Animation & 3D Arts (N92)
Financial Informatics (N81)
Information Technology (N54)
Multimedia & Animation (N55)
School of
InfoComm Technology

Taking IT Higher

YouTube. Facebook. Twitter. iPhones and iPads. Think you know what’s going to be the next big thing in the digital revolution? Then, you just might be the type of visionary we are looking for at the School of InfoComm Technology (ICT).

Real-world Exposure
Jump straight into the tech world with opportunities to work on projects with industry partners! You will also be able to go on internships both locally and abroad with top tech companies such as Microsoft, Cisco Systems, Motorola and National Computer Systems.

Top-notch Facilities
But first, you’ll get to perfect your IT skills at our range of top-notch learning facilities. If you are taking up one of our multimedia and animation courses, you’ll be spending your time at The Dot® with its high-end multimedia labs, a green screen studio, as well as art, animation and sound studios.

Got a bright idea that you think will make waves in the IT industry? Then start by testing and commercialising it at the eGarage®.

You will also be able to study the latest mobile technologies at our RHyMeS Centre. Set up in partnership with Motorola Electronics and Millennium & Copthorne International, the R&D centre was the first in the Asia Pacific for advanced IT applications.

Xtraordinary Prospects
With a diploma from Ngee Ann Poly, you’ll enjoy a wide range of opportunities for employment and further education upon graduation.

Our ICT grads have gained direct admission into the second or final year of degree programmes at reputable universities. Many have also pursued rewarding careers in diverse industries such as finance, retail, health and manufacturing!

Did you know that many of our students and alumni have clinched awards at prestigious competitions both locally and abroad? These include the IT Youth Award, Microsoft Challenge, National Infocomm Competition and the Samsung DigitALL Hope Award!
Our Xtraordinary Graduates & Students

Douglas Gan
This ICT grad and co-founder of ShowNearby Pte Ltd, a location-based service provider which offers users information on amenities near them, won the 2011 National Young IT Professional of the Year Award!

Goh Xue Li
IT Student, Year 3
Awarded the IDA Integrated Scholarship that funds her education from polytechnic to university. In fact, in 2011, 10 ICT Year 1 students were offered this scholarship!

Kevin Chia
IT grad who went on to win an IDA scholarship. He got his Bachelor’s and Master’s degrees in just 4 years under an accelerated programme from Carnegie Mellon University and is now a Consultant with IBM Singapore.

“Ngee Ann gave me a choice to go to Hong Kong for an overseas Internship. The experience gave me a more global perspective of things and helped me build a portfolio of skills that is of value to a global employer.”

“My interest in the field was first piqued by a Japanese drama which revolved around a young hacker who puts his computer skills to good use by helping the police unravel a terrorist plot.”

Find us online @ www.np.edu.sg/ict!
Diploma in

Animation & 3D Arts (N92)

Attend Master Classes conducted by the animation experts behind blockbusters such as *Kung Fu Panda 2* and *How To Train Your Dragon*

Go for immersion programmes in Shanghai or California

Experience a studio-based learning environment that simulates the industry

Hone your skills on industry-standard animation software by market leader, Toon Boom Animation

Specialise in 3D Arts or Character Animation!
ABOUT THE DIPLOMA

Are you fascinated by the character animation in blockbusters such as Toy Story 3 and Tangled? If you would like to see the characters from your imagination come alive and take shape, then the Diploma in Animation & 3D Arts (A3DA) is just the course for you.

This course offers you a solid foundation in animation, art, design and storytelling. A strong emphasis is also placed on widening your pre-production skills in character design, props and environment design, background and layout art.

What’s more, you will learn all these skills in a studio environment that simulates the real life work environment!

Perfect Your Art

In your third year, you will get to apply what you have learnt by bringing to life a full-fledged animation project – all the way through from concept and pre-production to production and post-production.

You may even have the chance to go on an overseas immersion programme to Shanghai, Europe, the USA or Japan!

“ This diploma uses a technical approach to create stronger artwork while building an art and design foundation. The curriculum focuses on the fundamentals of acting and performance for animation, which is important for any animation artist. ”

Oliver Acker
Head of Animation Program at the Cartoon Network Animation Academy / twofour54
WHAT YOU WILL LEARN

**Year 1**
- Drawing & Perspective
- Figure Drawing
- Light, Colour & Design
- Tone, Colour & Composition
- 3D Form & Space
- Principles of Animation
- Principles of Body Mechanics
- History of Film & Animation
- Storytelling & Scriptwriting
- Storyboarding
- Fundamentals for Creative Professionals
- Communication & Contemporary Issues^1
- Sports & Wellness^1
- Idea Jumpstart^1
- Elective modules
- Idea Blueprint^1
- Idea Launchpad^1
- Any two IS modules^1

**Year 2**
- Advanced Figure Drawing
- Human Anatomy
- Animal Anatomy
- Character Design
- 3D Character Animation
- 3D Modelling
- Elective modules
- Idea Blueprint^1
- Idea Launchpad^1
- Any two IS modules^1

**Year 3**
- Concept Development
- Digital Cinematography
- 3D Animation Production
- Props & Environment Design
- Elective modules
- Internship/Final Year Project
- World Issues: A Singapore Perspective^1
- Any one IS module^1

**Elective Modules**

**Character Animation**
- Acting for Animation
- 2D Animation Production I
- 2D Animation Production II
- Perspective, Background & Layout
- Advanced 3D Character Animation

**3D Arts**
- Texture & Shading
- Advanced 3D Modelling
- 3D Character Rigging
- Architectural Space, Design & Lighting
- 3D Environment Modelling

^1Interdisciplinary Studies modules are taken on top of core discipline modules and they account for 15 per cent of curriculum hours. They cover diverse areas such as the arts & humanities, business, design, and science & technology.

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If you’ve been completely spellbound by the 3D movies that have flooded the cinemas recently, why not learn how to make them? Ngee Ann Polytechnic’s Diploma in Animation & 3D Arts will offer students the chance to learn animation in a small, studio-based environment with the professional tools used by the big guns in Hollywood.

“We felt that the right way to go was to allow them to do studio-based learning and (attend) master classes to interact with professionals from Hollywood, where all the action happens,” said Ms Angela Wee, the director of NP’s School of InfoComm Technology.

Amongst the animators who have come down to conduct master classes was California-based local animator Wong Hock Hian.
CAREER PROSPECTS
You will be able to get started on your dream career in the digital entertainment industry! Your role could cover the various stages of animation production from concept, story development, storyboarding, and character design, props and environment design to 3D modelling and texturing.

FURTHER STUDIES
Pursue further studies in the creative technology field at local universities such as the National University of Singapore and Nanyang Technological University as well as overseas institutions such as:
- Sheridan College (Canada)
- Savannah College of Art and Design (US)
- RMIT University (Australia)

You can also apply to the Singapore Institute of Technology for the following degrees offered to poly graduates by the DigiPen Institute of Technology in Singapore. Students will enjoy advanced standing and subsidised fees.
- Bachelor of Fine Arts in Digital Art and Animation
- Bachelor of Arts in Game Design

ENTRY REQUIREMENTS
To be eligible for consideration, candidates must have the following GCE ‘O’ Level examination (or equivalent) results.

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You must have also sat for a Science or Art / Higher Art or Design & Technology or Food & Nutrition or a relevant O$IE / Applied Subject and fulfil the aggregate computation requirements.

Candidates with hearing deficiency or severe vision deficiency should not apply for the course.

Those with colour appreciation deficiency may be considered, subject to passing an in-house test.

Students are required to own a MacBook and purchase art materials.
Diploma in Financial Informatics (N81)

Combines a strong IT foundation with knowledge of the banking & finance industry

Banking and finance modules delivered by Ngee Ann’s School of Business & Accountancy

Acquire real-world exposure through internships with leading banks like DBS, OCBC and UOB

Get professional certification in ERP¹ and Business Analytics² with market leaders like SAP and SAS
ABOUT THE DIPLOMA

Banking and finance these days is not just about fixed deposits and investment products. IT also plays a big role in this industry. So, if you’re a techie with an eye on the lucrative banking and finance scene, our Diploma in Financial Informatics (FI) is just what you need.

In this course, you will gain a solid understanding of the technologies and information systems used in banks and corporations. You will learn to design, integrate and manage business processes and systems.

You will also develop the skills needed to solve problems and improve business operations for these organisations.

You can even get professional certification in ERP¹ and Business Analytics² with market leaders like SAP and SAS.

From your second semester onwards, you will take modules in the area of banking and finance offered by Ngee Ann Poly’s School of Business & Accountancy. These will equip you with a working knowledge of financial management and financial markets & services.

And to top it all off, you will be able to put your skills to good use in the real world with a four-month internship in your final year!

¹ Enterprise Resource Planning (ERP) is an information system that integrates all areas of a business including planning, production, accounting, sales & marketing. SAP is the market leader for ERP.
² Business analytics is used by companies for data-driven decision making. SAS is the market leader in analytics.

“...This course’s combination of Information Technology and business appealed to me as it is a hybrid of the two courses that I want, thus equipping me with both technical and business expertise."

Chan Si Hui
FI Grad, Class of 2011
SMU Lee Kong Chian Scholar
Pursuing a double degree in Science (Information Systems Management) and Business Management at SMU
## WHAT YOU WILL LEARN

### Year 1
- Accounting
- Business Statistics
- Digital Devices & Networking Technology
- Enterprise Information Systems
- Enterprise Systems Analysis & Design
- Fundamentals for IT Professionals
- Fundamentals of Programming
- Object-Oriented Programming
- One prescribed/elective module
- Communication & Contemporary Issues^<sup>1</sup>
- Sports & Wellness^<sup>1</sup>
- Idea Jumpstart^<sup>1</sup>

### Year 2
- Databases
- Developing Web Applications
- Enterprise Business Processes
- Enterprise Project Management
- Enterprise Resource Planning
- Three prescribed/elective modules
- Idea Blueprint^<sup>1</sup>
- Idea Launchpad^<sup>1</sup>
- Any two IS modules^<sup>1</sup>

### Year 3
- Four prescribed/elective modules
- Internship
- World Issues: A Singapore Perspective^<sup>1</sup>
- Any one IS module^<sup>1</sup>

### Prescribed / Elective Modules

You can choose to take elective modules from other diplomas offered by ICT. You will also be automatically enrolled into prescribed modules in the area of banking & finance. They include:

- Financial Markets & Services
- Financial Management
- Financial Planning
- Investments
- Economics
- Principles of Marketing
- Banking & Financial Applications
- Customer Relationship Management
- IT Outsourcing

^Interdisciplinary Studies modules are taken on top of core discipline modules and they account for 15 per cent of curriculum hours. They cover diverse areas such as the arts & humanities, business, design, and science & technology.
CAREER PROSPECTS
As part of a new breed of business analysts with IT and financial know-how, you will be valued by banking and financial institutions as well as enterprises. Our graduates have advanced to become application consultants, solutions architects, project managers and more.

FURTHER STUDIES
FI graduates will enjoy advanced standing when enrolling into IT or business-related degree programmes at universities both locally and abroad. They include:
- National University of Singapore
- Nanyang Technological University
- Singapore Management University
- Singapore University of Technology and Design
- University of New South Wales (Australia)
- University of Melbourne (Australia)
- Monash University (Australia)

You can also apply to the Singapore Institute of Technology for a Bachelor of Science in Real-Time Interactive Simulation offered to poly graduates by the DigiPen Institute of Technology in Singapore. Students will enjoy advanced standing and subsidised fees.

ENTRY REQUIREMENTS
To be eligible for consideration, candidates must have the following GCE ‘O’ Level examination (or equivalent) results.

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You must have also sat for a Science or Design & Technology or Food & Nutrition or a relevant OSIE / Applied Subject and fulfil the aggregate computation requirements.

Candidates with severe vision deficiency should not apply for the course.
Diploma in Information Technology (N54)

Choose from a wide selection of technology and business specialisation options

Go on internships with industry leaders such as IBM, SingTel, KPMG and MIT

Incubate your IT business ideas and tech applications at our technology hubs

Elective modules on Game Design and Games Programming

**Five Exciting Specialisation Options!**
- Information Security & Forensics
- Infocomm Sales & Marketing
- Mobile Business Application
- Business Management
- Solutions Architect
You’re working on a fun iPhone app that can earn you a profit on iTunes. Someday, you want to design the next big thing in social networking. Whatever your tech ambition, our Diploma in Information Technology (IT) will put you at the forefront of the digital revolution!

Your training will start with a strong grounding in IT fundamentals in your first year. You will learn about web applications, information systems, software development, computer architecture and network systems.

In your second year, you will get to choose from five exciting specialisation options: Information Security & Forensics, Infocomm Sales & Marketing, Mobile Business Application, Business Management and Solutions Architect.

On top of these options, you are also welcome to take up elective modules in Game Design and Games Programming.

In your final year, you can choose to incubate your technology applications and IT business ideas at our technology hubs or go on an internship with local and overseas industry partners such as KPMG, IBM, SingTel and MIT.

“I’m interested in e-commerce and hope to build my own blogshop business someday. My specialisation in Business Management gives me the right mix of business knowledge and IT skills to kick start my own online business!”

Jerry Loo
IT Student
WHAT YOU WILL LEARN

Year 1
- Fundamentals for IT Professionals
- Computers & Operating Systems
- Fundamentals of Programming
- Computing Mathematics
- Computing in Society
- Object-oriented Programming
- User Interface Design
- Networking Fundamentals
- Enterprise Information Systems
- Communication & Contemporary Issues
- Sports & Wellness
- Idea Blueprint
- Idea Launchpad
- Any two IS modules

Four prescribed/elective modules

Year 2
- Databases
- Object-oriented Analysis & Design
- Developing Web Applications
- Project Management
- Four prescribed/elective modules
- Idea Blueprint
- Idea Launchpad
- Any two IS modules

Year 3
- Four prescribed/elective modules
- 4-month Internship
- World Issues: A Singapore Perspective
- Any one IS module

^Interdisciplinary Studies modules are taken on top of core discipline modules and they account for 15 per cent of curriculum hours. They cover diverse areas such as the arts & humanities, business, design, and science & technology.

Our Five Specialisation Options

All IT students will be given the choice of an option to major in. Each option requires the completion of five prescribed modules. You will also be required to take an additional three elective modules from any of the other options.

Information Security & Forensics
- Information Security
- Software Security
- Malware Analysis & Antivirus Technologies
- Ethical Hacking
- Digital Forensics
- Mobile Device Security & Forensics
- Local Area Networks
- C++ Programming

Mobile Business Application**
- Mobile Applications Development
- Advanced Mobile Applications Development
- Mobile Business Applications
- Wireless Technology
- Mobile & Wireless Security
- Mobile Device Security & Forensics
- Digital Forensics
- Advanced Object-Oriented Analysis & Design

Solutions Architect
- Data Structures & Algorithms
- Advanced Object-oriented Analysis & Design
- Enterprise Applications Development
- Windows Applications Development
- Local Area Networks
- Wireless Technology
- Information Security
- C++ Programming

Business Management
- Accounting
- Economics
- Principles of Marketing
- eBusiness Foundations
- Supply Chain Management
- E-Commerce Applications Development
- Web Database Development
- Organisational Behaviour

Infocomm Sales & Marketing*
- Principles of Marketing
- Infocomm Sales & Marketing Strategies
- Infocomm Sales Life Cycle Management
- Customer Decision Making & Negotiation Skills
- Enterprise Business Processes
- Infocomm Business Case Challenge
- Economics
- Organisational Behaviour

You can also complete your elective modules with a focus in Game Design & Development:
- Game Design
- Games Programming
- C++ Programming

*The Infocomm Sales & Marketing option is brought to you in collaboration with Microsoft Singapore. They provided their expertise on the design, development and delivery of curriculum pertaining to the sale and marketing of infocomm products, services and solutions.

**ICT is member of the iPhone Developer University Program. Under this program, the School has incorporated iPhone apps development into its curriculum.

Microsoft Singapore proudly supports the School’s commitment to jump-start the process of creating a pool of highly skilled and sought-after professionals in infocomm sales and marketing.

Microsoft is a trademark of the Microsoft group of companies.
CAREER PROSPECTS
As an IT grad, you can become a software engineer, systems consultant, analyst programmer, web and software developer, or network administrator at both IT and non-IT organisations.

What’s more, your specialisation option will give you a head start if you decide to work as a digital forensic analyst, IT security specialist, computer games designer, mobile app developer or sales & marketing executive.

You could even start your own IT-related business!

FURTHER STUDIES
You can enjoy advanced standing when applying for related degree programmes at universities both locally and abroad. These include:

- National University of Singapore
- Nanyang Technological University
- Singapore Management University
- Singapore University of Technology and Design
- University of Newcastle (UK)
- University of Manchester (UK)
- University of Essex (UK)
- University of Exeter (UK)
- University of Kent (UK)
- University of New South Wales (Australia)
- University of Melbourne (Australia)
- Australian National University (Australia)
- University of Adelaide (Australia)
- University of Western Australia (Australia)
- University of Queensland (Australia)
- Monash University (Australia)

You can also apply to the Singapore Institute of Technology for a Bachelor of Science in Real-Time Interactive Simulation offered to poly graduates by the DigiPen Institute of Technology in Singapore. Students will enjoy advanced standing and subsidised fees.

ENTRY REQUIREMENTS
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You must have also sat for a Science or Design & Technology or Food & Nutrition or a relevant OSIE / Applied Subject and fulfil the aggregate computation requirements.

Candidates with severe vision deficiency should not apply for the course.

Wanna be a digital forensic expert who helps investigate and solve cyber crimes? Our specialisation option in Information Security & Forensics will equip you with skills and knowledge to trace online frauds, system hacks and much more. Hackers, beware!
Diploma in
Multimedia & Animation (N55)

Strong focus in design and programming

Gain production and project management skills that will give you an edge in the industry

Build your own industry-standard portfolio even before you graduate

Specialise in Game Art & Design or Interactive Art & Technology!
ABOUT THE DIPLOMA

For you, World of Warcraft isn’t just a game – it’s an art form. After all, you know that the folks who created it belong to a rare class that possesses a flair for design and a head for programming.

Our Diploma in Multimedia & Animation (MMA) will show you how to create such interactive multimedia experiences that will blow the minds of the gaming community. Right from your first year, MMA will start you off with a strong foundation in design and programming. You will also pick up pre-production skills in concept design.

In your second year, you can specialise in either Game Art & Design, where you will fine-tune your design skills and pick up scripting, or Interactive Art & Technology, where you will develop apps for the Web, 3D, iPhone and iPad platforms.

In your final year, you will work on a full-fledged multimedia project and gain production and project management experience – all the way from concept and pre-production to production and post-production. So when you graduate, you’ll be armed with an impressive industry-standard portfolio!

“The first time I watched Tim Burton’s A Nightmare Before Christmas, I knew what I wanted to do: get a diploma in animation and work as an Animator!” said Sheryl, an ICT grad from the Class of 2011. And for her final year project, Sheryl got to take a step closer towards her dream by being Assistant Director on a short film – called Cherie – using stop motion animation!
WHAT YOU WILL LEARN

**Year 1**
- Drawing & Perspective
- Figure Drawing
- Light, Colour & Design
- Tone, Colour & Composition
- 3D Form & Space
- Principles of Animation
- Storytelling & Scriptwriting
- Storyboarding
- Principles of Programming
- Problem Solving & Programming
- Fundamentals for Creative Professionals
- Communication & Contemporary Issues
- Sports & Wellness
- Idea Jumpstart
- Anatomy for the Artist
- Concept Art & Illustration
- Idea Blueprint
- Idea Launchpad
- Any two IS modules

**Game Art & Design**
- Texture & Lighting
- Architectural Spaces, Design & Lighting
- 3D Animation for Games
- 3D Modelling for Games
- Advanced 3D Modelling
- Digital Audio Design
- Game Mechanics
- Advanced Game Mechanics

**Interactive Art & Technology**
- 3D Modelling & Animation for Games
- Digital Photography
- Digital Imaging
- Digital Video & Audio
- Designing Visual Interface
- Designing User Experience
- Authoring Interactive Experience
- Authoring 3D Experience

**Year 2**
- Concept Development
- Internship/Final Year Project
- Any one IS module
- World Issues: A Singapore Perspective

**Game Art & Design**
- 3D Environment Modelling
- 3D Character Rigging
- Simulation Game Production
- Game Level Design

**Interactive Art & Technology**
- Digital Effects
- Digital Audio Design
- Interactive Entertainment Production
- Developing Mobile Experience

**Elective Modules**
- Any two IS modules

**Year 3**
- Concept Development
- Internship/Final Year Project
- Any one IS module
- World Issues: A Singapore Perspective

**Game Art & Design**
- 3D Environment Modelling
- 3D Character Rigging
- Simulation Game Production
- Game Level Design

**Interactive Art & Technology**
- Digital Effects
- Digital Audio Design
- Interactive Entertainment Production
- Developing Mobile Experience

^Interdisciplinary Studies modules are taken on top of core discipline modules and they account for 15 per cent of curriculum hours. They cover diverse areas such as the arts & humanities, business, design, and science & technology.

**The Pre-Production**
At this stage of the project, we develop the looks of the characters as well as the colours and the design of the environment the characters live and play in.

The script will be visualised by storyboards that tell the story in the form of little pictures, just like in a comic book.

This will help everyone to get a first impression of the production and we can see if the story will be fun to watch!

**The Production**
In the production stage, we can bring the characters alive by animating them.

The animator will work with the character designs and the storyboard from the pre-production stage to create the actual animation!
CAREER PROSPECTS
With your MMA diploma, you can find jobs in game design, game environment design and modelling, visual interface design, web design, interactive experience design and development.

You might just find yourself working with international corporations or you could start up a high-potential creative business, developing your own interactive media titles!

FURTHER STUDIES
Pursue further studies in the creative technology field at the following universities both locally and abroad:
- National University of Singapore
- Nanyang Technological University
- Singapore University of Technology and Design
- Sheridan College (Canada)
- Savannah College of Art and Design (US)
- RMIT University (Australia)

You can also apply to the Singapore Institute of Technology for the following degrees offered to poly graduates by the DigiPen Institute of Technology in Singapore. Students will enjoy advanced standing and subsidised fees.

- Bachelor of Fine Arts in Digital Art and Animation
- Bachelor of Arts in Game Design
- Bachelor of Science in Game Design

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Candidates with hearing deficiency or severe vision deficiency should not apply for the course.

Those with colour appreciation deficiency may be considered, subject to passing an in-house test.

Students are required to own a MacBook and purchase art materials.

The Post-Production
After the director has approved the animation, the colour department will add colour to the animation in the post-production stage.

This stage will also see the addition of all the other elements such as music and special effects to make the production look and feel exciting.
CONTACT US
535 Clementi Road Singapore 599489
Email: askNP@np.edu.sg
Toll Free: 1800 460 7333 (admissions)
General Enquiries: 6466 6555
Website: www.np.edu.sg

Diploma in Financial Informatics
Mr Chang Bin Haw
Tel: 6460 6857
Tel: 6469 0490
Email: binhaw@np.edu.sg

Diploma in Information Technology
Mrs Pamela Loy
Tel: 6460 6722
Tel: 6469 0490
Email: lsm@np.edu.sg

Diploma in Animation & 3D Arts and
Diploma in Multimedia & Animation
Mr Rahardja Agus
Tel: 6460 8207
Tel: 6469 0490
Email: rahar@np.edu.sg

Join Us
If you took the 2011 Singapore GCE ‘O’ Level examinations as a school candidate, you may apply on-line through the Joint Admissions Exercise (JAE). Details will be available in the JAE information booklet that will be distributed by your secondary school.

Applicants who are not eligible to apply under the JAE, including holders of other qualifications, may refer to our website at www.np.edu.sg/admissions/apply for application details.

Tuition Fees
S$2,200 Per Academic Year (For Subsidised Singaporean Students)

All information correct at time of printing (Nov 2011)