

BFA in Art, Design and Media AU Requirements (127 AUs; 40 Courses)

Core Year 1 Course (9 AUs; 3 Courses)

Core Years 2 and 3 Course (7 AUs; 2 Courses)

Core Final Year Project (Continues across two semesters) (9 AUs)

Core Year 4 Interdisciplinary Seminar (3 AUs, 1 Course)

Interdisciplinary Collaborative Core (ICC) – Common (14 AUs; 6 Courses)

Interdisciplinary Collaborative Core (ICC) - Care, Serve and Learn (CSL) (3 AUs, 1 Course)

Interdisciplinary Collaborative Core (ICC) – Professional Series (PSC) (17 AUs; 4 Courses including Professional Attachment of 22 weeks in Year 3, Semester 1)

Compulsory **Major Prescribed** Studio Courses (18 AUs; 6 Courses)

Compulsory **Major Prescribed** History Courses (6 AUs; 2 Courses including Area History)

Other **Major Prescribed** Studio Courses (18 AUs; 6 Courses)

Broadening and Deepening Electives (23 AUs; 8 Courses)

Year 1

In Semester One, all ADMC Year One students will be **automatically enrolled** in **three** academically fundamental core courses and **three** Interdisciplinary Collaborative Cores (ICC) courses.

In Semester Two, students will register for **four** Major Prescribed Electives (MPE) options as entry courses for each specialisation and **one** Professional Series Cores (PSC). There is also **one** ICC course, Care, Serve and Learn to nurture students as compassionate, responsible, and engaged members of society. By participating in purposeful community engagement, students cultivate empathy, humility, and a strong sense of social responsibility. Through these transformative experiences, they are empowered to become changemakers who lead with heart, drive positive societal impact, and contribute to the common good.

Courses for Semester One [6 courses - 15AUs] (pre-allocated by school):

1 Core - [DD1100 Critical Thinking and Practice in Art, Design and Media](#)

1 Core - [DD1101 Ethics and Integrity for Creative Practices](#)

1 Core - [DD1102 Global Perspectives on Visual Culture](#)

1 ICC Core (Common) - [CC0001 Inquiry and Communication in an Interdisciplinary World](#)

1 ICC Core (Common) - [CC0003 Ethics and Civics in a Multicultural World](#)

1 ICC Core (Common) - [CC0015 Health and Wellbeing](#)

Courses for Semester Two [6 courses - 17AUs]:

1 PSC Core - HW0211 Academic Communication in the Arts, Design and Media Studies **(pre-req: CC0001)*

1 ICC Core (CSL) - [Care, Serve and Learn](#) **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.*

4 Compulsory Major PE - Choose **any** from the following:

If you want to follow a specific specialisation, then you are encouraged to take at least 2 MPE under that area:

- Dynamic Drawing and Motion *(recommended for Animation and Game Art)*
- Sequential Art *(recommended for Animation and Game Art or Cinematic Arts)*
- Gameplay *(recommended for Animation and Game Art)*
- Sight and Sound *(recommended for Cinematic Arts)*
- Story and Script *(recommended for Cinematic Arts)*
- Typographic Form *(recommended for Communication Design and Photographic Practice)*
- Visual Form, Colour and Composition *(recommended for Communication Design and Photographic Practice)*
- Photography for Designers *(recommended for Communication Design and Photographic Practice)*
- Transversal Studio: Form and Space *(recommended for Transversal Design)*
- Transversal Studio: Sense and Interaction *(recommended for Transversal Design)*
- Drawing: Line and Form
- Drawing: Figures, Space and Composition

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

Years 2 to 4

Over Years 2 and 3, all students are required to complete three CMPE courses, one from each category (A, B, and C), as well as six MPE courses.

Students who wish to specialise in one of the four specialisation (Animation and Game Art or Cinematic Arts or Communication Design and Photographic Practice or Transversal Design) must complete six courses in total within their chosen specialisation, drawn from the CMPE and MPE offerings (Year One MPE courses are excluded.)

While it is strongly recommended that students take the **three CMPE courses (Category A, B, and C)** within a single specialisation, this is not a requirement for undertaking a Final Year Project (FYP) in that specialisation. However, students without any chosen specialisation are required to select one course in each category.

Students are encouraged to design their own academic specialisation and explore interdisciplinary interests. To support informed course selection, the school will host a course advisement session at the end of each semester.

Year 2

Students will take **one** Compulsory Core, **two** Compulsory Major PE, **three** Major PE (Studio), **one** Compulsory Major PE (Art History), **three** Interdisciplinary Collaborative Cores (ICC), **one** Professional Series Cores (PSC) and **one** Broadening and Deepening Electives (BDE). Students without any chosen specialisation must select one course each in Categories A and B.

Courses for Semester One [6 Courses - 17AUs]:

1 Compulsory Major PE (**Category A** – Area History: Pre-req for **Category B**) - Choose **ONE** of the following [Semester One]

- DT2007 History and Culture of Animation, VFX and Games
- History of Film
- History of Communication Design & Photographic Practice
- History of Transversal Design

2 Major PE of their choice in [Table A](#)

1 ICC Core (Common) - [CC0007 Science and Technology for Humanity](#) (pre-allocated by school)

1 ICC Core (Common) - [ML0004 Career Design and Workplace Readiness](#) (pre-allocated by school)

*1 PSC Core - Choose **ONE** of the following **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.*

- 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 and 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)

Courses for Semester Two [6 courses - 18AUs]:

1 Core - AI in Art, Design and Media

1 ICC Core (Common) - [CC0006 Sustainability: Society, Economy & Environment](#) (pre-allocated by school)

1 Compulsory Major PE (**Category B** - Intermediate Development: Pre-req for **Category C**) - Choose **ONE** of the following

- Animation and Games from Concept to Production (*recommended for Animation and Game Art*)
- Directing for Screen (*recommended for Cinematic Arts*)
- Communication Design Practices: Global inquiry (*recommended for Communication Design and Photographic Practice*)
- Transversal Studio: Designing Products and Interactions (*recommended for Transversal Design*)

1 Major PE of their choice in [Table A](#)

1 Compulsory Major PE (Art History) - Choose **ONE** of the following [Semester Two] **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.*

- [DD1003 Introduction to the Histories of Art I](#)
- [DD1004 Introduction to the Histories of Art II](#)
- [HR2001 Introduction to the Histories of Southeast Asian Arts](#)
- [HR2007 Contemporary Southeast Asian Art](#)
- [*HR3004 Art in the Age of Colonialism](#)
- [HR3006 20th Century Southeast Asian Art: Being Modern](#)
- [HR3009 19th Century Southeast Asian Art: Interactions & Refractions](#)

1 Broadening and Deepening Electives (BDE) of their choice in [Table B](#)

~1 PSC Core - Professional Preparation **[To defer to Year 4 instead]**

Year 3

In Semester One, students will gain real-world experience through a compulsory 22-week internship and take a core course on Research and Practice for your FYP.

In Semester Two, students with their **chosen specialisation** will continue to do two MPEs of their choice and one compulsory MPE as pre-requisite for their FYP. It is recommended that students take on MPEs that are required to build specialisation-specific skills for their FYP. Students without any chosen specialisation must select one course in Category C.

Course for Semester One [1 course - 11AUs]:

1 PSC Core - Professional Internship (22 weeks)

Courses for Semester Two [6 courses - 19AUs]:

1 Core - Research and Practice

1 Compulsory Major PE (**Category C** - Advanced Development: Pre-req for **FYP**) - Choose **ONE** of the following:

- Conceptual Development and Pre-Production for Animation (*recommended for Animation and Game Art*)
- Advanced Narrative Production (*recommended for Cinematic Arts*)
- Design and Interdisciplinary Practices (*recommended for Communication Design and Photographic Practice*)
- Transversal Studio: Designing Regenerative Futures (*recommended for Transversal Design*)

2 Major PE of their choice in [Table A](#)

2 Broadening and Deepening Electives (BDE) of their choice in [Table B](#)

Year 4

Students will focus on their FYP, creating an original work that answers their own brief or research question, accompanied by a written dissertation. There will be a final core course on Strategic Thinking for Professional Practice to prepare them for a career in the creative industry following graduation.

There is also a PSC Core, Professional Preparation that designed to help students develop workplace readiness and prepare for their transition from university to professional practice.

Courses for Semester One [6 courses - 22AUs]:

1 Core - *Final Year Project (FYP; span across 2 semesters) *Pre-req: Study Year 4 and any CMPE from Category C

1 Core - Strategic Thinking for Professional Practice *Pre-req: Study Year 4

1 PSC Core - Professional Preparation [**Defer from Year 2 Sem 2**]

1 Major PE of their choice in [Table A](#)

2 Broadening and Deepening Electives (BDE) of their choice in [Table B](#)

Courses for Semester Two [4 courses - 8AUs]:

1 Core - Final Year Project (FYP; span across 2 semesters. AUs already taken in account in Sem 1)

3 Broadening and Deepening Electives (BDE) of their choice in [Table B](#)

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.

Major Prescribed Electives

Students who wish to specialise in one of the four specialisation (Animation and Game Art or Cinematic Arts or Communication Design and Photographic Practice or Transversal Design) must complete six courses in total within their chosen specialisation, drawn from the CMPE and MPE offerings (Year One MPE courses are excluded.)

While it is strongly recommended that students take the three CMPE courses (Category A, B, and C) within a single specialisation, this is not a requirement for undertaking a Final Year Project (FYP) in that specialisation.

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

ANIMATION and GAME ART

DT2007 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

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.

**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. Please always refer to the online class schedule to determine the course eligibility for the semester.*

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

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

Broadening and Deepening Elective

Unless stated otherwise, you may choose any ADM courses from the list below or courses offered by other schools.

ANIMATION and GAME

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

CINEMATIC ARTS

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
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

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

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
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

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
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. Please always refer to the online class schedule to determine the course eligibility for the semester.*