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](mailto:bseide@ntu.edu.sg)
- Filmmaking: Assoc. Prof Christoph Hahnheiser, Email: [c.hahnheiser@ntu.edu.sg](mailto:c.hahnheiser@ntu.edu.sg)
- Game: Assoc. Prof Gray Hodgkinson, Email: [ghodgkinson@ntu.edu.sg](mailto:ghodgkinson@ntu.edu.sg)
- Photography: Lecturer Mr Ang Song Nian: Email: [SNAng@ntu.edu.sg](mailto: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 the Histories of Art I: Western Art History	Core	3	
	CC0001 Inquiry & Communication in an Interdisciplinary World	Interdisciplinary Collaborative Core - ICC (Common)	2	Pre-req: HW0001 or Exempted from Qualifying English Test (QET)
	CC0002 Navigating the Digital World	ICC (Common)	2	
	<b>TOTAL</b>		<b>19</b>	

Year 1   Semester 2	Course Title	Course Type	AUs	Remarks
	DN1016 Visual Story Telling	Core	3	
	DN1013 Concepts of Digital Imaging	Core	3	
	DN1017 Media Art and Representation	Core	3	
	*DD1004 Introduction to the Histories of Art II: Asian Art History (Pre-req: DD1003)	Core	3	
	DD0000 Writing Narratives for Creative Media (Effective Communication)	ICC (Foundational)	3	
	CC0005 Healthy Living & Mental Well-being in an Aging Society	ICC (Common)	3	
	CC0003 Ethics & Civics in a Multicultural World	ICC (Common)	2	
<b>TOTAL</b>		<b>20</b>		

\*Course with pre-requisite

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

	Course Type	AUs	Pathway				
			Animation	Filmmaking	Game	Photography	General
<b>Year 2   Semester 1</b>	<b>Compulsory Major Studio PE 1</b>	3	DT2001 3D Production	DF2000 Digital Film Production I	DT2018 Animation For Games I	DP2001 Digital Photography	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	<b>Compulsory Major Studio PE 2</b>	3	DT2000 Basic Principles of Motion	DF2005 Writing for Film	DT2020 Game Design I	*DP2006 Principles of Lighting <i>(Pre-req: DN1013 / DP2001 / DP5000)</i>	
				DF2011 Sound for Film			
	<b>Compulsory Area Specific History Major PE</b>	3	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	Choose One
	<b>ICC (Common)</b>	3	CC0006 Sustainability: Human, Social, Economic & Environment				
	<b>ICC (Foundational) (Choose <u>ONE</u> of the following)</b>	3	DD0003 Information Visualization <i>(Offered by ADM)</i> CS0888 Artificial Intelligence and New Technology Law <i>(Offered by WKWSC)</i> HG2052 Language, Technology and the Internet <i>(Offered by SOH)</i> HS0101 Digital Literacy, Culture and Society <i>(Offered by SSS)</i>				
	<b>ICC (Common)</b>	2	ML0004 Career & Entrepreneurial Development for the Future World				
<b>TOTAL</b>	<b>17</b>						

\*Course with pre-requisite

**Notes:**

- 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.
- Students in **FILM Pathway** are to take **2-3 Compulsory Major PE** courses in this semester and take 1-2 Compulsory Major PE in Year 3, Semester 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 2** -----

	Course Type	AUs	Pathway				
			Animation	Filmmaking	Game	Photography	General
<b>Year 2   Semester 2</b>	<b>Compulsory Major Studio PE 3</b>	3	DT2009 Storyboarding & Production Design	DF2003 Cinematography I	*DT2019 Animation for Games II <i>(Pre-req: DT2018)</i>	*DP2005 Photography: Color and Context <i>(Pre-req: DP2001 / DP5000)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	<b>Compulsory Major Studio PE 4</b>	3	*DT2016 3D Character Animation <i>(Pre-req: DT2000 &amp; DT2001)</i>	DF2001 Film Editing	*DT3014 Game Design II <i>(Pre-req: DT2020)</i>	*DP2011 Photography: Light and Location <i>(Pre-req: DP2006)</i>	
	<b>Compulsory Art History 3 Major PE</b> <i>(Choose <u>ONE</u> of the following)</i>	3	DD2013 Visualization of Cultural Heritage <u><b>Courses Offered by Sch of Humanities</b></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>				
	<b>ICC (Common)</b>	3	CC0007 Science & Technology for Humanity				
	<b>Broadening and Deepening Electives - BDE</b>	3	Choose one from Range on offer in university				
	<b>BDE</b>	3	Choose one from Range on offer in university				
	<b>TOTAL</b>	<b>18</b>					

\*Course with pre-requisite

**Note:**

- 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.
- 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**

**Proposed Study Plan for Media Art Curriculum  
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----- **YEAR 3** -----

	Course Type	AUs	Pathway				
			Animation	Filmmaking	Game	Photography	General
<b>Year 3   Semester 1</b>	<b>Compulsory Major Studio PE 5</b>	3	DT2011 Stop Motion Principles	*DF3012 Film Directing <i>(Pre-req:DF2000 &amp; DF2005)</i>	DM2008 Programming for Interaction	*DP3000 Photographic Media and Presentation <i>(Pre-req: DP2001 / DP5000)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	<b>Compulsory Major Studio PE 6</b>	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 / DP5000)</i>	
	<b>Major Studio PE</b>	3	Refer to Page 5 - 6				
	<b>BDE</b>	3	Choose one from Range on offer in university				
	<b>BDE</b>	3	Choose one from Range on offer in university				
	<b>BDE</b>	3	Choose one from Range on offer in university				
	<b>TOTAL</b>	<b>18</b>					

\*Course with pre-requisite

**Note:**

1. 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.
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**

**Proposed Study Plan for Media Art Curriculum  
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Year 3   Semester 2	Course Type	AUs	Pathway				
			Animation	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 &amp; DF2003 &amp; DF2011)</i>	*DT3008 Research and Visual Development <i>(Pre-req: DT2000/DT2001/DT2009)</i>	*DP3011 Documentary Practices <i>(Pre-req: DP2001 / DP5000)</i>	Choose any <b>two</b> <i>(*Refer to <a href="#">Important Notes</a> at the top of this document)</i>
	Compulsory Major Studio PE 8	3	*DT3012 Acting for Animation <i>(Pre-req: DT2016)</i>		*DT3016 Game Jam <i>(Pre-req: DT2018 / DT3014)</i>	*DP4001 Extended Photography <i>(Pre-req: DP2001 &amp; DP2005)</i>	
	Major Studio PE	3	Refer to Page 5 - 6				
	BDE	3	Choose one from Range on offer in university				
	BDE	3	Choose one from Range on offer in university				
	<b>TOTAL</b>	<b>15</b>					

\*Course with pre-requisite

**Note:**

- 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.
- 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

Year 3   May - July	Course Code and Title	Course Type	AUs	Remarks
	Internship *DD3021 Professional Attachment <i>(Pre-req: Must have achieved at least 72 AUs and Year 3 standing)</i>	ICC (Foundational)	5	10 weeks
	<b>TOTAL</b>		<b>5</b>	

\*Course with pre-requisite

**Proposed Study Plan for Media Art Curriculum  
(ADM Students admitted in AY2021 Onwards)**

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

<b>Year 4   Semester 1</b>	<b>Course Code and Title</b>	<b>Course Type</b>	<b>AUs</b>	<b>Remarks</b>
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	<b>Core</b>	9	Span over two semesters
	*DD4005 Interdisciplinary Seminar (Media Art) <i>(Pre-req: Study Year 4)</i>	<b>Core</b>	3	
	Choose one from Range on offer in university	<b>BDE</b>	3	
	<b>TOTAL</b>		<b>15</b>	

\*Course with pre-requisite

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

<b>Year 4   Semester 2</b>	<b>Course Code and Title</b>	<b>Course Type</b>	<b>AUs</b>	<b>Remarks</b>
	*DD4003 Final Year Project - Media Art # <i>(Pre-req: DT3008 / DF3004 / DP3011 / DP4001 / Upon Approval)</i>	<b>Core</b>	(9)	Span over two semesters
	Choose one from Range on offer in university	<b>BDE</b>	3	
	<b>TOTAL</b>		<b>12</b>	

\*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  
(ADM Students admitted in AY2021 Onwards)**

**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 Broadening and Deepening Electives (BDE), except for those indicated with (#).

**ANIMATION and GAME**

DT2005 Lighting and Rendering Pipeline

DT2010 Digital Compositing – **Applicable as Major PE for MA majors only**

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

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

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

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**FILMMAKING**

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

DF2007 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

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**INTERACTION**

DM2002 Sound Art

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 Audiovisual Performance (Pre-req: DM2008)

DR2011 Human Factors for Design

DV2008 Interface Design

DV3003 Spatial Design

**Proposed Study Plan for Media Art Curriculum  
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**PHOTOGRAPHY**

DP2008 Experimental Photography

DP2012 Art and Ecology Workshop

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

DP3003 Socially Engaged Photography

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

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**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*)

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**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*)

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**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) / 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.**

II. **Selection of Broadening and Deepening Elective (BDE) Courses offered by ADM**

**Broadening and Deepening Elective Courses (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 Exhibition Design

DA5000 Applied Drawing



**Proposed Study Plan for Media Art Curriculum  
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DA5001 Painting  
DA5002 Watermedia Landscape Painting  
DA5003 Kinetic Anatomy: Dynamic Figure Drawing for Artists and Designers  
DA5004 Design, Art, and Animation for Media Architecture  
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 BDE for DA majors only**  
DT2001 3D Production – **Applicable as BDE for DA majors only**  
DT2005 Lighting and Rendering Pipeline  
DT2007 History and Culture of Animation, VFX and Game  
DT2009 Storyboarding & Production Design – **Applicable as BDE for DA majors only**  
DT2010 Digital Compositing  
DT2011 Stop Motion Principles – **Applicable as BDE for DA majors only**  
\*DT2015 Advanced 3D Production (Pre-req: DT2001)  
DT2017 Writing for Animation  
DT2018 Animation for Games I – **Applicable as BDE for DA majors only**  
\*DT2019 Animation for Games II (Pre-req: DT2018) – **Applicable as BDE for DA majors only**  
DT2020 Game Design I – **Applicable as BDE 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 BDE for DA majors only**  
\*DT3015 Advanced Stop Motion (Pre-req: DT2011)  
\*DT3016 Game Jam (Pre-req: DT2018 or DT3014) – **Applicable as BDE for DA majors only**  
\*DT3017 Game Seminar (Pre-req: DT2018 or DT3014) – **Applicable as BDE 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**

**Proposed Study Plan for Media Art Curriculum  
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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: DP2001 or DP5000) – **Applicable as BDE for DA majors only**

DP2006 Principles of Lighting (Pre-req: DN1013 / DP2001 / 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

**Proposed Study Plan for Media Art Curriculum  
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DP3000 Photographic Media and Presentation (*Pre-req: DP2001 / DP5000*) – **Applicable as BDE for DA majors**

**only**

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

DP3003 Socially Engaged Photography

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

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

DP3011 Documentary Practices (*Pre-req: DP2001 / DP5000*) – **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**

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

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

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.**

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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](#)