DIPLOMA IN DESIGN – NEW!

The world of design is changing – it's not just about making things look pleasing to the eye. It's also about being innovative, intuitive and functional. In fact, design has become so fundamental in many businesses that many non-design companies are hiring design-trained professionals!

If you are looking for a course that trains you to be a new gen designer with multidisciplinary skillset to serve across different sectors, our Diploma in Design (DES) is it! Through DES, you will gain new economy skills such as design thinking and user experience/interface (UX/UI) design, which are well sought after by both design and non-design companies. The broad-based curriculum also cuts across multiple disciplines from arts to business to engineering, giving you strong fundamentals for your future pursuits.

You will get to build up your own portfolio with a range of design projects that challenge the status quo and solve real-world problems. Our service-learning modules will also give you opportunities to work on meaningful projects that benefit the community. You may also get a chance to attend off-campus learning through study trips to international architectural or design events.

Over the three years, our signature programmes are designed to give you a unique learning journey:

Year 1: Design Playbook
Fill up your playbook with strong design fundamentals in your first year. You will be taught model making techniques and how to use computer-aided design software. You will also get to explore design processes at every stage, from design research, idea conceptualisation to bringing it to market.

Year 2: Design Immersion
With a broad perspective of the design industry you have gained in your first year, you can now immerse in real-world environments and deepen your skillset, depending on your interest. There are two specialisations for you to choose from – Architecture or Product Innovation.

- Architecture Specialisation
Develop an appreciation for different aspects of architectural design and the built environment. You will get to learn about spatial and experiential planning, place-making, history & theory of architecture, architectural materials and technology as well as sustainable design. You will also gain relevant technical software skills and be exposed to architectural professional practice.

- Product Innovation Specialisation
Product innovation goes beyond physical products; it also includes digital solutions and service designs. Here, you will deepen your knowledge in the design and development of a product by understanding users' needs, user experience and user interface design. Learn how to commercialise products by leveraging smart technologies such as the Internet of Things, Artificial Intelligence, Augmented and Virtual Realities to design physical or digital products.

Year 3: Design Beyond
Round off your third year by working with organisations to co-create design solutions to solve real-world problems. You will also put your skills in action through internships in Singapore or overseas.

YEAR 1 COURSE MODULES

LEVEL 1.1

Computer Aided Design 1
This module provides students with the knowledge and skills needed to understand and prepare two-dimensional Computer Aided Design (CAD) using AutoCAD student educational version of the software for Architectural, Engineering and Construction (AEC) drawings. Students will be exposed to the various drawing tools using the software and understand the various drawing conventions and standard to prepare technical and construction drawings for Architectural and Product Design projects.

Design Foundation Studio
In a design studio-based learning environment, this module facilitates the development of critical thinking and fundamental design principles relating to industrial/product and architectural designs. Understanding of Design provides a platform for issues to be addressed including design fundamentals, design process, scale, proportion through design exploration using drawing platforms such as sketching and rendering.

Students will learn to articulate design ideas and translate them into proposals and material investigations through design primers, design challenges and workshops. Fundamental spatial explorations, particularly focused on general understandings of scale, proportion and composition using tools of representations in both 2D and 3D.

The knowledge and skills learnt in Fundamentals of Drawing, Model Making, History & Principles of Design and Computer Aided Design 1 will be applied into Design Foundation Studio projects.

Fundamentals of Drawing
This module equips students with important skills in visual thinking, design visualisation, freehand design sketching and rendering for design. The emphasis on hands-on practice enhances students' creative thinking abilities from basic lines and curves to two-dimensional (2D) sketches and thumbnails, and then to digital three-dimensional (3D) perspective sketches.

History & Principles of Design
This module provides students a deeper understanding of how design theory and history have been formulated worldwide in relation to the development of modern society. The module provides students with a historical perspective of design against the backdrop of developments in culture, art and technology.

Students will learn about design movements and iconic design works. The module also covers elements and principles of design such as points, lines, planes, textures and space and the concepts of balance, proportion, symmetry, and contrast etc. Theory of functionality of design and principles of culture, timeline, art/architecture/design movements will be covered.

Model Making
This module provides students with the knowledge and skills of model making as a mean of design exploration as well as design presentation for architecture or product design prototyping. Students will be exposed to various processes, techniques and materials used in model making. Students will learn to make 3D models using hands-on skills and techniques in the workshop and also learn to about advanced model making techniques such as 3D printing and laser cutting. Students are required to apply and incorporate their model making knowledge and skills to their design projects.

LEVEL 1.2

Career & Professional Preparation 1
This module gives students a foundational introduction to their three-year diploma course curriculum and how it prepares them for industry. It will help them to embark on their course with the end in mind, through guided reflection of their personal characteristics, and producing an overall game plan for their future education and career goals. The module aims to deepen students' commitment to the sector that the course prepares them for.

Computer Aided Design 2
This module builds upon the Computer Aided Design 1 module which focuses on 2D drawings. Students will be introduced to 3D modelling in this module. Students will learn to model objects in 3D using RHINO software. Topics include toolbar layout, view ports setting, 2D & 3D curve creation and continuity, 3D solid modelling, 3D surface creation and continuity, construction plane, dimensioning, colour and layer etc. Students' learning is enhanced through hands-on exercises.

Design Communication 1
This module equips students with a fundamental set of skills for technical presentation, visual representation and conceptual communication in the field of spatial/product design. Students will begin to cultivate a heightened sensitivity to the surrounding through design communication. It explores how design is presented through the use of various modes of design and presentation techniques using digital media, which are essential tools for designers to effectively present their ideas.

Basic Graphic Design Principles and Elements, Grid Systems and Typography will be taught to give students the foundation of a good visual presentation of their product. Software such as Adobe Photoshop and Illustrator will be introduced to help students acquire the essential skills in executing their visual presentation and communicating their design in an appealing and effective manner. The module culminates in projects which requires the students to hone their design presentation skills, which is also valuable in areas of spatial/product design.

Design Studio 2 (UX & Spatial Design)
This module equips students with an experiential and spatial understanding of spatial context with respect to basic anthropometry, ergonomics and contextual response to specific programs. An understanding will be built of form, space and order that defines design. This module facilitates the development of critical thinking to formulate design ideas that cover the basic tenets of User Experience (UX), which include spatial planning, ergonomics, customer journey map and user personas. Students will learn how to apply and integrate their creativity, knowledge and skills on a project from design process to design development in the context of enhancing user experience. A series of studio design studies and exercise will prepare students to address design approaches from industrial to small architectural design. Knowledge and skills learnt in Computer Aided Design and Design Communication will be applied into Design Studio 2 projects.

YEAR 1 COURSE CURRICULUM

Module Name	Credit Units
Level 1.1 (20 hours per week)	
Computer Aided Design 1	3
Design Foundation Studio	4
English Language Express*	NA
Fundamentals of Drawing	4
History & Principles of Design	3
Innovation Made Possible^	3
Model Making	3
Level 1.2 (21 hours per week)	
Career & Professional Preparation 1	2
Communication Essentials^	3
Computer Aided Design 2	3
Design Communication 1	3
Design Studio 2 (UX & Spatial Design)	8
Health & Wellness^	2

Notes:
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* For students who required more support in English Language skills.

IS Modules
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YEAR 2 COURSE MODULES

LEVEL 2.1

COMMON MODULES

Career & Professional Preparation 2
This module equips 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 how to market themselves effectively. Students must be able to produce a resume, a digital portfolio, an elevator pitch and have gone through at least one mock interview.

ARCHITECTURE SPECIALISATION

Architectural Materials & Technology 1
This module introduces students to fundamental knowledge of basic structure, natural architectural materials and simple construction techniques. Focus topics include anthropometry, accessibility, Indoor Environmental Quality (IEQ) and basic passive design strategies. Students will be required to apply their knowledge through the analysis of small-scale buildings as well as their design projects, and to detail them in a meaningful manner.

Computer Aided Design 3
This module builds upon the Computer Aided Design 2 and Design Communication 1 modules which focuses on fundamental set of skills for technical presentation, visual representation and conceptual communication. Students are introduced to advanced skills in 3D Modelling for architecture using BIM software such as Autodesk Revit for Architecture. Students will gain an understanding of BIM processes as well as equip students with the relevant and fundamental 3D Modelling skills to start a project using BIM.

Design Studio 3 (Community Design/Build)
This module further enhances the competency level of the skills developed in the Design Studio 2 module. Complementing knowledge scaffolding from previous design studios, this module will focus on participatory design approach to co-create architectural solutions through Service-Learning pedagogy. This module advances the learning with the inclusion of a real community and physical site in the design challenge as well as providing service to a particular community.

Students will begin by conducting participatory design research activities to discover the needs and aspirations of the community. In return of the service rendered to the community, students will learn more about the strengths and issues faced by the particular community.

Thereafter, students will craft the vision of the project based on the needs of the community by applying conceptual and critical thinking in the formulation of design meaning or narratives. Students will also learn how to apply appropriate techniques and skills to sensitively bring out the essence of their design through the use of various representational media to communicate design ideas effectively. Students will reinforce and question their personal values, beliefs and assumptions and acting upon them based on their service experience.

History & Theory of Architecture
This module introduces students to analyse buildings and the built environment based on understanding of culture, timeline, art/architecture movements and urban context which are historically significant. The module will develop critical tools for the analysis and appreciation of architecture, for its role in the development of the environment we live in with a special focus of SE/Asian architecture. Science and art in architecture and its theories will be covered. Students will be writing and reading of texts about architecture, architects, theories and critical essays.

PRODUCT INNOVATION SPECIALISATION

Computer Aided Design 3
This module aims at equipping students with the fundamental skills in using a computer-aided design (CAD) tool to produce three-dimensional (3D) solid models, as well as two-dimensional (2D) engineering or detailed drawings

using various 3D software such as CREO/Fusion 360. Topics include 3D modelling, 2D drawing, orthographic projection, sectioning, dimensioning, limits and fits, linear tolerancing, Geometrical Dimensioning & Tolerancing (GD&T) and parts assembly. Students will also learn the fundamentals, conventions and practices of engineering drawing based on the International Standards Organisation (ISO) guidelines. If time permits, sheet metal modelling, mechanism application, simple surface modelling and CAD files transfer from CREO/Fusion 360 to other CAD software will be introduced.

Data Analytics for Design
This module aims to equip students with critical thinking, problem solving, analytical and decision-making skills. Students will be introduced to fundamental knowledge and tools in data analytics in the context of design research. Students will learn various tools (such as Tableau/PowerBI) to effectively aid them in data collection, analysis and synthesis of data, uncovering data patterns and drawing hypothesis or conclusion. They will also learn how to effectively visualise and present data to the targeted stakeholders through data collection and visualisation tools.

Design Communication 2
This module introduces students to image-based communication – image as language, and visual personality. Students will explore visual literacy and design principles through graphic, illustration and photographic-based image-making. Emphasis will be placed on building a foundation for strategic thinking, exploration, experimentation and self-discovery when creating or working with images and designs for different contexts. Students will build the capacity to communicate information effectively through words, image and graphic compositions.

Students will also learn branding, packaging & basic publication design. They will discover the structure and strategies of developing a successful brand statement and explore forms, structures, materials, colour, imagery, typography and regulatory information to make a product ready for marketing. Adobe InDesign will also be introduced to help students acquire the skills in executing their visual presentation and communicating their design in an appealing and effective manner.

Design Studio 3 (Research)
This module allows students to apply various data analytics methodologies and techniques through design sprints in studio-based projects. Students will blend design thinking and data analytic tools to understand, analyse and uncover market trends and patterns that will lead them to drawing hypothesis and synthesising well-informed problem statements that will influence the creation of design solutions that are consumer centric. Knowledge and skills learnt in Data Analytics for Design, Design Communication 2 and Computer Aided Design 3 will be applied into Design Studio 3 projects.

LEVEL 2.2

ARCHITECTURE SPECIALISATION

Architectural Materials & Technology 2
This module expands students' knowledge of architectural materials and building technology using large-scale structure, more advanced construction techniques and processed architectural materials. Focus topics consist basic design for manufacturing and assembly (DfMA), prefabrication construction technique, Green Building Design and the related Green Mark schemes. Students are required to apply their knowledge through the analysis of medium to large scale buildings as well as their design projects, and to detail them in a meaningful manner.

Building & Environmental Systems
This module introduces students to basic building services and their impact on architecture and the environment. Students learn the local codes and practices on mechanical services, electrical supply, air-conditioning, fire-fighting provision, drainage, waste management and sewerage. Students will also be introduced to renewable energy, building services used in Green Building Design and the related Green Mark schemes.

Supplemented with green building performance analysis software, site visits and case studies of exemplary Green Mark buildings, students are required to apply their knowledge and incorporate the relevant building services to their carbon-neutral architectural design project.

Computer Aided Design 4
This module builds upon the Computer Aided Design 3 module which focuses on 3D Modelling and starting a project using BIM, the students are introduced to advance BIM Modelling tools and processes.

Students will explore advance 3D Modelling for family creation, building simulation and analysis and parametric design. Software such as advance 3D rendering and Adobe Creative Suite will also be introduced to the students to harness the techniques of 3D visualisation and visual storytelling in one's creative design process, and seamlessly integrate these outputs into compelling presentations and portfolio of works.

Design Studio 4 (Design for Manufacturing & Assembly 1)
This module further enhances the competency level of the skills developed in the Design Studio 3 module. The students will advance in the learning of design exploration with emphasis on modularity and pre-fabrication technology, adapted and suited for natural and urban contexts.

Students begin by exploring forms and structure and how they are further informed through contextual, physical, social and cultural considerations. They will also apply conceptual thinking in the formulation of design narratives and derive spatial programming based on the understanding of the client, users and design brief. Through the studio project, students will develop critical design solutions with compliance to statutory requirements and design considerations for manufacturing and assembly of holistic architectural design for small to medium scale architectures.

PRODUCT INNOVATION SPECIALISATION

Aesthetics & Ergonomics
This module aims for students to learn about the relationships between form and function, basic principles of ergonomics, and the aesthetic and semantic aspects of products. In addition to basic principles and analysis, topics are learned in context to applications in product design, the influence of these design factors in consumers' preference for a particular product or system. The module tutorials/assessments require students to apply the principles learned onto basic product mock-ups as well as models. Lectures, tutorials and workshops are used in the module.

Design Development
This module focuses on the understanding and applications of materials and manufacturing processes that would influence the development of products and experiences. As part of design development, students will be exposed to digital fabrication and rapid prototyping tools and technology such as 3D printing and laser cutting. Students will also be required to consider different methods of designing parts/components in a product and understand how it would influence the form, function and cost of the design solution.

Design Studio 4 (Design Entrepreneurship)
This module prepares students to undertake individual projects with the aim to design, make and market a range of design solutions that must be commercially viable. With commercialisation as the main focus, students are required to identify a business opportunity and craft their own design brief to develop human-centred innovations through service, product or experience. At the end of this module, students will be able to pitch a brand strategy that includes cost analysis and cost plan. Along with their design proposals, students are required to implement their strategies via different media such as the use of materials, part drawings, production methods, marketing/e-commerce platforms and packaging. Design entrepreneurs will be invited to share and give advice during pitching sessions. Knowledge and skills learnt in Design Development, Entrepreneurship & Marketing and Aesthetics & Ergonomics will be applied into Design Studio 4 projects.

Entrepreneurship & Marketing
This module introduces the business of design and entrepreneurship within the realm of product design and development. Students will learn to combine traditional business strategies with design thinking methodologies to develop new initiatives and design financially viable businesses. Learning from case studies, students can adapt from best practices, learn to develop quick prototypes to test and iterate business concepts, create value proposition into commercially viable enterprise. Students will learn the important connection between product design & development with other functions in a business organisation, marketing strategies, e-commerce, and social media marketing. Topics include types of business environment, general management functions and characteristics, design management, project/product manager role, marketing process, business plan and project management.

YEAR 2 COURSE CURRICULUM

Module Name	Credit Units
Level 2.1 (22 hours per week)	
Architecture Specialisation	
Architecture Materials & Technology 1	3
Career & Professional Preparation 2	2
Computer Aided Design 3	3
Design Studio 3 (Community Design/Build)	8
History & Theory of Architecture	4
World Issues: A Singapore Perspective^	2
Level 2.1 (19 hours per week)	
Product Innovation Specialisation	
Career & Professional Preparation 2	2
Computer Aided Design 3	3
Data Analytics for Design	2
Design Communication 2	4
Design Studio 3 (Research)	6
World Issues: A Singapore Perspective^	2
Level 2.2 (17 hours per week)	
Architecture Specialisation	
Architectural Materials & Technology 2	3
Building & Environmental Systems	3
Computer Aided Design 4	3
Design Studio 4 (Design for Manufacturing & Assembly 1)	8
Level 2.2 (21 hours per week)	
Product Innovation Specialisation	
Aesthetics & Ergonomics	3
Design Development	6
Design Studio 4 (Design Entrepreneurship)	8
Entrepreneurship & Marketing	4

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YEAR 3 COURSE MODULES

LEVEL 3.1

COMMON MODULE

ARCHITECTURE SPECIALISATION

Architectural Materials & Technology 3
This module expands students' knowledge of architectural materials and building technology using large-scale structure, more advanced construction techniques and processed architectural materials. Focus topics include more advanced study of DfMA (design for manufacturing and assembly), PPVC (Prefabricated Prefinished Volumetric Construction) and DfM (design for Maintainability) consideration for design and detailing.

Students are required to apply their knowledge through the analysis of large scale and high-rise buildings as well as their design projects, to produce a set of construction drawings.

Architectural Practice
This module applies architectural design in the context of a professional practice. Students are introduced to architectural practice organisation, roles and responsibilities of architects, and their relationships with the other consultants and professionals of a building project team.

Students learn about the regulatory and discretionary building codes and standards that architectural design in Singapore must conform to and correspondingly, the standard procedures for project application to the relevant authorities. Students are to apply relevant guidelines to their design projects.

Introduction of principles of contract administration and project management at various stages of a building and construction project will be taught.

Design Studio 5 (Design for Manufacturing & Assembly 2)
This module enhances the level of the design skills with the considerations for spatial adaptability and sustainability considerations in an urban context. Students are to explore different aspects of the architectural design considerations from the contextual, physical, social and cultural perspectives.

Students will develop interpretive analysis, conceptual and critical thinking to formulate the design narratives and to orchestrate spatial and experiential sequence through creative exploration and creation of form, space, and program. Students will develop critical design solutions with compliance to statutory requirements and design considerations for manufacturing & assembly of holistic architectural design.

PRODUCT INNOVATION SPECIALISATION

Design Studio 5 (Innovation)
This module prepares students to undertake a major individual project with the aim of designing a trend-setting, innovative, human-centred product with revolutionary tech driven features. Students are required to apply relevant design methodologies and skills they have learnt thus far, and complete the entire design process. At the end of this module, students will be able to identify and predict emerging trends and design opportunities that will transform a business eco-system and propose design emerging tech-driven solutions along with a proof-of-concept high fidelity prototype along with a project portfolio. There will be guest lectures on emerging design trends. The knowledge and skills learnt in Technology in Design, User Interface & Digital Prototyping will be applied into Design Studio 5 projects.

Technology in Design
This module introduces students to leading edge smart technology such as Artificial Intelligence (AI), automation, Internet of Things (IOT) and its applications in product design. Students will be exposed to programming boards such as Arduino, Raspberry Pi etc. AR/VR tools and platforms, along with essentials and principles of engineering design with a focus on applications in designing smart products and smart experiences.

User Interface & Digital Prototyping
User Interface Design introduces students to the discipline of designing user interfaces. The module teaches students how to use structuring frameworks such as structure maps, wireframes and components that users interact with to allow them to achieve their goals with the system. This module introduces principles that allow for good interface design and critical design patterns for various contexts. Simultaneously, students learn how to appropriately select patterns to promote more enjoyable interactions, aesthetically design an interface to maximise delight and deliver on the product's communication objectives. Students will learn effective prototyping methods in order to present their designs and user test their hypotheses. They will take a prototyping workshop concurrently to help them build prototypes of their designs.

LEVEL 3.2

ARCHITECTURE SPECIALISATION

Design Studio 6 (Place-Making)
This module covers the final year project where students will develop architecture design projects from inception to completion in a succinct manner. Through the study of architectural precedents and site analysis, students' design proposals should demonstrate a keen understanding of context, environment and spatial programming as well as sensitivity to materials techniques and skills to bring out the essence of their design through the use of various representational media to communicate design ideas effective.

The meaning of a space in relation to its function and human activities is also demonstrated against social and cultural aspects from small to large scale architectures and place-making perspective within an urban intervention. This module covers various architectural exploration on identity, public space, community and sustainability.

3-Month Internship (Local/Overseas)
This module provides students with the opportunity to gain experiences and apply the knowledge and skills learnt in a working environment relevant to the course. Students will enhance their abilities in problem solving, communication and interpersonal skills in the module. The internship may be local or overseas, depending on the availability of internship companies. Students are required to submit weekly reports, interim and final reports, and present the internship experiences in an oral presentation at the end of the internship.

PRODUCT INNOVATION SPECIALISATION

OPTION 1:

3-Month Internship (Local/Overseas)
This module provides students with the opportunity to gain experiences and apply the knowledge and skills learnt in a working environment. Students will enhance their abilities in problem solving, communication and interpersonal skills in the module. This 10-week industry attachment may be held in local or overseas. In order that the students can complete this module in the academic year for graduation purposes, this module begins earlier than the normal semester commencement date.

Capstone Project
This module provides students with the opportunity to apply the knowledge and skills learnt during the first two years and part of the third year to complete a major project. Students will enhance their abilities in problem solving,

communication and interpersonal skills in the module. In this 10-weeks full-time project module, students will undertake a major individual task, completing the life-cycle product design and development process that involves the phases from the conceptualisation of product idea to the product design phase, prototype making, and testing, and finally preparation of drawings and documentation for production purposes. In order that the students can complete this module in the academic year for graduation purposes, this module begins earlier than the normal semester commencement date.

OPTION 2:

6-Month Internship (Local/Overseas)
This module provides students with the opportunity to gain experience and apply the knowledge and skills learnt in a working environment. Students will enhance their abilities in problem solving, communication and interpersonal skills in the module. This 20-week industry attachment may be held locally or overseas. In order that the students can complete this module in the academic year for graduation purposes, this module begins earlier than the normal semester commencement date.

YEAR 3 COURSE CURRICULUM

Module Name	Credit Units
Level 3.1 (20 hours per week)	
Architecture Specialisation	
Architectural Materials & Technology 3	3
Architectural Practice	3
Design Studio 5 (Design for Manufacturing & Assembly 2)	10
Project ID: Connecting the Dots^	4
Level 3.1 (19 hours per week)	
Product Innovation Specialisation	
Design Studio 5 (Innovation)	8
Technology in Design	4
User Interface & Digital Prototyping	3
Project ID: Connecting the Dots^	4
Level 3.2 (20 hours per week)	
Architecture Specialisation	
Design Studio 6 (Place Making)	10
3-Month Internship (Local/Overseas)	10
Product Innovation Specialisation	
Option 1:	
3-Month Internship (Local/Overseas)	10
Capstone Project	10
Option 2:	
6-Month Internship (Local/Overseas)	20

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