

SCHOOL OF ART, DESIGN & MEDIA

YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2023 - 2024, 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	DF2003 CINEMATOGRAPHY I NICHOLAS MARK MORRIS SOUND STAGE 1 (ART-01-19)										DF2013 FILM MUSIC IN THEORY & PRACTICE ROSS ADRIAN WILLIAMS 3D SCREENING ROOM (ART-02-15)										DA5008 INCUBATING IDEAS: IMAGE MAKING & STORYTELLING JOAN MARIE KELLY ART-02-21																					
	DF3005 AUDIO POST-PRODUCTION FOR FILM ROSS ADRIAN WILLIAMS FILM EDITING LAB (ART-01-12)										DF5001 DOCUMENTARY FILMMAKING ELLA RAIDEL CRIT ROOM (ART-01-08)										DA5010 FIGURE SCULPTURE IN CLAY JESSE JOHN THOMPSON ART-02-29																					
	DR2005 COMPUTER AIDED DESIGN I SIM PERN CHONG (PT) PRODUCT DESIGN CG LAB (ART-B1-23)										DM2006 NARRATIVES FOR INTERACTION YEO KER SIANG (PT) INTERACTIVE GAMELAB (ART-02-17)										DM3008 GENERATIVE ART (NEW PT - TBC) INTERACTIVE MEDIA (ART-01-11A)										DT2016 3D CHARACTER ANIMATION G02 SEAH JIEXIN (PT) 3D LAB 1 (ART-B1-5F)											
	DR2008 DESIGN FUTURES & EXPERIENCES 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)										DT2019 ANIMATION FOR GAMES II NGUI YU SHAN BRYAN EMMANUEL (PT) 3D LAB 2 (ART-B1-5G)											
	DT2009 STORYBOARDING & PRODUCTION DESIGN QUEK XIANG LIN ANDRE (PT) 2D LAB (ART-B1-4A)										DT5002 ISSUES IN ANIMATION PRACTICE 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)																															
											HR3004 ART IN THE AGE OF COLONIALISM LE01 RUBEN DE LA NUEZ HSSSEMRM8																															
	GC0001 INTRODUCTION TO SUSTAINABILITY - MULTIDISCIPLINARY APPROACHES & SOLUTION (ONLINE COURSE) (APPLICABLE TO ADMISSION YEAR 2018 TO 2020)																																									

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TUESDAY	DF2005 WRITING FOR FILM CHRISTOPH HAHNHEISER CRIT ROOM B1.1 (ART-B1-14)								DA5003 KINETIC ANATOMY: DYNAMIC FIGURE DRAWING FOR ARTISTS & DESIGNERS JESSE JOHN THOMPSON ART-02-28								DM2012 EXPLORATIONS IN A.I. GENERATED ART INA CONRADI CHAVEZ INTERACTIVE GAMELAB (ART-02-17)								DM2008 PROGRAMMING FOR INTERACTION G01 THUMMANAPHALI NAGARAJU (PT) INTERACTIVE MEDIA (ART-01-11A)																	
	DF5002 CINEMATOGRAPHY II NICHOLAS MARK MORRIS SOUND STAGE 1 (ART-01-19)								DF2006 ETHNOGRAPHIC FILM MARC GLODE CRIT ROOM B1.2 (ART-B1-13)								DP2001 DIGITAL PHOTOGRAPHY G02 JEANNIE HO (PT) DIGITAL LAB (ART-02-26)								DV3012 PRODUCTION FOR GRAPHIC DESIGNERS G02 SIM FENG MING RENE (PT) VISCOM LAB (ART-02-02B)																	
	DP5000 BLACK & WHITE FILM PHOTOGRAPHY G01 TEO SHAN LORE MARY-ANN (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)								DM3010 PROJECT DEVELOPMENT & PLANNING INA CONRADI CHAVEZ INTERACTIVE MEDIA (ART-01-11A)								DP3011 DOCUMENTARY PRACTICES SAMUEL HE (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)																									
	DR3005 PRODUCT DESIGN IV VERONICA RANNER PRODUCT DESIGN STUDIO (ART-B1-17A) / CONSTRUCTION WORKSHOP (ART-B1-25)								DP2001 DIGITAL PHOTOGRAPHY G01 OH SOON HWA DIGITAL LAB (ART-02-26)								DV2003 BEYOND THE LOGO: INTRODUCTION TO BRANDING G02 YAM MIN YEE ANGELINE VISCOM CLASSROOM (ART-02-23B)																									
	DT3008 RESEARCH & VISUAL DEVELOPMENT G01 BERNHARD JOHANNES SCHMITT 3D LAB 1 (ART-B1-5F) / 3D SCREENING ROOM (ART-02-15)								DP5000 BLACK & WHITE FILM PHOTOGRAPHY G02 PETER CHEN CHIA MIEN DARK ROOM / DESIGN STUDIO (ART-02-30)								DV2005 VISUAL COMMUNICATION II G03 CANDICE NE EE CHING VISCOM WORKSHOP (ART-01-02)																									
	DV2004 TYPOGRAPHY II G01 DESMOND PANG HEE WEE VISCOM STUDIO (ART-02-02A)								DT3012 ACTING FOR ANIMATION DAVIDE BENVENUTI 3D LAB 1 (ART-B1-5F)								DV3012 PRODUCTION FOR GRAPHIC DESIGNERS G01 VANESSA BAN HUI MIN (PT) VISCOM LAB (ART-02-02B)																									
	DV2005 VISUAL COMMUNICATION II G02 MUHAMMAD HAIRUL BIN AB LATIFF (PT) VISCOM CLASSROOM (ART-02-23B)								DV3008 VISUAL COMMUNICATION IV G02 DESMOND PANG HEE WEE VISCOM STUDIO (ART-02-02A)																																	
	DV3008 VISUAL COMMUNICATION IV G01 LISA WINSTANLEY VISCOM WORKSHOP (ART-01-02)								HR2004 SURVEY OF MODERN ART, 1900 - 1945 LE01 THANG RUOH SHAN CLEO (PT) LHS-TR+26																																	
HY0001 ETHICS & MORAL REASONING (ONLINE COURSE) (ONLINE COURSE) (APPLICABLE TO ADMISSION YEAR 2018 TO 2020)																																										

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WEDNESDAY	DD0003 INFORMATION VISUALIZATION G01 LIM SHIRLEY (PT) LHN-TR+38												DM2007 INTERACTIVE II (NEW PT - TBC) INTERACTIVE MEDIA (ART-01-11A)									DA5001 PAINTING JOAN MARIE KELLY ART-02-28						DD0003 INFORMATION VISUALIZATION G03 SIM FENG MING RENE (PT) LHS-TR+53																	
	DD0003 INFORMATION VISUALIZATION G02 MUHAMMAD HAIRUL BIN AB LATIFF (PT) LHS-TR+35												DM5001 WEB DESIGN G01 TAN XINHUI DYLAN (PT) INTERACTIVE GAMELAB (ART-02-17)									DD2013 VISUALIZATION OF CULTURAL HERITAGE LE02 ANDREA NANETTI LIBER (ADM LIBRARY)						DD0003 INFORMATION VISUALIZATION G04 LIM QIXUAN (PT) LHS-TR+52																	
	DD2013 VISUALIZATION OF CULTURAL HERITAGE LE01 ANDREA NANETTI LIBER (ADM LIBRARY)												DP3001 TRANSFORMATIVE IDENTITIES IN FASHION MEDIA BRYAN HO WEIQUN (PT) LIGHTING STUDIO (ART-02-24B)									DP3003 SOCIALLY ENGAGED PHOTOGRAPHY ALECIA NEO (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)						DT3009 CINEMATIC CONCEPTS & MOTION CAPTURE APPLICATIONS LIM BAO QUN EMMANUEL (PT) 3D LAB 2 (ART-B1-5G)																	
	DF2012 ADVANCE SCREENWRITING BENJAMIN ALEXANDER SLATER CRIT ROOM B1.2 (ART-B1-13)												DT5001 GRAPHIC STORYTELLING GOH WEI CHOON (PT) 2D LAB (ART-B1-4A)									DV2008 INTERFACE DESIGN ZHAO BIN (IEM PT) S2.2-B4-01						DT5000 DIGITAL SCULPTING NGUI YU SHAN BRYAN EMMANUEL (PT) 3D LAB 1 (ART-B1-5F)																	
	DP2005 PHOTOGRAPHY: COLOUR & CONTEXT OH SOON HWA DIGITAL LAB (ART-02-26)																					DV5002 PACKAGING DESIGN MUHAMMAD HAIRUL BIN AB LATIFF (PT) VISCOM WORKSHOP (ART-01-02)						DV3012 PRODUCTION FOR GRAPHIC DESIGNERS AZELIA NG WEI ZHEN VISCOM LAB (ART-02-02B)																	
	DP2008 EXPERIMENTAL PHOTOGRAPHY ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)															HR2010 INTRODUCTION TO MUSEUM STUDIES LE01 ADRIAN TAN (SOH PT) LHS-TR+26																													
	DR2000 CONCEPTUAL DESIGN PETER CHEN CHIA MIEN CRIT ROOM (ART-B1-14) / CONSTRUCTION WORKSHOP (ART-B1-25)																																												
	DR2004 PRODUCT DESIGN II PEER M. SATHIKH PRODUCT DESIGN STUDIO (ART-B1-17A) / CONSTRUCTION WORKSHOP (ART-B1-25)																																												
	DR3008 ADVANCED DEVELOPMENT & PROTOYPING JEFFREY HONG YAN JACK PRODUCT DESIGN CG LAB (ART-B1-23)																																												
	DT3015 STOP MOTION SEMINAR BERNHARD JOHANNES SCHMITT STOP MOTION (ART-B1-5A)																																												
	DV2004 TYPOGRAPHY II G02 DESMOND PANG HEE WEE VISCOM STUDIO (ART-02-02A)																																												
	HR2001 INTRODUCTION TO THE HISTORIES OF SOUTHEAST ASIAN ART LE01 ADELEINE DAYSOR (SOH PT) LHS-TR+28																																												
ML0003 KICKSTART YOUR CAREER SUCCESS (ONLINE COURSE) (ONLINE COURSE) (APPLICABLE TO ADMISSION YEAR 2018 TO 2020)																																													

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THURSDAY	DF2001 FILM EDITING (NEW PT - TBC) FILM EDITING LAB (ART-01-12)										DF2002 SURVEY OF EXPERIMENTAL FILMMAKING MARC GLODE 3D SCREENING ROOM (ART-02-15)										DA5002 WATERMEDIA LANDSCAPE PAINTING NG WOON LAM ART-02-29																					
	DF3004 DIGITAL FILM PRODUCTION II CHUL HEO SOUND STAGE 1 (ART-01-19)										DF3014 CREATIVE PRODUCING FOR FILM & MEDIA CHRISTOPH HAHNHEISER CRIT ROOM B1.1 (ART-B1-14)										DM5001 WEB DESIGN G02 TAN XINHUI DYLAN (PT) INTERACTIVE GAMESLAB (ART-02-17)																					
	DM3015 INTERACTIVE ENVIRONMENTS JAKE TAN (PT) INTERACTIVE MEDIA (ART-01-11A)										DP2001 DIGITAL PHOTOGRAPHY G03 JENNIE HO (PT) DIGITAL LAB (ART-02-26)										DR5003 INTRODUCTION TO DESIGN TAN JOSEPH LOUIS (PT) LHN-TR+34																					
	DP5000 BLACK & WHITE FILM PHOTOGRAPHY G03 ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)										DP4001 EXTENDED PHOTOGRAPHY ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)										DT2017 WRITING FOR ANIMATION ANDREA SPARK 2D LAB (ART-B1-4A)										DT2010 DIGITAL COMPOSITING BENJAMIN SEIDE 3D LAB 2 (ART-B1-5G)											
	DR2001 PRODUCT DESIGN I DU WEISHENG WILSON (PT) PRODUCT DESIGN STUDIO (ART-B1-17A) / CONSTRUCTION WORKSHOP (ART-B1-25)										DT3008 RESEARCH & VISUAL DEVELOPMENT G02 HANS-MARTIN RALL 2D LAB (ART-B1-4A)										DT5003 DIGITAL PAINTING G02 ONG YI TECK (PT) 3D LAB 1 (ART-B1-5F)																					
	DT2009 STORYBOARDING & PRODUCTION DESIGN G02 QUEK XIANG LIN ANDRE (PT) 2D LAB (ART-B1-4A)										DT3014 GAME DESIGN II GOH DIAN YANG (PT) INTERACTIVE GAMESLAB (ART-02-17)										DV3008 VISUAL COMMUNICATION IV G03 CANDICE NG EE CHING VISCOM WORKSHOP (ART-01-02)																					
	DT3016 GAME JAM GOH DIAN YANG (PT) INTERACTIVE GAMESLAB (ART-02-17)										DT5004 FUNDAMENTALS OF IMMERSIVE 360° & VR EXPERIENCES BENJAMIN SEIDE 3D LAB 2 (ART-B1-5G)										DV5001 DESIGN IN MOTION JOLENE TAN (PT) VISCOM LAB (ART-02-02B)																					
	DV2004 TYPOGRAPHY II G03 DESMOND PANG HEE WEE VISCOM STUDIO (ART-02-02A)										DV2005 VISUAL COMMUNICATION II G01 LIM SHIRLEY (PT) VISCOM STUDIO (ART-02-02A)																															
	DV3002 EDITORIAL DESIGN DANNE OJEDA HERNANDEZ VISCOM CLASSROOM (ART-02-23B)										DV2006 DESIGNED EXPERIENCES YAM MIN YEE ANGELINE VISCOM CLASSROOM (ART-02-23B)																															

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FRIDAY	FINAL YEAR PROJECT MEETING										DA5005 COMPOSITIONAL STUDY - SHAPES, SPACE & COLOUR INTERACTIONS DAVID CHAN KIAN WEI (PT) ART-02-28										DA5000 APPLIED DRAWING DAVID CHAN KIAN WEI (PT) ART-02-28																					
											DD4005 MEDIA ART INTERDISCIPLINARY SEMINAR LE DD4006 DESIGN ART INTERDISCIPLINARY SEMINAR LE PEER M SATHIKH PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)										DT5003 DIGITAL PAINTING CHUA TIN GIAP (CALVIN) (PT) 3D LAB 1 (ART-B1-5F)																					
											DF3011 ADVANCED DIRECTING FOR FILM CHUL HEO SOUND STAGE 1 (ART-01-19)																															
											DP5000 BLACK & WHITE FILM PHOTOGRAPHY G04 TEO SHAN LORE MARY-ANN (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)																															
											DT3008 RESEARCH & VISUAL DEVELOPMENT G03 ANDREA SPARK 3D LAB 2 (ART-B1-5G)																															
DP2011 PHOTOGRAPHY LIGHT & LOCATION CHIN MING HUI SAM (PT) LIGHTING STUDIO (ART-02-24B)										ET0001 ENTERPRISE & INNOVATION (ONLINE COURSE) (ONLINE COURSE) (APPLICABLE TO ADMISSION YEAR 2018 TO 2020)																																