



NANYANG
TECHNOLOGICAL
UNIVERSITY
SINGAPORE

School of Art, Design
and Media
College of Humanities, Arts, and Social Sciences

UNDERGRADUATE
PROSPECTUS
2020-2021

Nanyang Technological University
School of Art, Design and Media

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Celebrating 15 years since it was founded in 2005, NTU's School of Art, Design and Media (ADM) has become one of Asia's leading centres of tertiary education in creative arts. Many of our graduates have gone on to extraordinary careers and achievements.

ABOUT ADM

Within our iconic building, future generations of artists, designer and media creators explore, play, learn and create. Tradition and innovation are combined in classes taught by established practitioners and researchers from all over the world, committed to sharing their knowledge, skills and insights - promoting creative thinking and independent study.

We offer two Bachelors of Fine Arts degree programmes - Design Art and Media Art - with the option to specialise in a focussed Pathway: Filmmaking, Animation, Photography or Game for Media; and Product Design, Visual Communication or Interaction for Design. All students are encouraged to investigate multiple disciplines, so they are better prepared for the convergence of Media and Design industries.

If you have a passion for creativity and a promising talent for art, design and media, ADM can help you bring that to the next level.



The School of Art, Design and Media (ADM) has just turned 15 years old and on this happy occasion we have much to celebrate. While we are certainly pleased to be considered among the world's top 30 schools in art, design and media, it is our prize-winning alumni, who continue to make waves in Singapore and far beyond, that bring us most pride.

Over the four years of study that comprises the Bachelor of Fine Arts (BFA) programme, our innovative curriculum is delivered by a truly international faculty who are all renowned in their respective fields. Under their close guidance ADM students have a vital learning experience that's about experimentation; working through creative problems; and facing challenges without a rulebook. The flexibility of the BFA programme allows students to pursue general study in Design Art and Media Art or choose specific pathways within each. While students are learning to become professional artists through the rigorous study and practice in film, animation, game, photography, interaction, product design and visual communication, they are also simultaneously developing creativity, criticality and inventiveness as core

problem-solving skills. These are increasingly highly valued in all sectors of employment.

During their time at ADM we also encourage students to gain as much 'real-world' experience as possible. All of our students are linked to relevant companies and organisations for their internship and everyone is encouraged to have an overseas learning experience for a semester at one of our many partner universities around the globe.

From the first tentative steps taken during Foundation Year through to the high quality projects produced during their Final Year, ADM students embark on a learning journey that ensures that they graduate as a community of confident, mature and inventive individuals, ready to work, create and strive toward a more equitable, sustainable and beautiful world.

Welcome to ADM! Enjoy the journey!

Michael J K Walsh

Professor & Chair of
Nanyang Technological University
School of Art, Design & Media

Housed in our spectacular Green building, the School is equipped with exceptional studios, laboratories, workshops and open spaces.

ADM seeks to actively engage students in campus life and encourages them to contribute to making ADM a vibrant and exciting place to study.

Our Student Club is a platform for students to make changes, new friends, organise social events for bonding, and promote welfare. The Club serves as a vital link between the school and the university, garnering support for the school's activities and interacting with other schools within NTU. Members of the Student Club are always open to suggestions on how to make your four years at ADM a truly fulfilling one, and you can join the committee right away!





		DESIGN ART	MEDIA ART
CORE	Year 1 Common Foundation Modules	12	12
	Year 1 Specific Foundation Modules	9	6
	Core Art History Modules	6	6
	Professional Attachment	5	5
	Interdisciplinary Seminar	3	3
	Final Year Project (FYP)	9	9
MAJOR PRESCRIBED ELECTIVE	Year 1 Specific Foundation Modules	-	3
	Year 2 Area Specific History	3	3
	Year 2 Art History Module	3	3
	Major Area Studio / Pathway Electives (Compulsory Major PE)	24	24
	Prescribed Elective Modules	6	6
UNRESTRICTED ELECTIVES	Unrestricted Electives Modules	24	24

		DESIGN ART	MEDIA ART
GER CORE	Communication	5	5
	Singapore Studies	3	3
	Digital Society	3	3
	Making Sense of Big Data	3	3
	Introduction to Sustainability: Multidisciplinary Approaches and Solutions	1	1
	Ethics and Moral Reasoning	1	1
	Enterprise and Innovation	1	1
	Kickstart your Career Success	1	1
GER PRESCRIBED ELECTIVES	Liberal Arts	3	3
	Business Management	3	3
	Any two courses from three categories (Liberal Arts / Business Management / Science and Technology)	6	6
	TOTAL AUs (Academic Units)	134 AUs	

1

YEAR ONE

For the first semester you will participate in a common foundation programme, learning the fundamentals of visual language including; drawing, design in two and three dimensions, time based media, writing narratives and art history.

Selection of Major occurs at the end of this semester. You will select either Design Art or Media Art and in the second semester you will take Core classes that introduce you to your Major.

3

YEAR THREE

You will continue to explore your Major and move onto advanced-level classes. If you've chosen to study abroad as part of the International Exchange Programme you will spend one semester overseas.

INTERNSHIP

A professional attachment will take place within the three-month hiatus between Years **Three** and **Four**.

2

YEAR TWO

You embark on more focused studies based on your Major selection and the Pathways you wish to explore.

4

YEAR FOUR

Both semesters are concentrated on the development and execution of your Final Year Project (FYP), in which you work independently under the mentorship of faculty supervisors.

GENERAL EDUCATION REQUIREMENT (GER)

A quota of your study at NTU will take the form of General Education Requirement (GER) classes designed to stimulate critical thinking, reasoning, communication and quantitative skills applicable to a broad range of occupations. There will be compulsory courses to take (some of which are online) and choices for you to select from schools outside of ADM.

UNRESTRICTED ELECTIVES (UES)

These are classes taught across NTU that can be joined by most levels of students and are a way for students to widen their horizons and accrue new skills and knowledge.

MINORS AND SECOND MAJORS

You can also opt to take academic Minors and Second Majors in other schools and colleges within the University. Fulfilling them requires taking additional modules. There are more than 30 Minor Programmes available, including: Art History, Communication Studies, Drama and Performance, Creative Writing, English Literature, History, Chinese, Environmental Management, Entrepreneurship and Computing

Before applying to study at the School of Art, Design and Media (ADM), please ensure that you satisfy the general entry requirements of NTU. You are then required to submit the following material for evaluation into the Bachelor of Fine Arts programme.

- **PORTFOLIO**

15–20 best works in any media

- **PRESCRIBED ASSIGNMENT**

Personal Statement & Writing Sample

Creative Project

Visual Aptitude

- **SUBMISSION**

Submission Deadline

Note:

Please refer to this link for the deadlines for submission:

<http://admissions.ntu.edu.sg/UndergraduateAdmissions/Pages/ApplytoNTU.aspx>



New house, 2014

Lim Wei Yi Wilfred

PORTFOLIO

Please select and prepare a portfolio consisting of 15 to 20 best examples of your creative works. Your portfolio should reflect your personal interests, experiences and competencies in the arts.

All materials submitted should be original work created by the applicant. Work copied from other sources such as magazines, film, work of other artists, will not be considered.

Portfolio pieces may represent classroom assignments* or independent projects. Submissions may include, but not limited to, two-dimensional, three-dimensional, and/or time-based work (e.g. games, audio recording, scripts, website, etc.). Preparatory work such as sketches and concept drawings may be included as components of your portfolio.

All submitted work for this section must be digital reproductions of your original work.

Note

In the case of group or collaborative projects, please specify your role and contribution in the project. A failure to declare will result in disqualification of the particular work from review.

PERSONAL STATEMENT AND WRITING SAMPLE

PLEASE RESPOND TO ALL FOUR
QUESTIONS IN WRITING

1. What is unique and interesting about you?
200 words maximum
2. Choose and identify ONE piece of art, design, or media work by a recognised artist and briefly discuss why it inspires or excites you?
The piece may be a film, painting, sculpture, game, website, installation, designed object, visual image, etc.
150 words maximum
3. Where and what do you foresee yourself doing 10 years from now?
100 words maximum
4. Which is your preferred major, Design Art or Media Art, in ADM and why?

CREATIVE PROJECT

Consider the two words

INDIVIDUAL and COMMUNITY.

How would you approach and interpret them together as themes and/or concepts?

Please choose **ONE** of the following formats for this creative project

- Create a video/film or animation (that lasts no longer than 1 minute) about **INDIVIDUAL** and **COMMUNITY**.
- Create 5–10 photographic images about **INDIVIDUAL** and **COMMUNITY**.
- Create a media piece (sound, interactive, or other) (that lasts no longer than 1 minute) about **INDIVIDUAL** and **COMMUNITY**.
- Create a 3D object or space about **INDIVIDUAL** and **COMMUNITY** and submit 5 images (documentation or renderings).

VISUAL APTITUDE

Please respond to all **THREE** questions according to the specified instructions:

Begin each creative response on a new sheet of A4 white paper measuring 29.7cm X 21cm.

Ensure that your full name and official application number is labelled on the back of each submission.

Any tools or techniques can be used.

Please submit the actual work, not its reproduction.

QUESTION 1: Observation Drawing

Draw an object you observe in front of you. Pay attention to its shape, proportion, scale and shades. You should not draw based on photographic reference i.e. copying from a photograph.

QUESTION 2: Imagination & Invention

Use the shapes given below to express the idea of **MOTION**. Make an interesting composition using these shapes. Make **ONLY** abstract responses (in other words, no cats, faces, or any recognizable objects). Shapes may be repeated. Pay attention to scale, contrast, composition and depth.



QUESTION 3: Visual Narrative

Create a narrative using the theme **REDEMPTION**. Please illustrate this in a comic strip or storyboard of 6 – 9 images on one piece of paper. This sequence will show your ability to tell a story with visuals.

Note

You are free to illustrate this with any media.

Please ensure that all relevant files in the Submission Package are put on a standard USB flash drive of sufficient storage capacity, containing only the Submission Package documents.

The organization of the flash drive is as follows:

1. The name of flash drive must be:
AdmissionsNumber
e.g. A00075881
2. Inside the flash drive, there must be **THREE** folders:
 - a. Portfolio folder
 - b. Writing_Sample_and_Personal_Statement folder
 - c. Creative_projects & Visuals folder
3. All material in all folders should be named according to the following format:

 FileNumber_FamilyName_Initial.
 FileExtension
 e.g. 01_WONG_J.jpg

Submission of admission assessment materials must include a self-addressed stamped envelope or box of correct size and with sufficient postage for the return of your materials and/or flash drive. Applicant should ensure that the envelope is padded for protection of their portfolio materials. We cannot be held responsible for any damages that may occur during postage. All Undergraduate applicants must send their portfolio to the Office of Admissions directly.

Refer to p.26 for the instructions of the submission package and details of the Document Drop box located at **Level 1, Student Services Centre** (next to SASD Lobby).

Document Drop Box facility is strictly applicable to applicants with application number starting with **A** or **PF**.

For applicants with application number starting with **D** or **E**, please send by post to **Office of Admissions, 42 Nanyang Avenue, Student Services Centre #03-01, Singapore 639815**, within 1 week after stipulated closing deadlines for admission.

FILE FORMATS IN THE SUBMISSION PACKAGE

The Submissions Package should follow **EXACTLY** the following guidelines:

TWO-DIMENSIONAL AND THREE-DIMENSIONAL WORK

With the exception of the work for the Visual Aptitude Section 4 questions which must be submitted in hard copies (do not submit any other actual two-dimensional or three-dimensional work), please submit all other works as digital files.

All images of work must be submitted as JPG or PDF files.

TIME BASED WORK

Time based work such as film, video, sound or performance must be prepared according to the following formats:

- **Videos** (.avi, .mov, .mp4, Quicktime)
Up to 200 MB each
- **Audio** (.mp3)
Up to 30 MB each

Note

Please keep your submissions to under 5 minutes. This is a requirement. Your submission may include multiple clips of different projects

within this 5-minute limit (i.e. 'showreels'). Remember: Your (applicant's) role in group projects must be clearly stated or the work will not be reviewed.

INTERACTIVE MULTIMEDIA WORK

All games, websites, audio works and interactive documentation must be prepared according to the following formats:

- **Videos** (.avi, .mov, .mp4, Quicktime)
Up to 200 MB each
- **Audio** (.mp3) Up to 30 MB each
- **Flash & Web**
URL and HTML files with all links operational

Note

Executable game & interactive files, including Flash, must be playable on both the Macintosh and Windows operating systems. Please include a map and instructions showing sample navigation. Reminder: Your (applicant's) role in group projects must be clearly stated or the work will not be reviewed.

SAMPLES OF WRITTEN CREATIVE AND RESEARCH MATERIALS

Creative writing, stories, scripts, narratives or research papers may be submitted as part of the applicant's portfolio. Applicants are to submit your works as PDFs.

SUBMISSION NOTES

Please test your files on both PC and Macintosh to ensure that the files open and run smoothly. Please pay attention to all submission deadlines.

ACADEMIC HONESTY

By placing your name on submitted work it is understood that the applicants are claiming sole authorship of the work (with the declared exception of collaborative projects).

Any applicant who is found to be plagiarizing someone else's work or engaging in other forms of academic dishonesty, will not be considered for review.

INSTRUCTION FOR SUBMISSION PACKAGE

Place all admission assessment materials into an envelope.

Indicate the 4 important information on the envelope.

1 Applicant's Name
(as indicated in your application)

2 Applicant's mailing address

3 Application No.
A XXXXXXXX (for A-level applicant)
PF XXXXXXXX (for Polytechnic applicant)

4 Additional items for Art, Design and Media

STAMP

Drop your submission package into the Document Drop box.

Note

Only applicable to Singapore-Cambridge GCE A-level and Local Polytechnic Diploma Certificate holders.

Location of Document Drop Box

- Level 1, Student Services Centre,
(outside the main entrance)
42 Nanyang Avenue, Singapore 639815

Do contact Office of Admission (OA) at **67905055** or **67905972** for advice if you are submitting bulky item by hand.

For submission package sent by mail/courier, please mail/courier to the following address:

- Office of Admissions
Nanyang Technological University
Student Services Centre, #03-01
42 Nanyang Avenue, Singapore 639815

Please ensure there is sufficient postage to mail back your submission package after the admission exercise. You will be notified via email in September/October after we have mailed out the submission package.

Applicant should ensure that the envelope is padded for protection of their portfolio materials. We shall not in any case be liable for any loss of contents or damages during the application process.



Subject Type	AU* Requirement	Maximum Number Of AUs To Be Transferred
GERs and Unrestricted Elective	54 AUs	9 AUs
Core & Compulsory Major Prescribed Electives	74 AUs	3 AUs in Compulsory Major Area Studio Courses (Portfolio to be submitted)
Other Major Prescribed Electives	6 AUs	Determined on case by case basis

*AU — Academic Units

Note

For more information, please contact:

Mrs Julie Lim-Tay Bee Neo
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E admininfo@ntu.edu.sg

If you have successfully completed a diploma course at a local polytechnic, LaSalle College of the Arts or NAFA, advanced standing is available and determined based on courses completed at the previous tertiary institution and portfolio review on an individual basis.

Students may apply for advanced standing upon admission to ADM in Year One, Semester One. Each student applying for advanced standing must submit an official transcript from the previous tertiary institution.

GUIDELINES ON TRANSFER

Only applicants with tertiary study and a significant portfolio are eligible for advanced standing.

Evaluation of Academic Units (AUs) transferred is based on courses passed with at least a grade B or better.

For applicants with a Polytechnic diploma, generally, only third-year courses will be considered for advanced placement transfer of credits at ADM.

In specific cases, some courses may be considered based on course content and how comparable these are to ADM courses. Evaluation is on a case-by-case basis and subject to approval by the Associate Chair (Academic).

Information is correct as of January 2020.
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School of Art, Design and Media.

Art History at ADM provides a scholarly foundation for your studio practice. Through lectures, seminars, tutorials and excursions to exhibitions you are provided the tools to analyse and engage with historic and contemporary visual cultures. You will be exposed to methods of researching and writing about Art, Design and Media. These are professional tools and skills that will be welcomed by employers upon graduation.





The School of Art, Design and Media and the College of Humanities and Social Sciences offer a **Double Major Degree in English Literature and Art History (ELAH)**.

This unique programme is only offered at NTU, and is the only Art History Major available at undergraduate level in Singapore. For English Literature, students focus on traditional areas and contemporary innovative approaches. Specialisations include comparative literature, Singaporean and Asian literatures, critical and literary theory, cultural studies, film studies, postmodernism, and gender studies. The Art History programme aims to equip students with a

thorough knowledge and critical awareness of the global histories of art, culture and heritage, taught through lectures, seminars and practical projects. Graduates from this programme will be suitable employees in both the public and private sectors in Singapore and the global employment market. They'll also be well positioned for post-graduate studies.

Note

The programme is offered as a single degree programme with two distinct majors; each major carries equal weight in the degree.

For more information, please email to AD-HASS-US@ntu.edu.sg.

The School of Art, Design and Media would like to extend our sincere appreciation to the editorial team behind the AY2020/2021 ADM Undergraduate Prospectus.

EDITORIAL DIRECTION

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Associate Chair (Academic)

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Senior Lecturer

Associate Chair (Students)

Muhammad Mustajab Bin Mohamad

Publicity, Outreach and Alumni Affairs

CREATIVE DIRECTION

FACTORY

workbyfactory.com

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DESIGN ART

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BACHELOR OF FINE ARTS IN DESIGN ART

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CAREER OPPORTUNITIES FOR
BFA IN DESIGN ART

**INDUSTRIAL DESIGN
EXPERIENCE DESIGN
CONCEPTUAL DESIGN
FURNITURE DESIGN
INTELLIGENT OBJECT DESIGN
USER-CENTRIC DESIGN
COMPUTER-AIDED DESIGN
GRAPHIC DESIGN
CREATIVE DIRECTION
CORPORATE BRANDING
EDITORIAL DESIGN
PUBLICATION DESIGN
INFORMATION DESIGN
DESIGNED ENVIRONMENT
INTERACTIVE
INSTALLATION DESIGN
EVENT DESIGN**

INTRODUCTION TO DESIGN ART

Design guides us through our lives, informs us, and challenges our perceptions of the world. It's an interdisciplinary set of fields encompassing a wide variety of approaches to visual materials and culture. At a fundamental level it is about form and composition, which are then applied to communication, problem-solving and creating compelling products and experiences for viewers and users.

In **Design Art**, students are taught to be critical, creative and skilled designers and artists, developing innovative and exciting new visions across fields and disciplines.

— **At ADM there are three
Design Art Pathways:**

- Interaction
- Product Design
- Visual Communication

INTERACTION

Interaction expands the possibilities of new methods and theories needed to be a creative practitioner in an increasingly interactive world.

Students explore technology and software and study theories and concepts around narratives, user experience, space and play. Among other things, they'll be creating installations and sound and web-art and devices. The focus is on having technology serve the creativity and experimentation of the artist and designer.



BFA Interaction Design, 2018

• Interaction Designer

★ designed.bykapilan.com

“ADM's unique blend of arts and technology has positioned me to be well-informed about current industry trends, as well as the general trajectory that the industry is headed towards.

Throw caution to the wind and make unconventional creative decisions. Never be afraid to push things until they break — learn from that experience and use it to your advantage to further your craft.”

PRODUCT

45

It might be the latest consumer technology or a simple utensil, but each and every object we encounter profoundly affects the way we live our lives.

Creating these products is both a refined craft and an art, requiring the designer to ask fundamental questions about what we want and need, and to tackle the pragmatic issues of material, construction and usability. Students will be required to consider the user, the environment and impact on the world, and employ "Design Thinking" in all they do.

► *Of Light and Shadows:*
Tenerife, 2015
Frances Billones

DESIGN ART **PATHWAY TWO**

DESIGN





BFA Product Design, 2015

- Founder of Audblush

“The flexible syllabus helped me gain essential skills that are in demand from the industry such as 3D modelling, prototyping, critical analysis of product research and creative thinking. Constant involvement with peers and teachers definitely polished up my soft skills to be resilient, and to work well in teams and interpersonal skills.

Don't shy away from opportunities, collaborations or new explorations. Don't be overwhelmed by homework and remind yourself grades are not everything. Instead, enjoy and do your best for your project like there is no tomorrow, because hard work pays off.”

While the histories and traditions of graphic design and typography remain fundamental to the discipline, **Visual Communication** is an exciting space for creativity and innovation. Studies encompass many outcomes in a variety of media and forms, from 2D printing to motion and environmental graphics, interactive and spatial design. As technologies converge, new forms of communication become possible.

VISUAL



DESIGN ART PATHWAY THREE

Good girls, Bad ghouls, 2016
Chloe Chan

COMMUNICATION

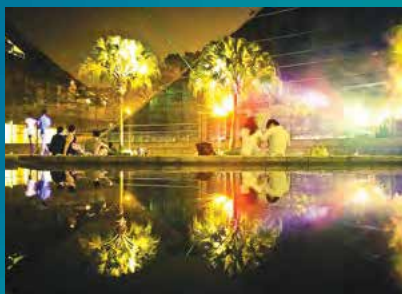
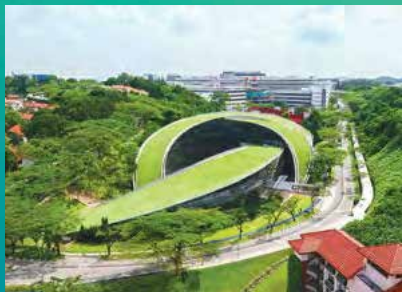
BFA Visual Communication, 2015

- Brand Design Lead at ARCC Holdings

★ www.behance.net/nic-oktober

“I favoured the classes where we got to make things with our hands using traditional art forms. I believe that it is really important to remember the roots of your craft, and this is something I still practise in my work up till today.

The ability to talk and present is also something that we had to constantly practise and develop during our four years in ADM. It is a very important skill when you come out to the working world. You need to know how to sell your work!”



MEDIA ART

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BACHELOR OF FINE ARTS IN MEDIA ART

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Jasper Yu

Game 71

CAREER OPPORTUNITIES FOR
BFA IN MEDIA ART

CHARACTER ANIMATION
EFFECTS ANIMATION
VISUAL EFFECTS
TECHNICAL DIRECTION
MODELLING, LAYOUT
STORYBOARDING
PRE-VISUALISATION
TEXTURING, RENDERING
FILM PRODUCTION
EDITING, COMPOSITING
CINEMATOGRAPHY
DIRECTION, PRODUCING
SCREENWRITING
NEW MEDIA STORYTELLING
FINE ARTS PHOTOGRAPHY
DIGITAL IMAGING
COMMERCIAL PHOTOGRAPHY
PHOTO JOURNALISM
PHOTO EDITING
GAME DESIGNER
COMPUTER PROGRAMMER
GAME CREATOR
GAME DEVELOPER

INTRODUCTION TO MEDIA ART

Media Art is about telling stories using time and space, sound and images. The art of using media to create is fundamentally important to us as individuals, communities and cultures. It is how we communicate experience, remember the past, document the present, and imagine the future.

In Media Art, students are taught to be critical, creative and skilled content creators, developing innovative and exciting new visions within and across media.

— At ADM there are **four**
Media Art Pathways:

- Animation
- Filmmaking
- Photography
- Game

Animation brings the farthest reaches of our imagination to vivid life. It is a key presence in filmmaking, game design, visual effects and advertising. At the same time, it is at the forefront of new media such as motion comics, animated illustration, motion fine art painting and data visualisation.

The Animation pathway combines the study of traditional narrative animation techniques together with state of the art digital approaches.

MEDIA ART PATHWAY ONE

ANIMATION

A close-up photograph of a hand holding two brushes. The hand is positioned in the center-right of the frame, with fingers wrapped around the handles. One brush has a dark, possibly black, tip, while the other has a lighter, possibly white or light brown, tip. The background is dark and out of focus, emphasizing the hand and brushes. The lighting is dramatic, highlighting the textures of the skin and the bristles of the brushes.



BFA Digital Animation, 2013

• Art Director / Motion Designer

“I learnt that storytelling/ content is king. We might have the nicest design or graphics but without a good story, it will always turn out weak. This applies to all work in the creative industry.”

Explore other disciplines. Get out from your comfort zone. Find your own path and don't let others decide for you.”

Live-action film is a permanent part of our media world. In combining cinematography, performance and drama it captures our imagination in powerful, unforgettable ways.

Students will learn the essentials of film production and create short films that range from fiction narratives and documentaries telling stories about people and places, to experimental works that challenge our perception of what a film can be.

FILMMAKING

MEDIA ART PATHWAY TWO



BFA Digital Filmmaking, 2012

• Writer / Director

★ www.jacmin.com

“I consider myself fortunate to still be working with my ADM classmates - collaborators with shared beliefs, a strong, daring sense of curiosity and a never-say-die grit. It makes for good fun and even better memories.

I learned that there was a larger world out there, waiting to be explored, picked apart and observed. Self-initiative is the key. ADM's a good diving board from which to leap into a more expansive pool of experiences and knowledge.

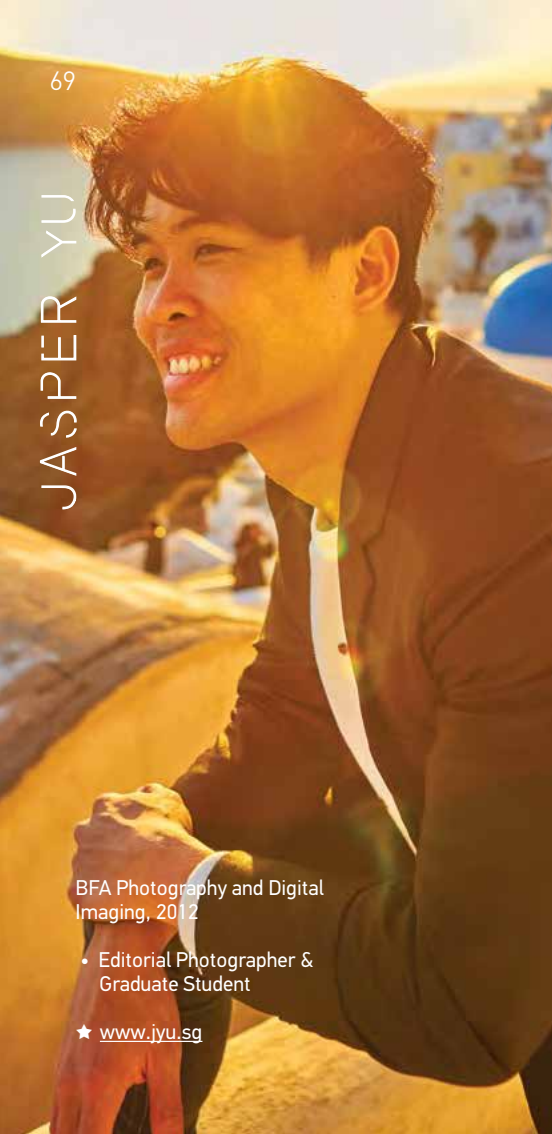
You learn so much more by asking the right questions and knowing where to look — because it's everywhere in school. And in many ways, that is who we are as creatives — curious about the world around us. So why not start in school?”

PHOTOGRAPHY

Photography directly expresses ideas and captures moments of reality that are unique to the medium. With the explosion of digital imaging and postproduction techniques, the world of photography has opened up further. Photography and Digital Imaging allows students to explore the core principles of the medium and the latest technological developments that include traditional styles of photography and new experimental forms.



MEDIA ART PATHWAY THREE



BFA Photography and Digital
Imaging, 2012

- Editorial Photographer &
Graduate Student

★ www.jyu.sg

“ADM has introduced many wonderful people to my life, the professors and my beloved classmates. I believe that school is never about the graduating piece of paper but the friends you make there.

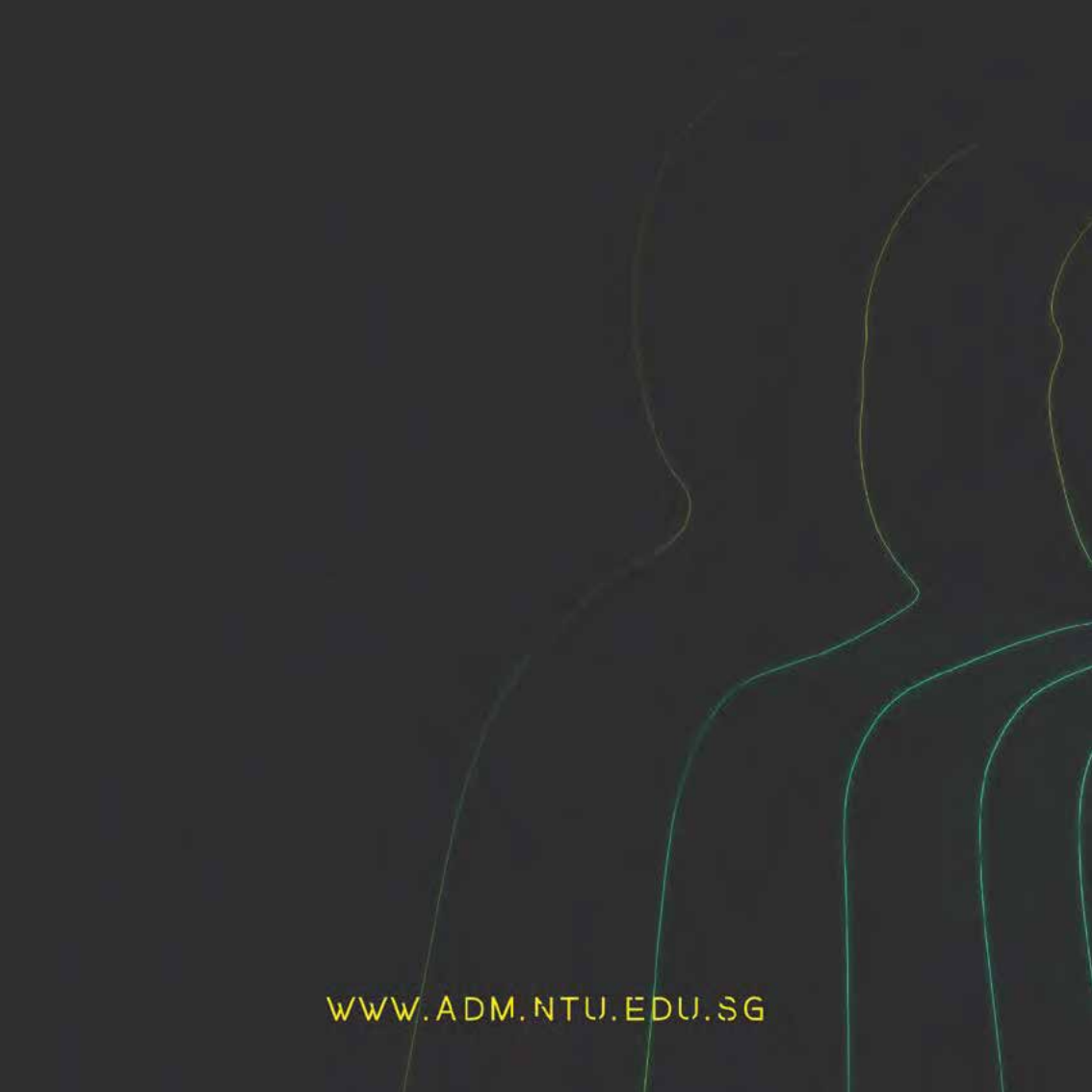
At the end of your four years in school, you will leave school with good friends and happy times that you will reminisce about in future. These beautiful memories are what propel you further into whatever you are doing. Do not miss the opportunity to create these precious moments now.”

INTRODUCING A NEW PATHWAY IN MEDIA ART

Game is a new and exciting interdisciplinary pathway that allows students to explore how play and game theory inspires game design, they will then learn gameplay principles and mechanics, developing a range of technical and artistic skills in order to create a variety of games, from artistic and entertaining to educational and socially engaged play-based experiences.

MEDIA ART PATHWAY FOUR

GAME



WWW.ADM.NTU.EDU.SG