

## **COURSE MODULES**

### **LEVEL 1.1**

#### **Art & Design**

This module aims to provide students with a fundamental understanding of aesthetic concepts and design techniques within the visual art and visual communication disciplines. The focus is on developing the conceptual and technical abilities applicable to film production, as students produce artwork and motion graphics design.

#### **Location Filming**

This is a foundation subject introducing students to single-camera video production. The module aims to provide students with a basic theoretical and practical introduction to pre-production planning, single-camera operation, location lighting, grip work, sound recording and non-linear video editing. Students will gain a visual understanding of moving images and be able to combine them with simple soundtracks.

#### **Professional Communication**

Students will learn presentation and writing skills for the film and media industry. They will be introduced to business writing and writing for various media. In addition, there is a strong focus on research, citation skills and grammar.

#### **Sound Design**

Students will learn the basic knowledge and skills needed for capturing good sound on location in support of sound design. They will also learn the different techniques employed by professional sound recordists and discover how location sound can be enhanced in audio post production via sound design. With an introduction to ProTools, students will be able to produce basic sound tracks for short films through location sound recording, sound design, editing and mixing.

#### **Storytelling Techniques**

This module focuses on how students can create meaning through stories that reflect their own lives and imagination. Using a three-act dramatic structure, students develop compelling short story ideas with the basic storytelling tools of observation, memory and experience. Through written and oral exercises, as well as assignments, students learn to understand and apply good storytelling techniques - a critical skill for producers of film and other media

#### **Innovation Toolkit ^**

Innovation Toolkit is designed to help you develop the innovative mindset and build up your confidence as a creative thinker. You will learn how to spot opportunities from problems through a user-centric approach - observing and interacting with different stakeholders. You will also be challenged to generate groundbreaking ideas to add value to the lives of users.

#### **Sports & Wellness ^**

This module helps you to learn a sport as a recreational activity to keep you fit and healthy. Team building and collaboration skills are developed as you network with other students. There are a total of 19 sports electives to choose from: Aerobics, Badminton, Basketball, Cheerleading, Dance Movement, Dancesport, Flag Football, Hip Hop, Life Saving / Swimming, Netball, Orienteering, Street Soccer, Soccer, Softball, Tennis, Touch Rugby, Volleyball, Wellness Programme and Yoga. Outstanding students are awarded a Pass with Merit.

### **LEVEL 1.2**

#### **Audio Technology**

Students are taught the knowledge and skills for audio production here. They will learn the basic principles and technical concepts of sound production and technology. Foundational production skills developed in recording, overdubbing, processing and mixing can be applied to produce audio for video, television, film, radio and music products.

### Career & Professional Preparation I

Students are introduced to their diploma course and learn how it prepares them for work in the industry. As they are guided through reflections on their unique characteristics and strengths, they will produce a game plan for their career goals and future education. This will help them embark on their three-year course with the outcomes clearly in mind. This module is also intended to deepen students' commitment to the sector that the course prepares them for.

### Introduction to Film

This foundation module examines the basic elements that comprise the study of film. These are film production, distribution and exhibition, film form, film genre, documentary and experimental cinema, film style and film criticism. Screenings, lectures and readings are designed to help students understand what makes a film look and sound the way it does. Students are also encouraged to analyse films as created objects, to prepare them for more advanced modules in film history and scriptwriting.

### Photography

This module explores the technical and aesthetic aspects of still photography and sequential photography. Topics include the use of still camera, film and exposure, existing light, pictorial composition, storytelling with pictures and a brief history of photography.

### TV Production

Students are introduced to multi-camera studio production techniques and technical operations. Topics include TV studio camera operation and setup, studio lighting, audio and sound control, the character generator, teleprompting, vision mixing, digital effects and production roles. The module is designed to help students acquire the basic knowledge and skills to fill various studio positions competently. There is a focus on developing creativity and continuity in planning and executing live studio-based television programmes.

### Visual Effects

This is a foundation module in which students are given an introduction to visual effects for rich media design and motion graphics. Students will be taught digital imaging and 3D application tips and tricks in support of visual effects but which are also applicable to digital photographic collage, digital painting, rendering and motion graphics.

### Exploring Contemporary Issues ^

To be a media or psychology professional par excellence, you will need a good grasp of contemporary issues. Avoid the frog-in-the-well syndrome; free your mind as you hone your craft through critical and horizontal thinking in a media-rich environment of thought-provoking movies, documentaries and news.

## COURSE CURRICULUM

| Module Name                          | Credit Units |
|--------------------------------------|--------------|
| <b>YEAR 1</b>                        |              |
| <b>Level 1.1 (23 hours per week)</b> |              |
| Art & Design                         | 2            |
| Location Filmmaking                  | 4            |
| Professional Communication           | 5            |
| Sound Design                         | 3            |
| Storytelling Techniques              | 3            |
| Innovation Toolkit ^                 | 4            |
| Sports & Wellness ^                  | 2            |
| <b>Level 1.2 (26 hours per week)</b> |              |
| Audio Technology                     | 4            |
| Career & Professional Preparation I  | 2            |

|                                 |   |
|---------------------------------|---|
| Introduction to Film            | 5 |
| Photography                     | 4 |
| TV Production                   | 4 |
| Visual Effects                  | 3 |
| Exploring Contemporary Issues ^ | 4 |

**Notes:**

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

**COURSE MODULES**

**LEVEL 2.1**

**Cinematography**

Students gain a better understanding of the craft, methods, and aesthetics of cinematography, allowing them to discover their own visual styles. They learn the finer points of camera and production techniques, including camera mechanics, optics, lighting and exposure. By acquiring a broad understanding of what makes cinematography a creative art, they can become well-rounded cameramen, able to excel in all areas of their craft while working well with other members of the crew.

**Documentary Production**

This module is designed to expose students to the practical, technical and theoretical issues in nonfiction filmmaking. Students will study different types of documentary storytelling and the appropriate use for each style. They will then work individually and later in groups to apply the technical skills and creative choices to shoot and edit their own video documentaries.

**Editing**

This module provides introductory knowledge in the area of post-production as well as hands-on editing experience. Students, having been primed in non-linear editing during the first year, will learn the finer details of editing for a narrative-driven project. Through exercises and reflection, they will have many opportunities to become familiar with the various concepts of editing.

**Scriptwriting**

Students learn to write screenplays for short films. Building on storytelling and visualisation techniques they acquired in Level 1, students are encouraged to develop stories from their own observations, memories and experiences. Writing exercises and assignments develop eventually into an 8- to 12-page screenplay, which may be expanded into projects in Level 3.

**Intermediate Sound Design**

In this module, students will be challenged with more elaborate sound design assessments designed to help them create, edit and mix special sound effects, dialogue and music to produce quality sound tracks for short films. They will also learn to operate audio equipment and understand production workflow to record and mix multi-channels of instruments and soundtracks to enhance their sound design work within a professional recording environment.

## LEVEL 2.2

### Advanced TV Production

This module focuses on creating a deeper understanding and appreciation of nonfiction television productions. It is designed to introduce students to the practical and technical aspects of creating television programmes, particularly in the infotainment and info-education genres. Students will work in a team and be responsible for all aspects of production: from conceiving the show idea, to casting, scripting, production planning, budgeting, graphics, to recording programme segments in the studio and on location. They are also responsible for packaging the product using these segments.

### Career & Professional Preparation II

This module helps to equip students with skills necessary to seek and secure work. They will also be equipped to communicate their personal brand in a positive way. As students sharpen their communication skills, they will also learn to market themselves effectively.

### Producing

This module introduces students to the planning procedures in producing for film. Students will be exposed to production management responsibilities such as production documentation, budget and schedule planning, location scouting and crew hiring. As part of the assessment, students will visit and critique local production houses to study how they operate. Students will be able to present a production portfolio based on a script, and will gain a basic understanding of local media and entertainment law.

### Film History

In this module, students explore aesthetics as the foundation of film style and film language, and film theory as a framework from which to probe deeper into the meaning of film. Selected films will be screened to illustrate the aesthetic dimensions or aspects of film theory models such as auteur theory, montage theory and various methods of narrative form to help them better analyse film content. This module builds on critical thinking skills developed in Level 1.

### Intermediate Filmmaking

Students hone the skills acquired in their first year, particularly in location filmmaking and storytelling, to create short narrative projects that also give them advanced exposure to the High Definition video medium and its workflow.

### Intermediate Visual Effects

In this module, students will be introduced to more elaborate concepts and techniques in Visual Effects for film and other media. 3D software such as Maya will be introduced and used complementarily with After Effects and Photoshop, so that students gain an understanding and skill in working with both 3D and 2D graphics to composite "live" action footage.

## COURSE CURRICULUM

| Module Name                               | Credit Units |
|---|--------------|
| <b>YEAR 2</b>                             |              |
| <b>Level 2.1 (22 hours per week)</b>      |              |
| Cinematography                            | 4            |
| Document Production                       | 4            |
| Editing                                   | 4            |
| Scriptwriting                             | 4            |
| Intermediate Sound Design                 | 4            |
| Interdisciplinary Studies (IS) elective ^ | 2            |

**Level 2.2 (24 hours per week)**

|   |   |
|---|---|
| Advanced TV Production                    | 4 |
| Career & Professional Preparation II      | 2 |
| Producing                                 | 3 |
| Film History                              | 5 |
| Intermediate Filmmaking                   | 4 |
| Intermediate Visual Effects               | 4 |
| Interdisciplinary Studies (IS) elective ^ | 2 |

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**COURSE MODULES****LEVEL 3.1****Advanced Filmmaking**

Building on skills acquired in their first two years of study, students complete two short films that allow them to hone their abilities in writing, cinematography, lighting, sound recording, editing and sound mixing. The students will develop a conceptual knowledge of different film styles, and enhance their understanding and competence in issues related to content and storytelling. The "in class" and "on location" assignments will emphasise the shooting procedure, and working with actors on a set.

**Asian Cinema**

The module introduces students to the art and business of Asian cinema. Students will explore the unique traditions of selected national cinemas of East-, South- and Southeast Asia. Against the backdrop of globalisation, they will also discover the unique histories and aesthetics of Asian film production.

**World Issues: A Singapore Perspective**

You've heard it. You've been told. The world is changing rapidly at a pace that dazzles the mind. Not merely a history lesson, WISP equips you with an understanding of current, major global issues. It 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. WISP invites you to embark on a journey beyond knowledge, a journey that will change your life. Highlights of previous WISP activities include the 2013 Heroes Seminar, the 2012 Heroes Seminar, the SAF camp visits, a dialogue session with the Law Minister, and a discussion session with the Manpower Minister.

**ELECTIVES****Advanced Cinematography**

This module enables students to build on their acquired technical and aesthetic skills, to focus on more advanced techniques of cinematography to become competent Directors of Photography for their Final-Year Projects and to build a creative portfolio.

### **Advanced Editing**

More advanced and complex principles of editing and post-production are introduced here. Students will tap on new skills and insights in subjects such as Colour Correction and Motion Graphics to create more polished documentaries, promotional trailers and music videos to enhance their creative portfolio.

### **Advanced Producing**

This module is designed to help students understand the role of the Producer for a film by tasking them to get a film project started. They will source for scripts, identify the market potential for a film, do target audience and film festival research and identify possible production partners. They will also create budget scenarios for a film, resulting in the production of a development folder for which they will be assessed. Students will also gain an overview on more media law concepts. As part of the assessment, students are expected to source for and develop a concept, which they will pitch before a panel of film and media industry professionals.

### **Advanced Scriptwriting**

Students will conceptualise several story ideas and develop one of them into a screenplay. The selected screenplay will serve as a script for a Final-Year Project or be part of their creative portfolio. Students will participate in comprehensive script critiques to refine this further.

### **Advanced Sound Design**

This module will deepen students' skills in the creative and technical aspects of audio design. They will learn advanced techniques in audio-post, with emphasis on sound design and mixing for stereo and surround sound. They will also learn to create music in the electronic music writing environment using MIDI, loops and digital audio technology in support of sound design, gaining competency in the use of the computer-based music workstations, electronic controllers, hardware and software instruments and peripheral audio equipment to produce music for films and animation.

### **Advanced Visual Effects**

In this elective module students will be introduced to the pipeline of visual effects for film and other media. They will build knowledge and skills to support the supervision of visual effects projects and apply these to their short film projects.

### **Directing**

Students learn aspects of pre-scriptwriting, scene direction, completion of scriptwriting, script visualisation, pre-production, blocking, direction, rehearsal and filming. The focus is on equipping students with the essential skills to become competent Directors for their Final-Year Projects, and to build a creative portfolio.

## **LEVEL 3.2**

### **6-Month Internship**

Students will be placed on an internship with companies and agencies matching their abilities and interests. This gives students opportunities to apply their acquired knowledge and skills to the work environment. Students gain valuable work experience and exposure to the rigour, demands and excitement of the media industry, thereby enabling them to adapt effectively to future employment. Many of our students are offered permanent employment by these same companies.

### **6-Month Final-Year-Project**

Students can choose to undertake a group project of industry standard in their areas of interest. The projects may vary in size and length, and will allow students to apply their directing and producing skills in a film/video production, with audio and CG skills complementing the production. Each project has a lecturer-supervisor to give feedback throughout the planning, production and postproduction stages. Students will also pitch their proposals/scripts before an approving panel simulating the industry process, and may secure grants or sponsorship to help them finance their final film project.

### 6-Month Industry-Based Project (IBP)

Students are offered the opportunity to work for the school's media conglomerate, m:idea, managing our student-run media company and leading their peers for one intensive semester (22 weeks). Working as a team under the supervision of lecturers, they will also undertake media projects for a variety of clients. These external projects provide an opportunity for selected students to write their own paychecks as they showcase their capabilities in film, high definition and new media production. Industry-standard work developed during IBP will add significantly to students' portfolios.

### COURSE CURRICULUM

| Module Name  | Credit Units |
|--|--------------|
| <b>YEAR 3</b>  |              |
| <b>Level 3.1 (25 hours per week)</b>                               |              |
| Advanced Filmmaking  | 4            |
| Asian Cinema   | 5            |
| Interdisciplinary Studies (IS) elective ^                          | 2            |
| World Issues: A Singapore Perspective ^                            | 2            |
| Any 3 Electives  | 12           |
| • Advanced Cinematography  | 4            |
| • Advanced Editing   | 4            |
| • Advanced Producing   | 4            |
| • Advanced Scriptwriting   | 4            |
| • Advanced Sound Design  | 4            |
| • Advanced Visual Effects  | 4            |
| • Directing  | 4            |
| <b>Level 3.2</b>   |              |
| 6-Month Industry-Based Project or Final-Year Project or Internship | 4            |

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