Proposed Study Plan for Design Art Curriculum
(ADM Students admitted in AY2025)

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 or used Flexible Grading Option (FGO)*

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.*

Design Art Pathway Coordinators:

- *Interaction: Assoc Prof Ina Conradi-Chavez, Email: InaConradi@ntu.edu.sg*

- *Product Design: Snr Lecturer Jeffrey Hong, Email: jeffreyhong@ntu.edu.sg*

- *Visual Communication: Lecturer Mr Desmond Pang: Email: desmond.pang@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	
CC0003 Ethics & Civics in a Multicultural World	**ICC (Common)**	2	
	TOTAL	**19**	

Year 1 | Semester 2

Course Title	Course Type	AUs	Remarks
DN1009 Graphic Form	**Core**	3	
DN1011 Form and Visualisation	**Core**	3	
DN1010 Experimental Interaction	**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 II)*	**ICC CORE (Professional)**	3	
CC0015 Health & Wellbeing *(replace CC0005)*	**ICC (Common)**	2	
ML0004 Career Design & Workplace Readiness in the V.U.C.A World	**ICC (Common)**	2	
	TOTAL	**19**	

*Course with pre-requisite

Year 2 | Semester 1

Course Type	AUs	Pathway			
		Interaction	**Product Design**	**Visual Communication**	**General**
Compulsory Major Studio PE 1	3	DM2000 Interactive I	DR2001 Product Design I	DV2000 Typography I	Choose any **two** (*Refer to *Important Notes* at the top of this document)
Compulsory Major Studio PE 2	3	DM2008 Programming for Interaction	DR2005 Computer Aided Design I	DV2001 Visual Communication I	
Compulsory Area Specific History Major PE	3	DD3016 History of Design			
ICC (Common)	3	CC0006 Sustainability: Society, Economy & Environment			
ICC (Professional) *(Choose ONE of the following)*	3	DD0003 Information Visualization *(Offered by ADM)* CS0102 Making Sense of Big Data *(Offered by WKWSCI)* CS0888 Artificial Intelligence and New Technology Law *(Offered by WKWSCI)* HD0103 Digital Humanities: Art, Art History And Cultural Heritage *(Offered by SOH)* HG2052 Language, Technology & The Internet *(Offered by SOH)* HH2017 History Of Information Technology *(Offered by SOH)* HS0101 Digital Literacy, Culture and Society *(Offered by SSS)* HY0101 The Philosophy & Ethics of Artificial Intelligence *(Offered by SSS)*			
ICC (Professional)	1	Profession Preparation *New*			
BDE	3	Choose one from Range on offer in university			
TOTAL	19				

Year 2 | Semester 2

Course Type	AUs	Pathway			
		Interaction	**Product Design**	**Visual Communication**	**General**
Compulsory Major Studio PE 3	3	DM2006 Narratives for Interaction	DR2008 Design Futures and Experiences *(User Experience in Design)*	*DV2004 Typography II *(Pre-req: DV2000)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
Compulsory Major Studio PE 4	3	*DM2007 Interactive II *(Pre-req: DM2000)*	*DR2004 Product Design II *(Pre-req: DR2001)*	*DV2005 Visual Communication II *(Pre-req: DV2001)*	
Compulsory Art History 3 Major PE *(Choose ONE of the following)*	3	DD2013 Visualization of Cultural Heritage ***Courses Offered by Sch of Humanities*** 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)*			
ICC (Common)	3	CC0007 Science & Technology for Humanity			

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BDE	3	Choose one from Range on offer in university	
BDE	3	Choose one from Range on offer in university	
TOTAL	18		

*Course with pre-requisite

-- YEAR 3 --

Year 3 | Semester 1

Course Type	AUs	Pathway			
		Interaction	**Product Design**	**Visual Communication**	**General**
Compulsory Major Studio PE 5	3	DM3013 Interactive Spaces	*DR3006 Product Design III *(Pre-req: DR2004)*	*DV3010 Visual Communication III *(Pre-req: DV2005)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
Compulsory Major Studio PE 6	3	DM3014 Interactive Devices	*DR3007 Studies In Form *(Pre-req: DR2005)*	*DV3011 Typography III *(Pre-req: DV2004)*	
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			
BDE	3	Choose one from Range on offer in university			
TOTAL	18				

*Course with pre-requisite

Year 3 | Semester 2

Course Type	AUs	Pathway			
		Interaction	**Product Design**	**Visual Communication**	**General**
Compulsory Major Studio PE 7	3	DM3010 Project Development and Planning	*DR3005 Product Design IV *(Pre-req: DR3006)*	*DV3008 Visual Communication IV *(Pre-req: DV3010)*	Choose any **two** (*Refer to *Important Notes* at the top of this document)
Compulsory Major Studio PE 8	3	*DM3015 Interactive Environments *(Pre-req: DM3013)*	*DR3008 Advanced Development & Prototyping *(Pre-req: DR3006)*	*DV3012 Production for Graphic Designers *(Pre-req: DV3010)*	
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			
TOTAL	15				

*Course with pre-requisite

Proposed Study Plan for Design Art Curriculum
(ADM Students admitted in AY2025)

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

*Course with pre-requisite

-- YEAR 4 --

	Course Code and Title	Course Type	AUs	Remarks
**Year 4	Semester 1**	*DD4004 Final Year Project - Design Art # *(Pre-req: DM3010 / DR3005 / DV3008 / Upon Approval)*	**Core**	9	Span over two semesters
	*DD4006 Interdisciplinary Seminar (Design Art) *(Pre-req: Study Year 4)*	**Core**	3	
	Care, Serve and Learn	**ICC (CSL)**	3	*New*
	TOTAL		**15**	

*Course with pre-requisite
#AU total for FYP is 9 that is given upon successful completion of the project

Proposed Study Plan for Design Art Curriculum
(ADM Students admitted in AY2025)

	Course Code and Title	Course Type	AUs	Remarks
Year 4 | Semester 2	*DD4004 Final Year Project - Design Art # *(Pre-req: DM3010 / DR3005 / DV3008 / Upon Approval)*	**Core**	(9)	Span over two semesters
	Choose one from Range on offer in university	**BDE**	3	
		TOTAL	**12**	

*Course with pre-requisite
#AU total for FYP is 9 that is given upon successful completion of the project

Proposed Study Plan for Design Art Curriculum
(ADM Students admitted in AY2025)

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 <u>Broadening and Deepening Electives (BDE),</u> 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 Stop Motion Seminar

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

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

DR2011 Human Factors for Design

DV2008 Interface Design

DV3003 Spatial Design

Proposed Study Plan for Design Art Curriculum
(ADM Students admitted in AY2025)

PHOTOGRAPHY

DP2008 Experimental Photography

DP2012 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

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 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 Stop Motion Seminar

*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*

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

DM3013 Interactive Spaces – *Applicable as Major PE for DA majors only*

DM3014 Interactive Devices – *Applicable as Major PE for DA majors only*

*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

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.

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