

Proposed Study Plan for Art, Design and Media Curriculum
(ADMC Students admitted in AY2027 onwards)

IMPORTANT NOTES:

1. If you are **not planning to pursue any particular specialisation (pathway)**, 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 specialisation **can be Flexible Grading Option (FGO) and must be taken as Major Prescribed Elective (Major PE)**
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.
5. The list of courses listed below are not finalised and subjected to changes.

Specialisation (Pathway) Coordinators:

- Animation and Game Art: Assoc/P Bernhard Schmitt, (bjschmitt@ntu.edu.sg)
- Cinematic Arts: Assoc/P Christoph Hahnheiser (C.hahnheiser@ntu.edu.sg)
- Communication Design and Photographic Practice:
 - o Communication Design: Lecturer Desmond Pang (desmond.pang@ntu.edu.sg)
 - o Photographic Practice: Assoc/P Oh Soon-Hwa (shoh@ntu.edu.sg)
- Transversal Design:
 - o Object: Snr Lecturer Jeffrey Hong (jeffreyhong@ntu.edu.sg)
 - o Interaction: Assoc/P Ina Conradi-Chavez (InaConradi@ntu.edu.sg)

----- YEAR 1 -----

Year 1 Semester 1	Course Type	Course Code and Title	AUs	Remarks
	Core	DD1100 Critical Thinking and Practice in Art, Design and Media	3	
	Core	DD1101 Ethics and Integrity for Creative Practices	3	
	Core	DD1102 Global Perspectives on Visual Culture	3	
	Interdisciplinary Collaborative Core - ICC (Common)	CC0001 Inquiry & Communication in an Interdisciplinary World	2	Pre-req: HW0001 or Exempted from Qualifying English Test (QET)
	ICC (Common)	CC0003 Ethics & Civics in a Multicultural World	2	
	ICC (Common)	CC0007 Science & Technology for Humanity	3	
	TOTAL		16	

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Year 1 Semester 2	Course Type	Course Code and Title	AUs	Remarks
	Compulsory Major Studio PE 1 (YEAR 1)	<u>ANIMATION and GAME ART (ANIM):</u> - Sequential Art - Dynamic Drawing and Motion - Gameplay <u>CINEMATIC ARTS (CINE):</u> - Sight and Sound - Story and Script <u>COMMUNICATION DESIGN and PHOTOGRAPHIC PRACTICE (CDPP):</u> - Typographic Form - Visual Form, Colour and Composition - Photography for Designers <u>TRANSVERSAL DESIGN: OBJECT AND INTERACTION (TRXD):</u> - Form and Space - Sense and Interaction <u>INTERDISCIPLINARY</u> - Drawing: Line and Form - Drawing: Figures, Space and Composition	3	Choose <u>FOUR ONLY</u>. *If you want to follow a specific specialisation, then you are encouraged to take at least 2 CMPE under that area.
	Compulsory Major Studio PE 2 (YEAR 1)		3	
	Compulsory Major Studio PE 3 (YEAR 1)		3	
	Compulsory Major Studio PE 4 (YEAR 1)		3	
	ICC (Common)	ML0004 Career Design and Workplace Readiness	2	<i>Pre-allocated by school</i>
	ICC (Professional)	HW0211 Academic Communication in the Arts, Design and Media Studies	2	<i>Pre-req: CC0001</i>
	TOTAL		16	

***Note:** Please take note that these Year 1 courses are not required for specialisation.

All courses listed above are also offered as **Broadening and Deepening Electives (BDE)**.

If you want to take these courses as BDE, you can do so only in later semesters, not in YEAR 1, Sem 2.

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

Year 2 Semester 1	Course Type	AU s	Specialisation				
			Animation and Game Art (ANIM)	Cinematic Arts (CINE)	Communication Design and Photographic Practice (CDPP)	Transversal Design (TRXD)	General
	Compulsory Area History Major PE 1 [Category A - Pre- req for Cat. B]	3	DT2007 History and Culture of Animation, VFX and Game	History of Film	History of Communication Design & Photographic Practice	History of Transversal Design	Choose One
	Major Studio PE 1	3	Choose any TWO - Refer to Table A *If you are following a specific pathway, please choose the highly recommended courses offered in that area. Otherwise, you can choose any Major PE studio courses (*subject to available vacancies in the semesters) (*Refer to Important Notes at the top of this document)				
	Major Studio PE 2	3					
	ICC (Professional) (Choose ONE of the following)	3	DD0003 Information Visualization (<i>Offered by ADM</i>) CS0102 Making Sense of Big Data (<i>Offered by WKWSCI</i>) CS0888 Artificial Intelligence and New Technology Law (<i>Offered by WKWSCI</i>) HD0103 Digital Humanities: Art, Art History and Cultural Heritage (<i>Offered by SOH</i>) HG2052 Language, Technology & The Internet (<i>Offered by SOH</i>) HS0101 Digital Literacy, Culture and Society (<i>Offered by SSS</i>) HY0101 The Philosophy & Ethics of Artificial Intelligence (<i>Offered by SSS</i>) *If you did not secure a slot in this course, you can take it when it is next offered and consider taking another elective (eg: Major PE or BDE) to fulfill AUs requirement and to maintain a normal load.				
	ICC (Professional)	3	Care, Serve and Learn (CSL) [Community Service Duties] *If you did not secure a slot in this course, you can take it when it is next offered and consider taking another elective (eg: Major PE or BDE) to fulfill AUs requirement and to maintain a normal load.				
	BDE	3	Choose one from range on offer in university				
	TOTAL	18					

*Course with pre-requisite

If you plan to pursue a **SPECIFIC** specialisation, do take note of the combination of courses below. You need to complete **at least 6 Major PE (history or studio) courses as Major PE only** within their chosen area to be indicated in your academic transcript.

Otherwise, you will **choose any EIGHT Major Prescribed Studio Electives in [TABLE A](#) courses** that interests you, if they meet all prerequisites.

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-----YEAR 2 (Con't) -----

Year 2 Semester 2	Course Type	AUs	Specialisation				
			Animation and Game Art (ANIM)	Cinematic Arts (CINE)	Communication Design and Photographic Practice (CDPP)	Transversal Design (TRXD)	General
	Core	3	AI in Art, Design and Media				
	Compulsory Major Studio PE 5 [Category B - Pre-req for Cat. C]	3	*Animation and Games from Concept to Production (pre-req: any from Cat. A)	*Directing for Screen (pre-req: any from Cat. A)	*Communication Design Practices: Global inquiry (pre-req: any from Cat. A)	*Transversal Studio: Designing Products and Interactions (pre-req: any from Cat. A)	Choose One
	Major Studio PE 3	3	Choose any ONE - Refer to Table A *If you are following a specific pathway, please choose the highly recommended courses offered in that area. Otherwise, you can choose any Major PE studio courses (*subject to available vacancies in the semesters) (*Refer to Important Notes at the top of this document)				
	Compulsory Art History Major PE 2 (Choose ONE of the following)	3	<u>Courses Offered by Sch of Humanities</u> HR2001 Introduction to the Histories of Southeast Asian Art HR2005 Survey of New Media HR2007 Contemporary Southeast Asian Art *HR2010 Introduction to Museum Studies (Pre-req: HR1003) *HR3004 Art in the Age of Colonialism (Pre-req: HR1004) HR3006 20th Century Southeast Asian Art: Being Modern HR3009 19th Century Southeast Asian Art: Interactions & Refractions <i>*If you did not secure a slot in this course, you can take it when it is next offered and consider taking another elective (eg: Major PE or BDE) to fulfill AUs requirement and to maintain a normal load.</i>				
	ICC (Common)	3	CC0006 Sustainability: Society, Economy & Environment (Pre-allocated by school)				
	ICC (Common)	2	CC0015 Health & Wellbeing (Pre-allocated by school)				
	ICC (Professional)	(1)	Profession Preparation <i>*New</i> [To defer to Year 4 instead (after internship)]				
	TOTAL	17 (18)					

*Course with pre-requisite

If you plan to pursue a **SPECIFIC** specialisation, do take note of the combination of courses below. You need to complete **at least 6 Major PE (history or studio) courses as Major PE only** within their chosen area to be indicated in your academic transcript.

Otherwise, you will **choose any EIGHT Major Prescribed Studio Electives in [TABLE A](#) courses** that interests you, as long as they meet all prerequisites.

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YEAR 3

Year 3 Semester 1	Course Code and Title	Course Type	AUs	Remarks
	*Professional Internship (Pre-req: Year 3 standing)	ICC (Professional)	11	22 weeks (Jan – Jun)
	TOTAL		11	

*Course with pre-requisite

Year 3 Semester 2	Course Type	AUs	Specialisation				
			Animation and Game Art (ANIM)	Cinematic Arts (CINE)	Communication Design and Photographic Practice (CDPP)	Transversal Design (TRXD)	General
	Core	4	*Research and Practice (Pre-req: Study Year 3)				
	Compulsory Major Studio PE 6 [Category C - Pre-req for FYP]	3	*Conceptual Development and Pre-Production for Animation (pre-req: Study Year 3 and any one from Category B)	*Advanced Narrative Production (pre-req: Study Year 3 and any one from Category B)	*Design and Interdisciplinary Practices (pre-req: Study Year 3 and any one from Category B)	* Transversal Studio: Designing Regenerative Futures (pre-req: Study Year 3 and any one from Category B)	Choose One
	Major Studio PE 4	3	Choose any TWO - Refer to Table A *If you are following a specific pathway, please choose the highly recommended courses offered in that area. Otherwise, you can choose any Major PE studio courses (*subject to available vacancies in the semesters) (*Refer to Important Notes at the top of this document)				
	Major Studio PE 5	3					
	BDE	3	Choose one from range on offer in university				
	BDE	3	Choose one from range on offer in university				
	TOTAL	19					

*Course with pre-requisite

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YEAR 4

Year 4 Semester 1	Course Type	AUs	Specialisation				
			Animation and Game Art (ANIM)	Cinematic Arts (CINE)	Communication Design and Photographic Practice (CDPP)	Transversal Design (TRXD)	General
	Core	9	*Final Year Project (<i>Spans over two semesters</i>) Pre-req: Any course in Category C or upon approval				
	Core	3	*Strategic Thinking for Prof Practice (Pre-req: Study Year 4)				
	Major Studio PE 6	3	Choose any ONE - Refer to Table A ~If you are following a specific pathway, please choose the highly recommended courses offered in that area. Otherwise, you can choose any Major PE studio courses (subject to available vacancies in the semesters) (*Refer to Important Notes at the top of this document)				
	BDE	3	Choose one from range on offer by ADM in Table B or by other schools in university				
	BDE	3	Choose one from range on offer in university				
	ICC (Professional)	1	Profession Preparation <i>*New</i> [<i>Defer from Year 2 Sem 2</i>]				
	TOTAL	22					

*Course with pre-requisite

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

Year 4 Semester 2	Course Type	AUs	Specialisation				
			Animation and Game Art (ANIM)	Cinematic Arts (CINE)	Communication Design and Photographic Practice (CDPP)	Transversal Design (TRXD)	General
	Core	(9)	*Final Year Project (<i>Span over two semesters</i>) Pre-req: Any course in Category C or upon approval				
	BDE	3	Choose one from Range on offer in university				
	BDE	3	Choose one from range on offer in university				
	BDE	2	Choose one from Range on offer in university ^It is okay to register for a 3 AUs course				
	TOTAL	17					

*Course with pre-requisite

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TABLE A - Selection of Major Prescribed Elective (MPE) Courses offered by ADM

These following elective courses may be selected by ADM students who meet the pre-requisites, **unless stated otherwise.**

YEARS 2 to 4: Major Prescribed Electives (MPE) Studio [10 Courses – 30 AUs]

***Other than 1 course in each category (A, B, C) and Art History, students must select another six (6) general MPEs.**

(If you are pursuing a specific specialisation, you must complete at least six (6) Major Prescribed Electives (MPEs) within that specialisation for it to be reflected on your academic transcript.)

***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.**

All courses listed here are also offered as Broadening and Deepening Electives (BDE), except for those indicated with (#).

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.

ANIMATION and GAME

History and Culture of Animation, VFX and Game (Category A)

Animation and Game for Society (Category B) *# (pre-req: One of the courses in Category A)

Conceptual Development and Pre-Production for Animation (Category C) *(pre-req: One of the courses in Category B)

Introduction to 3D Animation

Storyboarding and Production Design

Experimental Animation

Developing Narrative Concepts

Animation for Games

Game Design I

Introduction to Visual Effects

Stop Motion Production

Advanced 3D Animation *

3D Character Animation *

Drawn Animation Production *

Advanced Visual Effects *

Acting for Animation *

Game Design II *

Game Jam *

CINEMATIC ARTS

History of Film (Category A)

Directing for Screen (Category B) *# (pre-req: One of the courses in Category A)

Advanced Narrative Production (Category C) *(pre-req: One of the courses in Category B)

Screen Narrative

Editing for Screen

Production Sound and Sound Design

Cinematographic Practice

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Introduction to Visual Effects
Short forms, Small Screen: Future Perspective
Sustainable Producing for Film and Media
Story Development for Screen Narrative
AI Innovations In Film and Television
Hybrid Film Lab
Creative Producing in Film and Media
Film Aesthetics and Culture (theory)
Directing Performance*

COMMUNICATION DESIGN and PHOTOGRAPHIC PRACTICE

History of Communication Design & Photographic Practice (Category A)
Communication Design Practices: Global Inquiry (Category B) *# *(pre-req: One of the courses in Category A)*
Design and Interdisciplinary Practices (Category C) * *(pre-req: One of the courses in Category B)*
Communication Design Practices: Local Community (Highly recommend)
Advanced Typography * (Highly recommend)
Image in Context (Highly recommend)
Light and Form (Highly recommend)
Production Studies (Highly recommend)
Creative identity and visual system
Photobook and Zine: Publishing as practice
Multimedia Storytelling for Designers (Highly recommend)
Design philosophy and The Critical Designer (Highly recommend)
On location: Photo, Design, Video

TRANSVERSAL DESIGN: OBJECT AND INTERACTION

History of Transversal Design (Category A)
Transversal Studio: Designing Products and Interactions (Category B) *# *(pre-req: One of the courses in Category A)*
Transversal Studio: Designing Regenerative Futures (Category C) * *(pre-req: One of the courses in Category B)*
Transversal studio: Principles of design and materiality
Experiential Design
Digital Visualization and Prototyping
Transversal studio: Essentials of visualisation and prototyping
Creative coding and programming for interaction
Designing environments: Crafting analogue and digital materials
Design futures and experiences
Narratives for interaction
Interactive virtual experiences
Advanced prototyping *
Transversal art and science

NOTE - The list of courses above are not finalised and is subject to changes.

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TABLE B - Selection of Broadening and Deepening Elective (BDE) Courses offered by ADM

Broadening and Deepening Elective Courses (23 AUs) Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.	
Course Code and Title	
<u>ANIMATION and GAME</u> Dynamic Drawing and Motion Sequential Art Gameplay History and Culture of Animation, VFX and Game Introduction to 3D Animation Storyboarding and Production Design Experimental Animation Advanced 3D Animation 3D Character Animation Animation for Games Game Design I Acting for Animation Game Jam Digital Compositing Game Assets Design Digital Sculpting Graphic Storytelling Issues in Animation Practice Digital Painting Introduction to XR Experiences Generative Design for Animation and Games Drawn Animation Production * Introduction to Visual Effects Advanced Visual Effects * Developing Narrative Concepts Stop Motion Production Lighting and Rendering Motion Capture and Cinematic Production Animation Sound Studio Conceptual Development and Pre-Production for Animation	
<u>CINEMATIC ARTS</u> Sight and Sound Story and Script History of Film Marketplace: Global and Media Business Advanced Cinematography Production Design for Film and Television Experimentation in Film (History/theory) The Documentary Form Visualizing and Filming Cultures Experimental Film (practice) Screen Narrative	

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Editing for Screen
Production Sound and Sound Design
Cinematographic Practice
Introduction to Visual Effects
Short Forms, Small Screen: Future Perspective
Sustainable Producing for Film and Media
Story Development for Screen Narrative
AI Innovations in Film and Television
Hybrid Film Lab
Creative Producing in Film and Media
Film Aesthetics and Culture (theory)
Directing Performances

COMMUNICATION DESIGN and PHOTOGRAPHIC PRACTICE

Typographic Form
Visual Form, Colour and Composition
Photography for Designers
History of Communication Design & Photographic
Communication Design Practices: Local Community
Advanced Typography
Image in Context
Light and Form
Production Studies
Creative Identity and Visual System
Photobook and Zine: Publishing as Practice
Multimedia Storytelling for Designers
Design Philosophy and The Critical Designer
On Location: Photo, Design, Video
Kaching: Business of Design
Packaging Design
Aesthetic History of Photography
Typeface Design
Beyond the Logo: Introduction to Branding
Editorial Design
Programming with Type
Illustration for Designers
Designed Experiences
Design in Motion
Analog Photography

TRANSVERSAL DESIGN: OBJECT AND INTERACTION

Transversal Studio: Form and Space
Transversal Studio: Sense and Interaction
History of Transversal Design
Transversal studio: Principles of Design and Materiality
Experiential Design
Digital visualization and Prototyping
Transversal studio: Essentials of Visualisation and Prototyping
Creative Coding and Programming for Interaction
Transversal Studio: Product and Interaction Design
Designing Environments: Crafting Analogue and Digital Materials
Design Futures and Experiences

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Narratives for Interaction
Interactive Virtual Experiences
Advanced Prototyping
Transversal Art and Science
Exhibition Design
Ancient Futures, Craft and Fabrication Design
Material Led Design
Digital Design
Biodesign
Bridging Art and Industry with Creative Tech
Innovative Interfaces in Design & Art
3D printing in Contemporary Art & Design
Generative Art & Design
Immersive Sound for Art & Design
Computational Thought & Autonomous Design
Studies in Form
Art & Design for Media Architecture

INTERDISCIPLINARY

Drawing: Line and Form
Drawing: Figures, Space and Composition
DA5000 Applied Drawing
DA5001 Painting
DA5002 Watermedia Landscape Painting
Dynamic Figure
DA5004 Design, Art, and Animation for Media Architecture
DA5005 Compositional Study – Shapes, Space and Color Interaction
DA5007 Drawing For Animation
Figure Sculpture
DA5011 Design and Colours - Study of Western & Chinese Paintings
DD2013 Visualization of Cultural Heritage
DD5008 Independent Study
DD5009 Design Thinking

NOTE - The list of courses above are not finalised and is subject to changes.

***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.**