INFOCOMM TECHNOLOGY

» ANIMATION
» COMMON ICT PROGRAMME NEW
» CYBERSECURITY & DIGITAL FORENSICS
» FINANCIAL INFORMATICS
» IMMERSIVE MEDIA & GAME DESIGN
» INFORMATION TECHNOLOGY
School of INFOCOMM TECHNOLOGY

6  Cybersecurity & Digital Forensics (N94) RENAMED
9  Information Technology (N54)
13 Financial Informatics (N81)
17 Common ICT Programme (N98) NEW!
19 Animation (N92) RENAMED
23 Immersive Media & Game Design (N55)
Create the next big mobile game. Battle Internet fraud. Start a tech business. Produce an animated blockbuster. Whatever your dreams, we’re with you! Take your first step at the School of InfoComm Technology (ICT).
With Singapore on track to becoming a smart nation, you are poised for flourishing industries that will welcome your talent. This means there will also be more room for your aspirations to bloom. Here at ICT, we offer five diplomas and one Common ICT Programme, teamed with a wide variety of specialisations and areas of interest, to equip you with the skillsets to excel in your chosen field!

Diploma in Cybersecurity & Digital Forensics (N94)
This diploma offers you the essential knowledge and training in the exciting and rapidly evolving field of cybersecurity:
- Get trained in secure software development and forensics
- Attend masterclasses by Information Security professionals
- Intern with leading IT security organisations

Diploma in Information Technology (N54)
One diploma, seven areas of interest. Pick modules from one or more of these areas that match your career aspirations:
- Business & Data Analytics
- Cloud Computing
- Enterprise Solutioning
- Games Programming
- Infocomm Sales & Marketing
- Mobile Business Applications
- Solutions Architect

Diploma in Financial Informatics (N81)
A diploma that gives you a strong foundation in information technology and reinforced with exciting modules from three areas to meet the needs of the FinTech ecosystem, namely:
- Analytics
- Banking & Finance
- Enterprise Computing

Common ICT Programme (N98)
Take common foundational modules that expose you to the world of infocomm technology in your first year. You will also get to choose any of the three IT-related diplomas in your second year, namely:
- Cybersecurity & Digital Forensics
- Financial Informatics
- Information Technology

Diploma in Animation (N92)
This is a practice-based diploma that takes you through the entire process of animation production. You can choose to specialise in 3D Arts or Character Animation.

Diploma in Immersive Media & Game Design (N55)
This is a practice-based diploma that provides a strong focus on game and interactive media design as well as programming. You can choose to specialise in Immersive Interactive Media or Game Design.
INTERNSHIPS

STUDIO-BASED LEARNING

MASTERCLASSES
SMART LEARNING SPACES

Experience life at a Smart Campus that houses a cluster of smart learning spaces. Prepare yourself for a technology-enabled learning journey that exposes you to the Internet of Things and state-of-the-art features and facilities for security, analytics, user experience design and agile development. You will embrace a culture of innovation and a new mindset that sees failure as part of the learning process. You will work with industry partners to provide next-generation innovative solutions to real-world problems through your capstone and portfolio projects.

TECHNOPRENEURSHIP PROGRAMME

Make the entrepreneurial leap and start your own IT venture. ICT student Terrence Goh (right) embarked on the Overseas Merit Fellowship programme in New York City, where he met fellow student Jasper Yap (left) from NP’s School of Engineering. Together, they founded Yosei Labs, a start-up that specialises in web design and search engine optimisation.

INDUSTRY PARTNERSHIPS

Cultivate your passion and talent in FinTech through participations in industry-led workshops, hackathons and technology festivals. Leading companies and organisations have hosted tours and conducted activities to help students gain real-world experience and a better understanding of the impact of innovation, especially in the area of FinTech.
OUR GRADUATES WITH THAT SOMETHING

“When the financial industry is innovating itself and FinTech is the evolution that I want to be part of. I’m excited about the opportunities that FinTech will open up to me when I start my internship with financial companies and start-ups that are changing the market.”

**Wan Xin**
*FI graduate, Class of 2018*

Wan Xin was the gold medallist of his cohort. During his internship at Singapore Management University, he helped to develop a teaching bank application that supports banking and technology-related coursework and student projects.

“When my six-month internship at KPMG’s Forensic Technology department, I was motivated to take my skills to a higher level and became a SANS/GIAC certified Windows Security Administrator. It was a significant milestone for me because I proved that I could do anything if I put my mind to it.”

**Josephine Tanadi**
*IT graduate, Class of 2017*

Josephine was the gold medallist of her cohort. She was also the recipient of the Microsoft Gold Medal & Prize, Motorola Prize and Palo Alto Networks Prize. She is pursuing a Bachelor of Computing in Information Security at NUS.

“ICT opened my eyes to the world of media, specifically game development. I gained the confidence to bring my dreams to life. The lessons that I have learnt in my course provided a strong foundation in my career as a game developer. Without the first-class education, I wouldn’t be where I am today.”

**Tan Tian Shou**
*MMA* graduate, Class of 2015

Tian Shou received the Media Education Scholarship, which is co-sponsored by IMDA and UbiSoft. He is currently a student at DigiPen Institute of Technology. “now renamed the Diploma in Immersive Media & Game Design

“ICT groomed my passion in technopreneurship. In 2009, I started my own company called Towards IT Technology. We completed over 19 projects and received very good testimonials from our clients such as PropNex and Canon Singapore!”

**Nicholas Ooi**
*IT graduate, Class of 2012*

Nicholas is the founder of Towards IT Technology and winner of the Singapore IT Youth Award 2012. He was awarded $50,000 as seed money for his venture under SPRING Singapore’s Young Entrepreneurs Scheme.
N54 DIPLOMA IN INFORMATION TECHNOLOGY

- “Learn by Doing” Experiential Learning pedagogy
- Self-directed approach to acquiring real-world skills that meet industry needs
- Exciting internships with industry leaders like Microsoft and IBM
- Opportunities to develop IT business ideas and apps at ICT technology hubs
- Freedom to build your portfolio from seven areas of interest
WHAT THE COURSE IS ABOUT

Develop innovative IT solutions that increase business competitiveness and enhance the quality of life, or even start your very own e-business, with a Diploma in Information Technology (IT).

In your first year, you will focus on core computing skills in programming, networking, databases and enterprise information systems. You will also be given the opportunity to investigate IT-related topics and develop your digital portfolio.

In your second and third year, you are free to choose from a myriad of electives that suit your interests and passion.

In your final year, you will round off your learning journey with a six-month local or overseas internship with organisations such as KPMG, IBM, Singtel and Microsoft, or launch your own IT business ideas at our technology hubs. You can also work on a capstone project which will beef up your digital portfolio and impress your future employer!

Depending on your passion, you may choose electives from the following areas of interest:

**Business & Data Analytics**
Acquire knowledge and skills in business intelligence, quantitative analysis, data visualisation and predictive analytics to help companies gain a competitive edge.

**Cloud Computing**
Learn about cloud architecture and technologies, design cloud databases, develop cloud applications, and understand data centre management.

**Enterprise Solutioning**
Develop business strategies and offerings for the service economy, fulfil customer needs, and improve an organisation’s competitive edge.

**Games Programming**
Create computer games by applying knowledge and skills related to programming, physics and artificial intelligence.

**Infocomm Sales & Marketing**
Market IT goods or services to businesses and consumers, develop sales and marketing strategies, and understand sales life cycle management.

**Mobile Business Applications**
Learn about mobile commerce by designing, developing, securing and optimising mobile apps.

**Solutions Architect**
Design and implement computer solutions using algorithms and data structures to solve business problems efficiently and cost-effectively.

APP-SOLUTE HELP

We gathered a lot of direct feedback from nurses and improved the usability and features of the app to cater to their needs. When ICT shared this project with us, we wanted to be part of it and contribute our IT skills.

KENNY TAN AND LIM WEI JIAN
IT GRADUATES, CLASS OF 2016

The duo developed a mobile app, mobile language & dialect assistant (MOLDA), to bridge language barriers between nurses and patients. The mobile app won NP’s special commendation team award in the innovation category.
WHAT YOU WILL LEARN

YEAR 1
- Computing Mathematics
- Cyber Security Fundamentals
- Databases
- Enterprise Information Systems
- Fundamentals for IT Professionals I*
- Operating Systems & Networking Fundamentals
- Portfolio I
- Programming I
- Programming II
- English Language Express**
- Communication Essentials*
- Innovation Made Possible*
- Sports & Wellness*

YEAR 2
- Full-stack Development
- Fundamentals for IT Professionals II
- Object-oriented Analysis & Design
- Portfolio II
- User Experience
- Web Application Development
- Any four elective modules
- Career and Professional Preparation II
- World Issues: A Singapore Perspective*
- Any one IS elective*

YEAR 3
- Capstone Project or any two elective modules
- Any three elective modules
- Internship*
- Project ID: Connecting the Dots*

ELECTIVE MODULES

Business & Data Analytics
- Big Data
- Data Visualisation
- Descriptive Analytics
- Predictive Analytics
- Quantitative Analysis

Cloud Computing
- Cloud Architecture & Technologies
- Designing & Managing Cloud Databases
- Developing Cloud Applications
- Virtualisation & Data Centre Management

Enterprise Solutioning
- Business Process Modelling & Development
- Customer Experience Management
- Enterprise Business Solutions

Games Programming
- Artificial Intelligence for Games
- Game Interactivity
- Game Production
- Gameplay Programming
- Mathematics for Games

Infocomm Sales & Marketing
- Customer Decision-making & Negotiation Skills
- Infocomm Sales & Marketing Strategies
- Infocomm Sales Life Cycle Management

Mobile Business Applications
- Mobile Applications Development
- Mobile Applications Development II
- Mobile Device Security & Forensics

Solutions Architect
- Software Engineering
- Data Structures & Algorithms
- E-commerce Application Development
- Secure Software Development

General
- Emerging Trends in IT
- Technopreneurship

To keep our curriculum current and robust, diploma modules are subject to change over the three years. Please visit our website for latest updates.
/ CAREER /

With reference to the ICT Skills Framework, you will be trained as a systems analyst, applications developer, UI/UX designer or database administrator. You may also take relevant modules that allow you to fulfil job roles as a pre-/post-sales consultant, sales executive, channel sales executive, customer experience manager, data analyst, data engineer, infrastructure executive or cloud engineer.

You can join the industry as a software engineer, systems consultant, analyst programmer, web and software developer, or network administrator. With the freedom to choose your electives, you can follow your passion and pursue a variety of fields, such as games design/development, mobile app development, cloud operations.

/ FURTHER STUDIES /

You can receive advanced standing when you apply 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
- Singapore Institute of Technology
- University of Newcastle (UK)
- University of Manchester (UK)
- University of Essex (UK)
- University of Kent (UK)
- University of New South Wales (Australia)
- University of Melbourne (Australia)
- University of Adelaide (Australia)
- University of Western Australia (Australia)
- University of Queensland (Australia)
- Australian National University (Australia)

/ ENTRY REQUIREMENTS /

AGGREGATE TYPE ELR2B2-C

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

<table>
<thead>
<tr>
<th>SUBJECT</th>
<th>'O' LEVEL GRADE</th>
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<tbody>
<tr>
<td>English Language as a First Language</td>
<td>1-7</td>
</tr>
<tr>
<td>Mathematics (Elementary/Additional)</td>
<td>1-6</td>
</tr>
<tr>
<td>Any two other subjects</td>
<td>1-6</td>
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You must also have sat for a Science or Design & Technology or Food & Nutrition or relevant OSIE / Applied Subject and fulfil the aggregate computation requirements.

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

/ CONTACT US /

For the most up-to-date information on NP's Diploma in Information Technology, log on to www.np.edu.sg/it