

IMMERSIVE MEDIA & GAME DESIGN COURSE MODULES

Build immersive experiences that allow users to interact with graphics, moving images and sound, or launch the next big interactive gaming app with our Diploma in Immersive Media & Game Design (IMGD).

In your first year, you will receive rigorous training in design and programming through modules such as Drawing Foundation, Applied Design and Programming Fundamentals.

In your second year, you can choose to specialize in Immersive Interactive Media or Game Design.

Immersive Interactive Media

Get trained in developing apps for the Web, mobile and wearable devices, while acquiring skills in digital design and technology, and user experience design.

Game Design

Learn to conceptualise, design and create interactive entertainment experiences as well as digital 3D game environments and characters – sci-fi or fantasy. Plus, pick up skills in game design and game engine scripting languages.

In your final year, you will work on an interactive media project that gives you valuable production and project management experience. You will get to use the Game Design & Development Centre set up in ICT by award-winning 3D game engine provider, Unity Technologies. The Unity 3D game engine allows you to create rich, interactive 3D content on the web or mobile platforms easily. With such professional tools available, you are all set to impress your future employer with an industry-standard portfolio.

Throughout your three years, there are also ample opportunities for you to attend masterclasses conducted by industry experts and participate in overseas programmes designed to give you a global outlook and an enriching experience.

LEVEL 3.1

Concept Development

This module introduces various idea generation and concept development techniques. Students learn the pre-production skills of concept illustration and visual development through the application of knowledge skills in drawing, storytelling and composition to communicate a concept effectively to an audience. Emphasis is placed on the creation of original, unique and useful concepts. Students will produce a range of concept collaterals.

Fundamentals of Creative Professionals III

This module provides a stepping stone to the students in their IDM career. Students are given an insight into the IDM industries and are kept abreast of the updates and the necessary skill sets required in their career path. They also have the opportunity to be exposed to the various institutes of higher learning to further enhance their skill sets.

Production Management

This module introduces the interactive digital media and game industry, the production pipeline, and various professional roles and career paths, and exposes students to various documents required in the production of interactive experience and games. It examines the roles of different participants in the development process and how the technical development and the artistic development proceed in tandem.

Social Media & Branding

This module introduces students to creative sections in advertorial, communications and media. Students broaden their knowledge in designing for various aspects of visual communications. Students apply creative thinking skills and expand their creative mindsets through questioning and reasoning data.

World Issues: A Singapore Perspective[^]

This module develops a student's ability to think critically on world issues. Students will discuss a wide range of social, political and cultural issues from the Singapore perspective. It also looks at how city-state Singapore defied the odds

and witnessed close to half a century of rapid economic growth, strong political ties and social harmony.

LEVEL 3.2

Internship or Studio-based Production

The primary aim of this final year industry-based project is to nurture the spirit of innovation and enterprise in students and broaden their experience beyond classroom learning. It also provides students with the opportunity to apply the knowledge and skills gained in the past semesters. Using the demo programme prototyped in the earlier semester under the Concept Development module, students will develop an idea into a full working product. Local or overseas attachments are also possible.

COURSE CURRICULUM

Module Name	Credit Units
YEAR 3	
Level 3.1 (26 hours per week)	
Capstone Project or 2 Elective Modules #	8
Concept Development	4
Fundamentals for Creative Professionals III	2
Production Management	4
Social Media & Branding	4
Interdisciplinary Studies (IS) elective ^	2
World Issues: A Singapore Perspective ^	2
In the second year, students may choose to specialise in either Game Design or Immersive Interactive Media. **	
Level 3.2	
Internship or Studio-based Production	22

Notes:

^ For more details on Interdisciplinary Studies (IS) electives, please log on to www.np.edu.sg/is/

IS Modules

The School of Interdisciplinary Studies (IS) delivers a broad-based curriculum, which nurtures a new generation of professionals with multidisciplinary skills and an innovative and entrepreneurial spirit to meet the challenges of a knowledge economy. IS offers both prescribed modules and electives to challenge boundaries. Prescribed modules develop students' competencies in core areas such as Communication, Innovation and Enterprise, Culture and Communication, and Personal Mastery and Development, while elective modules provide insights into Arts and Humanities, Business, Design, and Science and Technology.

The prescribed/elective modules offered may change from year to year, depending on relevance and demand. They may also include modules available in other diplomas offered by the School.