

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2022 - 2023, SEMESTER 2

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320						
MONDAY					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T01 COILAB 1									DA5000 APPLIED FOR DRAWING G01 CHUA TIN GIAP CALVIN (PT) DRAWING ROOM 2 (ART-02-29)					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T13 COILAB 1								DM2008 PROGRAMMING FOR INTERACTION G01 THUMMANAPALLI NAGARAJU INTERACTIVE MEDIA (ART-01-11A)																					
					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T02 COILAB 1									DF2011 SOUND FOR FILM ROSS ADRIAN WILLIAMS FILM EDITING LAB (ART-01-12)					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T14 COILAB 1								DT2001 3D PRODCUTION G01 CHUA WEI LUN BRANDON (PT) 3D LAB 2 (ART-B1-5G)																					
					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T03 COILAB 1									DM2006 NARRATIVES FOR INTERACTION YEO KER SIANG (PT) INTERACTIVE GAMELAB (ART-02-17)					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T15 COILAB 1																													
		DF2003 CINEMATOGRAPHY I G01 TANG KANG SHEN (PT NEW) SOUND STAGE 1 (ART-01-19)												DM3010 PROJECT DEVELOPMENT & PLANNING AKBAR YUNUS (PT) INTERACTIVE MEDIA (ART-01-11A)					CC0007 SCIENCE & TECHNOLOGY FOR HUMANITY T16 COILAB 1																													
		DF3005 AUDIO POST-PRODUCTION FOR FILM ROSS ADRIAN WILLIAMS FILM EDITING LAB (ART-01-12)												DP2005 PHOTOGRAPHY: COLOUR & CONTEXT OH SOON-HWA DIGITAL LAB (ART-02-26)					DA5007 DRAWING FOR ANIMATION ONG YI TECK (PT) DRAWING ROOM 2 (ART-02-29)																													
		DR2005 COMPUTER AIDED DESIGN I SIM PERN CHONG (PT) PRODUCT DESIGN CG LAB (ART-B1-23)												DR3002 COMPUTER AIDED DESIGN II SIM PERN CHONG (PT) PRODUCT DESIGN CG LAB (ART-B1-23)					DA5009 EXPLORATIONS IN A.I. GENERATED ART INA CONRADI INTERACTIVE GAMELAB (ART-02-17)																													
		DR2008 USER EXPERIENCE IN DESIGN VERONICA RANNER PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)												DR5004 DESIGN & SYSTEMS THINKING JEFFREY HONG YAN JACK / ANDY KHONG PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)					DP2006 PRINCIPLES OF LIGHTING YU FENGYAO JASPER (PT) LIGHTING STUDIO (ART-02-24B)																													
		DT2009 STORYBOARDING & PRODUCTION DESIGN QUEK XIANG LIN ANDRE (PT) 2D LAB (ART-B1-4A)												DT3008 RESEARCH & VISUAL DEVELOPMENT G01 DAVIDE BENVENUTI 3D LAB 1 (ART-B1-5F)					DT2016 3D CHARACTER ANIMATION G01 SEAH JIEXIN (PT) 3D LAB 1 (ART-B1-5F)																													
															DV2002 ILLUSTRATION FOR DESIGNERS LISA WINSTANLEY VISCOM WORKSHOP (ART-01-02)					DV2005 VISUAL COMMUNICATION II G02 CANDICE NG EE CHING VISCOM WORKSHOP (ART-01-02)																												
															HR3004 (DD3022) ART IN THE AGE OF COLONIALISM RUBEN DE LA NUEZ ARENCIBIA HSSSEMRM8																																	
GC0001 INTRODUCTION TO SUSTAINABILITY - MULTIDISCIPLINARY APPROACHES & SOLUTION (ONLINE COURSE)																																																

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2022 - 2023, SEMESTER 2

[illegible]

YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2022 - 2023, SEMESTER 2

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320																														
WEDNESDAY	DA5008 INCUBATING IDEAS: IMAGE MAKING & STORYTELLING JOAN MARIE KELLY IEM LAB (ART-02-21) DF3004 DIGITAL FILM PRODUCTION II CHUL HEO SOUND STAGE 1 (ART-01-19) DP2008 EXPERIMENTAL PHOTOGRAPHY ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30) DR2000 CONCEPTUAL DESIGN PETER CHEN CHIA MIEN PRODUCT DESIGN STUDIO (ART-B1-17A & 17B) DR3008 ADVANCED DEVELOPMENT & PROTOTYPING JEFFREY HONG YAN JACK PRODUCT CG LAB (ART-B1-23) DT3008 RESEARCH & VISUL DEVELOPMENT G02 BERNHARD JOHANNES SCHMITT 3D LAB 2 (ART-B1-5G) DV2004 TYPOGRAPHY II YAM MIN YEE ANGELINE VISCOM CLASSROOM (ART-02-23B) DV2005 VISUAL COMMUNICATION II DESMOND PANG HEE WEE VISCOM WORKSHOP (ART-01-02) DV3008 VISUAL COMMUNICATION IV G03 WANG I-HSUAN CINDY VISCOM STUDIO (ART-02-02A) DV3012 PRODUCTION FOR GRAPHIC DESIGNERS MUHAMMAD HAIRUL BIN AB LATIFF (PT) VISCOM LAB (ART-02-02B) HR2001 (DD2000) INTRODUCTION TO THE HISTORIES OF SOUTHEAST ASIAN ART ADELEINE DAYSOR LHS-TR+33												DD0003 INFORMATION VISULIZATION G02 MUHAMMAD HAIRUL BIN AB LATIFF (PT) VISCOM WORKSHOP (ART-01-02) HR2004 (DD2008) SURVEY OF MODERN ART 1900 - 1945 THANG RUOH SHAN CLEO LHS-TR+33												DD0003 INFORMATION VISULIZATION G03 AZELIA NG WEI ZHEN (NEW PT) LHN-TR+37																																															
																																					DF3010 EXPERIMENTAL FILM PRODUCTION TEOW YUE HAN (PT) FILM EDITING LAB (ART-01-12)																																			
																																					DP3001 TRANSFORMATIVE IDENTITIES IN FASHION MEDIA HO WEIQUAN BRYAN (PT) PHOTO LIGHTING STUDIO (ART-02-24B)																								DT5000 DIGITAL SCULPTING BRYAN EMMANUEL (NGUI TU SHAN) (PT) 3D LAB 2 (ART-B1-5G)											
																																					DT2016 3D CHARACTER ANIMATION G02 BRYAN EMMANUEL (NGUI TU SHAN) (PT) 3D LAB 2 (ART-B1-5G)																								DV5001 DESIGN IN MOTION TAN JOLENE (PT) VISCOM LAB (ART-02-02B)											
																																					DV2007 ISSUES IN VISUAL COMMUNICATION PRACTICE CANDICE NG EE CHING VISCOM CLASSROOM (ART-02-23B)																																			
																																					DV2008 INTERFACE DESIGN EE01 YIP JING XIN (ESTHER) (PT) S2-SBS-04																																			
													HY0001 ETHICS & MORAL REASONING (ONLINE COURSE)																																																											

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2022 - 2023, SEMESTER 2

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
THURSDAY	DA5006 HANDBUILDING WITH CLAY: FORM & SURFACE JOAN MARIE KELLY DRAGON KIN																DA5000 APPLIED DRAWING G02 DAVID CHAN KIAN WEI (PT) DRAWING ROOM 2 (ART-02-29)								DA5002 WATERMEDIA LANDSCAPE PAINTING NG WOON LAM DRAWING ROOM 2 (ART-02-29)																	
	DF2001 FILM EDITING G01 NICOLE MIDORI WOODFORD FILM EDITING LAB (ART-01-12)																DD0003 INFORMATION VISULIZATION G04 JOY HO QIYI (PT) LHN-TR+37								DM5001 WEB DESIGN G02 TAN XINHUI, DYLAN (NEW PT) INTERACTIVE GAMELAB (ART-02-17)								DT2010 DIGITAL COMPOSITING YANG SISHUO (PT) 3D LAB 2 (ART-B1-5G)									
	DF2005 WRITING FOR FILM CHRISTOPH HANNHEISER CRIT ROOM (ART-01-07)																DF2001 FILM EDITING G02 NICOLE MIDORI WOODFORD FILM EDITING LAB (ART-01-12)								DP2006 PRINCIPLES OF LIGHTING WONG SHAO FUNG KENNETH (PT) LIGHTING STUDIO (ART-02-24B)								DV5002 PACKAGING DESIGN MUHAMMAD HAIRUL BIN AB LATIFF (PT) VISCOM WORKSHOP (ART-01-02)									
	DM2007 INTERACTIVE II TAN JUN KANG JAKE (PT) INTERACTIVE MEDIA (ART-01-11A)																DM3015 INTERACTIVE ENVIRONMENTS TAN JUN KANG JAKE (PT) INTERACTIVE MEDIA (ART-01-11A)								DP5001 ART & ECOLOGY ZHAO RENHUI (PT) DIGITAL LAB (ART-02-26)																	
	DP5000 BLACK & WHITE FILM PHOTOGRAPHY G01 ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)																DP2001 DIGITAL PHOTOGRAPHY G03 JEANNIE HO (PT) DIGITAL LAB (ART-02-26)								DT2017 WRITING FOR ANIMATION ANDI SPARK 2D LAB (ART-B1-4A)																	
	DR2004 PRODUCT DESIGN II KARYN LIM (PT) PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)																DP2011 PHOTOGRAPHY: LIGHT & LOCATION WONG SHAO FUNG KENNETH (PT) LIGHTING STUDIO (ART-02-24B)								DT5003 DIGITAL PAINTING G02 CHUA TIN GIAP (CALVIN) (PT) 3D LAB 1 (ART-B1-5F)																	
	DT2009 STORYBOARDING & PRODUCTION DESIGN G02 QUEK XIANG LIN ANDRE (PT) 2D LAB (ART-B1-4A)																DP4001 EXTENDED PHOTOGRAPHY ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)								DV3008 VISUAL COMMUNICATION IV G02 CANDICE NG EE CHING VISCOM WORKSHOP (ART-01-02)																	
	DT3000 ADVANCED DRAWN ANIMATION DAVIDE BENVENUTI 3D LAB 1 (ART-B1-5F)																DR2014 WEARABLE TECHNOLOGY, FASHION & DESIGN KARYN LIM (PT) PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)																									
	DT3016 GAME JAM GOH DIAN YANG (PT) INTERACTIVE GAMELAB (ART-02-17)																DT3008 RESEARCH & VISUAL DEVELOPMENT G03 BENJAMIN SEIDE 3D LAB 2 (ART-B1-5G)																									
	DV2004 TYPOGRAPHY II G03 DESMOND PANG HEE WEE VISCOM STUDIO (ART-02-02A)																DT3014 GAME DESIGN II GOH DIAN YAN (PT) INTERACTIVE GAMELAB (ART-02-17)																									
	DV3012 PRODUCTION FOR GRAPHIC DESIGNERS G02 VANESSA BAN HUI MIN (PT) VISCOM LAB (ART-02-02B)																DT5001 GRAPHIC STORYTELLING HANS-MARTIN RALL 2D LAB (ART-B1-4A)																									
																	DT5003 DIGITAL PAINTING CHUA TIN GIAP (CALVIN) (PT) 3D LAB 1 (ART-B1-5F)																									
																DV2003 BEYOND THE LOGO: INTRODUCTION TO BRANDING YAM MIN YEE ANGELINE VISCOM CLASSROOM (ART-02-23B)																										
																DV3012 PRODUCTION FOR GRAPHIC DESIGNERS G03 VANESSA BAN HUI MIN (PT) VISCOM LAB (ART-02-02B)																										
																HR2010 (DD2015, DD9014) INTRODUCTION TO MUSEUM STUDIES KARIN OEN LHS-R+29																										

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2022 - 2023, SEMESTER 2

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
FRIDAY		FINAL YEAR PROJECT MEETING													DD4005 & DD4006 MEDIA & DESIGN ART INTERDISCIPLINARY SEMINAR PEER M SATHIKH PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)										DT2015 ADVANCED 3D PRODUCTION FONG REN KAI RONALD (PT) 3D LAB 2 (ART-B1-5G)																	
			DF2005 WRITING FOR FILM G02 NICOLE MIDORI WOODFORD CRIT ROOM (ART-01-07)																																							
			DT2019 ANIMATION FOR GAMES II GRAY HODGKINSON 3D LAB 2 (ART-B1-5G)																																							
			DT3008 RESEARCH & VISUAL DEVELOPMENT G04 ANDI SPARK 3D LAB 1 (ART-B1-5F)																																							
			ML0003 KICKSTART YOUR CAREER SUCCESS (ONLINE COURSE)																																							