DIGIPEN INSTITUTE OF TECHNOLOGY SINGAPORE

COURSE CATALOG

2025–2026

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Notices

Degree Exemption

In accordance with the Degree-Granting Institutions Act Regulations (WAC 250-61-060 (3)), DigiPen Institute of Technology is considered to be an eligible institution exempted from degree authorization requirements by the Washington Student Achievement Council effective November 1, 2012.

Accreditation

DigiPen Institute of Technology is accredited by the Accrediting Commission of Career Schools and Colleges (ACCSC), a recognized accrediting agency by the U.S. Department of Education, USA.

DigiPen Institute of Technology Singapore and DigiPen Institute of Technology Europe-Bilbao are both accredited by ACCSC as branch campuses of DigiPen Institute of Technology located in Redmond, Washington.

The Bachelor of Science in Computer Engineering program offered at Redmond campus is accredited by the Engineering Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2012.

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation program offered at Redmond campus is accredited by the Computing Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2015.

Registration with Committee for Private Education (CPE)

DigiPen Institute of Technology Singapore is registered with the Committee for Private Education (CPE).

CPE Registration No.: 200711322H

Registration Period: 21 June 2024 to 20 June 2030

From AY 2025/2026 onwards, DigiPen Institute of Technology Singapore offers the following degree programs:

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Bachelor of Science in Computer Science in Interactive Media and Game Development
- Bachelor of Arts in User Experience and Game Design
- Bachelor of Fine Arts in Digital Art and Animation

For a list of institutions registered with the Committee for Private Education (CPE) in Singapore, you may refer to the CPE website at www.ssg.gov.sg/cpe/pei.html.

Collaboration with Singapore Institute of Technology

On March 9, 2010, the Ministry of Education announced that the Singapore Institute of Technology (SIT), a national institute set up to offer additional pathways for diploma holders from the five local polytechnics to obtain degrees from overseas higher education institutions, will partner with five international, highly reputable overseas higher education institutions to offer degree programs. DigiPen Institute of Technology Singapore was one of the universities invited to participate in this collaboration.

Under the collaboration, polytechnic graduates can apply through SIT to enroll in the following degree programs at DigiPen Institute of Technology Singapore:

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Bachelor of Science in Computer Science in Interactive Media and Game Development
- Bachelor of Arts in User Experience and Game Design
- Bachelor of Fine Arts in Digital Art and Animation

DigiPen Institute of Technology Singapore was granted approval by ACCSC for its first joint degree program with Singapore Institute of Technology, Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems). The first cohort of the SEEMS program started in Fall 2015. This program has since been renamed to Bachelor of Engineering in Mechatronics Systems for the AY 2021/2022 cohort and the AY2024/2025 cohort was the last intake.

Effective AY 2020/2021 cohort onward, the Bachelor of Science in Computer Science in Real-Time Interactive Simulation program and the Bachelor of Science in Computer Science in Interactive Media and Game Development program are jointly offered by DigiPen Institute of Technology Singapore and Singapore Institute of Technology.

Through this admission pathway, qualified candidates may enjoy certain credit transfers, and their tuition fees may be subsidized by Singapore's Ministry of Education.

Copyright Notice

Trademarks

Important Notices

All items including, but not limited to, application forms, transcripts, reference letters, resumes, software, and any accompanying documentation or works of art (collectively "the Items"), forwarded to the Institute* by any person (the "Sender") whether at the request of the Institute or otherwise, become the exclusive property of the Institute unless otherwise agreed to in writing by the Institute, and the Institute shall be under no obligation whatsoever to return the Items to the Sender. At the Institute's discretion, the Items may be destroyed after being reviewed.

Students' information and records including, but not limited to, academic, disciplinary, and financial information will be shared with Singapore Institute of Technology on a regular basis.

DigiPen Institute of Technology Singapore Pte Ltd reserves the right to make changes to the curricula, calendar, and Course Catalog without any prior notice.

The course offerings and requirements of DigiPen Institute of Technology Singapore are under continual examination and revision. The most recent edition of the Course Catalog supersedes any previous edition of the Course Catalog published for the same academic year. This catalog is not a contract; it merely presents the offerings and requirements in effect at the time of publication and in no way guarantees that the offerings and requirements will not change. The Institute specifically reserves the right to change requirements for any major during any particular year. The individual student assumes full responsibility for compliance with all current academic requirements. Current course offerings may be obtained from the Registrar's Office. Current major and degree requirements may also be obtained from the Registrar's Office. For the most current information, visit DigiPen Institute of Technology Singapore's official Course Catalog online at digipen.edu.sg/student-portal/academics/course-catalogs.

Please note that "Institute" and DigiPen (Singapore) refer to "DigiPen Institute of Technology Singapore," "DigiPen" refers to "DigiPen Institute of Technology," and "SIT" refers to "Singapore Institute of Technology" when used in the Course Catalog.

General Information

Name of the School (Branch Campus) & Contact Information

DigiPen Institute of Technology Singapore
1 Punggol Coast Road
Singapore 828608
Telephone: (65) 6577 1900
Email: singapore@digipen.edu
Web: digipen.edu.sg

Campus List

Main Campus
DigiPen Institute of Technology
9931 Willows Road NE
Redmond, WA 98052
USA
Telephone: (866) 478-5236 or (425) 558-0299
Facsimile: (425) 558-0378
Email: info@digipen.edu
Web: digipen.edu

Branch Campuses
DigiPen Institute of Technology Singapore
1 Punggol Coast Road
Singapore 828608

DigiPen Institute of Technology Europe-Bilbao
Beta 1 – Ribera de Zorrozaurre, 2
48014 Bilbao (Bizkaia) Spain

Programs of Study Offered

Currently, the Institute offers the following degree programs:

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

Joint Programs of Study Offered in Collaboration with SIT

Currently, the Institute offers the following joint degree programs

- Bachelor of Science in Computer Science in Real-Time Interactive Simulation
- Bachelor of Science in Computer Science in Interactive Media and Game Development

Institutional Mission

DigiPen Institute of Technology Singapore provides exemplary education and furthers research and innovation in science, engineering, arts, digital media, and interactive computer technologies. Building on a foundation of academics, applied learning, industry knowledge, and multi-disciplinary team-based collaboration, we inspire our students to pursue lifelong learning as well as scientific and creative exploration, and empower them to become leaders and originators on a global level.

Notice of Non-Discrimination

DigiPen Institute of Technology Singapore is committed to maintaining a diverse community in an atmosphere of mutual respect for and appreciation of differences.

DigiPen Institute of Technology Singapore does not discriminate in its educational and employment policies on the basis of race, color, creed, religion, national/ethnic origin, sex, sexual orientation, or age.

Accreditation

DigiPen Institute of Technology is accredited by the Accrediting Commission of Career Schools and Colleges ("ACCSC", or "the Commission"), a recognized accrediting agency by the United States Department of Education.

The Bachelor of Science in Computer Engineering program offered at Redmond campus is accredited by the Engineering Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2012.

The Bachelor of Science in Computer Science in Real-Time Interactive Simulation program offered at the Redmond campus is accredited by the Computing Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2015.

Important dates in DigiPen's accreditation history are as follows:

- 2002: DigiPen was granted initial accreditation by ACCSC, including the approval for the Bachelor of Science in RealTime Interactive Simulation degree program.
- 2002: DigiPen received ACCSC approval for the Bachelor of Fine Arts in Production Animation degree program.
- 2003: DigiPen received ACCSC approval for the Bachelor of Science in Computer Engineering degree program.
- 2005: DigiPen was granted a renewal of accreditation by ACCSC.
- 2006: DigiPen was granted approval for its Master of Science in Computer Science degree program by ACCSC.
- 2008: DigiPen was granted approval for its Bachelor of Arts in Game Design and Bachelor of Science in Game Design degree programs by ACCSC.

- 2010: DigiPen was granted approval for its change of location to its current facility by ACCSC.
- 2010: DigiPen received ACCSC approval allowing DigiPen (Singapore) to disclose in its advertising that it is a branch campus of DigiPen Institute of Technology.
- 2010: DigiPen was granted approval to change the program name from the Bachelor of Fine Arts in Production Animation to the Bachelor of Fine Arts in Digital Art and Animation.
- 2011: DigiPen was granted approval to change the program name from the Bachelor of Science in Real- Time Interactive Simulation to the Bachelor of Science in Computer Science in Real-Time Interactive Simulation.
- 2011: DigiPen (Singapore) was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.
- 2011: DigiPen was granted approval for its Master of Fine Arts in Digital Arts degree program by ACCSC.
- 2012: DigiPen was granted approval for its Bachelor of Arts in Music and Sound Design and Bachelor of Science in Engineering and Sound Design degree programs by ACCSC.
- 2012: DigiPen was granted approval to change the program name from the Bachelor of Science in Game Design to the Bachelor of Science in Computer Science and Game Design.
- 2013: DigiPen (Singapore) was granted ACCSC renewal of accreditation for five years.
- 2014: DigiPen was granted approval for its Bachelor of Science in Computer Science degree program by ACCSC.
- 2014: DigiPen (Singapore) was granted approval for its first joint degree program with Singapore Institute of Technology, Bachelor of Engineering with Honours in Systems Engineering (ElectroMechanical Systems).
- 2015: DigiPen (Singapore) was granted approval for its change of location to its current facility by ACCSC.
- 2015: DigiPen's Bachelor of Science in Computer Engineering program was accredited by the Engineering Accreditation Commission of ABET, www.abet.org.
- 2016: DigiPen was granted approval to change the program name from the Bachelor of Science in Engineering and Sound Design to the Bachelor of Science in Computer Science and Digital Audio.
- 2016: DigiPen was granted approval for its substantive changes to the Master of Fine Arts in Digital Arts program.
- 2017: DigiPen's Bachelor of Science in Computer Science in Real-Time Interactive Simulation program was accredited by the Computing Accreditation Commission of ABET, www.abet.org.
- 2018: DigiPen was granted approval for its Bachelor of Science in Computer Science in Machine Learning degree program by ACCSC.
- 2018: DigiPen (Singapore) was granted ACCSC renewal of accreditation for five years.
- 2019: DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering with Honours in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems).
- 2019: DigiPen (Singapore) was granted approval to change the program name from Bachelor of Arts in Game Design to Bachelor of Arts in User Experience and Game Design.
- 2019: DigiPen (Singapore) was granted approval for two joint degree programs with Singapore Institute of Technology (BS in Computer Science in Real-Time Interactive Simulation) and BS in Computer Science in Interactive Media and Game Development), and the Master of Science in Computer Vision degree program by ACCSC.
- 2020: DigiPen was granted approval to offer a portion of degree programs via distance education.
- 2020: DigiPen (Singapore) was granted approval to change the credit hours of the bachelor's degree programs.
- 2020: DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Mechatronics Systems.
- 2021: DigiPen was granted ACCSC approval for its Master of Arts in Real-Time Visual Effects degree program to be delivered via distance education.
- 2021: DigiPen was granted ACCSC approval for its Master of Science in Computer Science degree program to be delivered via distance education.
- 2021: DigiPen (Singapore) was granted approval to modify the number of total clock hours for the bachelor's degree programs.
- 2022: DigiPen Europe-Bilbao was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.
- 2023: DigiPen (Singapore) was granted approval to teach-out the Bachelor of Science in Computer Science in Real- Time Interactive Simulation (142 Credits) and Bachelor of Science in Computer Science and Game Design (142 Credits) non-joint degree programs.
- 2024: DigiPen (Singapore) was granted approval to teach-out the Bachelor of Engineering in Mechatronics Systems program.
- 2024: DigiPen (Singapore) was granted approval to change the credit and instructional hours of the Bachelor of Science in Computer Science in Real-Time Interactive Simulation, Bachelor of Science in Computer Science in Interactive Media and Game Development and Bachelor of Engineering in Mechatronics Systems programs.
- 2024: DigiPen (Singapore) has received approval from ACCSC for the change of location, which is a two-part move to its new location at Singapore Institute of Technology (SIT) Punggol Campus, as part of the educational partnership with SIT. The original branch campus at 510 Dover Road, Singapore 139660 operated as a satellite location until 30 April 2025.
- 2024: DigiPen (Singapore) was granted approval for the discontinuation of Master of Science in Computer Vision degree program.

Any person desiring information about the accreditation requirements or the applicability of these requirements to the Institute may contact ACCSC by mail at 2101 Wilson Boulevard, Suite 302, Arlington, VA 22201, or by phone at (703) 247-4212. ACCSC's website address is www.accsc.org.

History of DigiPen Institute of Technology

DigiPen was founded in 1988 as a computer simulation and animation company based in Vancouver, British Columbia, Canada. As the demand for production work increased, DigiPen faced difficulty finding qualified personnel, and in 1990, it began offering a dedicated training program in 3D computer animation to meet this growing need.

That same year, DigiPen approached Nintendo of America to jointly establish a post-secondary program in video game programming. The result of this collaborative effort was the DigiPen Applied Computer Graphics School. In 1994, it officially accepted its first class of video game programming students to its Vancouver campus for the two-year Diploma in the Art and Science of 2D and 3D Video Game Programming. In 1995, DigiPen implemented a revised two-year 3D computer animation program and graduated student cohorts over each of the following four years.

Around this time, the video game industry underwent a paradigm shift from dealing primarily with 2D graphics and gameplay to full 3D worlds that players could freely explore. As these worlds became more sophisticated, so did the task of programming, designing, and animating them. In anticipation of this change, DigiPen developed a four-year bachelor's degree in video game programming (the Bachelor of Science in Computer Science in Real-Time Interactive Simulation) to prepare students for the challenges of creating complex 3D game and simulation software.

In 1996, the Washington State Higher Education Coordinating Board (HECB) granted DigiPen the authorization to award both Associate and Bachelor of Science degrees in Real-Time Interactive Simulation. Two years later, in 1998, DigiPen Institute of Technology opened its campus in Redmond, Washington, USA. In 1999, DigiPen began offering the Associate of Applied Arts in 3D Computer Animation. At this time, DigiPen phased out its educational activities in Canada, moving all operations to its Redmond campus. On July 22, 2000, DigiPen held its first commencement ceremony, where it awarded Associate of Science and Bachelor of Science degrees.

In 2002, DigiPen received accreditation from the Accrediting Commission of Career Schools and Colleges (ACCSC). In 2004, DigiPen began offering three new degrees: the Bachelor of Science in Computer Engineering, the Master of Science in Computer Science*, and the Bachelor of Fine Arts in Digital Art and Animation (previously Bachelor of Fine Arts in Production Animation). In 2008, DigiPen added two more degree programs: the Bachelor of Science in Computer Science and Game Design (previously Bachelor of Science in Game Design) and the Bachelor of Arts in Game Design.

Also in 2008, DigiPen partnered with Singapore's Economic Development Board to open its first international branch campus, offering the following degrees: the Bachelor of Science in Computer Science in Real-Time Interactive Simulation (previously Bachelor of Science in Real-Time Interactive Simulation), the Bachelor of Science in Computer Science and Game Design, the Bachelor of Fine Arts in Digital Art and Animation, and the Bachelor of Arts in Game Design. In 2010, DigiPen announced plans to open its first European campus in Bilbao, Spain.

That same year, DigiPen relocated its U.S. campus to its current location at 9931 Willows Road Northeast in Redmond, Washington.

On September 26, 2011, DigiPen launched DigiPen Institute of Technology Europe-Bilbao, offering two bachelor's degree programs: the Bachelor of Science in Computer Science in Real-Time Interactive Simulation and the Bachelor of Fine Arts in Digital Art and Animation.

On October 11, 2011, DigiPen (Singapore) was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.

In 2012, DigiPen added three new degree programs: the Bachelor of Arts in Music and Sound Design, the Bachelor of Science in Computer Science and Digital Audio (previously Bachelor of Science in Engineering and Sound Design), and the Master of Fine Arts in Digital Arts.

In 2014, DigiPen added a new degree program: the Bachelor of Science in Computer Science. In that same year, DigiPen (Singapore) received approval for the Bachelor of Engineering (with Honours) in Systems Engineering (ElectroMechanical Systems) degree program.

In 2015, The Bachelor of Science in Computer Engineering program offered at the Redmond campus was accredited by the Engineering Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2012

In 2015, DigiPen (Singapore) was approved to move from Pixel Building, 10 Central Exchange Green, to SIT@SP Building, 510 Dover Road.

In 2017, The Bachelor of Science in Computer Science in Real- Time Interactive Simulation program offered at the Redmond campus was accredited by the Computing Accreditation Commission of ABET, www.abet.org. This accreditation action extends retroactively from October 1, 2015

In 2018, DigiPen added a new program: the BS in Computer Science in Machine Learning degree program. The first cohort is scheduled to start in Fall 2019.

In 2018, DigiPen (Singapore)'s B.Eng. in Systems Engineering (ElectroMechanical Systems) Program sought the provisional accreditation by the Engineering Accreditation Board (EAB) of IES for a term of three years for students entering the program from Academic Year 2014/2015.

In 2019, DigiPen (Singapore) was granted approval for its two joint degree programs with Singapore Institute of Technology, Bachelor of Science in Computer Science in Real-Time Interactive Simulation and Bachelor of Science in Computer Science in Interactive Media and Game Development. In addition, DigiPen (Singapore) was granted approval for its Master of Science in Computer Vision program.

In 2019, DigiPen (Singapore) was granted approval to change the program name from Bachelor of Arts in Game Design to Bachelor of Arts in User Experience and Game Design.

In 2020, DigiPen (Singapore) was granted approval to change the program name from Bachelor of Engineering in Systems Engineering (ElectroMechanical Systems) to Bachelor of Engineering in Mechatronics Systems.

In 2022, DigiPen Europe-Bilbao was granted accreditation by ACCSC as a branch campus of the main school located in Redmond, Washington, USA.

In 2022, Engineering Accreditation Board (EAB) of IES agreed to award full accreditation to DigiPen (Singapore)'s (i) Bachelor of Engineering in Systems Engineering (Electromechanical Systems) program at SIT for students graduating from the programme in the academic years 2018/2019, 2019/2020, 2020/2021, 2021/2022, 2022/2023 and 2023/2024 and (ii) Bachelor of Engineering In Mechatronics Systems program at SIT for students graduating from the program in AY2024/2025.

In 2024 DigiPen (Singapore) has received approval from ACCSC on the change of location, which is a two-part move to its new location at Singapore Institute of Technology (SIT) Punggol Campus, as part of the educational partnership with SIT. The original branch campus at 510 Dover Road, Singapore 139660 operated as a satellite location until 30 April 2025.

**DigiPen began offering the MS in Computer Science program in 2004 before ACCSC expanded its scope of recognition by the United States Department of Education to grant approval for master's degree programs. ACCSC granted approval for this degree in 2006.*

About DigiPen (Singapore)'s Facilities and Equipment

DigiPen (Singapore) is located within Singapore Institute of Technology's new Punggol Campus, which has been designed to seamlessly integrate with the industry and community as part of the Punggol Digital District. The Singapore Institute of Technology site consist of Campus Court (4.2 hectares) and Campus Heart (4.8 hectares), with a total of 12 buildings, providing common facilities such as Library, Ho Bee Auditorium, Food & Beverage and Amenities, Recording Studios, Multi-purpose halls and Recreational Facilities. The studios and classrooms provided by Singapore Institute of Technology to DigiPen (Singapore) are different in sizes, from those accommodating 250 students to smaller ones seating 25 students.

The computer workstations provided at DigiPen are selected to meet or exceed the hardware specifications for required educational software. These computers are equipped with industry software for 2D and 3D animation production and development tools for game engine creation. All computers are on an internal network and have access to printers, servers, and archival media. The Institute upgrades the computer equipment on a periodic basis.

Description of the Library Facilities and Internet Access

Library Services

DigiPen (Singapore)'s library aims to support the Institute's curriculum, students, and faculty. Students have access to a variety of resources and reference books relevant to their program of study. The library also subscribes to a selection of major journals and magazines related to the fields of gaming, simulation, and animation. Furthermore, the library allocates an annual budget for updating the contents of the library. In addition to curriculum-related resources, the library has a collection of career-oriented materials, including books on resumes, cover letters, and interviews.

Internet Access

Internet access is a regulated service and is provided for students free of charge. Students may lose this privilege if they do not abide by the *Network and Internet Usage Policy*.

Student Network and Internet Usage Policy

General Policies

DigiPen (Singapore)'s computer and network resources are provided exclusively for educational purposes. To ensure that these resources remain available for legitimate academic usage, DigiPen (Singapore) requires compliance with the following policies:

- Students are required to respect the Institute's property. Students may not abuse, damage, vandalize, steal, or in any way alter the Institute's property in any manner that would prevent another student from using it.
- Students may not install software, drivers, patches, or any other program on the Institute's computers. Additional software may

be requested through an instructor; it is the sole responsibility of the Institute to decide if, how, and when any software is installed.
- Students are responsible for their own data and are encouraged to protect their work by utilizing the resources provided by DigiPen (Singapore) and by using a personal storage device such as a flash drive or laptop computer.
- Students may not attempt to access another student's information or display any material that may offend another student.
- Students may not copy, publish, or make available any DigiPen (Singapore)'s property without written consent. This includes, but is not limited to, storing materials on any unauthorized network service or personal server.
- Commercial use of DigiPen (Singapore)'s computer or network resources is expressly and strictly forbidden. Any commercial activity will result in legal action against the offender.

The Institute reserves the right to monitor, log, and inspect any data stored on any DigiPen computer or transmitted over the DigiPen network without restriction or limitation in order to ensure compliance with the above policies. Students found to be in violation of these policies may be restricted from the Institute's network and subject to disciplinary action.

Internet Filter Policy

Internet access through the DigiPen (Singapore)'s network is filtered to ensure that students are better able to access information and materials related to their education. All internet traffic from within DigiPen (Singapore)'s network, including labs, classrooms, and administrative offices, are sent through a system of proxies, filters, and analyzers to protect school resources from outside disruption, prevent network abuse, and prioritize legitimate educational usage. For questions or concerns about this policy, or to report a problem with internet access, contact helpdesk.sg@digipen.edu.

Emergency Procedures

For all emergency situations, students, faculty, and staff are to remove themselves from personal danger before contacting anyone for assistance.

For more information involving both emergencies and nonemergencies situations, please visit our website at https://www.digipen.edu.sg/student-portal

Calendar and Deadlines

AY 2025/2026 Trimester 1 (Fall 2026)

Week		Date	Remarks /Deadline
	Week 0	August 25-31, 2025	New Student Orientation
Study Weeks	Week 1	September 1-7, 2025	**Monday, September 1, 2025** Classes begin
	Week 2	September 8-14, 2025	**Sunday, September 14, 2025** Last day to add or drop a module for AY2025/2026 Trimester 1 (Fall 2025). Withdrawal from a module or the Institute on and before this date will not receive any academic penalty.
	Week 3	September 15-21, 2025	
	Week 4	September 22-28, 2025	
	Week 5	September 29 - October 5, 2025	
	Week 6	October 6-12, 2025	
Recess Week (No Classes)	Week 7	October 13-19, 2025	**Sunday, October 19, 2025** Final day to drop a module for AY2025/2026 Trimester 1 (Fall 2025). Withdrawal from a module or the Institute on or before this date will receive a "W" grade on transcript.
Study Weeks	Week 8	October 20-26, 2025	**Monday, October 20, 2025** Deepavali Observed* *No Classes*
	Week 9	October 27 – November 2, 2025	
	Week 10	November 3-9, 2025	
	Week 11	November 10-16, 2025	
	Week 12	November 17-23, 2025	
	Week 13	November 24-30, 2025	
Final Assessment	Week 14	December 1-7, 2025	**Friday, December 5, 2025** Last day of Trimester
Intersession (No Classes)	Week 15	December 8-14, 2025	
	Week 16	December 15-21, 2025	
	Week 17	December 22-28, 2025	**Thursday, December 25, 2025** Christmas Day Observed* *No Classes*
	Week 18	December 29, 2025 – January 4, 2026	**Thursday, January 1, 2026** New Year's Day Holiday* *No Classes*

AY 2025/2026 Trimester 2 (Spring 2026)

Week		Date	Remarks /Deadline
Study Weeks	Week 1	January 5-11, 2026	**Monday, January 5, 2026** Classes begin
	Week 2	January 12-18, 2026	**Sunday, January 18, 2026** Last day to add or drop a module for AY2025/2026 Trimester 2 (Spring 2026). Withdrawal from a module or the Institute on and before this date will not receive any academic penalty.
	Week 3	January 19-25, 2026	
	Week 4	January 26-February 1, 2026	
	Week 5	February 2-8, 2026	**Friday, February 6, 2026** Founder's Day
	Week 6	February 9-15, 2026	
Recess Week (No Classes)	Week 7	February 16-22, 2026	**Tuesday-Wednesday, February 17-18, 2026** Chinese New Year Observed* *No Classes* **Sunday, February 22, 2026** Final day to drop a module for AY2025/2026 Trimester 2 (Spring 2026). Withdrawal from a module or the Institute on or before this date will receive a "W" grade on transcript.

Week		Date	Remarks /Deadline
Study Weeks	Week 8	February 23-March 1, 2026	**Monday, October 20, 2025** Deepavali Observed* No Classes
	Week 9	March 2-8, 2026	
	Week 10	March 9-15, 2026	
	Week 11	March 16-22, 2026	
	Week 12	March 23-29, 2026	
	Week 13	March 30 - April 5, 2026	**Friday, April 3, 2026** Good Friday Observed* *No Classes*
Final Assessment	Week 14	April 6 - 12, 2026	**Friday, April 10, 2026** Last day of Trimester
Intersession (No Classes)	Week 15	April 13-19, 2026	
	Week 16	April 20-26, 2026	
	Week 17	April 27-May 3, 2026	**Friday, May 1, 2026** Labor Day Observed* *No Classes*

AY 2025/2026 Trimester 3 (Summer 2026)

Week		Date	Remarks /Deadline
Study Weeks	Week 1	May 4-10, 2026	**Monday, May 4, 2026** Classes begin
	Week 2	May 11-17, 2026	**Sunday, May 17, 2026** Last day to add or drop a module for AY2025/2026 Trimester 3 (Summer 2026). Withdrawal from a module or the Institute on and before this date will not receive any academic penalty.
	Week 3	May 18-24, 2026	
	Week 4	May 25-31, 2026	**Wednesday, May 27, 2026** (To be Confirmed) Hari Raya Haji Observed* No Classes **Monday, June 1, 2026** Vesak Day Observed* No Classes
	Week 5	June 1-7, 2026	**Sunday, May 31, 2026** Vesak Day Observed* No Classes
	Week 6	June 8-14, 2026	
Recess Week (No Classes)	Week 7	June 15-21, 2026	**Sunday June 21, 2026** Final day to drop a module for AY2025/2026 Trimester 3 (Summer 2026). Withdrawal from a module or the Institute on or before this date will receive a “W” grade on transcript.
Study Weeks	Week 8	June 22-28, 2026	**Monday, October 20, 2025** Deepavali Observed* No Classes
	Week 9	June 29 - July 5, 2026	
	Week 10	July 6-12, 2026	
	Week 11	July 13-19, 2026	
	Week 12	July 20-26, 2026	
	Week 13	July 27-August 2, 2026	**Friday, April 3, 2026** Good Friday Observed* No Classes
Final Assessment	Week 14	August 3-9, 2026	**Friday, August 7, 2026** Last day of Trimester **Sunday, August 9, 2026** National Day Observed*
Intersession (No Classes)	Week 15	August 10-16, 2026	**Monday, August 10, 2026** National Day Holiday*
	Week 16	August 17-23, 2026	
	Week 17	August 24-30, 2026	

**Singapore Public Holiday*

The Institute is closed on all public holidays. If a public holiday falls on a Sunday, the following Monday will be a public holiday. Exam periods and breaks may be subject to change.

Applying to Digipen (Singapore)

Visiting DigiPen (Singapore)

Prospective students who are interested in finding out more about DigiPen (Singapore)'s admission requirements, application process, and degree programs are encouraged to attend the annual Preview Day, shadow a current student or schedule a one-on-one meeting with an Admissions representative.

For more information, please visit digipen.edu.sg/visit-us.

Undergraduate Application Process

SIT administers the admissions process as follows::

- Applicants are to submit an online application via the SIT Admission Portal at: singaporetech.edu.sg.
- Application fee payment of $16.35 (inclusive of 9% GST) can be made via online payment.
- SIT Admissions will review all applications and only shortlisted applicants will be invited for an interview assessment.
- Applicants will be notified of their application status through the SIT Admission Portal and via email.
- Successful applicants can accept offers by the Joint Acceptance Deadline and will receive a pre-matriculation package via email.
- Successful applicants will need to complete the pre-matriculation procedure by a stipulated deadline

For more information about the undergraduate admission process, please visit singaporetech.edu.sg.

Applicants should possess one of the qualifications listed below:

1. Full-Time Diploma from any local Polytechnic
    - Nanyang Polytechnic
    - Ngee Ann Polytechnic
    - Republic Polytechnic
    - Singapore Polytechnic
    - Temasek Polytechnic

    Final semester polytechnic students can apply by submitting their results for the first five semesters of their studies. Results for the sixth semester must be furnished once available.

2. GCE A Level
    - Obtained passes in at least two H2 subjects and offered either General Paper (GP) or Knowledge & Inquiry (KI) in the same sitting
    - A pass in one of the following H2 subjects (Mathematics or Physics or Computing); or a pass in H1 Mathematics*
    - Met one of the following Mother Tongue Language (MTL) requirements**:
        - A minimum 'S' grade for the H1 or H2 MTL paper or General Studies in Chinese taken at the GCE A Level examination
        - Pass in the MTL 'B' Syllabus paper at the GCE A Level examination.
        - A minimum D7 for the higher MTL paper taken at the GCE O Level examination.
3. International Baccalaureate Diploma (IB) Obtained a minimum grade five in at least two Higher Level (HL) and one Standard Level (SL) subjects
    1. Obtained the IB Diploma
    2. A pass in one of the following HL subjects (Mathematics or Physics or Computing); or a pass in SL Mathematic*
    3. Met one of the following Mother Tongue Language (MTL) requirements**:
        - A minimum pass grade for the HL/SL MTL A: Literature.
        - A minimum pass grade for HL/SL MTL A: Language and Literature.
        - A minimum pass grade for HL/SL Language B.
        - A minimum D7 for the higher MTL paper taken at the GCE O Level examination.
4. NUS High School Diplomas
    - Obtained the NUS High School Diploma
    - Met one of the following Mother Tongue Language (MTL) requirements**:
        - A minimum 'S' grade for the H1 or H2 MTL paper or General Studies in Chinese taken at the GCE A Level examination
        - Pass in the MTL 'B' Syllabus paper at the GCE A Level examination.
        - A minimum D7 for the higher MTL paper taken at the GCE O Level examination.

    **Applicable to BS in Computer Science in Real-Time Interactive Simulation, BS in Computer Science in Interactive Media and Game Development and BEng in Mechatronics Systems.*

    ***For those who are exempted from MTL, the MOE-approved subject-in-lieu will be considered as their MTL subject. Those who have not fulfilled the MTL requirement may still apply for admission with no prejudice to their application. However, if accepted, they will be required to (i) attain any of the minimum*

requirements as a private candidate, or (ii) attend equivalent courses conducted by language schools, which are approved by SIT, before being allowed to graduate.

5. Diplomas from Other Institutions

   Applicants who hold local diplomas from other local institutions and other qualifications equivalent to Year-12 formal qualifications may be considered for admission to selected programmes on a case-by-case basis.

   Diploma from Nanyang Academy of Fine Arts and LASALLE College of the Arts may be considered for admissions to BFA in Digital Arts and Animation.

6. International Qualifications

   SIT-DigiPen (Singapore) accepts a limited number of applicants holding international qualifications.

   Applicants presenting an International qualification (e.g. Malaysia STPM, UEC, India Standard XII-CBSE, ISCE, Indonesia SMA UAN, Vietnam High School Graduation Certificate, etc) or other qualifications not stated in the preceding groups above, should have completed at least 12 years of formal education and may be considered for admission on a case by case basis. SAT I and SAT II will be taken into account for admission purposes, when applicable.

   In particular, applicants presenting an international qualification where the main language of instruction is not English are required to submit a Test of English as a Foreign Language (TOEFL) or International English Language Testing System (IELTS) or its equivalent. The minimum scores required are either TOEFL 90 or IELTS 6.5. This requirement is not applicable to applicants who have completed a minimum of four years of high school education at an English-speaking school, or an International School where the primary language of instruction is English. Details will be made available on SIT's website at singaporetech.edu.sg prior to the admissions exercise which commences in mid-January each year.

   Please see the SIT Application Guide (International Qualifications) for more information. SIT Application Guide (International Qualification) - singaporetech.edu.sg/sites/default/files/ ApplicationGuideForInternationalQual.pdf

   For applicants who do not fall under any of the above categories, please contact the DigiPen (Singapore) Admissions Office.

Personal Statement

To be completed within SIT's online application portal (maximum 300 words). This section is required for ALL undergraduate applicants regardless of the program to which they are applying. Answers must be drafted and prepared before beginning the online application.

The personal statement is an important part of the application for admission. What you write will help us find out information about you that is not apparent from your application or transcripts. Proofread your essay carefully and avoid any spelling, grammar or punctuation mistakes. Please see the section below for the requirements and recommendations about completing this important component of the application.

Topic: Please address all of the following in your personal statement essay:

- What are your reasons for applying to DigiPen (Singapore)?
- Describe an exceptional achievement that highlights your academic and employment experience gained. How would these support your choice of programs and help you attain your goal(s) in life?
- What are your plan(s) upon graduation?

Optional Additional Essay

You may also submit an optional essay to explain any unusual circumstances or situations that you think may have an impact on your application.

Submission

Applicants must submit their personal statement via SIT's online application portal. Answers must be drafted and prepared before beginning the online application

Additional Requirements by Program

BFA In Digital Art and Animation (BFA)

Art Portfolio

Applicants to the BFA in Digital Art and Animation degree programme are required to submit an art portfolio that showcases the applicant's best and most recent work. This portfolio must contain between 10-15 samples of artwork created by the applicant.

The portfolio should include:

- **Prescribed Drawings from Direct Observation** Using graphite pencil or charcoal and on quality art paper, the applicant should draw the following four Prescribed Drawings from real life (not from images or photographs):
- Pair of shoes

- Same pair of shoes as above but from a different perspective (e.g. shoes drawn from the back) or a different orientation (e.g. shoes turned upside down)
- Interior space, such as a kitchen or bedroom
- Self-portrait

  On the corner of the page for each of these drawings, please write the date created and length of time spent on the drawing.

  The primary objective of these four Prescribed Drawings is for the applicant to demonstrate foundational drawing skills. The applicant should focus on drawing realistically and accurately, and should NOT apply any artistic style (e.g. cartooning) to these four Prescribed Drawings.

- **Miscellaneous Art Samples** The remaining 6-11 pieces should demonstrate an applicant's current range, skill, and process. These personal works may include animations, figure/animal studies, color studies, original character designs, architectural renderings, landscape studies, sculptures, and paintings. The submitted work should not contain illustrations copied directly from manga, animé, animations, paintings, or photographs (cited master copies are acceptable).

  Please note: All the artworks submitted should be less than two years old and the Images should be in focus and properly oriented for the subject.

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  Please note: All the artworks submitted should be less than two years old and the Images should be in focus and properly oriented for the subject.

Guidelines for Art Portfolio Submissions

1. All applicants are required to submit their portfolios via SIT's application portal by the application closing date. This applies to all applicants who have indicated BFA in Digital Art and Animation in any of their five choices. If the applicant does not submit a portfolio or submits an incomplete portfolio by the application closing date, their application will be deemed as disqualified/rejected and they will not be considered for the BFA in Digital Art and Animation program.
2. Applicants should label all artworks with the date of completion and the medium used. Clearly indicate which drawings are the four prescribed drawings from direct observation.
3. For the four prescribed drawings from direct observation and other still images, the only acceptable format is PDF (max file size is 5 MB). Please submit via the "DP BFA Portfolio" tab.
4. For miscellaneous artworks such as animations and videos, they can be hosted on a public drive/cloud. Please copy the web link into a word document and submit the word document via the "DP Additional Requirements" tab.

Admission/Denial to DigiPen (Singapore)'s Programs

DigiPen (Singapore) considers every part of an applicant's materials and qualifications when evaluating the applicant for admission. Meeting the minimum standards is not a guarantee for admission. Applicants who exceed the minimum standards are more likely to be admitted.

Accepted undergraduate applicants will receive an enrollment agreement packet via email before the start of classes in September. By returning the signed enrollment agreement, an applicant has confirmed enrollment. Applicants who are accepted and enroll are required to attend an official orientation session prior to the start of the program.

Applicants who are not accepted to the Institute will receive a letter of rejection via email by SIT. When possible, DigiPen (Singapore) will attempt to provide information about the specific areas in which an applicant needs improvement if the applicant wishes to reapply in subsequent years.

Reapplication Information

Applicants who are denied admission are encouraged to reapply for a future year. To reapply, applicants should submit a new application through the SIT application portal at singaporetech.edu.sg.

Readmission Information

Any student who wishes to return to the Institute after an absence may apply to do so by contacting SIT's admission team. SIT or DigiPen (Singapore) may require certified-true copies of transcripts from all institutions attended since last attending the Institute and other official documentation for specific circumstances as requested below:

Medical Withdrawals

A physician's statement must be included, and it must indicate that the applicant is ready to resume studying. Additionally, it should describe any special needs the student may require upon returning to DigiPen (Singapore).

Readmission After Academic Dismissal

A statement explaining how time away from the Institute was spent, why the student wishes to return, and how the student plans to be successful by returning should be submitted as part of the application for readmission. Students dismissed for academic reasons must wait at least one year before they can matriculate. It is highly recommended that students take the time away to raise their GPA through college-level coursework in order to boost the likelihood of being readmitted.

Readmission After Disciplinary Action

Students should include a formal appeal for DigiPen (Singapore) and SIT to review along with their application for readmission. Students previously withdrawn for disciplinary reasons must receive clearance from both Institutes to return.

Readmission for Personal Reasons

There are usually no impediments to returning to the Institute if there is space available; however, an academic plan may need to be developed with the student's advisor upon re-enrollment, and students requesting readmission after an extended period of time must meet with an academic advisor to determine the viability of completing their degree program.

Readmission After Non-Payment of Account

Outstanding accounts must first be settled before applying for readmission. Once settled, the policy for readmission follows the same guidelines listed under the Readmission for Personal Reasons section.

Exceptions to these requirements will only be made on a case-by-case basis at the discretion of SIT and the Institute.

Submission of Official Transcripts of Coursework From Other Universities/Colleges

All readmission applicants to DigiPen Institute of Technology Singapore must request an official transcript from the Institute's Registrar's Office to be sent to the Admissions Office as part of their application. Additionally, if the applicant has taken courses from another college since leaving the Institute, any and ALL official transcripts must be forwarded to the Admissions Office from the Registrar of each institution attended. The transcripts should show all academic work until the last semester or quarter completed. If the applicant is approved for readmission with coursework in progress, the applicant's admission status will be provisional, pending receipt of the final transcript(s). Finally, readmission applicants who are applying for readmission more than one year after withdrawing and who are not native English speakers may have to submit additional Proof of English language proficiency. Please see the English Language Requirement under the SIT Application Guide (International Qualifications).

SIT Application Guide (International Qualification)
https://www.singaporetech.edu.sg/admissions/ undergraduate/requirements/international-qualifications

Degree Plan Policy

Readmission applicants may apply to return to a valid DigiPen (Singapore) degree plan. The degree plan placement is decided by DigiPen (Singapore) and SIT, and is not open to student choice. A student who wishes to return to DigiPen (Singapore) after a break in enrollment may apply to do so by completing a readmission application to SIT during the application period and submitting required materials.

DigiPen (Singapore) cannot guarantee readmission into a student's original degree plan due to limited availability of course offerings from previous degree curricula. The decision on degree plan is made by the Institute and is not open to student choice.

Change of Major

Students may apply to switch majors into a valid DigiPen degree plan for the new major. The degree plan placement is decided by DigiPen (Singapore) and SIT and is not open to student choice. Please refer to "Change of Major within DigiPen (Singapore)" on page 77-78 of the course catalog for the procedure.

DigiPen Initiated Degree Plan Change

Degree Plan changes may sometimes be initiated by the Institute. Current students may be offered the option to change into a valid degree plan based on DigiPen (Singapore) and SIT recommendation. This recommendation must be agreed upon by both institutions. DigiPen (Singapore) and SIT regularly reviews programs for rigor and continued relevance to the industries. As such, both institutions may determine that a more updated degree plan will be more beneficial to students in terms of program outcomes and occupational outlook. The degree plans for programs are reviewed by representatives (Provost, Program Director, Registrar and Compliance Officer) of both institutions.

Credit Exemption, Transfer Credit and Articulation

Students who have taken relevant modules in other institutions (postsecondary or university level), which are comparable in scope and content to courses offered at DigiPen Institute of Technology Singapore, may apply for credit exemption or transfer of credit. Credits awarded more than 5 years prior to enrolment into the current program will not be considered. A student must take a minimum of

50% of the entire program at the Institute (unless the student attended an institution with which the Institute has established an articulation agreement).

The following shows the various type of credit recognition accepted by DigiPen (Singapore):

Type of Credit Recognition	Awarding Institutions	Grade Transfer and Count Towards CGPA	Credits Recognized as Fulfilment of Graduation Requirements
Credit Exemption	Postsecondary education or equivalent	No	Yes
Transfer Credit	Universities or equivalent	No	Yes
Articulation	College with an articulation agreement with the Institute	Yes	Yes

Credit Exemption

Students who achieved good results in the relevant subjects/ courses of the following qualification or equivalent may apply for credit exemption during the pre-matriculation period:

Qualification	Minimum Score/Grade Obtained for a Subject/ Course to be Considered for Credit Exemption
Full -Time Diploma from any Local Polytechnic	B
GCE A Level	B
International Baccalaureate Diploma (IB)	5
NUS High School Diplomas	B
Advanced Placement Examinations	4
College-Level Examination Program (Subject examinations only)	mean score achieved by students in the national norms sample or a minimum score of 50, whichever is higher

Credit Exemption may be accepted subject to the following conditions and restrictions:

1. The subject(s) or course(s) must be comparable in academic quality to the modules offered by the Institute. The final decision regarding the credits exemption remains at the Institute's discretion.
2. Application for credit exemption is strictly via IN4SIT during the stipulated application period stated in the academic calendar. Please refer to IN4SIT for the step-by-step guide.
3. Upon submission on IN4SIT, applicant must submit a copy of the official transcript and course syllabus with details of course duration, credit hours, assessment methods, topics, etc., to registrar.sg@digipen.edu.
4. A validation examination may be conducted to determine the applicant's knowledge of the subject.
5. "Credit" or "Pass" grades will not be accepted for credit exemption.
6. Outcome of the applications will be published in IN4SIT by week 2 of the next trimester.

If a course is accepted for credit, it will be counted as an exemption. No grade points from the exempted modules will be calculated in the Institute grade point average.

Transfer Information

Transfer Credit

Credit earned by examination at other colleges or universities within the last five years may be transferred, provided such credit meets the guidelines used by the Institute. Due to the rigorous nature and subject specificity of the programs at the Institute, students transferring in to the Institute should expect that no more than 25% of credits required to graduate will transfer.

Transfer credit may be accepted subject to the following conditions and restrictions:

1. The course(s) offered for transfer must be taken at a bona fide, legitimate institution recognized and approved by a regulatory authority which oversees the educational system in the country where the institution is located. These courses must appear on official transcripts from the institution and must be comparable in academic quality to the modules offered by the Institute. The final decision regarding the transferability of credits remains at the Institute's discretion.
2. Transfer credit will be considered for courses in which the grade of "B-" or better is recorded.
3. Application for transfer credit is strictly via IN4SIT during the matriculation exercise in July. Please refer to IN4SIT for the step-by-step guide.
4. Upon submission on IN4SIT, applicant must submit a copy of the official transcript and course syllabus with details of course duration, credit hours, assessment methods, topics, etc., to registrar.sg@digipen.edu.
5. A validation examination may be conducted to determine the applicant's knowledge of the subject.
6. "Credit" or "Pass" grades will not be accepted for credit exemption.
7. Outcome of the applications will be published in IN4SIT by week 2 of the next trimester.

Students who participated in the DigiPen Foundation Course or DigiPen Honor Track and have earned credits at the DigiPen (Singapore) or DigiPen's U.S. campus may apply for Transfer Credit, subject to above conditions and restrictions.

If a course is accepted for credit, it will be counted as a transfer credit. No grade points from such transfer courses will be calculated in the Institute grade point average. However, grades transferred for courses taken in residence at institutions with which the Institute has articulation agreements are exempt from this policy and will be recorded. Credit hours from another institution that are accepted towards the student's educational program must count as both attempted and completed hours. Courses transferred in may not be used to substitute improved grades for passing grades earned at the Institute.

Articulation Agreements

Credits from a college with an articulation agreement with DigiPen Institute of Technology Singapore will be accepted and grades earned will be included in students' DigiPen (Singapore) transcripts. Please contact the Registrar for a list of colleges with articulation agreements.

Transferability of Credits to Other Institutions

A student wishing to transfer DigiPen (Singapore) credits to another institution may request the Institute to furnish transcripts and other documents necessary to a receiving institution. The Institute advises all prospective students that the courses and credits reflected on their transcript may or may not be accepted by a receiving institution. Students should inquire with the specific receiving institution about the transferability of DigiPen (Singapore) credits.

Tuition and Fees

Tuition, Miscellaneous, and Incidental Fees

All tuition, miscellaneous, and incidental fees are collected by SIT. Tuition fee rate is determine by te year of intake and can be found on SIT's website. Fees stated are in SGD, inclusive of GST and subject to prevailing GST rate.

Students who withdraw before the end of the second week of a trimester are not liable to pay tuition fees;

Students who leave SIT either through a withdrawal of their own accord, or termination of candidature by SIT after the second week of a trimester, will be liable to pay tuition fees for the entire trimester.

For the most updated information, please refer to SIT's website at singaporetech.edu.sg, the SIT student handbook, or contact SIT's Registrar's Office.

Alumni Audit Fee

Tuition, application, and enrollment fees are waived, but alumni are responsible for any course fees.

An administrative and technology fee of S$218 (inclusive of 9% GST) is also payable per application to DigiPen (Singapore). Fees are non-refundable for alumni audits.

Books and Supplies

Textbooks and supplies are estimated to be approximately S$1,500 per year. This cost is not included as part of the tuition.

Cancellation and Refund Policies

The Institute's Cancellation Policy

Applicants who have not visited the school prior to enrollment will have the opportunity to withdraw without penalty within three (3) business days following either the regularly scheduled orientation procedures or following a tour of the school facilities and inspection of equipment where training and services are provided.

Singapore Institute of Technology's Refund Policies

Applicants Who Have Not Matriculated

Should students wish to withdraw from SIT before the matriculation process is completed, do state your reason(s) for withdrawal in an email to the SIT Admissions Division. Students who withdraw before the end of the second week of a trimester are not liable to pay tuition fees.

For more information on SIT's withdrawal and refund policy, the Student can refer to IN4SIT, the SIT student handbook or contact SIT Registrar's Office.

Applicants Who Have Matriculated

Students who leave SIT either through a withdrawal on their own accord, or termination of candidature by SIT after the second week of a trimester, will be liable to pay tuition fees for the entire trimester.

Students enrolling in the Joint-Degree Programs are required to refer to Academic Guide for the Withdrawal application closing dates and the impact on grading.

For more information, please refer to IN4SIT for SIT's Withdrawal and Refund Policy.

SIT reserves the right to administratively withdraw any student who is absent without prior approval for an extended period of time and who remains uncontactable.

Academic Opportunities

Student Internships

There are two types of student internships available:

1. Internships for credit, for BA in User Experience and Game Design and BFA in Digital Art and Animation students.
2. Integrated Work Study Programme (IWSP), for BS in Computer Science in Real-Time Interactive Simulation, BS in Computer Science in Interactive Media and Game Development and Bachelor of Engineering in Mechatronics Systems.

Internships for Credit for BA in User Experience and Game Design and BFA in Digital Art and Animation Students

DigiPen (Singapore)'s Career Services staff will disseminate internship opportunities for BA in User Experience and Game Design and BFA in Digital Art and Animation students through various internal channels.

Overview of Internships for Credit

Student internships are monitored, on-site work or service experiences for which students earn credit. Students who meet the prerequisites and are in good academic standing are eligible for internships.

Internships can be arranged for any setting related to a student's career goals. The internship usually takes place in a professional workplace under the supervision of an experienced professional, whereby a high degree of responsibility is placed on the student. Internships can be part-time or full-time. Internships must be approved in advance by the Institute.

Objectives of internships for credit

Through an internship program, students establish and meet intentional learning goals through actual product development experience, while actively reflecting on what they are learning throughout the experience. The goals for the internship may include:

- Academic learning - applying knowledge learned in the classroom to tasks in the workplace.
- Career development - gaining knowledge necessary to meet minimum qualifications for a position in the student's field of interest.
- Skill development - an understanding of the skills and knowledge required in a specific job category.
- Personal development - gaining decision-making skills, critical thinking skills, and increased confidence and self-esteem.

Since internships have a strong academic component, students are carefully monitored and evaluated for academic credit. Internships may vary in duration but generally last for one trimester and credit is granted based on the respective credit hour requirement. Typically, students may replace up to two of their respective program's projects courses. Please refer to individual program requirements for more information.

More detailed information about student internships can be found in the Internship Guidelines document, or through the Career Services Office.

Integrated Work Study Programme (IWSP) For BS in Computer Science in Real-time Interactive Simulation, BS in Computer Science in Interactive Media and Game Development and Bachelor of Engineering in Mechatronics Systems

The Integrated Work Study Programme (IWSP) is a distinctive feature of the Bachelor of Science in Computer Science in Real-Time Interactive Simulation, Bachelor of Science in Computer Science in Interactive Media and Game Development and Bachelor of Engineering in Mechatronics Systems programs. It is compulsory for all students enrolled in these three programs, with no exceptions.

IWSP openings would be posted on SIT's ReadyTalent portal.

Objectives of IWSP

The Integrated Work Study Programme (IWSP) is an uninterrupted 12-month duration (three trimesters) work placement programme that will provide students with unique learning opportunities to achieve the following objectives:

1. applied learning – integration of theory and practice, acquisition of specialist knowledge and development of professional skills,
2. exposure to real-world conditions – appreciation of real-world constraints in respective industry contexts to develop skills of adaptability, creativity and innovation, and,
3. smooth transition to jobs – practical experience which shortens the work induction period.

More detailed information about the IWSP programmes can be found in the respective degree programs' course details.

Distance Education

DigiPen offers some classes within the current degree programs via distance education in the event that students and faculty cannot be in the same location at the same time. Not all classes are offered via distance education every trimester. Please check with the Registrar's Office for more details.

Delivery System

DigiPen Institute of Technology Singapore uses Moodle as the Learning Management System (LMS) for both the face-to-face and distance education courses. The LMS system is accessible by any student with access to a computer and internet connection, or a smart phone. The faculty posts the course syllabus, which includes the course description, objectives, learning outcomes, textbooks and references, and an outline of a tentative schedule, to this site. In addition, this LMS system allows for instructors to post additional material such as references, examples, rubrics and other course requirements.

The LMS provides a weekly organization of the topics covered with a matching list of outside preparation assignments, such as readings from textbooks or other references. Assignments with a submission are added to a course website, including due dates and grading criteria.

Online class sessions are conducted via video teleconferencing software, Microsoft Teams (MST) , that enables synchronous communication by video, voice, and chat, screen sharing, and shared whiteboards. Academic activities are tracked via the online Learning Management System for each course. MST also enables asynchronous text discussions, sharing of recorded videos and class sessions, and shared notebooks.

Admissions Requirements

Applicants must demonstrate that they meet the admission requirements for the program, that they are familiar with the technology required for distance education and that they have the requisite competencies to be successful in a distance learning environment. They demonstrate these qualifications through the satisfactory completion of a Distance Education Readiness Assessment.

Prerequisites for Participation

Students are required to complete a Distance Education Readiness Assessment to confirm their aptitude for distance education. This assessment includes questions designed to determine students' familiarity with the required technology, their self-motivation and their time-management skills. They are also required to affirm that they have access to the equipment and broadband access necessary to succeed in distance education. All students are offered an online orientation session to familiarize them with the school's Learning Management System and video-conferencing software and to configure and test their hardware so that access during actual classes is smooth.

Technology and Equipment Requirements

1. A headset (headphones and a microphone that reduces background noise)
2. A webcam that supports HD video
3. A computer that meets the following minimum specifications:
    - OS: Windows 11 Pro, Education, or later.
    - CPU: Intel 14th Gen i7 (14000) or better.
    - GPU: RTX 4060, 6GB GPU Nvidia discrete graphics or higher.
    - RAM: 32 GB RAM minimum
    - Disk: 512GB ssd
    - Hard Drive: SSD (Solid-state drive), 1 TB recommended
4. A stable, reliable internet connection that supports 10 Mbps or higher downloads

Expected Learning Outcomes

The courses offered through face-to-face and distance education have the same expected learning outcomes.

Student Services

The school offers the same student services that it offers for other degree programs. The modes of delivery of these services are to be conducted via video conferencing, phone or e-mail.

Learning Resource System

Students may access library resources such as books, periodicals, audio visual materials, and databases from Ngee Ann Kongsi Library @ SIT. 99% of library resources are available online and accessible at all times. The online resources cover a wide range of topics in science, technology, engineering, and mathematics. The library also provides learning services, such as research consultation and subject guides. Students may borrow technology equipment and request for additional resources not available in the library collection.

Ngee Ann Kongsi Library resources are available at https://libguides.singaporetech.edu.sg/library.

Students may contact the library at library@singaporetech.edu.sg if they have issues accessing library resources.

Student Services

Student Life and Advising

The Student Life and Advising Office provides services to all degree-seeking students in order to support their academic, professional, and personal development. The Student Life and Advising Office provides services that a student will need in their life at DigiPen (Singapore) and beyond, including:

- Academic Advising
- Academic Support Center
- Campus Life
- Counseling Helplines
- Disability Support Services

The sections below detail some aspects of a few of the services provided by Student Life and Advising Office.

Student Advising

Every student at DigiPen Institute of Technology Singapore is assigned a Faculty Mentor. This mentor helps students create educational and professional goals and helps each student develop a deeper appreciation of their field of study. Your mentor is assigned upon matriculation and can be a faculty member from DigiPen (Singapore) or SIT. You may check who your Faculty Mentor is by accessing the SIT Student Intranet (https://fs.singaporetech.edu.sg/adfs/ls/idpinitiatedsignon.asmx?loginToRp=https://in4sit.singaporetech.edu.sg/psp/ CSSISSTD/) during the week of orientation. Students should speak to their Faculty Mentors about:

- Developing skills to succeed in the profession of their choice
- Setting and achieving career goals
- Learning more about specific degree programs and coursework

Student Life and Advising Officer

Students should meet with a Student Life and Advising Officer at least once a year or when they encounter any issues during their academic study at DigiPen (Singapore). Students who are unable to cope with their academic studies are strongly encouraged to seek help as soon as possible and not wait until the end of the trimester.

Students who are on Academic Warning and Academic Probation will be assigned to a Student Life and Advising Officer. They are mandated to meet with the officer during the trimester. The officer will work closely with the student to improve their overall CGPA and help them get out of the academic warning and probation status.

You are encouraged to speak to the Student Life and Advising Officer about:

- Academic progress
- Setting academic goals
- Changing majors
- Preparation for graduation
- Social and emotional issues

You may seek academic advice through the Student Life and Advising Office as long as you maintain an “enrolled” status at DigiPen Institute of Technology Singapore. To contact your Student Life and Advising Office, please email studentlife.sg@ digipen.edu.

Academic Support Center

Peer tutoring is available for most Year 1 courses in the Academic Support Center. For further information please contact asc.sg@digipen.edu.

Disability Support Services

DigiPen (Singapore) is committed to providing equal access to all of its programs, courses, events, activities, and services. Wherever possible, reasonable accommodations will be offered provided they neither fundamentally alter the nature of the programs or the academic requirements that are considered essential to the program of study, nor create an undue hardship for DigiPen (Singapore).

DigiPen (Singapore) staff will engage in a collaborative effort with students to ensure equal access for students with disabilities.

Overseas Immersion Program

As required by the collaboration with Singapore Institute of Technology, DigiPen Institute of Technology Singapore operates an overseas exchange program, named as “Overseas Immersion Program,” for all DigiPen – SIT students to attend a particular phase of the Institute’s baccalaureate degree programs of study (as defined by the Program Directors) at the main campus, DigiPen Institute of Technology, located in Redmond, Washington, USA.

The Overseas Immersion Program is designed to allow DigiPen (Singapore)’s students to acquire overseas learning and immersion experience at the main campus, which enriches their baccalaureate programs of study. All DigiPen – SIT students should complete this program at their own expense. For more information, please refer to SIT’s website at singaporetech.edu.sg and DigiPen (Singapore)’s website at digipen.edu.sg.

Career Services

DigiPen (Singapore)’s Career Services staff provides a variety of resources for enrolled degree-seeking students to jumpstart their

professional development before they graduate and transition into the industry. These resources include on-campus events for students to meet and interact with industry professionals, online tools and on-campus facilities to connect students with prospective employers, communication workshops, and both group and one-on-one appointments to review application materials (e.g., resumes, cover letters, websites) and discuss interviewing and other job search skills.

The Career Services staff coordinates a variety of on-campus events for students; recruiters meet with juniors and seniors to offer insight into their companies, review resumes and student work, and interview potential hires. Career Services hosts an annual Career Fair for all graduating students to showcase their projects and portfolios to employers and recruiters from local companies. DigiPen (Singapore)'s Career Services staff also works closely with faculty to invite industries to give Company Talks to students.

DigiPen (Singapore)'s Career Services staff establishes relationships with potential employers and maintains an online professional/social networking groups for alumni. The Career Services staff also regularly shares job and internship opportunities to students and alumni.

For further information, please email the Career Services staff at careerservices.sg@digipen.edu. Please note that employment upon graduation is not guaranteed, nor is the Institute obligated to secure employment on behalf of students.

Alumni Relations

DigiPen (Singapore) maintains a database of all graduates and DigiPen (Singapore) alumni are encouraged to report back regarding changes to their professional status. DigiPen (Singapore) hosts alumni gathering events for alumni to connect with one another. The Institute also provides career resources post-graduation and encourages alumni to remain connected with the DigiPen community.

The Alumni Audit allows graduates of DigiPen Institute of Technology to take courses tuition-free within two calendar years of graduation. Participating alumni must review and sign an Alumni Audit Enrollment Agreement prior to attending courses.

Standards of Progress

Semester Credit Hour

DigiPen (Singapore) adopts Singapore Institute of Technology's (SIT) trimester calendar system, which is comparable to ACCSC's definition of a semester system.

DigiPen (Singapore)'s academic year comprises 3 trimesters, illustrated in each degree's Recommended Course Sequence. Each trimester has 14 weeks comprising 12 weeks of instruction, 1 week of study break and 1 week final assessment period. Each degree program requires 240 credits for the award of the degree and are delivered in modules. Each module is assigned a certain number of credits. The credit hour is a measure of student's workload and academic value of each module

From AY 2020/2021 onwards, DigiPen (Singapore) defines a credit hour as follows:

Generally, 1 credit requires at least 25 notional hours of contact time (lecture or supervised laboratory), projects, practical work, self-study, continual assessment (CA) and examination for a trimester.

The minimum contact time per credit requires at least 8 hours of classroom instruction, or 12 hours of supervised laboratory, or 30 hours of internship experience (excluding Integrated Work Study Program) for a trimester.

Classification of Students

Students are classified as Year 1 to Year 4 students, according to the credits earned. An earned credit is defined as a credit that is awarded a passing final grade for a required module of the degree program.

Class Standing	Credits Earned
Year 1	0 to 40
Year 2	41-105
Year 3	106-160
Year 4	161-240

Grading System

The following 5-point Grade Point Average (GPA) system is adopted for all modules of AY 2020/2021 intake onward, with effect from September 2021, except for specific modules, where a "Pass" or "Fail" is awarded.

Letter Grade	Grade Point	Description	Remarks
A+	5.0	Excellent attainment of learning outcomes	
A	5.0		
A-	4.5		
B+	4.0	Very Good attainment of learning outcomes	
B	3.5		
B-	3.0		
C+	2.5	Good attainment of learning outcomes	
C	2.0		
D+	1.5	Adequate attainment of learning outcomes	
D	1.0		Minimum grade required for undergraduate students to earn credit
F	0.0	Failed to attain learning outcomes	

Non-letter grades are as follows:

Non-Letter Grade	Description	Included in the Computation of CGPA
R (grade)	Repeat Attempt	Yes
IP	In Progress	No
Pass/Fail	Pass/Fail is given for module where a letter grade is not required	No
EX	Exempted from module	No
TC	Credit Transfer from other universities	No
ABS	Absent with valid reason	No
W	Withdrawal from the module or Institute after 14th day and by 49th day of a trimester	No

ABS-Absent with valid reason

If a student is absent for the final assessment or failed to submit the final work due to extenuating circumstances with supporting documents received within the 24 hour notice period, an "ABS" grade would be assigned to the affected module for that trimester. The student may repeat this module in the next offering as a first attempt.

Repeat Attempt Policy

With effect from AY2024/2025

Module with F grade

Students who have obtained F grade for a module are required to take repeat assessment, depending on the requirements of the module and the decision of DigiPen (Singapore) Department Chair/ SIT Program Leader. An administrative fee of S$81.75 (inclusive of 9% GST) is applicable per repeat assessment attempt. Results of the repeat assessment attempt would be capped at grade point 1.00.

Students who attempted the repeat assessment and are unable to attain the minimum grade to pass the module will be required to repeat the module.

Students who have obtained F grade for a module and fared poorly across multiple assessments, will have to repeat the entire module. Passed assessment results from previous attempt of the module cannot be brought forward and students will have to complete all assessments as required of the repeat module. Credit charging fees would be applicable to repeat module. Results of the repeat module attempt would be capped at grade point 2.00.

Module with D+ or D grade

Students who have obtained a D+ or D grade may opt to repeat module at the next available offer. Credit charging fees would be applicable to repeat module. Results of the repeat module attempt would be capped at grade point 2.00.

Grade Point Average

The academic standing of each student is determined on the basis of the grade point average (GPA) earned each trimester.

The GPA is determined by using the grade points assigned to each module grade a student earns. The grade point value for each grade earned during a trimester is multiplied by the number of credit hours assigned to that module as listed elsewhere in this catalog. The sum of these points is the total number of grade points earned during a trimester. This sum is divided by the number of credit hours attempted (excluding modules with non-letter grades) to obtain the GPA.

The cumulative GPA consists of all modules completed. A repeat grade due to re-module will have its grade point capped at 2.00, while a re-sit/re-submission will have its grade point capped at 1.00. The repeat grade will be shown in parenthesis with a prefix “R”. For example, R(B) means that the student attained a B grade for the re-module, but the grade point is to be capped at 2.00. Only the best attempted grade of a module will be computed in the CGPA. Only letter-graded modules will be included in the computation of CGPA. Modules graded “Pass”, “Fail”, “W”, “ABS”, “TC” and “EX” are not included in the computation of cumulative GPA since they carry no grade points.

The following example demonstrates how Year 1 Trimester 1 GPA is calculated:

Module Code	Credits	Grade	Grade Points
CSD1101	6	F	0.00
UDC1001	2	Pass	NA
CSD1241	6	B-	3.00
CSD1121	6	A	5.00
CSD1401	6	Pass	NA

$\Sigma(6x0.00 + 6x3.00 + 6x5.00) \div \Sigma(6 + 6 + 6) = 2.67$.

Total grade points divided by total credits equals the grade point average. Therefore, the grade point average for the above example is 48.00 divided by 18 for a 2.67 GPA.

The following example demonstrates how the next trimester, Year 1 Trimester 2 cumulative GPA is calculated:

Module Code	Credits	Grade	Grade Points
CSD1101 (repeat module)	6	R(B)	2.00
CSD1251	6	B	3.5
CSD1171	6	D	1.0
CSD1130	5	A-	4.5
UCS1001	4	B-	3.0
CSD1451	6	C	2.0

$\Sigma[(6x2.00 + 6x3.50 + 6x1.00 + 5x4.50 + 4x3.0 + 6x2.00) + (6x3.00 + 6x5.00)] \div \Sigma[(6 + 6 +6 + 5 + 4 + 6) + (6+6)] = 2.97$

Total grade points divided by total credits* equals the cumulative grade point average. Therefore, the grade point average for the above example is 133.50 divided by 45 for a 2.97 cumulative GPA over 2 trimesters.

**Refers to graded module credits of the latest attempt/best attempted grade credits and excludes module credits from repeat attempts.*

Assessment Process

DigiPen (Singapore) has an assessment process to evaluate the defined student learning outcomes of the education and training and established competencies. This process includes a combination of methods such as grading, portfolio assessment, projects, internships, and criterion-referenced testing based on developed and appropriate rubrics. Each module syllabus contains clearly defined module objectives and learning outcomes, module requirements, grading policy and allotment, and grading distribution. Students are made aware of the grading policy, performance standards, and grading distribution at the beginning of each module. The faculty measures the student’s achievement of the stated module objectives and learning outcomes based on the grading policy published in the module syllabus.

Grade Reports

Final grade of each module will be made available online via IN4SIT on Monday, Week 1 of the following trimester. However, grade reports may be withheld from students who have outstanding tuition fees with SIT.

Grade Appeals

Upon release of results in IN4SIT on the first day of the following trimester, students have 2 working days to apply for review of results via IN4SIT. The outcome of the appeal will be released via IN4SIT by the end of the following week.

Personal Extenuating Circumstances

In the event of unforeseen and unavoidable situations such as illness, personal / family issues or unexpected technical problems during online assessment that prevent students from performing at their normal ability for their assessments, they may apply for Personal Extenuating Circumstances (PEC) to seek due consideration in the assessment marking by filling in the PEC form, available in the Student Intranet (https:// sitsingaporetechedu.sharepoint.com/sites/Students), under Guides & Policies or via Registrar.sg@digipen.edu.

The PEC form should be submitted together with supporting documents to the Registrar's Office within two working days from the assessment submission date. Examples of supporting documents are medical letters/memos from registered medical physician, or death certificate of immediate family member

Graduation Requirement and Degree Classification

Students must fulfill all degree requirements specified in their enrolled degree program within the maximum candidature as stated in the Satisfactory Academic Progress Policy and attain a cumulative GPA of at least 2.0 to graduate.

Most students will follow the graduation requirements published in the Catalog for the year they enter the Institute. Students who interrupt their attendance may be held to the requirements of the current Catalog when they return. Students are responsible for ensuring that all graduation requirements have been completed.

Details regarding collection of transcript and degree diploma, and the invitations to Commencement Ceremony will be emailed to graduates.

Students will be awarded a degree classification as indicated in the table below based on their cumulative GPA attained at the final trimester of their program.

Degree Classification	CGPA Requirement
Honours with Highest Distinction	4.50 ≤ CGPA ≤ 5.00
Honours with Distinction	4.00 ≤ CGPA < 4.50
Honours with Merit	3.50 ≤ CGPA < 4.00
Honours	3.00 ≤ CGPA < 3.50
Pass	2.00 ≤ CGPA < 3.00

Satisfactory Academic Progress

Students need to maintain a minimum cumulative GPA of 2.00 in any trimester to be in Good Academic Standing.

Students should complete the program within the maximum candidature, which refers to the normal candidature as stated in the degree requirements of each program plus two years (6 trimesters) of extension. In addition, the credit hours attempted* by student cannot exceed 1.5 times the credit hours required to complete the program.

Students who are unable to fulfil all degree requirements by the end of the extension period or fail to complete their degree program within the maximum attempted credits allowed, and would like to complete the studies, must submit a letter of appeal to Provost and respective SIT Program Leader for approval. Approval may be granted based on students' overall academic performance and availability of students' remaining modules.

**Refers to any credit that is awarded a final letter grade ("A+" [or 5.0 grade points] to "F" [or 0 grade points]). Credits earning a "W" is not considered attempted credits for the purpose of calculating GPA.*

Academic Warning, Probation and Termination

Any student who fails to maintain the required minimum cumulative GPA (CGPA) of 2.00 will be placed on the following Academic Standing:

Academic Standing	Definition
Academic Warning	CGPA falls below 2.00 for any given study trimester.
Academic Probation	CGPA falls below 2.00 for two consecutive study trimesters following the issuance of an academic warning letter.
Academic Termination	CGPA falls below 2.00 for the third consecutive study trimesters, or at the end of the final trimester of study. A letter of termination will be issued.

Academic Overload

Students who follow closely the recommended course sequence per trimester should be able to complete their degree requirements within the normal

Students may be enrolled in a maximum of 35 credits, in any trimester, except in the first trimester of their program, subject to the approval by the respective Department Chair/SIT Program Leader. Students

seeking special permission to take more than the maximum credits in a given trimester should write to registrar.sg@digipen.edu before the start of a new trimester.

Attendance Policy

Attendance is recognized as an important component to the learning process in higher education. As an attendance-taking institution, DigiPen Institute of Technology Singapore is required, by the ACCSC accrediting body, to publish and enforce a policy of acceptable student attendance. The attendance policy must be consistently applied and enforced. Student class attendance is accurately recorded to ensure that the required knowledge, skills, and competencies can be reasonably achieved.

- Students are expected to attend all classes in a timely manner.
- Students more than 15 minutes late to class will be marked as absent for that entire class.
- Students may not leave class early without instructor's permission.
- The instructor must list class tardy/absent guidelines in the syllabus, and mark student attendance accordingly.
- Students absent from all classes for a period of 14 consecutive days may be withdrawn from the Institute as of their last day of attendance.
    - Unexcused Absences from any one class for 14 consecutive days may result in administrative withdrawal from that class, as of the last day of attendance.
    - Consecutive absences are counted before and after holidays, as one continuous period. Holiday does not constitute a restart.
- To achieve optimal learning experience, absences (unexcused/excused) should not exceed 20% of total required class sessions during any trimester.
    - Absences of more than 20% may require advising by the Student Life & Advising officer and/or the Instructor.

Please refer to "Short Leave" on page 80 regarding the procedure of applying for excused absence(s).

Withdrawal

Withdrawing from Individual Modules

To withdraw from individual modules without any academic penalty or tuition fee incurred, a student must submit a drop request through the IN4SIT by the 14th calendar day of a trimester. Upon successful application, no modules entries will appear on the student's transcript for that trimester.

To withdraw from individual modules and receive "W" grade with no refund of tuition fee, a student must submit a drop request through the IN4SIT by the 49th calendar day of a trimester. Upon successful application, a final grade of "W" will be assigned to the requested module.

Withdrawing from the Institute

To formally withdraw from the Institute, a student must submit a withdrawal notice through the IN4SIT. The student will be contacted by DigiPen (Singapore)/SIT for an exit interview.

Upon withdrawing from DigiPen (Singapore) and SIT, the student shall immediately return all materials in the student's possession relating to the program, whether created by the student or other students or provided by the Institute. A letter of notification would be provided to student via email upon completion of the withdrawal process. The following shows the grade received upon withdrawal from the institute at various period of a trimester:

Calendar Day of A Trisemester	Grade Assigned	Included In The Computation of CGPA
1st to 14th	Modules withdrawn, no grades assigned	No
15th to 89th	"W" Grade	No
90th to end of trimester	Final grade	Yes

Hardship Withdrawal

Students may seek a hardship withdrawal when one of three conditions prevents a student from completing all modules: death of a close family member, severe/terminal illness in the family, or injury or illness that incapacitates the student.

Hardship withdrawals may be sought any time after the last date to withdraw from classes, as listed in the Academic Calendar, but not after all materials for a module have been completed (i.e., after submitting the final exam or final assignment). The Hardship Withdrawal Form, a personal statement, and appropriate documentation (i.e., death certificate, obituary, letter from a state-licensed physician or mental health professional) must be provided to support all requests to the Student Life and Advising Office. Once all documents are received, the Student Life and Advising Office will forward the documents to the Hardship Withdrawal Review Committee. If the committee grants a hardship withdrawal, the student will receive "W" grades in all approved modules and is ineligible to receive a letter grade in any module in that trimester. The student will be withdrawn from DigiPen (Singapore), effective the student's last day of attendance. Students seeking readmission must abide by the Institute's readmission policy.

Provost's List (Joint Degree Program)

SIT prepares the Provost's List of students from the joint degree programs (BSCS RTIS, and BSCS IMGD). The Provost's List recognizes

students for their excellent academic achievements. Students on this list achieved a minimum Yearly Grade Point Average (YGPA) of 4.5 and are placed in the top 2% of their cohort.

Provost's Honor List (BA UXGD and BFA)

Prepared at the end of each trimester (excluding optional trimester and OIP) by DigiPen (Singapore), the Provost's Honor List officially recognizes and commends students from the BA UXGD and BFA, whose trimester grades indicate distinguished academic accomplishment. Both the quality and quantity of work done are considered.

Students must meet all the following qualifications in a compulsory trimester to be a recipient of this honor:

- A full-time matriculated student.
- Achieve a minimum GPA of 4.5 in a compulsory trimester. Only passing grades ("A" to "D") in credit-bearing modules are counted for eligibility. Modules with non-letter grades (Pass/Fail, EX, TC, IP, ABS, or W) are excluded when calculating qualifying credits.
- Complete 20 or more credits of required modules.
- No failing grade ("F") in any modules.

Grievances and Appeals

Concerns Over Academic Standing

Students who would like to file an appeal against a decision regarding their academic standing in a particular module should discuss the matter with their instructor. If a satisfactory resolution is unattainable, students may file an appeal with the Department Chair for that module. If the resultant solution is still unsatisfactory, then students may file an appeal with the Provost.

Students may appeal the final grades and review exams no later than two days after grade reports are released on IN4SIT. The Institute reserves the right to destroy any examination papers after the appeal period. Academic records will be kept indefinitely.

Other Disputes

Students who feel that they have any dispute with the Institute should file a complaint with the relevant Department Chair or supervisor. A copy of this complaint shall be given to those involved with the dispute. If the student is not satisfied with the decision of the Department Chair or supervisor, a second complaint may be submitted to the Chief Operating Officer— International. If the student is still dissatisfied with the decision, they may appeal to the President of the Institute.

Student may also file a formal grievance report to SIT by emailing to, Phase1Resolution@SingaporeTech.edu.sg. More details could be found in SIT Student Intranet.

Schools accredited by the Accrediting Commission of Career Schools and Colleges must have a procedure and operational plan for handling student complaints. If a student does not feel that the school has adequately addressed a complaint or concern, the student may consider contacting the Accrediting Commission. All complaints reviewed by the Commission must be in written form and should grant permission for the Commission to forward a copy of the complaint to the school for a response. This can be accomplished by filing the ACCSC Complaint Form. The complainant(s) will be kept informed as to the status of the complaint as well as the final resolution by the Commission. Please direct all inquiries to:

Accrediting Commission of Career Schools and Colleges
2101 Wilson Boulevard
Suite 302
Arlington, VA 22201
Tel: (703) 247-4212
www.accsc.org | complaints@accsc.org

A copy of the Commission's Complaint Form is available at the Institute by contacting Tan Chek Ming, Managing Director, at the following address: 1 Punggol Coast Road, Singapore 828608, Tel. +65 6577 1900, Email chekming.tan@digipen.edu; and may be obtained by contacting complaints@accsc. org or at https://www.accsc.org/StudentCorner/Complaints. aspx

If the Student is unsure of whom to speak to regarding a complaint, they may contact the Compliance Office at the following address:

Mandy Wong
VP of Compliance and Regulatory Affairs
DigiPen Institute of Technology
9931 Willows Road NE
Redmond, WA 98052
Tel: +1 (425) 558-0299
Email: compliance@digipen.edu

Transcripts

If a student's financial obligation is not fulfilled, the Institute is authorized to do the following until the owed monies are paid: withhold the routine release of the student's academic records or any information based upon the records, and withhold the issue of the student's transcripts.

Students with any questions may contact the Registrar's Office at +65 6577 1900. Unofficial transcript can be downloaded from IN4SIT. All graduates will be issued the official transcript and they will be informed of the collection details via email. Students who need an

official transcript before graduation should make a request to registrar.sg@digipen.edu. Requests are usually processed within five to seven business days.

Examinations

All students are required to be in attendance at the times scheduled by the Institute for final examinations. Students who arrive late for an examination but within the first 30 minutes of the paper are allowed to sit for the examination but no extra time will be given. Students who are more than 30 minutes late from the start of an examination will not be allowed to sit for the examination.

DigiPen (Singapore) is not required to make arrangements for individuals to take final examinations at a different time than the rest of the class.

Should a student miss an examination, it is the student's responsibility to notify the Registrar's Office via email within 24 hours of the missed examination. In the event that a student fails to provide such notification, or if the Institute does not find the reasons for missing an examination justifiable, the student will be deemed to have failed the module if the overall mark obtained is below the passing range and he/she will have to either re-sit the examination or re-module.

If a student misses a final examination and notifies the Registrar's Office within 24 hours of the missed examination, the Registrar's Office shall review the individual circumstances. Only documented emergencies (i.e. valid medical certificate) will be considered acceptable reasons for missing exams and will be allowed to attempt the examination in the next offer and the marks obtained will be combined with those that he/she has already attained in the continual assessments.

Examples of unacceptable reasons for missing an examination include the demands of a time-consuming job, the desire to leave town for a vacation or family gathering, the desire to do well on tests in other module, etc. A retaken examination shall be different than the original one taken by the other students of the class.

Change of Major Policies

Change of Major within DigiPen (Singapore)

Students wishing to change their major are encouraged to speak with their academic advisor and Student Life & Advising Officer before submitting an application. To apply for a change of major, the following steps must be completed:

1. Submit a "Change of Program" via IN4SIT during the next SIT Admissions period (January to March).
2. Students are required to pay an application fee of $16.35 (inclusive of 9% GST) (non-refundable) to SIT.
3. Students who applied for change of major should continue their current degree program as per normal, including meeting class registration deadlines.
4. If students are applying for a change of major to BFA, students will be contacted by the Institute to submit a portfolio. Please refer to "Additional Requirements by Program" on page 69–70 of the course catalog regarding requirements of the portfolio. Portfolios should be submitted in hard copy or electronic format, as originals will not be returned.
5. All transfers will be assessed on a case-by-case basis. Students may be required to undergo an interview and/ or written test to assess their suitability for the new program.
6. Outcome of the application will be sent to the student via email. Students approved for a change of major will be emailed a Student Enrollment Agreement corresponding to the new program. The student must either sign this agreement electronically through DocuSign or print, sign, and return it to the Registrar's Office before the change can take effect.
7. Before commencement of class registration for the new program, successful applicants would be notified via email to apply for credit exemption and transfer of credit via IN4SIT.
8. Upon successful admission into the new program, students are required to apply for a new student card at any SIT Student Services Center with an application fee of $32.70 (inclusive of 9% GST).

Any questions about the status of a change of major request or about this process should be directed to the Registrar's Office, registrar.sg@digipen.edu.

Transfer of Credit for Change of Major

Students who successfully changed major to following AY2021 programs would have the grades or credits transferred as follows:

Transfer From BFA or BA Uxgd to a Joint Degree Program (Bscs Rtis, Bscs Imgd or Beng in Mechatronics Systems)

Module with a passing letter-grade that is taken in the old program and is comparable in content and academic rigor to a module required in the new program, could be transferred to the new program with a "TC" grade via the credit transfer application. "TC" grade is not included in the computation of Cumulative Grade Point Average (CGPA).

Transfer From a Joint Degree Program (Bscs Rtis, Bscs Imgd or Beng in Mechatronics Systems) to BFA or BA Uxgd

Module with a passing letter-grade that is taken in the old program and is comparable in content and academic rigor to a module required in the new program, would have the letter-grade transferred to the new program. The transferred letter-grade would be included in the computation of Cumulative Grade Point Average (CGPA).

Transfer From BFA to BA Uxgd or Vice Versa

Module with a passing letter-grade that is taken in the old program and is comparable in content and academic rigor to a module required in the new program, would have the letter-grade transferred to the new program. The transferred letter-grade would be included in the computation of Cumulative Grade Point Average (CGPA).

The final decision regarding transfer of credit remains at the Institute's discretion.

Policies and Procedures

The Institute has the right to take appropriate disciplinary action warranted by a student's misconduct. The specific provisions as to offenses, penalties, and disciplinary procedures set out below should not be construed as limiting the general authority of the Institute.

Rules and Regulations

1. It is strictly forbidden to bring in or out of the premises any digital storage and any form of memory sticks or optical media, diskettes, video recorders, etc. other than for academic and approved usages which directly apply to courses being taken by the student during the term of this agreement, or for the required purpose of maintaining back-up copies of student-created projects and assignments. Students are responsible for guaranteeing that any files transferred to and from the Institute's equipment are free of malicious viruses or Trojan horses. In respect to the above, students are only allowed to carry in and out of the Institute's premises data files only and not executable files. This includes student-created executables. Following this policy will greatly reduce the risks of virus infections to the Institute's network. In order for the Institute's faculty to review and grade projects and assignments, source code must be stored and executables must be generated at the Institute from the corresponding source code.
2. Students are forbidden from downloading any files from the internet or installing any software, including but not limited to freeware and/or shareware, without the written approval from an Institute faculty member or from the Institute's IT staff. Furthermore, illegal use of the internet may be prosecuted to the fullest extent of the law.
3. In order to prevent damage to equipment and facilities, food and/or drink are not permitted anywhere within the training areas of the premises.
4. Smoking is not permitted anywhere within the premises, including, but not limited to, the washrooms, elevators, and stairwells.
5. Student ID tags must be worn visibly when on the premises. Lost or stolen ID tags must be reported to the Administration Office as soon as possible.
6. All student projects must receive approval from the Institute's instructors prior to commencement of any production. The Institute reserves the right to reject ideas or to stop production of any student game, animation, or project for reasons deemed appropriate to the Institute. The Institute will not allow the production of any student work that contains or makes a direct or indirect reference to any of the following material/subjects:
    - Religious content
    - Religious symbols
    - Pornographic material
    - Excessive violence
    - Sexual and nude content
    - Promotion of illegal substances
    - Promotion of racism or hate
    - Content demeaning to any group of society
7. Plagiarism will not be tolerated. Any student who submits the work of another person as the student's own is considered to have committed plagiarism. Types of work that can be plagiarized include, but are not limited to, source code, artwork, concepts, designs, or other material. Anyone submitting someone else's work without the explicit written permission from the legal owner may have violated the owner's intellectual property rights or copyrights, in addition to committing plagiarism. If any student is unsure as to what constitutes a case of plagiarism, the student should consult an instructor for clarification.
8. Students shall not submit any work to the Institute that infringes upon the intellectual property rights of a third party. If, during the program, a student submits such work to the Institute, the student shall indemnify or hold harmless the Institute from and against all loss, damage, cost (including legal fees), and other liability, which the Institute may suffer as a result of the same.
9. Cheating on an examination will not be tolerated. Using any materials other than those authorized by the examiners during an exam is an example of cheating.
10. Submitting false documents, transcripts, or any other academic credentials to gain admission to DigiPen or to obtain any academic benefit is grounds for expulsion without recourse.
11. Disrupting instructional activities, including making it difficult to proceed with scheduled lectures, seminars, examinations, tests, etc., shall be considered an offense.
12. In the interest of maintaining an environment that is safe and free of violence and/or threats of violence for its employees, students, and visitors, possession of a dangerous weapon is prohibited on property owned by or under the control of the Institute. Weapons and ammunition are potential safety hazards. Possession, use, or display of weapons or ammunition is inappropriate in an academic community for any reason, except by law enforcement officials. No weapons or ammunition shall be worn, displayed, used, or possessed on campus. Any member of the Institute community who violates this policy shall be subject to appropriate disciplinary action up to and including dismissal from the Institute and shall be subject to all appropriate procedures and penalties including, but not limited to, the application of the criminal trespass provisions of the law of the state of Washington. Any person who is not a member of the DigiPen community who violates this policy shall be subject to all appropriate procedures and penalties including, but not limited to, the application of the criminal trespass provisions of the law of the Republic of Singapore. Members of the Institute community who are aware of any violations of this policy or who

have other concerns about safety or weapons should report them to the Provost, Managing Director, or the Chief Operating Officer – International.

13. Evidencing symptoms of alcohol or drug use while on Institute property, or the procurement or possession of alcohol or illegal substances on Institute property, is considered an offense.
14. It is forbidden to damage, remove, or make unauthorized use of the Institute's property or the personal property of faculty, staff, students, or others at the Institute. Without restricting the generality of "property," this includes information; however it may be recorded or stored.
15. It is strictly forbidden to use any equipment in the premises to produce any commercial work. The equipment is only to be used for homework and training purposes. Any attempt to produce commercial work will result in legal action against the offenders.
16. Public areas and equipment of the building must be kept clean. No tampering, moving, defacing, or otherwise altering the premises, equipment, or the building property is allowed.
17. Graffiti, other forms of mural art, or the posting of signs anywhere in the premises and the building without permission of the Administration is not permitted.
18. Office equipment (photocopier, fax, office phone, etc.) is not available for student use.
19. The assault of individuals, whether verbal, non-verbal, written, or physical, including conduct, or any other kind of assault which leads to the physical or emotional injury of faculty, staff, students, or others at the Institute, or which threatens the physical or emotional well-being of faculty, staff, students, or others at the Institute, is considered an offense.
20. In accordance with applicable law, DigiPen prohibits sexual harassment and harassment between employees, between students, and between employees and students. Harassment due to race, sex, color, national origin, ancestry, religion, physical or mental disability, veteran status, age, or any other basis protected by federal, state, or local law may violate the law and will not be tolerated. The Institute's policy prohibits inappropriate conduct even though it may not reach the legal standard for harassment.
21. It is forbidden to attempt to engage in, or aid and abet others to engage in, conduct which would be considered an offense.
22. Failing to comply with any penalty imposed for misconduct is considered an offense.

Disciplinary Process

1. Student Life and Advising Office will be notified of the alleged student misconduct.
2. Student Life and Advising Office will gather information to determine if the allegations are warranted, what, if any, policies were violated, and the extent of the violations
3. The student(s) involved will be contacted through email, phone, or letter indicating the alleged violation and a meeting time with Student Life and Advising Office.
4. If the student is not found to be in violation of any academic or campus policy, there will be no further action.
5. If the student is found to be in violation of any academic or campus policy, DigiPen (Singapore) together with SIT will determine the appropriate sanction, which can include, but is not limited to, failing grade(s), suspension, or expulsion from the Institute.
6. The student will be notified in writing of the decision and of any possible sanctions.
7. Student Life and Advising Office will monitor any sanction imposed on the student.
8. Students who fail to comply with the terms of their sanction will be committing an additional policy violation and could be subject to more disciplinary action.

Penalties

Charges filed under the law of the Republic of Singapore and/ or the commencement of legal proceedings do not preclude disciplinary measures taken by the Institute

The penalties that may be imposed, singly or in combination, for any of the above offenses may include, but are not limited to, the following:

1. Failing grade(s) / mark of zero for an assessment/module/ all modules registered for the trimester in which the academic misconduct occurred.
2. Suspension from the Institute for a specified period of time, which will count towards the candidature period. Students will not receive credit for courses taken at another institution during a suspension.
3. Reprimand, with the letter placed in the student's file.
4. Restitution, in the case of damage to property or unauthorized removal of property.
5. A notation on the student's permanent record of the penalty imposed.
6. Expulsion from the Institute.
7. Legal action against the student committing the offense.

Appealing a Charge of Academic Misconduct or Policy Violation

A student has the right to appeal a charge of academic misconduct or policy violation, or the penalties assigned for academic misconduct or policy violation, to the DigiPen (Singapore) Provost by emailing to studentlife.sg@digipen.edu. The student has the right to dispute the disciplinary decision of the Provost (or designee). If the student wishes to make an appeal, the student must notify the Chief Operating Officer – International in writing within one week of being

notified of the decision, and must provide a full explanation of the reasons for appealing. The Chief Operating Officer – International will notify the student of the final decision in writing.

Dismissal by the Institute

By written notice to a student, the Institute may, at its sole discretion, dismiss a student at any time if the student is in default of any of the terms, covenants, or conditions of the Institute. Furthermore, the Institute reserves the right to withdraw a student if the student is unable to maintain the minimum required GPA in the student's courses at the end of each semester. Upon dismissal, the student shall immediately return to the Institute all materials in the student's possession relating to the program, whether created by the student or other students, or provided by the Institute.

Short Leave and Excused Absence Policy

Students may be excused from classes due to sickness, demise of an immediate family member, military services or representing the Institute in external events, provided that these absences are supported with valid documentary proof issued by relevant authorities, i.e. the Medical Certificate (MC) must be issued by a medical practitioner / dentist registered with the Singapore Medical/ Dental Council and should cover the period of sick leave. In order to be excused for a specific class absence, select the correct class details via SRS within 7 calendar days of your return. In addition, apply for a Short Leave with SIT via IN4SIT. Late submissions will not be accepted unless there are extenuating circumstances.

Students who are medically unwell and absent from an examination, an MC must be submitted within 24 hours of the missed examination. In the event of a serious illness or hospitalization, family members may submit the MC / doctor's letter to the Registrar's Office on the student's behalf during office hours, or email a scanned copy of the document to registrar.sg@digipen.edu. Failure to do so or late submissions will not be accepted unless there are extenuating circumstances.

Leave of Absence

Leave of Absence is administered by SIT. Students who are unable to attend classes for a prolonged period due to medical or personal reasons that incapacitate the students, may choose to apply for leave of absence (LOA) via IN4SIT, subject to the maximum candidature period allowed by SIT. First-year students or re-admitted students will not be granted LOA during the first trimester of their course of studies unless due to unforeseen medical conditions. Students are only allowed 1 trimester of leave of absence in a 12-month period. Only LOA taken for personal reasons is counted towards the maximum candidature period.

Students are strongly encouraged to discuss with their academic advisor prior applying for Leave of Absence as there are implications as shown in the following table:

Leave of Absence Submitted on Calendar Day of The Trimester	Grade Recorded, If Aplication is Approved	Tuition Fee Charged
1st to 14th	No grades recorded	No
15th to 49th	"W" grade	Yes
50th to end of trimester	Only accepts LOA application for next trimester	

Students' applications for LOA are assessed by SIT on a case by case basis. A successful applicant would receive a letter of notification regarding the LOA period granted via email. Students are expected to attend classes as per normal until the start of the approved LOA.

Students who do not wish to return following the leave of absence must inform SIT and complete the withdrawal process before the start of a new trimester.

For any clarifications please contact the Registrar's Office, registrar.sg@digipen.edu.

Educational Rights and Privacy of Student Records

DigiPen Institute of Technology Singapore reserves for students certain rights with respect to their education records. These rights are:

1. The right to inspect and review their education records within 45 days of the day the Institute receives a request for access. Students should submit to the Registrar's Office, Provost, or head of the academic department (or appropriate official) written requests that identify the record(s) they wish to inspect. The Institute official will make arrangements for access and notify the student of the time and place where the records may be inspected. If the records are not maintained by the Institute official to whom the request was submitted, that official shall advise the student of the correct official to whom the request should be addressed.
2. The right to request the amendment of the student's education records that the student believes is inaccurate or misleading. Students may ask the Institute to amend a record that they believe is inaccurate. They should write to the Institute official responsible for the record, clearly identify the part of the record they want changed, and specify why it is inaccurate. If the Institute decides not to amend the record as requested by the student, the Institute will notify the student of the decision and advise the student of his or her right to a hearing regarding the request for amendment. Additional information regarding the hearing procedures will be provided to the student when notified of the right to a hearing.

3. The right to consent to disclosures of personally identifiable information contained in the student's education records. One exception, which permits disclosure without consent, is disclosure to school officials with legitimate educational interests. A school official is defined as a person employed by the Institute in an administrative supervisory, academic, or support staff position; law enforcement officials and health staff; a person or company with whom the Institute has contracted (such as an attorney, auditor, or collection agent); a person serving on the Board of Trustees; or a student serving on an official committee, or assisting another school official in performing his or her tasks. A school official has a legitimate educational interest if the official needs to review an education record in order to fulfill his or her professional responsibility. Upon request, the Institute discloses education records without consent to officials of another school to which a student seeks or intends to enroll.

Release of Student Directory, Academic, and Financial Records

If a student's parent, guardian, family member, or other individual wishes to obtain any of the student's information (including, but not limited to, account balance, tuition payments due, class registration, etc.), the student should email to registrar.sg@digipen.edu and would be provided with the Student Consent for Release of Records Form to complete and submit. The student must list the names of the individuals to who the student's information may be released.

Personal Data Protection Act

The Personal Data Protection Act (PDPA) of 2012 established regulations on collection, use and disclosure of personal data. It primarily aims to recognize the rights of individuals to protect, access, and correct their personal data (including directory information such as contact number, postal address) and the needs of organizations to collect, use, or disclose personal data for reasonable and valid purposes. PDPA also includes the DO NOT CALL provision (DNC) which restricts organizations from sending marketing and promotional information to individuals without their consent.

In compliance to PDPA, DigiPen Institute of Technology Singapore has outlined the following general guidelines in handling matriculated student data:

- Accumulated student data (personal and educational records) will be used for the purpose of delivering academic and administrative services, conducting internal analysis/research, report generation for authorized internal or external (i.e. auditors, government agencies) parties as well as in promoting educational activities organized by the Institute.
- Access to student data is limited to authorized staff or faculty members of the Institute who require such information to perform their educational duties. Personal data, including educational records, of any student will not be disclosed by the Institute to any external party without the student's written consent.
- The Institute will correct any error or missing information on the student record upon written request.

Please refer to https://www.digipen.edu.sg/privacy-and-cookie-policies for more information. If you have any questions on PDPA, please contact the Data Protection Officer at ***dpo.sg@digipen.edu***.

Appendix

Following tables show SIT-DigiPen credits mapped to ACCSC's credit-hour:

Bachelor of Science in Computer Science in Real- Time Interactive Simulation (BSCS RTIS)

Code	Title	SIT-DigiPen	ACCSC Credit Hour
CSD1101	Computer Environment	6	4
CSD1241	Linear Algebra & Geometry	6	4
CSD1121	High-Level Programming 1	6	4
CSD1401	Software Engineering Project 1	6	4
UDC1001	Digital Competency Essentials	2	1
CSD1251	Calculus & Analytics Geometry 1	6	4
CSD1171	High-Level Programming 2	6	4
CSD1130	Game Implementation Techniques	5	3
UCS1001	Critical Thinking and Communicating	4	2
CSD1451	Software Engineering Project 2	6	4
UDE2222	Design Innovation	6	3
CSD2101	Introduction to Computer Graphics	6	3
CSD2201	Calculus & Analytic Geometry 2	6	4
CSD2182	Operating Systems	6	3
CSD2126	Modern C++ Design Patterns	6	3
CSD2401	Software Engineering Project 3	6	4
USI2001	Social Innovation Project	3	2
CSD2259	Discrete Mathematics	6	3
CSD2161	Computer Network	6	3
CSD2183	Data Structures	6	3
CSD2451	Software Engineering Project 4	6	4
CSD2151	Introduction to Real-Time Rendering	6	3
CSD3183	Artificial Intelligence for Games	6	3
CSD2251	Linear Algebra	6	3
CSD3151	Spatial Data Structures	6	3
CSD2301	Motion Dynamics & Lab	6	4
CSD3131	Algorithm Analysis	6	3
CSD3241	Probability and Statistics	6	3
CSD3401	Software Engineering Project 5	6	4
CSD3116	Low Level Programming	6	3
CSD3186	Machine Learning	6	3
CSD3156	Mobile and Cloud Computing	6	3
CSD3121	Developing Immersive Applications	6	4
CSD3451	Software Engineering Project 6	6	4
CSD2171	Programming Massively Parallel Processors	6	3
CSD4401	Capstone Project	10	4
CSD4902	Integrated Work-Study Programme	30	23
	TOTAL	**240**	**142**

Bachelor of Science in Computer Science in Interactive Media and Game Development (BSCS IMGD)

Code	Title	SIT-DigiPen	ACCSC Credit Hour
CSD1101	Computer Environment	6	4
CSD1241	Linear Algebra & Geometry	6	4
CSD1121	High-Level Programming 1	6	4
CSD1401	Software Engineering Project 1	6	4
UDC1001	Digital Competency Essentials	2	1
CSD1251	Calculus & Analytics Geometry 1	6	4
CSD1171	High-Level Programming 2	6	4
CSD1130	Game Implementation Techniques	5	3
UCS1001	Critical Thinking and Communicating	4	2
CSD1451	Software Engineering Project 2	6	4
UDE2222	Design Innovation	6	3
CSD2511	Introduction to Game Design	6	3
CSD2201	Calculus & Analytic Geometry 2	6	4
CSD2182	Operating Systems	6	3
CSD2126	Modern C++ Design Patterns	6	3
CSD2401	Software Engineering Project 3	6	4
USI2001	Social Innovation Project	3	2
CSD2259	Discrete Mathematics	6	3
CSD2301	Motion Dynamics & Lab	6	4
CSD2183	Data Structures	6	3
CSD2451	Software Engineering Project 4	6	4
CSD2513	System Design Methods	6	3
CSD3183	Artificial Intelligence for Games	6	3
CSD2251	Linear Algebra	6	3

Code	Title	SIT-DigiPen	ACCSC Credit Hour
CSD2701	Introduction to Psychology	6	3
CSD2541	Level Design	6	3
CSD3131	Algorithm Analysis	6	3
CSD3241	Probability and Statistics	6	3
CSD3401	Software Engineering Project 5	6	4
CSD3516	Technical Design Methods	6	3
CSD3186	Machine Learning	6	3
CSD3156	Mobile and Cloud Computing	6	3
CSD3121	Developing Immersive Applications	6	4
CSD3451	Software Engineering Project 6	6	4
CSD3126	User Interface and User Experience Design	6	3
CSD4401	Capstone Project	10	4
CSD4902	Integrated Work-Study Programme	30	23
	TOTAL	**240**	**142**

Bachelor of Arts in User Experience and Game Design (BA UXGD)

Code	Title	SIT-DigiPen	ACCSC Credit Hour
UXG1500	Introduction to Design Process	7	4
UXG1501	Principles of Interactive Design	7	4
UXG1701	Introduction to Psychology	5	3
UXG1116	Introduction to Computer Technology and Programming	7	4
UXG1205	Introductory Probability and Statistics	5	3
UXG1420	Introduction to Digital Production	7	4
UXG1505	Game Design Process	5	3
UXG1702	Cognitive Psychology	5	3
UXG1616	Storytelling	5	3
UXG1165	Programming Foundations	7	4
UXG2520	System Design 1	5	3
UXG1560	User Experience Design 1	6	3
UXG1175	Scripting Languages	5	3
UXG1815	Fundamentals of Music and Sound Design	5	3
UXG2400	Project 2	7	4
UXG2570	User Research 1	5	3
UXG2200	Precalculus with Linear Algebra and Geometry	7	4
UXG2176	Advanced Scripting	5	3
UXG2450	Project 2 (Cont.)	7	4
UXG2540	Level Design	7	4
UXG2501	Game Design 1	5	3
UXG2315	Introduction to Applied Math and Physics	5	3
UXG2735	College Success for Designers	1	1
UXG4515/ UXG4535/ UXG4536	Design Elective	5	3
UXG2565	Game Feel	5	3
UXG2805	Art Processes	5	3
UXG2802	2D Raster Graphics for Designers	5	3
UXG3400	Project 3 (part 1)	7	4
UXG2502	Game Design 2	5	3
UXG3570	User Research 2	5	3
UXG3825	Introduction to 3D Production for Designers	5	3
UXG3450	Project 3 (part 2)	7	4
UXG3503	Game Design 3	5	3
UXG3500	Integrated Digital Design	5	3
UXG3650	Professional Communication	5	3
UXG3099	Career and Professional Development	5	3
UXG4515/ UXG4535/ UXG4536	Design Elective	5	3
PSY Elective UXG4622	Social Psychology	5	3
English Elective UXG4631	Mythology	5	3
HSS Elective	Introduction to Japanese 1 or Interactive Storytelling	5	3
UXG4653	Project Management	5	3
UXG3475/ XG4400/ UXG4950	Project 3 (part 3) or Project 4 or Internship	8	5
UXG4450/ XG4490	Project 4 or Project 4 (Continued) or Internship 1 or Internship 2	8	5
	TOTAL	**240**	**142**

Bachelor of Fine Arts in Digital Art and Animation (BFA)

Code	Title	SIT-DigiPen	ACCSC Credit Hour
DAA1201	Animation Basics 1	7	4
DAA1115	Art and Technology	5	3

Code	Title	SIT-DigiPen	ACCSC Credit Hour
DAA1101	The Language of Drawing 1	7	4
DAA1616	Storytelling	5	3
DAA1125	Tone, Color, and Composition 1	6	3
DAA1251	Animation Basics 2	5	3
DAA1151	Basic Life Drawing	6	3
DAA1120	Language of Drawing 2	5	3
DAA1130	Tone, Color, and Composition 2	6	3
DAA1150	Human Anatomy	5	3
DAA1401	The Basics of Production	5	3
DAA1715	Introduction to Scripting and Programming	5	3
DAA2325	Introduction to 3D Computer Graphics	7	4
DAA2515	History of Film and Animation	5	3
DAA2101	Life Drawing 2	5	3
DAA2301	Introduction to 2D Computer Graphics	6	3
DAA2401/2402	2D Animation Production or Game Art Project 1	7	4
DAA2375	Introduction to 3D Animation	5	3
DAA2151	Character Design	5	3
DAA2150	Storyboards	5	3
DAA2451/2452	2D Animation Production or Game Art Project 1	7	4
DAA2100	Perspective, Backgrounds, and Layouts	5	3
DAA2099	College Success for Artists	3	1
Elective	Animation, or Computer Graphics course numbered 3000 or higher	5	3
DAA2501	Cinematography	5	3
DAA2110	Animal Anatomy	5	3
DAA2300	3D Environment and Level Design	6	3
DAA3400	3D Production Pipeline	8	5
DAA3720	Introduction to Applied Math and Physics	5	3
Elective	Animation or Computer Graphics course numbered 3000 or higher	5	3
DAA3101	Conceptual Illustration and Visual Development	5	3
DAA3450/ DAA3452	Cinematic Production or Game Art Project 2	8	5
DAA3099	Career and Professional Development	5	3
DAA3650	Professional Communication	5	3
Elective	Animation, or Computer Graphics course numbered 3000 or higher	5	3
Eng Elective DAA4631	Mythology	5	3
DAA4615	Media and Ethics: A Social Science Perspective	5	3
Elective	Animation, or Computer Graphics course numbered 3000 or higher	5	3
GED Elective	Interactive Storytelling or Introduction to Psychology	5	3
DAA4400 / DAA4402 /DAA4950	Cinematic Production or Game Art Project 2 or Internship 1	8	5
DAA4150	Portfolio	5	3
DAA4616	Introduction to Intellectual Property and Contracts	5	3
DAA4450/ DAA4950/ DAA4990	Professional Practice or Internship 1 or Internship 2	8	5
	TOTAL	**240**	**140**

Degrees

Computer Science in Interactive Media and Game Development (BSCS IMGD), Bachelor of Science

Program Overview

BS in Computer Science in Interactive Media and Game Development is jointly offered by DigiPen Institute of Technology Singapore and Singapore Institute of Technology. The field of interactive media and video games has grown from using small teams of just a handful of developers for an entire production to using large teams of one hundred or more on a single title, along with the ever-growing complexity of technology. This large increase in the size of teams, scope, investment, and technical components in digital media and video game titles has naturally resulted in more and more specialization into the roles of engineer, artist, and designer. Despite this increased specialization overall, the interactive media industry has also seen a growing demand for a hybrid engineer/designer: someone who has strong programming and mathematics skills, combined with formal training in game design. This type of developer is the bridge between the scientific and creative sides of interactive digital media and game development, able to work as an engineer or designer as needed.

Students of this program will work across platforms such as PC, tablets, smart phones, game consoles, VR and AR to understand strengths and limitations of each platform from a technical and design point of view. Graduates of the program will be trained to write computer programs in core languages such as C and C++, giving them the technical foundation to become proficient in programming with scripting languages, game logic, user interfaces, artificial intelligence, and design tools. Graduates will also be able to design and implement user interface and game levels, game systems, and game behaviours. Graduates will have extensive experience testing, iterating, and polishing, through the completion of many individual projects and multiple team projects.

Student Learning Outcomes & Educational Objectives

Program Learning Outcomes

Graduates of the program will have an ability to:

1. Apply computer science theory, software development fundamentals, and design principles to produce computing-based solutions.
2. Analyze a complex computing problem and to apply principles of computing, mathematics, and design to identify solutions.
3. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of interactive media and game development.
4. Communicate effectively in a variety of professional contexts.
5. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
6. Function effectively as a member or leader of a team engaged in activities appropriate to the design, development, and implementation of interactive media and game software.

Program Educational Objectives

1. With strong theoretical skills in computing, mathematics, and game design, graduates will be successful professionals in the fields of interactive media and game software development making valuable technical and scientific contributions in the cutting-edge technological, creative, and expressive potentials of interactive digital media.
2. Graduates will utilize their practical experience in team-based, multi-disciplinary software engineering productions to exhibit strong communication and interpersonal skills, as well as professional and ethical principles when functioning as members and leaders of multidisciplinary software development teams.
3. Graduates are prepared for life-long independent learning by quickly and effectively learning, embracing, and adapting to emergent technologies in software programming interfaces, programming languages, and innovative human-computer interfaces.
4. Graduates will attain advanced leadership positions in organizations developing software for interactive digital media and/or will have continued their education.

Career Outlook

Graduates of this degree program will be prepared to enter the digital media and video game industry as entry-level Software Engineers and Game Designers. Possible entry-level position titles include Software Engineer, Software Developer, Software Development Engineer in Test, Software Analyst, Gameplay Designer/Programmer, Artificial Intelligence Programmer, User Interface Programmer, VR/AR Software Developer, Machine Learning Engineer, Interactive Mobile Application Programmer, Tools Programmer, Game Scripter, Technical Designer, System Designer, Level Designer, Content Designer, Encounter Designer, and Game Designer.

This degree program also includes secondary training that can contribute directly to a graduate obtaining positions with titles such as Producer, Program Manager, Technical Program Manager, and Technical Writer. After many years in the industry, graduates may obtain titles such as Lead Engineer, Lead Designer, Technical Director, Creative Director, and Director.

Degree Requirements

Number of Credits and GPA

The BS in Computer Science in Interactive Media and Game Development degree program requires completion of at least 240 credits with a cumulative GPA of 2.0 or better. The program usually spans 11 trimesters of 14 weeks each within a total of four academic years.

Computer Science

(Total 13 modules, 77 credits)

The followings are required for Computer Science modules:

Course Code	Title	Credits
CSD 1101	Computer Environment	6
CSD 1121	High-level Programming 1	6
CSD 1171	High-level Programming 2	6
CSD 1130	Game Implementation Techniques	5
CSD 2182	Operating Systems	6
CSD 2126	Modern C++ Design Patterns	6
CSD 2183	Data Structures	6
CSD 3183	Artificial Intelligence for Games	6
CSD 3131	Algorithm Analysis	6
CSD 3186	Machine Learning	6
CSD 3156	Mobile and Cloud Computing	6
CSD 3121	Developing Immersive Applications	6
CSD 3126	User Interface and User Experience Design	6
	Sub-Total Credits	**77**

Design and Psychology

(Total 5 modules, 30 credits)

The followings are required for Design and Psychology modules:

Course Code	Title	Credits
CSD 2511	Introduction to Game Design	6
CSD 2513	System Design Methods	6
CSD 2541	Level Design	6
CSD 3516	Technical Design Methods	6
CSD 2702	Introduction to Psychology	6
	Sub-Total Credits	**30**

Mathematics and Physics

(Total 7 modules, 42 credits)

The followings are required for Mathematics and Physics modules:

Course Code	Title	Credits
CSD 1241		
CSD 1251	Calculus and Analytic Geometry 1	6
CSD 2201	Calculus and Analytic Geometry 2	6
CSD 2259	Discrete Mathematics	6
CSD 2301	Motion Dynamics and Lab	6
CSD 2251	Linear Algebra	6
CSD 3241	Probability and Statistics	6
	Sub-Total Credits	**36**

SIT Required Modules

(Total 5 modules, 15 credits)

The followings are required by SIT:

Course Code	Title	Credits
UDC 1001	Digital Competency Essentials	2
UCS 1001	Critical Thinking and Communicating	4
UDE 2222	Design Innovation	6
USI 2001	Social Innovation Project	
	Sub-Total Credits	**12**

Project and IWSP

(Total 8 modules, 76 credits)

The followings are required for Software Engineering Project, Capstone Project, and IWSP modules:

Course Code	Title	Credits
CSD 1401	Software Engineering Project 1	6
CSD 1451	Software Engineering Project 2	6
CSD 2401	Software Engineering Project 3	6
CSD 2451	Software Engineering Project 4	6
CSD 3401	Software Engineering Project 5	6
CSD 3451	Software Engineering Project 6	6
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**76**

Note on General Education Modules

(Total: 12 modules, 57 credits)

The following modules satisfy the General Education requirement for the Bachelor of Science in Computer Science in Interactive Media and Game Development:

Course Code	Title	Credits
CSD 1241		
CSD 1251	Calculus and Analytic Geometry 1	6
UCS 1001	Critical Thinking and Communicating	4
UDC 1001	Digital Competency Essentials	2
UDE 2222	Design Innovation	6
CSD 2201	Calculus and Analytic Geometry 2	6
CSD 2259	Discrete Mathematics	6
CSD 2251	Linear Algebra	6
CSD 2301	Motion Dynamics and Lab	6
USI 2001	Social Innovation Project	
CSD 2702	Introduction to Psychology	6
	Sub-Total Credits	**48**

	Total Credits	**231**

Course Sequencing

Year 1

Trimester 1

Course Code	Title	Credits
CSD 1101	Computer Environment	6
CSD 1121	High-level Programming 1	6
CSD 1241		
CSD 1401	Software Engineering Project 1	6
UDC 1001	Digital Competency Essentials	2
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**50**

Trimester 2

Course Code	Title	Credits
CSD 1130	Game Implementation Techniques	5
CSD 1171	High-level Programming 2	6
CSD 1251	Calculus and Analytic Geometry 1	6
CSD 1451	Software Engineering Project 2	6
UCS 1001	Critical Thinking and Communicating	4
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**57**

Trimester 3

Course Code	Title	Credits
CSD 2511	Introduction to Game Design	6
CSD 2126	Modern C++ Design Patterns	6
UDE 2222	Design Innovation	6
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**48**

Year 2

Trimester 1

Course Code	Title	Credits
CSD 2182	Operating Systems	6
CSD 2183	Data Structures	6
CSD 2201	Calculus and Analytic Geometry 2	6
CSD 2401	Software Engineering Project 3	6
CSD 4902	Integrated Work Study Programme (IWSP)	30
USI 2001	Social Innovation Project	
	Sub-Total Credits	**54**

Trimester 2

Course Code	Title	Credits
CSD 2259	Discrete Mathematics	6
CSD 2301	Motion Dynamics and Lab	6
CSD 2451	Software Engineering Project 4	6
CSD 2513	System Design Methods	6
CSD 3121	Developing Immersive Applications	6

	Sub-Total Credits	**30**

Trimester 3 (OIP)

Course Code	Title	Credits
CSD 2251	Linear Algebra	6
CSD 2541	Level Design	6
CSD 2702	Introduction to Psychology	6
CSD 3183	Artificial Intelligence for Games	6
	Sub-Total Credits	**24**

Year 3

Trimester 1

Course Code	Title	Credits
CSD 3131	Algorithm Analysis	6
CSD 3241	Probability and Statistics	6
CSD 3401	Software Engineering Project 5	6
CSD 3516	Technical Design Methods	6
	Sub-Total Credits	**24**

Trimester 2

Course Code	Title	Credits
CSD 3126	User Interface and User Experience Design	6
CSD 3156	Mobile and Cloud Computing	6
CSD 3186	Machine Learning	6
CSD 3451	Software Engineering Project 6	6
	Sub-Total Credits	**24**

Trimester 3

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Year 4

Trimester 1

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Trimester 2

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Computer Science in Real-Time Interactive Simulation (BSCS RTIS), Bachelor of Science

Program Overview

The BS in Computer Science in Real-Time Interactive Simulation degree program is jointly offered by DigiPen Institute of Technology Singapore and Singapore Institute of Technology. The program aims to produce graduates who are exceptionally competent in the fields of digital media, software development, real-time simulations, and game development. Graduates will possess an in-depth understanding of mathematics, physics, and computer science theory and applications to solving real-world problems in software engineering, including design, implementation, testing, deployment, and maintenance of software solutions, as well as soft skills in team-building and communications. The graduates will not only excel as engineers in a team-based environment, but will also be aware of larger, societal impacts of their work, and will strive to be ethical practitioners.

Student Learning Outcomes & Educational Objectives

Program Learning Outcomes

Graduates of the program will have an ability to:

1. Apply knowledge of computer science, computer graphics, mathematics, and software engineering to produce computing-based solutions.
2. Analyze a complex computing problem and to apply principles of computing, mathematics, and software engineering to identify solutions.
3. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of solving real-world problems.

4. Communicate effectively in a variety of professional contexts.
5. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
6. Function effectively as a member or leader of a team engaged in activities appropriate to the design, development, and implementation of computing-based systems, processes, components, and programs.

Program Educational Objectives

1. Graduates will utilize their in-depth understanding of computing, computer graphics, mathematics, and software engineering to be successful professionals in the fields of real-time simulation, software development, interactive media, and game software development making valuable technical and scientific contributions.
2. Graduates will utilize their practical experience in team-based, multi-disciplinary software engineering productions to exhibit strong communication and interpersonal skills, as well as professional and ethical principles when functioning as members and leaders of multidisciplinary software development teams.
3. Graduates are prepared for life-long independent learning by quickly and effectively learning, embracing, and adapting to emergent technologies including hardware and software architectures, and programming languages.
4. Graduates will attain leadership positions in organizations that design and develop software for a variety of applications and/or will have continued their education.

Career Outlook

Graduates of this degree program will possess entry-level skills to work in the video game industry, or as computer scientists, or in software developer positions in various industries such as digital entertainment, consumer electronics, large-scale software development, and defence. Specific areas of focus include artificial intelligence, computer graphics, database design and development, information systems, multimedia, networking, numerical simulations, physically-based rendering, and real-time interactivity, to name a few.

Potential entry-level position titles for new graduates include: Computer Scientist, Computer Software Engineer, Artificial Intelligence Developer, Computer Graphics Developer, Gameplay Programmer, Game Engine Developer, Networking Programmer, Physics Programmer, Software Analyst, Software Developer, Software Engineer, Software Development Engineer in Test, Tools/Utility Programmer, VR/AR Software Developer, Engineer, Interactive Mobile Application Programmer, Web Developer/Engineer.

Degree Requirements

Number of Credits and GPA

The BS in Computer Science in Real-Time Interactive Simulation degree program requires completion of at least 240 credits with a cumulative GPA of 2.0 or better. The program usually spans 11 trimesters of 14 weeks each within a total of four academic years.

Computer Science

(Total 18 modules, 107 credits)

The followings are required for Computer Science modules:

Course Code	Title	Credits
CSD 1101	Computer Environment	6
CSD 1121	High-level Programming 1	6
CSD 1171	High-level Programming 2	6
CSD 1130	Game Implementation Techniques	5
CSD 2101	Introduction to Computer Graphics	6
CSD 2182	Operating Systems	6
CSD 2126	Modern C++ Design Patterns	6
CSD 2161	Computer Networks	6
CSD 2183	Data Structures	6
CSD 2151	Introduction to Real-Time Rendering	6
CSD 3183	Artificial Intelligence for Games	6
CSD 3151	Spatial Data Structures	6
CSD 3131	Algorithm Analysis	6
CSD 2171	Programming Massively Parallel Processors	6
CSD 3186	Machine Learning	6
CSD 3156	Mobile and Cloud Computing	6
CSD 3121	Developing Immersive Applications	6
CSD 3116	Low-level Programming	6
	Sub-Total Credits	**107**

Mathematics and Physics

(Total 7 modules, 42 credits)

The followings are required for Mathematics and Physics modules:

Course Code	Title	Credits
CSD 1241		
CSD 1251	Calculus and Analytic Geometry 1	6
CSD 2201	Calculus and Analytic Geometry 2	6

CSD 2259	Discrete Mathematics	6
CSD 2251	Linear Algebra	6
CSD 2301	Motion Dynamics and Lab	6
CSD 3241	Probability and Statistics	6
	Sub-Total Credits	**36**

SIT Required Modules

(Total: 5 modules, 15 credits)

The followings are required by SIT:

Course Code	Title	Credits
UDC 1001	Digital Competency Essentials	2
UCS 1001	Critical Thinking and Communicating	4
UDE 2222	Design Innovation	6
USI 2001	Social Innovation Project	
	Sub-Total Credits	**12**

Projects and IWSP

(Total 7 modules, 76 credits)

The followings are required for Software Engineering Project, Capstone Project, and IWSP modules:

Course Code	Title	Credits
CSD 1401	Software Engineering Project 1	6
CSD 1451	Software Engineering Project 2	6
CSD 2401	Software Engineering Project 3	6
CSD 2451	Software Engineering Project 4	6
CSD 3401	Software Engineering Project 5	6
CSD 3451	Software Engineering Project 6	6
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**76**

Note on General Education Modules

(Total: 11 modules, 51 credits)

The following modules satisfy the General Education requirement for the Bachelor of Science in Computer Science in Real-Time Interactive Simulation:

Course Code	Title	Credits
CSD 1241		
CSD 1251	Calculus and Analytic Geometry 1	6
UCS 1001	Critical Thinking and Communicating	4
UDC 1001	Digital Competency Essentials	2
UDE 2222	Design Innovation	6
CSD 2201	Calculus and Analytic Geometry 2	6
CSD 2259	Discrete Mathematics	6
CSD 2251	Linear Algebra	6
CSD 2301	Motion Dynamics and Lab	6
USI 2001	Social Innovation Project	
	Sub-Total Credits	**42**

	Total Credits	**231**

Course Sequencing

Year 1

Trimester 1

Course Code	Title	Credits
CSD 1101	Computer Environment	6
CSD 1121	High-level Programming 1	6
CSD 1241		
CSD 1401	Software Engineering Project 1	6
UDC 1001	Digital Competency Essentials	2
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**50**

Trimester 2

Course Code	Title	Credits
CSD 1130	Game Implementation Techniques	5
CSD 1171	High-level Programming 2	6
CSD 1251	Calculus and Analytic Geometry 1	6
CSD 1451	Software Engineering Project 2	6
UCS 1001	Critical Thinking and Communicating	4
CSD 4902	Integrated Work Study Programme (IWSP)	30

	Sub-Total Credits	**57**

Year 3

Course Code	Title	Credits
CSD 2101	Introduction to Computer Graphics	6
UDE 2222	Design Innovation	6
CSD 2126	Modern C++ Design Patterns	6
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**48**

Year 2

Trimester 1

Course Code	Title	Credits
CSD 2182	Operating Systems	6
CSD 2183	Data Structures	6
CSD 2201	Calculus and Analytic Geometry 2	6
CSD 2401	Software Engineering Project 3	6
CSD 4902	Integrated Work Study Programme (IWSP)	30
USI 2001	Social Innovation Project	
	Sub-Total Credits	**54**

Trimester 2

Course Code	Title	Credits
CSD 2151	Introduction to Real-Time Rendering	6
CSD 2161	Computer Networks	6
CSD 2259	Discrete Mathematics	6
CSD 2451	Software Engineering Project 4	6
CSD 3121	Developing Immersive Applications	6
	Sub-Total Credits	**30**

Trimester 3 (OIP)

Course Code	Title	Credits
CSD 2251	Linear Algebra	6
CSD 2301	Motion Dynamics and Lab	6
CSD 3151	Spatial Data Structures	6
CSD 3183	Artificial Intelligence for Games	6
	Sub-Total Credits	**24**

Year 3

Trimester 1

Course Code	Title	Credits
CSD 3116	Low-level Programming	6
CSD 3131	Algorithm Analysis	6
CSD 3241	Probability and Statistics	6
CSD 3401	Software Engineering Project 5	6
	Sub-Total Credits	**24**

Trimester 2

Course Code	Title	Credits
CSD 2171	Programming Massively Parallel Processors	6
CSD 3156	Mobile and Cloud Computing	6
CSD 3186	Machine Learning	6
CSD 3451	Software Engineering Project 6	6
	Sub-Total Credits	**24**

Trimester 3

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Year 4

Trimester 1

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Trimester 2

Course Code	Title	Credits
CSD 4401	Capstone Project	10
CSD 4902	Integrated Work Study Programme (IWSP)	30
	Sub-Total Credits	**40**

Digital Art and Animation, Bachelor of Fine Arts

Program Overview

The Bachelor of Fine Arts in Digital Art and Animation degree degree program adopts a broad based learning approach to prepare artists for a career in the digital media and entertainment industry. Forged with a strong foundation in fine arts, animation, film, and digital arts, artists are groomed to adapt in the rapid changing world of the digital media and entertainment industry. Throughout the program, artists' artistic sensibilities and creativity are nurtured alongside as they master the tools and skillsets relevant to the entertainment industry. They will be conditioned in a stimulating environment that fosters creative problem solving, professionalism and teamwork to position them at the forefront of the industry.

Student Learning Outcomes & Educational Objectives

The Bachelor of Fine Arts in Digital Art and Animation degree degree program adopts a broad based learning approach to prepare artists for a career in the digital media and entertainment industry. Forged with a strong foundation in fine arts, animation, film, and digital arts, artists are groomed to adapt in the rapid changing world of the digital media and entertainment industry. Throughout the program, artists' artistic sensibilities and creativity are nurtured alongside as they master the tools and skillsets relevant to the entertainment industry. They will be conditioned in a stimulating environment that fosters creative problem solving, professionalism and teamwork to position them at the forefront of the industry.

Career Outlook

Graduates of the program are prepared for the following entry- and intermediate-level positions: 2D Animator, 3D Animator, Character Modeler, Environment and Asset Modeler, Technical Artist, Concept Artist, Illustrator, UI Designer, Rigger, Lighter, Texture Artist, Scene Planner, Compositor, Matchmove Artist, Visual Effects Artist, Simulation Artist, Storyboard Artist, Maquette Sculptor, Producer, Project Manager, Web Designer, and Art Instructor.

Degree Requirements

Number of Credits and GPA

The Bachelor of Fine Arts in Digital Art and Animation degree program requires completion of at least 240 credits with a cumulative GPA of 2.0 or better. The program usually spans 11 trimesters of 14 weeks each within a total of four academic years.

Animation

(Total: 2 modules, 12 credits)

The following Animation modules are required:

Course Code	Title	Credits
DAA 1201	Animation Basics 1	7
DAA 1251	Animation Basics 2	5
	Sub-Total Credits	**12**

Art

(Total: 14 modules, 75 credits)

The following Art modules are required:

Course Code	Title	Credits
DAA 1101	The Language of Drawing 1	7
DAA 1115	Art and Technology	5
DAA 1120	Language of Drawing 2	5
DAA 1125	Tone, Color, and Composition 1	6
DAA 1130	Tone, Color, and Composition 2	6
DAA 1150	Human Anatomy	5
DAA 1151	Basic Life Drawing	6
DAA 2110	Animal Anatomy	5
DAA 2101	Life Drawing 2	5
DAA 2151	Character Design	5
DAA 2100	Perspective, Backgrounds, and Layouts	5
DAA 2150	Storyboards	5
DAA 3101	Conceptual Illustration and Visual Development	5
DAA 4150	Portfolio	5
	Sub-Total Credits	**75**

Computer Graphics

(Total: 4 modules, 24 credits)

The following Computer Graphics modules are required:

Course Code	Title	Credits
DAA 2301	Introduction to 2D Computer Graphics	6
DAA 2325	Introduction to 3D Computer Graphics	7
DAA 2375	Introduction to 3D Animation	5
DAA 2300	3D Environment and Level Design	6
	Sub-Total Credits	**24**

Film

(Total: 2 modules, 10 credits)

The following Film modules are required:

Course Code	Title	Credits
DAA 2515	History of Film and Animation	5
DAA 2501	Cinematography	5
	Sub-Total Credits	**10**

English

(Total: 2 modules, 10 credits)

The following English module is required:

Course Code	Title	Credits
DAA 1616	Storytelling	5
DAA 4631	Mythology	5
	Sub-Total Credits	**10**

Humanities and Social Sciences

(Total: 5 modules, 23 credits)

The following Humanities and Social Sciences modules are required:

Course Code	Title	Credits
DAA 3099	Career and Professional Development	5
DAA 2099	College Success for Artists	3
DAA 3650	Professional Communication	5
DAA 4616	Introduction to Intellectual Property and Contracts	5
DAA 4615	Media and Ethics: A Social Science Perspective	5
	Sub-Total Credits	**23**

Projects

(Total: 7 modules, 51 credits)

The following Project modules are required:

Course Code	Title	Credits
DAA 1401	The Basics of Production	5
	DAA 2401 or DAA 2402	7
	DAA 2451 or DAA 2452	7
DAA 3400	3D Production Pipeline	8
	DAA 3450 or DAA 3452	7
	DAA 4400 or DAA 4402	7
DAA 4450	Professional Practice	8
	Sub-Total Credits	**49**

Please note that internship modules DAA 4950 and DAA 4990 may be taken in place of DAA 4400/DAA 4402, and DAA 4450.

Science

(Total: 2 modules, 10 credits)

The following Programming and Physics modules are required:

Course Code	Title	Credits
DAA 1715	Introduction to Scripting and Programming	5
DAA 3720	Introduction to Applied Math and Physics	5
	Sub-Total Credits	**10**

Electives

(Total: 6 modules, 30 credits)

Students must take:

Course Code	Title	Credits
	General Education Elective	5
	4 Electives from Animation or Computer Graphics Numbered 3000 or Higher	20
	Sub-Total Credits	**30**

Note on General Education Modules

(Total: 10 modules, 50 credits)

The following modules satisfy the general education requirement for the BFA in Digital Art and Animation:

Course Code	Title	Credits
DAA 1115	Art and Technology	5
DAA 1616	Storytelling	5
DAA 2515	History of Film and Animation	5
DAA 3720	Introduction to Applied Math and Physics	5
DAA 4616	Introduction to Intellectual Property and Contracts	5
DAA 4615	Media and Ethics: A Social Science Perspective	5
DAA 1715	Introduction to Scripting and Programming	5
DAA 3650	Professional Communication	5
DAA 4631	Mythology	5
	General Education Elective	5
	Sub-Total Credits	**50**

	Total Credits	**243**

Course Sequencing

Year 1

Trimester 1

Course Code	Title	Credits
DAA 1201	Animation Basics 1	7
DAA 1115	Art and Technology	5
DAA 1101	The Language of Drawing 1	7
DAA 1616	Storytelling	5
DAA 1125	Tone, Color, and Composition 1	6
	Sub-Total Credits	**30**

Trimester 2

Course Code	Title	Credits
DAA 1251	Animation Basics 2	5
DAA 1151	Basic Life Drawing	6
DAA 1120	Language of Drawing 2	5
DAA 1130	Tone, Color, and Composition 2	6
DAA 1150	Human Anatomy	5
DAA 1401	The Basics of Production	5
	Sub-Total Credits	**32**

Trimester 3

Course Code	Title	Credits
DAA 1715	Introduction to Scripting and Programming	5
DAA 2325	Introduction to 3D Computer Graphics	7
DAA 2515	History of Film and Animation	5
	Sub-Total Credits	**17**

Year 2

Trimester 1

Course Code	Title	Credits
DAA 2101	Life Drawing 2	5
DAA 2301	Introduction to 2D Computer Graphics	6
	DAA 2401 or DAA 2402	7
DAA 2375	Introduction to 3D Animation	5
	Sub-Total Credits	**23**

Trimester 2

Course Code	Title	Credits
DAA 2151	Character Design	5
DAA 2150	Storyboards	5
	DAA 2451 or DAA 2452	7
DAA 2100	Perspective, Backgrounds, and Layouts	5
DAA 2099	College Success for Artists	3
	Sub-Total Credits	**25**

Trimester 3 (OIP)

Course Code	Title	Credits
	Animation or Computer Graphics Course Numbered 3000 or Higher	5
DAA 2501	Cinematography	5
DAA 2110	Animal Anatomy	5
DAA 2300	3D Environment and Level Design	6
	Sub-Total Credits	**21**

Year 3

Trimester 1

Course Code	Title	Credits
DAA 3400	3D Production Pipeline	8
DAA 3720	Introduction to Applied Math and Physics	5
	Animation or Computer Graphics Course Numbered 3000 or Higher	5
DAA 4631	Mythology	5
	Sub-Total Credits	**23**

Trimester 2

Course Code	Title	Credits
	DAA 3450 or DAA 3452	7
DAA 3099	Career and Professional Development	5
DAA 3650	Professional Communication	5
	Animation or Computer Graphics Course Numbered 3000 or Higher	5
	Sub-Total Credits	**22**

Trimester 3

Course Code	Title	Credits
DAA 3101	Conceptual Illustration and Visual Development	5
DAA 4615	Media and Ethics: A Social Science Perspective	5
	Animation or Computer Graphics Course Numbered 3000 or Higher	5
	DAA 4642 or DAA 1701	5
DAA 4150	Portfolio	5
	Sub-Total Credits	**25**

Year 4

Trimester 1

Course Code	Title	Credits
	Cinematic Production, Game Art Project 2, or Internship 1	8
DAA 4616	Introduction to Intellectual Property and Contracts	5
	Sub-Total Credits	**13**

Trimester 2

Course Code	Title	Credits
	Professional Practice, Internship 1, or Internship 2	8
	Sub-Total Credits	**8**

User Experience and Game Design, Bachelor of Arts

Program Overview

The field of interactive design has moved from an era where designers were self-taught and learned on the job, to one where even entry-level designers are expected to have proven design skills, as well as knowledge of technology, information processing, and psychology. Interactive designers must continually place themselves in the minds of their users and players, shaping every action and response, carefully teaching them what they need to know, and skillfully blending the interactive, spatial, narrative, visual, and aural aspects of an experience. Whether working on digital tools and simulations, on traditional or digital games, or even on physical installations, this degree program prepares graduates to be interactive designers, capable of working in large teams, communicating and collaborating with other designers, artists, and engineers, able to create any kind of interactive experience.

Student Learning Outcomes & Educational Objectives

Graduates will be well-versed in both interactive design and game design theory, including user interface design, usability, spatial design, system design, and behaviour design. Graduates will have extensive experience testing, iterating, and polishing both digital and non-digital designs through the completion of both individual and team projects. Graduates will be familiar with the basics of psychology, programming, art, and writing, and will also have been introduced to concepts of sound design, statistics, and probability.

Career Outlook

Graduates of this degree program will be prepared to enter the software industry as entry-level User Experience Designers and the game industry as entry-level Game Designers. Possible entry-level position titles include User Interface Designer, User Experience Designer, Usability Researcher, Installation Designer, Game Scripter, Technical Designer, System Designer, Level Designer, Content Designer, Encounter Designer, Quest Designer, and Game Designer. This degree program also includes secondary training that can

contribute directly to a graduate obtaining positions with titles such as Producer, Program Manager, Writer, Technical Writer, Editor, Artist, and Technical Artist. After many years in the industry, graduates may obtain titles such as Lead Designer, User Experience Architect, Creative Director, and Director.

Degree Requirements

Number of Credits and GPA

The Bachelor of Arts in User Experience and Game Design program requires completion of at least 240 credits with a cumulative GPA of 2.0 or better. The program usually spans 11 trimesters of 14 weeks each within a total of four academic years.

Design

Total: 15 modules, 82 credits

The following Design modules are required:

Course Code	Title	Credits
UXG 1500	Introduction to Design Process	7
UXG 1501	Principles of Interactive Design	7
UXG 1505	Game Design Process	5
UXG 1560	User Experience Design 1	6
UXG 2520	System Design 1	5
UXG 2540	Level Design	7
UXG 2570	User Research 1	5
UXG 2501	Game Design 1	5
UXG 2502	Game Design 2	5
UXG 3500	Integrated Digital Design	5
UXG 3503	Game Design 3	5
UXG 2565	Game Feel	5
UXG 3570	User Research 2	5
	10 Credits from Other Design Modules at the Year 3 or Year 4 Levels	10
	Sub-Total Credits	**82**

Projects

(Total: 7 modules, 51 credits)

The following Project modules required:

Course Code	Title	Credits
UXG 1420	Introduction to Digital Production	7
UXG 2400	Project 2	7
UXG 2450	Project 2 (Continued)	7
UXG 3400	Project 3 (part 1)	7
UXG 3450	Project 3 (part 2)	7
	UXG 3475 or UXG 4400	8
	UXG 4400 or UXG 4450	8
	Sub-Total Credits	**51**

Please note that internship modules UXG 950 and UXG 4990 may be taken in place of UXG 3475/UXG 4400 and UXG 4400/UXG 4450.

Psychology

(Total: 3 modules, 15 credits)

The following Psychology modules are required:

Course Code	Title	Credits
UXG 1701	Introduction to Psychology	5
UXG 1702	Cognitive Psychology	5
UXG 4622	Social Psychology	5
	Sub-Total Credits	**15**

Computer Science

(Total: 4 modules, 24 credits)

The following Computer Science modules are required:

Course Code	Title	Credits
UXG 1116	Introduction to Computer Technology and Programming	7
UXG 1165	Programming Foundations	7
UXG 1175	Scripting Languages	5
UXG 2176	Advanced Scripting	5
	Sub-Total Credits	**24**

Mathematics

(Total: 2 modules, 12 credits)

The following Mathematics module is required:

Course Code	Title	Credits
UXG 1205	Introductory Probability and Statistics	5
UXG 2200	Precalculus with Linear Algebra and Geometry	7
	Sub-Total Credits	**12**

Physics

(Total: 1 module, 5 credits)

The following Physics module is required:

Course Code	Title	Credits
UXG 2315	Introduction to Applied Math and Physics	5
	Sub-Total Credits	**5**

English

(Total: 2 modules, 10 credits)

The following English modules are required:

Course Code	Title	Credits
UXG 1616	Storytelling	5
UXG 4631	Mythology	5
	Sub-Total Credits	**10**

Humanities and Social Sciences

(Total: 5 modules, 21 credits)

The following modules are required:

Course Code	Title	Credits
UXG 2735	College Success for Designers	1
UXG 3099	Career and Professional Development	5
UXG 3650	Professional Communication	5
UXG 4653	Project Management	5
	UXG 4610 or UXG 4641	5
	Sub-Total Credits	**21**

Computer Graphics

(Total: 2 modules, 10 credits)

The following Computer Graphics modules are required:

Course Code	Title	Credits
UXG 2802	2D Raster Graphics for Designers	5
UXG 3825	Introduction to 3D Production for Designers	5
	Sub-Total Credits	**10**

Art

(Total: 1 module, 5 credits)

The following Art module is required:

Course Code	Title	Credits
UXG 2805	Art Processes	5
	Sub-Total Credits	**5**

Music

(Total: 1 module, 5 credits)

The following Music module is required:

Course Code	Title	Credits
UXG 1815	Fundamentals of Music and Sound Design	5
	Sub-Total Credits	**5**

Note on General Education Modules

(Total: 10 modules, 50 credits)

The following modules satisfy the general education requirement for the BA in User Experience and Game Design:

Course Code	Title	Credits
UXG 1616	Storytelling	5
	English Elective	3
UXG 4631	Mythology	5
UXG 1205	Introductory Probability and Statistics	5
UXG 2200	Precalculus with Linear Algebra and Geometry	7
UXG 1815	Fundamentals of Music and Sound Design	5
UXG 1701	Introduction to Psychology	5
UXG 1702	Cognitive Psychology	5
	Psychology Elective	3
UXG 4622	Social Psychology	5
UXG 2315	Introduction to Applied Math and Physics	5
	Humanities and Social Sciences Elective	5
	Total Credits	**240**

Course Sequencing

Year 1

Trimester 1

Course Code	Title	Credits
UXG 1500	Introduction to Design Process	7
UXG 1501	Principles of Interactive Design	7
UXG 1701	Introduction to Psychology	5
UXG 1116	Introduction to Computer Technology and Programming	7
UXG 1205	Introductory Probability and Statistics	5
	Sub-Total Credits	**31**

Trimester 2

Course Code	Title	Credits
UXG 1420	Introduction to Digital Production	7
UXG 1505	Game Design Process	5
UXG 1702	Cognitive Psychology	5
UXG 1616	Storytelling	5
UXG 1165	Programming Foundations	7
	Sub-Total Credits	**29**

Trimester 3

Course Code	Title	Credits
UXG 1560	User Experience Design 1	6
UXG 2520	System Design 1	5
UXG 1175	Scripting Languages	5
UXG 1815	Fundamentals of Music and Sound Design	5
	Sub-Total Credits	**21**

Year 2

Trimester 1

Course Code	Title	Credits
UXG 2400	Project 2	7
UXG 2570	User Research 1	5
UXG 2176	Advanced Scripting	5
UXG 2200	Precalculus with Linear Algebra and Geometry	7
	Sub-Total Credits	**24**

Trimester 2

Course Code	Title	Credits
UXG 2450	Project 2 (Continued)	7
UXG 2540	Level Design	7
UXG 2501	Game Design 1	5
UXG 2315	Introduction to Applied Math and Physics	5
UXG 2735	College Success for Designers	1
	Sub-Total Credits	**25**

Trimester 3 (OIP)

Course Code	Title	Credits
	Design Elective	5
UXG 2565	Game Feel	5
UXG 2805	Art Processes	5
UXG 2802	2D Raster Graphics for Designers	5
	Sub-Total Credits	**20**

Year 3

Trimester 1

Course Code	Title	Credits
UXG 3400	Project 3 (part 1)	7
UXG 2502	Game Design 2	5
UXG 3570	User Research 2	5
UXG 3825	Introduction to 3D Production for Designers	5
	Sub-Total Credits	**22**

Trimester 2

Course Code	Title	Credits
UXG 3450	Project 3 (part 2)	7
UXG 3500	Integrated Digital Design	5
UXG 3503	Game Design 3	5
UXG 3650	Professional Communication	5

UXG 3099	Career and Professional Development	5
	Sub-Total Credits	**27**

Trimester 3

Course Code	Title	Credits
	Design Elective	5
UXG 4622	Social Psychology	5
UXG 4631	Mythology	5
	UXG 4610 or UXG 4642	5
UXG 4653	Project Management	5
	Sub-Total Credits	**25**

Year 4

Trimester 1

Course Code	Title	Credits
	Project 3 (part 3), Project 4, or Internship 1	8
	Sub-Total Credits	**8**

Trimester 2

Course Code	Title	Credits
	Project 4, Project 4 (Continued), Internship 1, or Internship 2	8
	Sub-Total Credits	**8**

Courses

Animation Electives Modules

DAA 3200

This module explores 3D character animation techniques of performance, physicality, and weight using basic rigs provided by the instructor. Special attention is given to thumb nailing key poses, video research, and stagecraft.

Credits	**5**
Prerequisites	**DAA 1251, DAA 2375**

DAA 3255

his module offers a comprehensive exploration of animation implementation within the context of digital production. Students will be introduced to essential principles of character rigging, laying the groundwork for successful animation processes. Through hands-on experience, learners will prepare rigs for animation, animate characters, and integrate these elements into the Unreal Engine. Additionally, the course will cover the fundamentals of motion capture technology, enabling students to refine character movements and produce polished animations suitable for final production. By the end of this module, students will appreciate animation'92s crucial role in digital storytelling and acquire practical skills to enhance their creative portfolios.

Credits	**5**
Prerequisites	**None**

Animation Modules

DAA 1201

This module introduces the principles of animation through a variety of animation techniques. Topics include motion research and analysis, effective timing, spacing, volume control, stagecraft, and choreography. Weekly screenings of classic animation are held, followed by in-class critiques.

Credits	**7**
Prerequisites	**None**

DAA 1251

This module explores concepts and techniques of traditional animation. Motion and posing is explored through character development, which includes the expression of personality, mood, thought, and attitude. Emphasis is placed on the refinement of drawings, subtlety of movement, and creativity.

Credits	**5**
Prerequisites	**DAA 1201**

Art Modules

DAA 1101

This module explores the nature of drawing as a language skill and the use of drawing by production artists and animators. Topics include applied drawing goals, critical thinking skills, and best practices in drawing practice, drill, and play. Design principles, reference research, and the design process are applied to a series of practical problems. This module also explores drawing materials, drawing strategy, drawing sequence, and linear drawing methodology, practice, and theory.

Credits	**7**
Prerequisites	**None**

DAA 1115

This course provides a comprehensive survey of art history, tracing the development of artistic expression from the Paleolithic era to the present Emphasizing the dynamic relationship between art and technology, students will explore how innovations'97from ancient pigments and printmaking to photography and digital media'97have shaped artistic practices and cultural narratives across civilizations. In addition to examining historical materials, methods, and movements, this course will encourage critical discussions on contemporary advancements, including AI'92s role in the creative process. While students will engage with AI tools as a means of inspiration and prototyping, equal attention will be given to the ethical considerations of AI-generated art, including questions of authorship, originality, and artistic intent. With a global perspective, this course highlights the evolving intersections of tradition, technology, and artistic innovation, preparing students to navigate both historical and emerging creative landscapes.

Credits	**5**
Prerequisites	**None**

DAA 1120

This module introduces construction drawing as a method to create the sensation of depth and volume in art. Particular attention is paid to planar- and value-based strategies to add a convincing sense of legitimacy and consistency in 2D art and animation.

Credits	**5**
Prerequisites	**DAA 1101**

DAA 1125

This module introduces various methods for activating the picture plane, manipulating the viewer'92s visual experience, and visually communicating complex ideas and moods. These methods are reinforced through the study and application of light, darkness, value, color-harmony systems, and compositional strategies.

Credits	**6**
Prerequisites	**None**

DAA 1130

This module builds upon the theories, techniques, and practices introduced in DAA 1125 while introducing the concepts of analysis and extrapolation in the creation of a visual reference library for implementation in subsequent module work.

Credits	**6**
Prerequisites	**DAA 1125**

DAA 1150

This module explores the skeletal and muscular structures of the human body. Skeletal and muscular forms are identified from both live models and anatomical references. Topics include terminology, structural arrangement, and kinetic function. The module gives special emphasis to adapting this knowledge to the needs of artists and animators.

Credits	**5**
Prerequisites	**DAA 1101**

DAA 1151

This module introduces the challenges of drawing the human form and applying lessons in anatomy to the figure. Life drawing for animation is examined in this module by studying the skeletal structure, muscle form, gesture, and emotion when drawing a live model.

Credits	**6**
Prerequisites	**DAA 1101**

DAA 2100

This module explores the animation pre-production skills of background and layout art. It emphasizes professional applications, techniques, and standards of quality. Students are guided through classical depth cue and perspective systems as they apply this knowledge to the creation of animation backgrounds and layouts. Additionally, students explore means of using drawing to create elements such as camera lens illusions, architectural space, theatrical sets, game visual design, matte painting, and surface texture.

Credits	**5**
Prerequisites	**DAA 2101, DAA 2301**

DAA 2101

This module emphasizes drawing the human form from a structural perspective. Strategies for visualizing anatomy are explored. These include identifying bony landmarks and constructing the form through primitives and value. Additional topics include drawing the clothed figure and foreshortening.

Credits	**5**
Prerequisites	**DAA 1125, DAA 1151**

DAA 2110

This module introduces the major skeletal and muscular structures of animals. Topics include terminology, structural arrangement, and kinetic function. The module also considers standard locomotion cycles and the relationship between humans and various animals. This module gives special emphasis to adapting this knowledge to the needs of artists and animators.

Credits	**5**
Prerequisites	**DAA 1150**

DAA 2150

This module explores the animation pre-production skills of storyboard art. Emphasis is placed on storytelling and cinematography to create both production and presentation storyboards. Drawing is applied as a means to create storyflow, character development, mood, time, and place.

Credits	**5**
Prerequisites	**DAA 1616, DAA 2101, DAA 2515**

DAA 2151

This module introduces the traditions of character design and the basic structural strategies for creating animated characters. The module explores simplification gradients relative to human, animal, and inanimate object-based characters. It also considers issues of costume, personality, and story interaction. The module emphasizes professional applications, techniques, and standards of quality. The work completed in this module may serve as pre-production design for DAA 3400, DAA 3450, or DAA 3200.

Credits	**5**
Prerequisites	**DAA 2101, DAA 2301**

DAA 3101

This module focuses on the art of 2D visual development, guiding students through the process of conceptualizing and designing compelling worlds and characters. Emphasizing world-building, storytelling, and the creative process, students will develop a self-directed project throughout the course, creating a portfolio showcase of professional work that highlights their skills in visual storytelling and concept art, be it characters, creatures, buildings, vehicles, or environments. The course incorporates traditional research, sketching, iteration, and refinement techniques, while also integrating AI-assisted tools for ideation, experimentation, and finalizing concepts.

Credits	**5**
Prerequisites	**DAA 2100**

DAA 4150

This module explores elements of personal branding and professional portfolio development. Emphasis is placed on visual continuity in the creation of traditional and digital art portfolios, web sites, demo reels, and promotional items. The module also covers strategies for job interviews, contract negotiations, understanding business documents, and exhibiting at trade shows.

Credits	**5**
Prerequisites	**DAA 3450 or DAA 3452**

UXG 2805

This module provides a basic working knowledge of the processes used in making art. Topics include the origins and techniques involving drawing, tone, color, composition and artistic process as well as a simple overview of art history.

Credits	**5**
Prerequisites	**None**

College Life Modules

DAA 2099

This module introduces industry research, professional expectations, and requisite levels of proficiency. The module helps identify strengths, skills, interests, and areas for growth and requires the creation of an academic plan.

Credits	**3**
Prerequisites	**DAA 2401 or DAA 2402**

DAA 3099

This is a capstone module for students to prepare their application materials and learn how to effectively search for an entry-level job in their field. The goal of the module is for each student to have a polished resume, cover letter, business card, and online/web presence by the end of the semester, as well as a search strategy for seeking employment.

Credits	**5**
Prerequisites	**None**

UXG 2735

This module introduces industry research and professional expectations, and helps identify student strengths, skills, and interests. This module also requires the creation of an academic plan focusing on skill development.

Credits	**1**
Prerequisites	**UXG 2400**

UXG 3099

This is a capstone module for students to prepare their application materials and learn how to effectively search for an entry-level job in their field. The goal of the module is for each student to have a polished resume, cover letter, business card, and online/web presence by the end of the semester, as well as a search strategy for seeking employment.

Credits	**5**
Prerequisites	**None**

Communication Modules

DAA 3650

This module prepares students for the communication challenges that await them in the professional world. Topics covered may include professional networking strategies, career search materials, self-presentation and interview skills, and effective communication across all levels and functions of the workplace.

Credits	**5**
Prerequisites	**None**

UXG 3650

This module prepares students for the communication challenges that await them in the professional world. Topics covered may include professional networking strategies, career search materials, self-presentation and interview skills, and effective communication across all levels and functions of the workplace.

Credits	**5**
Prerequisites	**None**

Computer Graphics Elective Modules

DAA 3305

This module introduces an array of digital modeling, sculpting, and painting techniques with a set of industry standard 3D and 2D tools. After a series of exercises, students learn the tools and work flow of digital sculpting and enhance their knowledge of anatomy. As part of this class, students create a highly finished 3D character that is fully designed, modelled, posted, sculpted and textured. They also demonstrate knowledge of environmental sculpting.

Credits	**5**
Prerequisites	**None**

DAA 3310

This course provides practical experience with the game asset development and integration pipeline within a game engine, Unreal Engine. The course will walk through the basic steps from creating an empty project to playable effects within a simple environment. Topics include importing and placing assets, texture and shader process and development, animation workflows, lighting, visual scripting, and the use of particles systems for VFX.

Credits	**5**
Prerequisites	**DAA 2325**

DAA 3315

This module focuses on using procedural techniques to generate accurate texture maps efficiently. Students will explore UV mapping, unwrapping, physically-based rendering (PBR) shaders, use of photo reference, manipulation, compositing and other techniques to create complex textures. Students will learn how to render the final outcome using the industry-standard game engine, Unreal Engine.

Credits	**5**
Prerequisites	**DAA 2301, DAA 3310**

DAA 3320

This module serves as an introduction to fundamental scripting within industry-standard 3D software (Autodesk Maya 3D) using Python. Students will develop a comprehensive understanding of essential software functions and learn to create custom user interfaces to optimize workflow. Students will be encouraged to use AI tools (e.g., ChatGPT) throughout the course for brainstorming, debugging, and refining ideas. The curriculum covers scripting concepts within the application, focusing on tool creation through scripting to automate repetitive processes and enhance work efficiency. Upon successful completion of the module, students will possess the skills to develop tools for problem-solving technical challenges and improving overall work efficiency.

Credits	**5**
Prerequisites	**DAA 2325, DAA 1715**

DAA 3350

This module examines the unique problems of creating graphics for games, and it teaches effective production techniques for addressing these issues.

Credits	**5**
Prerequisites	**DAA 3305**

Computer Graphics Modules

DAA 2300

This module introduces students to the principles of 3D environment design. Theatrical sets, architectural simulations, and level design are considered. In order to provide students with a broader skill set, this module also presents the '93mechanics'94 of how to use other 3D animation software, with an emphasis on the unique strengths of the package. Students explore the comparative strengths of different software packages and the impact that this has on workflow. The module emphasizes critical thinking skills and strategies for tool selection.

Credits	**6**
Prerequisites	**DAA 2325**

DAA 2301

This module introduces 2D computer graphics software and practices for digital painting and production. Topics include transition from traditional to digital art, photo editing and manipulation, material studies, critical thinking skills and techniques, conceptualization, and illustration.

Credits	**6**
Prerequisites	**DAA 1251, DAA 1120, DAA 1130**

DAA 2325

This module introduces students to 3D software and practices for production. Topics include organization strategies, modeling, unwrapping, texture mapping, rigging, lighting, and cameras.

Credits	**7**
Prerequisites	**DAA 1201, DAA 1120, DAA 1130**

DAA 2375

This module explores and exercises the concepts and techniques of 3D animation through a series of assignments applied to characters. The module emphasizes character development in the expression of personality, mood, thought, and attitude through motion and posing.

Credits	**5**
Prerequisites	**DAA 1251, DAA 2325**

UXG 2802

This module introduces the software and basic interface customization options and strategies in 2D raster graphics. Interface organization strategies, system components, bit depth, resolution, memory management, and output strategies are covered. The module also explores techniques and critical thinking skills for digital painting.

Credits	**5**
Prerequisites	**None**

UXG 3825

This module introduces game designers to the 3D production process. The module begins with the basics of interface organization strategies, equipment options, and production elements. The class also introduces techniques for texture mapping, modeling, rigging, lighting, cameras, and animation.

Credits	**5**
Prerequisites	**None**

Computer Science Modules

CSD 1101

This module provides students with a solid understanding of the fundamental elements on which computers are based. Topics covered include number systems, representation of numbers in computation, basic electricity, electric circuits, digital systems, logic circuits, data representation, digital memory, computer architecture, and operating systems. This knowledge eliminates some of the '93mysteries'94 about hardware and provides students with a well-rounded understanding of computers. The latter stages of the module focus on assembly programming, which enhances the student'92s understanding of how the computer works at a fairly low-level.

Credits	**6**
Prerequisites	**None**

CSD 1121

In presenting the C programming language, this module serves as a foundation for all high-level programming modules and projects. It provides the fundamentals in programming, including control-flows (such as statement grouping, decision making, case selection, procedure iteration, and termination test) and basic data types (such as arrays, structures, and pointers). Additionally, there is an intensive discussion of the lexical, syntax notation, and semantics of the C programming language.

Credits	**6**
Prerequisites	**None**

CSD 1130

Game Implementation Techniques presents foundational data structures, algorithms, mathematical concepts and techniques used in the design and development of two-dimensional realtime interactive simulation and game software. Topics covered include event-driven programming, game engine design and architecture, real-time rendering, user interaction, state-machines, basic animation techniques and collision detection.

Credits	**5**
Prerequisites	**CSD 1121**
Corequisites	**CSD 1171**

CSD 1171

This course introduces the C++ language with particular emphasis on its object-oriented features. Topics include stylistic and usage differences between C and C++, namespaces, function and operator overloading, classes, inheritance, templates, and fundamental STL components.

Credits	**6**
Prerequisites	**CSD 1121**

CSD 2101

This course presents fundamental mathematical elements, data structures, and algorithms required to implement interactive 2D and 3D graphics applications on programmable graphics hardware using modern graphics frameworks.n Topics covered including the graphics pipe, programmable graphics hardware, affine transforms, projections, rasterization techniques, texturing pipeline, visibility techniques, frustum culling techniques, clipping algorithms, and applications of the perspective transform including 3D picking, planar shadows, and hyperbolic interpolation.

Credits	**6**
Prerequisites	**CSD 1171, CSD 1241**

CSD 2126

This module builds on the foundation created in the first two high level programming modules (CSD 1101/CSD 1121/ CSD 1170). It presents advanced topics in the C/C++ programming language in greater detail. Such topics include advanced pointer manipulation, utilizing multi-dimensional arrays, complex declarations, and standard library functions. Advanced C++ topics include function and class templates, operator overloading, multiple inheritance, runtime type information, the Standard Library, and performance issues.

Credits	**6**
Prerequisites	**CSD 1171**

CSD 2151

This course introduces algorithms for creating photo-realistic images in interactive simulations. Rendering techniques covered include texturing, illumination models, transparency, shading algorithms, mapping techniques (bump mapping, environment or reflection mapping, etc.), and shadows. Students will learn how to implement all algorithms by using vertex and pixel shaders.

Credits	**6**
Prerequisites	**CSD 2101**

CSD 2161

This module introduces the hierarchical network communication in a distributed computing environment. Topics cover network technologies, architecture, protocols, and security. The curriculum gives specific emphasis to the TCP/IP stack and in making students familiar with writing portable socket-based software, t also discusses some of the unique challenges of networked games and strategies for addressing them.

Credits	**6**
Prerequisites	**CSD 2126, CSD 2182**

CSD 2171

This course provides a foundation on programming individual stages of a GPU'92s programmable pipeline using a shader language. The goal of the course is to motivate the concept that processing times of various CPU-based applications can be accelerated by offloading this work from the CPU to the large number of massively parallel processors on the GPU. The emphasis of the course is to program the compute, geometry, and tessellation stages of the programmable pipeline using a modern software API with a compatible shader language for a variety of real-time interactive applications.

Credits	**6**
Prerequisites	**CSD 2151**

CSD 2182

Linux/Unix as implemented on modern PCs. After an overview of what an operating system is and does, we cover the following: organization and design (the kernel and various subsystems), process management (creation and management of processes and threads, including an introduction to multithreaded programming), inter-process communication, process synchronization (locks, semaphores, and methods to avoid deadlocks), memory management (hardware and process views of memory layout and demand-paged virtual memory), file systems, and security and protection (viruses, worms, and Trojan horses).

Credits	**6**
Prerequisites	**CSD 1101, CSD 1171**

CSD 2183

The objective of this module is mainly to introduce the classical Abstract Data Types (ADTs) in Computer Science.n The ADTs provide the hierarchical views of data organization used in programming. Fundamental data structures and their associated algorithms as well as complexity notation are introduced. Simply Reading about data structures and algorithms and listening to a lecture is insufficient to master and implement these fundamental concepts. Every non-trivial program you write at DigiPen and in the real world will make heavy use of data structures and algorithms and this module enables you to reason about and apply them.

Credits	**6**
Prerequisites	**CSD 2126**

CSD 3116

This module introduces students to modern microprocessor architectures, using the Intel x86 series as case studies, with the intent to showing the practical implications of such knowledge upon programming decisions. Topics include pipelining, superscalar/VLIW machines, register-renaming, out-of-order execution, multi-core architecture, caches, multicore-cache coherency, x86 instruction set architecture, application binary interfaces, Flynn'92s taxonomy, Streaming SIMD extensions etc.

Credits	**6**
Prerequisites	**CSD 1101, CSD 2126**

CSD 3121

Virtual Reality (VR), Augmented Reality (AR), and other extended Reality (XR) or immersive applications in general, are increasingly becoming an important medium of interaction with the digital realm. This course provides a practice-based introduction to the concepts and techniques to develop and evaluate immersive applications. Topics covered include implementation techniques, in the context of immersive applications, for interaction, locomotion and creation of virtual environments. At the end of this module, the student will be proficient in explaining the core components of immersive applications, as well as develop and evaluate a basic 3D immersive application with appropriate interaction modalities.

Credits	**6**
Prerequisites	**CSD 1130, CSD 2182**

CSD 3126

This module presents fundamental topics in the field of human-computer interface design. Topics covered in the module will help students understand human capabilities, design principles, prototyping techniques and evaluation methods for human-computer interfaces, with special emphasis on natural user interfaces. The module guides the students towards an implementation of a novel user interaction.

Credits	**6**
Prerequisites	**CSD 2183**

CSD 3131

This module provides students with an introduction to the analysis of algorithms specifically proving their correctness and making a statement about their efficiency. Topics for discussion may include loop invariants, strong mathematical induction and recursion, asymptotic notation, recurrence relations and generating functions. Students examine examples of algorithm analysis from searching and sorting algorithms. Second part of the module concentrates on classification of algorithms and building a strong knowledge base of existing algorithms.

Credits	**6**
Prerequisites	**CSD 2126, CSD 2183, CSD 2201**

CSD 3151

This module deals with the efficient representation and processing of complex 3D scenes in order to avoid bottlenecks in the use of the CPU and the GPU. Specific topics include a variety of spatial data structures (binary space-partitioning trees, octrees, kd-trees, and grid data structures), several object-culling methods (occlusion, viewport, and portal), and finally the construction and uses of bounding volumes and their hierarchies for collision detection and related geometric operations.

Credits	**6**
Prerequisites	**CSD 2151**

CSD 3156

By facilitating a large variety of transportable human-computer interactions, mobile devices have become an essential and integral part of human life. Cloud computing is a model for enabling on-demand access to a shared pool of configurable computing resources such as servers, storage, networks, and applications as services over the Internet. Many popular mobile applications such as Gmail, Netflix, Facebook and WhatsApp are implemented as cloud applications but accessed from mobile devices. This module provides a practical and application oriented introduction to implementing cloud computing services that bring the vast data processing and storage abilities of the cloud to mobile devices.

Credits	**6**
Prerequisites	**CSD 2182, CSD 2183**

CSD 3183

The objective of this module is to introduce data structures and algorithms related to the artificial intelligence applicable in real time interactive applications. It introduces students to a wide range of concepts and practical algorithms that are commonly used to solve game AI problems. Topics covered includes the game AI programmer mindset, AI architecture (state machines, rule-based systems, goal-based systems, trigger systems, smart terrain, scripting, message passing, and debugging AI), movement, pathfinding, emergent behaviour, agent awareness, agent cooperation, terrain analysis, planning, and learning/ adaptation.

Credits	**6**
Prerequisites	**CSD 2126**

CSD 3186

The objective of this module is to introduce basics concepts on Machine Learning that are useful for many industrial applications. It introduces students to a wide range of concepts and practical algorithms that are commonly used to pre-process data and extract useful patterns from large amount of data. The topics include early machine learning algorithms such as genetic algorithms, classifier systems, neural network, and various clustering algorithms. It also explores probabilistic algorithms, including Bayesian networks, hidden Markov models, and Monte Carlo methods.

Credits	**6**
Prerequisites	**CSD 3183**

DAA 1715

This module introduces porgramming environments to students who are experienced programmers. It covers simple logic programming flow, and the use of variables.n It introduces students to the history of programming and the basic vocabulary of the programming industry. The module culminates in a series of hands-on exercises using this knowledge to solve problems. At his or her discretion, the instructor may cover special topics in programming or scripting.

Credits	**5**
Prerequisites	**None**

UXG 1116

This class introduces programming environments to non-computer science major students. The module provides students with an introductory overview of the fundamental elements on which computers are based, including basic computer hardware systems, operations, and structures. An introduction to basic programming includes simple logic, programming flow, loops, variables, and arrays. Conditionals, evaluations, and other control structures are also included. The instructor may cover special topics in programming or scripting and may focus on currently popular scripting languages in the video game industry.

Credits	**7**
Prerequisites	**None**

UXG 1165

This module expands on basic programming skills through an exploration of object-oriented programming techniques. Topics may include classes, inheritance, interfaces, polymorphism, and data structures.

Credits	**7**
Prerequisites	**UXG 1116**

UXG 1175

Topics may include classes, inheritance, interfaces, polymorphism, and data structures. This module covers the concepts and implementation strategies for using high-level scripting languages in game development. Students will focus on object-oriented programming, high-level English-like structure, speed of development, and ease of use. The module includes a survey of commercial languages, as well as proprietary scripting languages from industry applications. Students will examine the process of conceptualizing a syntax for a game-based scripting language and examine how such a language is compiled and interpreted by a game engine. Using the syntax they have created, they will create a number of scripts that could be used in a game. Additionally, the class will cover such relevant topics as data-driven technology, modular coding, function calls, and procedures.

Credits	**5**
Prerequisites	**UXG 1116**

UXG 2176

This module presents game implementation techniques and game architecture in a scripting language environment. Students investigate concepts of game architecture, such as game-system component separation and game flow while learning about essential elements such as the game state manager, input/output handler, and frame rate controller.n Students learn how to create several different types of classic games in a variety of scripting languages most commonly used for professional games, learning the specific syntax and approaches of each language in the process. As part of their implementation, students learn how-to use the specific graphics, audio interface, physics and math APIs found in the scripting environments used. Students also survey concepts in space partitioning, particle systems, map editors and other elements so that they are capable of creating working prototypes of 2D games.

Credits	**5**
Prerequisites	**UXG 1175**

English Elective Modules

DAA 4631

This module studies myths from different world cultures. It provides an in-depth discussion of the Hero'92s Journey (a basic pattern that appears in many narratives) and its principal archetypes. It also studies mythology across the arts and examines how essential it is to the study of literature, drama, film and video games.

Credits	**5**
Prerequisites	**DAA 1616**

DAA 4632

This module studies myths from different world cultures, providing an in-depth discussion of the Hero'92s Journey and principal archetypes. It explores mythology'92s role across the arts and its significance in literature, drama, film, and video games. Additionally, this module integrates digital advancements, examining how myths are adapted and reimagined on digital platforms, streaming services, immersive technology, and through generative artificial intelligence (AI).

Credits	**5**
Prerequisites	**DAA 1616, DAA 4631**

DAA 4642

In this module, students learn to design stories with symbolic language. Exercises help students apply and understand character design and development, archetypes, conflict, plot patterns, back-story, dialogue, exposition, premise, and the psychological dynamics of human choice. Students also learn how to manipulate symbols in images by drawing from a variety of theoretical models, such as Carl Jung'92s dream analysis, personality profiling per Myers-Briggs, Gestalt psychology, and narrative architecture.

Credits	**5**
Prerequisites	**DAA 1616**

UXG 4631

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Credits	**5**
Prerequisites	**UXG 1616**

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Credits	**5**
Prerequisites	**UXG 1616**

English Modules

DAA 1616

This module introduces students to the theory and practice of interactive and digital storytelling. By exploring the evolution of storytelling from oral traditions to the digital age, students will gain an understanding of the distinctive characteristics of interactive narratives, including player agency, nonlinear plot structures, and immersion through various digital platforms. The course will delve into the applications of AI, VR/AR, and transmedia in storytelling, addressing both creative possibilities and ethical challenges. Students will work collaboratively on various team-based projects, using interactive storytelling tools such as Twine, Inkle, AI Dungeon, and Unity. Through these hands-on experiences, students will explore the potential of digital storytelling in gaming, immersive media, and cross-platform narratives. By the end of the module, students will have developed a critical understanding of the key concepts in interactive storytelling and created their own branching narratives, interactive horror prototypes, and transmedia storylines.

Credits	**5**
Prerequisites	**None**

UXG 1616

This module covers the principal elements of storytelling including theme, character, perspective, setting, plot, and dialogue. It emphasizes non-visual media such as short stories, novels, and plays, though visual media including film and video games may be discussed as well.

Credits	**5**
Prerequisites	**None**

Film Modules

DAA 2501

This module explores camera composition, lighting, and editing techniques through a series of cinematic projects. Topics include 2D and 3D camera moves, film and script analysis, storytelling conventions, choreography, and staging.

Credits	**5**
Prerequisites	**DAA 2515**

DAA 2515

This module aims to explore and survey the historical development of cinema. Students will be introduced to various cinemas from around the world, particularly from the United States, Europe and Asia, including key filmmakers and films, their characteristics, styles, and contexts in which these film movements and cultural centers were formed, including some historical discourse surrounding popular and cult cinema. The module will also introduce two basic film theories, namely genre and auteur theory, that are essential for students to examine films and filmmakers critically. Lastly, it aims to familiarise students with basic skills to analyse films, including developing aural-visual sensitivities to film language such as editing, cinematography, mise-en-scene, sound and music. With Gen AI becoming a more strategic educational tool, the course will incorporate aspects in teaching, learning and assessment, including the ethical and critical use of AI in generating knowledge and ideas.

Credits	**5**
Prerequisites	**None**

Game Software Design and Production Elective Modules

UXG 4515

This module focuses on designing and implementing digital game prototypes, with an emphasis on integrating mechanics, controls, and camera. Additional topics include building tension to create engagement and implementing player feedback techniques.

Credits	**5**
Prerequisites	**UXG 2520, UXG 2540**

UXG 4535

This is a module on the design of non-digital role-playing games. Topics may include skill systems, conflict resolution, character creation, character advancement, equipment variety, world design, and adventure development.

Credits	**5**
Prerequisites	**UXG 2520, UXG 1616**

UXG 4536

This module focuses on how-to create characters and write stories that integrate with gameplay and mechanics to form an interactive narrative. Topics may include the design and structure of dialogue trees, mood parameters for dialogue choices, autonomous behaviors, emergent gameplay, and addition of emotional depth through the use of character archetypes, and weaving theme and story together.

Credits	**5**
Prerequisites	**UXG 2520, UXG 1616**

Game Software Design and Production Modules

CSD 1401

This class presents an overview of the way the game development industry works and a history of game development. It will expose students to the positions and job responsibilities that each member of a game development team has, along with the industry requirements for concept pitches, design documents and schedules. It will also introduce sprite animation, object motion, and input processing, which students will use in the creation of a game of their own design.

Credits	**6**
Prerequisites	**None**

CSD 1451

This project focuses on the creation of a simple game or simulation. Students will work together on teams of three or four members. All projects must be written entirely in C (C++ is also allowed) and cannot use external libraries or middleware of any kind (except those provided by the instructor). Topics include effective team communication, planning, documentation, debugging, source control, testing, and iterative software development techniques.

Credits	**6**
Prerequisites	**CSD 1401, CSD 1121**

CSD 2401

This project is divided into two trimesters and focuses on the creation of a simple real-time game or simulation with 2D graphics (3D games are not allowed, unless on special permissions). Students will work together on teams with average of five/six members to implement technical features such as audio effects, music playback, pattern movement, simple artificial intelligence, same-machine multiplayer (networking is not allowed, unless on special permission), particle systems, scrolling, and simple physics. All projects must be written with a core of C++ code and cannot use middleware such as pre-existing physics engines, networking engines, AI, etc. Additional topics may include basic software architecture, essential development practices, fundamentals of team dynamics, and task prioritization methods.

Credits	**6**
Prerequisites	**CSD 1130, CSD 1171, CSD 1451**

CSD 2451

In this class, students work to complete and polish the projects they began in CSD 2400. Additional topics may include intermediate software architecture, advanced debugging techniques, bug tracking, formal playtesting, game pacing and game balance.

Credits	**6**
Prerequisites	**CSD 2400**

CSD 2511

This is an introduction module to game design theory and the process of designing games. Topics may include design principles, writing rules, playtesting, game state, randomness, hidden information, and game balance.

Credits	**6**
Prerequisites	**None**

CSD 2513

This module focuses on how to analyze and simulate game systems. Topics may include system analysis, system simulation, system balancing, combat systems, and economic systems.

Credits	**6**
Prerequisites	**CSD 1121, CSD 2511**

CSD 2541

This module introduces the basic principles of level and encounter design. It focuses on the design of spatial environments, player guidance techniques, and controlling pacing through encounter frequency and variety.

Credits	**6**
Prerequisites	**CSD 1121, CSD 2513**

CSD 3401

This module is the first trimester of a two-trimester project that will be continued in CSD 3451. It focuses on the creation of a polished, professional-quality, real-time game or simulation, and provides the opportunity to work together on cross-discipline teams of three or more members, implementing the technical features needed for the project. This first trimester focuses on pre-production to ensure the technology, tools, design, art, audio, and team are ready for full production in the following trimester.

Credits	**6**
Prerequisites	**CSD 2451, CSD 2151 or CSD 2541**

CSD 3451

In this module, students work to complete the projects they began in CSD 3401. This second trimester focuses on production to bring the project to the point where the target audience finds it engaging. Furthermore, techniques are explored for creating effective resumes, interviewing, and pursuing internships.

Credits	**6**
Prerequisites	**CSD 3401**

CSD 3516

This module focuses on designing and implementing digital game prototypes, with an emphasis on integrating mechanics, controls, and camera. Additional topics include building tension to create engagement and implementing player feedback techniques

Credits	**6**
Prerequisites	**CSD 2513, CSD 2541**

CSD 4401

The capstone project is a major, year-long individual project that is to be undertaken by a student that utilises the technical capabilities, professional skills, and academic knowledge obtained during the degree programme. The project must be of reasonable complexity and industry relevance, and should allow scope for the student to demonstrate the various aspects of software engineering / information security.

Credits	**10**
Prerequisites	**CSD 3451**

CSD 4902

The Integrated Work Study Programme (IWSP) is an integral and compulsory applied learning component, which provides students with the opportunity to integrate what they have learnt in the classroom with what is practised in the real world, and vice versa. It comprises two integrative parts: i) work and ii) study. The work component refers to a work attachment that students undergo in various organisations, whereas the study component refers to the integration of knowledge and practice, as well as the development and the application of innovation skills. The study component also includes the ongoing development of career skills. The IWSP is a key learning platform that contributes to the inculcation of the SIT-DNA in every student.n The IWSP consists of 2 parts:n 1. IWSP (Career Skills)n 2. IWSP (Work Attachment) IWSP (Career Skills) is a prerequisite requirement for IWSP (Work Attachment). Students must complete and pass IWSP (Career Skills) before they are allowed to embark on IWSP application for the work attachment.

Credits	**30**

Notes
CSD 4902A IWSP (Career Skills) Prerequisite(s): None
CSD 4902B IWSP (Work Attachment) Prerequisite(s): CSD 4902B, CSD 3451

UXG 1420

This module introduces the workflows, methodologies, and best practices for working within a modern digital game development environment. Topics may include game editors, components, basic scripting, input processing, importing art and audio, level creation, and source control.

Credits	**7**
Prerequisites	**UXG 1500, UXG 1501**

UXG 1500

This module introduces the design process as it applies to interactive experiences. Topics include exploration, research, proposals, prototypes, iteration, and polishing of an interactive experience.

Credits	**7**
Prerequisites	**None**

UXG 1501

This module explores the principles of interactive design and how they are used to create engaging experiences. Topics include the nature of the design profession, how tension leads to engagement, complexity versus depth, and how to test interactive experiences effectively.

Credits	**7**
Prerequisites	**None**

UXG 1505

This module covers the process of designing complete games through the creation of non-digital dice, card, and board games. Topics may include writing rules, playtesting, game state, randomness, hidden information, and game balance.

Credits	**5**
Prerequisites	**UXG 1500, UXG 1501, UXG 1205**

UXG 1560

This module explores fundamental principles of interactive design and psychological principles related to design. Emphasis is placed on information architecture, graphic design concepts, user interface documentation, and interface prototyping techniques.

Credits	**6**
Prerequisites	**UXG 1501**

UXG 2400

This module is the first part of a two-trimester project.n Students will work together on teams of three or more to create a simple real-time two-dimensional game or simulation. Techniques are explored for working effectively on a team, following a development process, using discipline-based best practices, and applying core discipline-based skills to game development. This first trimester focuses on pre-production to ensure the technology, tools, design, art, audio, and team are ready for full production in the following trimester.

Credits	**7**
Prerequisites	**UXG 1420, UXG 1505, UXG 1560**

UXG 2450

In this module, students work to complete the projects they began in UXG 2400. Techniques are explored for iterating effectively, formal testing, tracking progress, and integrating design, art, and audio into a unified experience. This second trimester focuses on production to bring the project to the point where the target audience finds it engaging.

Credits	**7**
Prerequisites	**UXG 2400**

UXG 2501

This module focuses on the design and implementation of engaging digital game prototypes. Topics may include building tension, effective feedback, teaching the player, and using interactive elements to create engagement through accomplishment, challenge, and connection.

Credits	**5**
Prerequisites	**UXG 1116, UXG 2520, UXG 2570**

UXG 2502

This module focuses on the design and implementation of engaging digital game prototypes. Topics may include using space effectively, kinesthetic flow, motivating through autonomy, and using interactive elements to create engagement through discovery, sensation, and fantasy.

Credits	**5**
Prerequisites	**UXG 1165, UXG 2540, UXG 2501**

UXG 2520

This module focuses on how to create interactive systems with the proper balance of complexity versus depth. Topics may include combat systems, economic systems, social systems, and system balancing.

Credits	**5**
Prerequisites	**UXG 1505**

UXG 2540

This module introduces the basic principles of level and encounter design. The module focuses on the design of spatial environments, player guidance techniques, and controlling pacing through encounter frequency and variety.

Credits	**7**
Prerequisites	**UXG 1116, UXG 1505**

UXG 2565

This module explores how visuals, audio, programming, and design intersect to create immersive interactive experiences. Emphasis is placed on the implementation of dynamic user interfaces, intuitive real-time feedback, and immersive control systems.

Credits	**5**
Prerequisites	**UXG 1560**

UXG 2570

This module introduces the basic principles of user research and formal testing methodologies based on the scientific method. Topics include selecting research methods, selecting test candidates, focus group testing, metrics-based analysis, and end-user research.

Credits	**5**
Prerequisites	**UXG 1560, UXG 1701**

UXG 3400

This module is the first trimester of a two- or three-trimester project, which will be continued in UXG 3450, and then in UXG 3475 for a three-trimester project. Students will work together on teams of three or more to create an advanced real-time game or simulation. Techniques are explored for creating high-performance teams, tuning development processes for specific projects, using advanced discipline-based best practices, and applying specialized discipline-based skills to game development. This first trimester focuses on preproduction to ensure the technology, tools, design, art, audio, and team are ready for full production in the following trimester.

Credits	**7**
Prerequisites	**UXG 2450, UXG 2501**

UXG 3450

In this module, students work to complete the projects they began in UXG 3400. This second trimester focuses on production to bring the project to the point where the target audience finds it engaging. Furthermore, techniques are explored for creating effective resumes, interviewing, and pursuing internships. The project may be continued for a third trimester in UXG 3475.

Credits	**7**
Prerequisites	**UXG 3400**

UXG 3475

This module is the final trimester of the three-trimester project begun in UXG 3400 and continued in UXG 3450. Techniques are explored for polishing design, art, and audio, creating effective marketing materials, and highlighting individual contributions to the project. This trimester focuses on postproduction and shipping a highly polished final project.

Credits	**8**
Prerequisites	**UXG 3450**

UXG 3500

This module focuses on designing and implementing an original digital experience that integrates sensory, narrative, and interactive elements into an engaging overall work that is suitable as a portfolio piece.

Credits	**5**
Prerequisites	**UXG 3503, UXG 1815, UXG 3825**

UXG 3503

This module focuses on the design and implementation of highly original and engaging digital game prototypes. Topics may include originality in design, narrative engagement, motivating through connection, and using interactive elements to create engagement through fellowship, expression, and catharsis.

Credits	**5**
Prerequisites	**UXG 1815, UXG 3825**
Corequisites	**UXG 3503**

UXG 3570

This module covers advanced user research techniques with an emphasis on information visualization. Topics include methods for collecting and building data sets, assessing the quality of those data sets, selecting the optimal method for data visualization, and creating user research reports.

Credits	**5**
Prerequisites	**UXG 2570**

UXG 4400

In this module, students prepare their personal portfolio of projects in order to be ready for a professional job search.n This can involve a new project to demonstrate a particular professional skill, or taking a previous project to very high level of quality.

Credits	**8**
Prerequisites	**UXG 3450**

UXG 4450

In this module, students prepare their personal portfolio of projects in order to be ready for a professional job search.n This can involve a new project to demonstrate a particular professional skill, or working to complete a project they began in UXG 4400.

Credits	**8**
Prerequisites	**UXG 4400**

Internship Modules

DAA 4950

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.n DAA 4950 can be used in place of DAA 4400 Cinematic Production. A student however is not allowed to take DAA 4950 concurrently with DAA 4450 or DAA 4402.

Credits	**8**
Prerequisites	**None**

DAA 4990

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.n DAA 4990 can be used in place of DAA 4450. Student however is not allowed to take DAA 4990 concurrently with DAA 4402 or DAA 4400

Credits	**8**
Prerequisites	**None**

UXG 4950

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

Credits	**8**
Prerequisites	**UXG 2450**

UXG 4990

An internship is any carefully monitored work or service experience in which an individual has intentional learning goals and reflects actively on what she or he is learning throughout the experience. It is usually a professional activity under general supervision of an experienced professional and in a job situation, which places a high degree of responsibility on the student.

Credits	**8**
Prerequisites	**UXG 4950**

Japanese Elective Modules

DAA 4610

This module is designed for students with little or no background in Japanese. The module presents the basics of pronunciation, orthography, speaking, listening comprehension, reading, writing, and the sociolinguistics of modern Japanese. This module emphasizes acquiring the ability to communicate and function accurately and appropriately in both speaking and writing Japanese.

Credits	**5**
Prerequisites	**None**

UXG 4610

This module is designed for students with little or no background in Japanese. The module presents the basics of pronunciation, orthography, speaking, listening comprehension, reading, writing, and the sociolinguistics of modern Japanese. This module emphasizes acquiring the ability to communicate and function accurately and appropriately in both speaking and writing Japanese.

Credits	**5**
Prerequisites	**None**

Law Elective Modules

UXG 4616

The animation and computer software industries are founded upon the principle of intellectual property. This module introduces students to the social concepts and traditions that led to the idea of intellectual property. It surveys the various international legal systems governing intellectual property, giving special consideration to Title 17 and the local statutes that govern copyrights, trademarks, and patents in the United States. Students learn fundamental issues surrounding this field, such as fair use, international relations, and economics. The module also introduces students to a basic overview of contracts, including structure, traditions, and vocabulary.

Credits	**5**
Prerequisites	**None**

Law Modules

DAA 4616

The animation and computer software industries are founded upon the principle of intellectual property. This module introduces students to the social concepts and traditions that led to the idea of intellectual property. It surveys the various international legal systems governing intellectual property, giving special consideration to Title 17 and the local statutes that govern copyrights, trademarks, and patents in the United States. Students learn fundamental issues surrounding this field, such as fair use, international relations, and economics. The module also introduces students to a basic overview of contracts, including structure, traditions, and vocabulary.

Credits	**5**
Prerequisites	**None**

Management Modules

UXG 4653

This module provides in-depth examination of theories, techniques, and issues in project management. It covers various aspects of project management including team leadership, marketing, budgeting, long-range project planning, contract negotiations, and intellectual property considerations. The module includes exercises that give students insight into dealing with product conceptualization, team effectiveness and performance issues.

Credits	**5**
Prerequisites	**None**

Mathematics and Physics Modules

CSD 1121

The two main themes throughout the module are vector geometry and linear transformations. Topics from vector geometry include vector arithmetic, dot product, cross product, and representations of lines and planes in three-space. Linear transformations covered include rotations, reflections, shears and projections. Students study the matrix representations of linear transformations along with their derivations.n The curriculum also presents affine geometry and affine transformations along with connections to computer graphics. This module also includes a review of relevant algebra and trigonometry concepts.

Credits	**6**
Prerequisites	**None**

CSD 1251

This module introduces the calculus of functions of a single real variable. The main topics include limits, differentiation, and integration. Limits include the graphical and intuitive computation of limits, algebraic properties of limits, and continuity of functions. Differentiation topics include techniques of differentiation, optimization, and applications to graphing. Integration includes Riemann sums, the definite integral, anti-derivatives, and the Fundamental Theorem of Calculus.

Credits	**6**
Prerequisites	**None**

CSD 2201

This module builds on the introduction to calculus in CSD 1251. Topics in integration include applications of the integral in physics and geometry and techniques of integration. The module also covers sequences and series of real numbers, power series and Taylor series, and calculus of transcendental functions. Further topics may include a basic introduction to concepts in multivariable and vector calculus.

Credits	**6**
Prerequisites	**CSD 1251**

CSD 2251

This module presents the mathematical foundations of linear algebra, including a review of basic matrix algebra and linear systems of equations as well as basics of linear transformations in Euclidean spaces, determinants, and the Gauss-Jordan Algorithm. The more substantial part of the module begins with abstract vector spaces and the study of linear independence and bases. Further topics may include orthogonality, change of basis, general theory of linear transformations, eigenvalues, eigenvectors, as well as applications to least-squares approximations and Fourier transforms, differential equations, and computer graphics.

Credits	**6**
Prerequisites	**CSD 2201**

CSD 2259

This module gives an introduction to several mathematical topics of foundational importance in the mathematical and computer sciences. Typically starting with propositional and first order logic, the module considers applications to methods of mathematical proof and reasoning. Further topics include basic set theory, number theory and applications to cryptography, relations, mathematical induction, and basic probability. Other topics may include graph theory, asymptotic analysis, and finite automata.

Credits	**6**
Prerequisites	**CSD 2201**

CSD 2301

This module introduces the various physical laws that describe motions of objects around us. Students learn to internalize concepts involved with kinematics, Newtonian dynamics, work and energy, momentum, rotational motion and condition for the static equilibrium of rigid bodies and develop keen problem solving skills in motion dynamics.

Credits	**6**
Prerequisites	**CSD 1251**

CSD 3241

This module is an introduction to basic probability and statistics with an eye toward computer science and artificial intelligence. Basic topics from probability theory include sample spaces, random variables, continuous and discrete probability density functions, mean and variance, expectation, and conditional probability. Basic topics from statistics include binomial, Poisson, chi-square, and normal distributions; confidence intervals; and the Central Limit Theorem. Further topics may include fuzzy sets and fuzzy logic.

Credits	**6**
Prerequisites	**CSD 2201**

DAA 3720

We live in a world governed by physical laws. As a result we have become accustomed to objects'92 motions being in accordance with these laws. This module examines the basic physics and mathematics governing natural phenomena, such as light, weight, inertia, friction, momentum, and thrust as a practical introduction to applied math and physics. Students explore geometry, trigonometry for cyclical motions, and physical equations of motion for bodies moving under the influence of forces. With these tools, students develop a broader understanding of the impact of mathematics and physics on their daily lives.

Credits	**5**
Prerequisites	**None**

UXG 1205

This module presents fundamentals of probability and statistics without calculus. Topics include: data representation, population mean, variance, and standard deviation, finite probabilities, events, conditional and marginal probability, discrete random variables, binomial distribution, normal distribution, sampling distributions for mean and variance, estimation of means, confidence intervals, hypothesis testing, inference, and chi-square tests.

Credits	**5**
Prerequisites	**None**

UXG 2200

This module presents fundamentals of college algebra and trigonometry, with an introduction to concepts in 2D geometry and linear algebra. Topics include: polynomial, rational, trigonometric, exponential and logarithmic functions as well as their inverses; analytic trigonometry, trigonometric identities, the unit circle, and trigonometric functions of a real variable; introduction to linear systems, basics of linear transformations in 2D; vectors, parametric lines, dot product, and projections in 2D.

Credits	**7**
Prerequisites	**None**

UXG 2315

We live in a world governed by physical laws. As a result we have become accustomed to objects'92 motions being in accordance with these laws. This module examines the basic physics and mathematics governing natural phenomena, such as light, weight, inertia, friction, momentum, and thrust as a practical introduction to applied math and physics. Students explore geometry, trigonometry for cyclical motions, and physical equations of motion for bodies moving under the influence of forces. With these tools, students develop a broader understanding of the impact of mathematics and physics on their daily lives.

Credits	**5**
Prerequisites	**None**

Music Modules

UXG 1815

This module offers an introduction to the fundamentals of music and sound design, and an overview of the production of music and sound for animation, film, and video games. Topics include music notation, key, meter, rhythm, melody, harmony, texture, tempo, genre and form; historical musical styles; dialog and timing; and digital audio production methods and techniques.

Credits	**5**
Prerequisites	**None**

Project Modules

DAA 1401

This module investigates production pipelines adopted by schools and companies. Topics include career opportunities, best practices and methodologies, efficient workflows, and basic navigation of common industry software. Projects range from small individual assignments to a limited team-based project within a game engine.

Credits	**5**
Prerequisites	**DAA 1201, DAA 1101, DAA 1125**

DAA 2401

This module is the first semester of a two-semester 2D animation project. Students will work in small teams, focusing on learning the 2D animation production pipeline and efficiently integrating AI tools to enhance the animation workflow. Additional topics covered include story development, research, visual development, and production pipeline management.

Credits	**7**
Prerequisites	**DAA 1251, DAA 1120, DAA 1130, DAA 1401**

DAA 2402

This module is the first semester of a two-semester project that focuses on the creation of a simple real-time game or simulation with 2D graphics. Artists work on cross-discipline teams of three or more members. Topics include visual design, game art pipeline, essential development practices, fundamentals of team dynamics, and task prioritization methods.

Credits	**7**
Prerequisites	**DAA 1251, DAA 1120, DAA 1130, DAA 1401**

DAA 2451

This module is the second semester of a two-semester 2D animation project. Students will work in small teams, focusing on learning the 2D animation production pipeline and efficiently integrating AI tools to enhance the animation workflow. Additional topics covered include cleanup, scanning, coloring, raster and vector-based software, production pipeline management and post-production.

Credits	**7**
Prerequisites	**DAA 2401**

DAA 2452

This module is the second semester of a two-semester project and focuses on the creation of a simple real-time game or simulation with 2D graphics. Topics include art polish, visual consistency, formal playtesting, game pacing, and game balance.

Credits	**7**
Prerequisites	**DAA 2402**

DAA 3400

This module is the first trimester of a two- trimester sequence on the production of a 3D art production.Students produce storyboards and designs for characters, environments and gameplay mockups for this pre-production phase. A range of artistic disciplines will be covered, including modeling, texturing, rendering, rigging, and animation. Students will learn how-to use their assets into the industry-standard game engine, Unreal Engine.

Credits	**8**
Prerequisites	**DAA 2451 or DAA 2452, DAA 2375**

DAA 3450

This module is the second trimester of a two- trimester sequence on the production of a 3D film. With pre-production completed, the sequence continues with final animation, rendering, and post-production. Commercial art direction, quality control, production deadlines, team dynamics, and technical challenges are addressed. Students will also be introduced to basic blueprint functions in the Unreal Engine.

Credits	**8**
Prerequisites	**DAA 2100, DAA 2300, DAA 3400, DAA 1616, DAA 2150**

DAA 3452

This module is the first semester of a two-semester team production of a game. Topics include advanced art pipeline, game engine rendering, visual consistency, and advanced testing techniques.

Credits	**8**
Prerequisites	**DAA 2100, DAA 2300, DAA 3400, DAA 1616, DAA 2150**

DAA 4400

This module introduces students to a streamlined 3D production pipeline through a focused, one-trimester project. Students will create a showcase project that highlights either an environment or a character, utilizing Unreal Engine as the primary tool. The course emphasizes effective project scoping, enabling students to set realistic goals and achieve them within a limited timeline. Both technical and artistic guidance will be provided to help students deliver polished, professional-quality results.

Credits	**8**
Prerequisites	**DAA 2150, DAA 3450, DAA 1616**

DAA 4402

This module is the second semester of a two-semester team production of a game. Topics include advanced art pipeline, game engine rendering, visual appeal and consistency, user interface design, animation polish, and advanced testing techniques.

Credits	**8**
Prerequisites	**DAA 3452**

DAA 4450

This module focuses on building portfolios and reels in preparation for the professional world. Emphasis is placed on professional practices, methodologies, and presentation.

Credits	**8**
Prerequisites	**DAA 4400 or DAA 4402**

Psychology Elective Modules

DAA 1701

This module introduces major topics in psychology, specifically as they relate to cognition and learning. These topics include perception, cognition, personality and social psychology, and biological aspects of behaviour. Students are also introduced to human information processing, memory, problem solving, attention, perception, and imagery. Other topics covered may include mental representation and transformation, language processing, and concept formation.

Credits	**5**
Prerequisites	**None**

UXG 4622

This module provides an overview of research and theory in social psychology by focusing on concepts including mental processing, attitude formation and change, conflict and aggression, persuasion, and socio-behavioural influences.

Credits	**5**
Prerequisites	**UXG 1701, UXG 1702**

Psychology Modules

CSD 2702

This module introduces major topics in psychology, specifically as they relate to cognition and learning. These topics include perception, cognition, personality and social psychology, and biological aspects of behaviour. Students are also introduced to human information processing, memory, problem solving, attention, perception, and imagery. Other topics covered may include mental representation and transformation, language processing, and concept formation.

Credits	**6**
Prerequisites	**None**

UXG 1701

This module introduces major topics in psychology, specifically as they relate to cognition and learning. These topics include perception, cognition, personality and social psychology, and biological aspects of behaviour. Students are also introduced to human information processing, memory, problem solving, attention, perception, and imagery. Other topics covered may include mental representation and transformation, language processing, and concept formation.

Credits	**5**
Prerequisites	**None**

UXG 1702

This module emphasizes emergent research and theory exploring the nature of human mental processes. Topics include neuroscience, attention, perception, memory, creativity, decision making, and information processing.

Credits	**5**
Prerequisites	**UXG 1701**

SIT Required Modules

UCS 1001

Critical Thinking and Communicating is a 4CR, 12-week, 48-hour module that aims to equip students with critical thinking skills to read and comprehend scientific texts, specific to their degree programmes, as well as foundational knowledge and skills in writing and presentation for academic success. It will incorporate critical thinking in a range of skill-based topics such reader-response writing, lab reports, design reports or proposals, writing literature reviews and delivering oral and poster presentations to choose from so that students may see the immediate relevance and applicability of the knowledge acquired. Students will be assessed through a total of 4 Continual Assessments (CAs) that will include group-based, take-home assignments as well as individual, in-class assignments. The module will also incorporate a class participation grade.

Credits	**4**
Prerequisites	**None**

UDC 1001

This module focuses on equipping the students with essential digital skills incorporating all the MOE Digital Competency baseline requirements. The module consists of stackable asynchronous micro-learning e-modules. The topics covered include digital and data literacy, digital safety, ethics, data management, digital learning, and fundamental technical skills. Students'92 progress and learning outcomes are assessed through online assessments such as quizzes and through practical exercises and assignment (where applicable). DiCE is a mandatory 2-credit module required to be completed by all SIT undergraduates enrolled in SIT-conferred or SIT-joint degree programmes and must be completed 6 trimesters upon matriculation into SIT. Students can plan their learning path on completing the stackable asynchronous micro-learning modules within one trimester or across six trimesters.

Credits	**2**
Prerequisites	**None**

UDE 2222

This module aims to train students in applying design innovation and user-based innovation. Students will be applying the principles and mindset of being human-centered to understand key challenges of a certain real-world problem. Throughout the module, the students will put aside assumptions and objectively study, through observation, interviews, and various other methods. The module is part of the interdisciplinary approaches that brings students from different disciplines together. Through a project-based learning approach, student will be able to resolve and synthesize product- or service-based solutions for curated problems. Students will also be applying Design Your Life principles to their own life directions.

Credits	**6**
Prerequisites	**None**

USI 2001

There are many current issues and challenges faced in our pluralistic society e.g. diversity and inclusivity, changing demographics, environmental concerns, or sustainable practices, among others - all of which require a multi-pronged approach, and interdisciplinary collaboration and problem solving, to address some of these issues and challenges.n In this module, students will be applying the principles and mindset of being socially attuned and human-centered to understand the interdisciplinary and diverse factors, concerns, needs and expectations that different stakeholders in society have, when addressing these issues and challenges. Throughout the module, students will put aside their assumptions and biases, and objectively learn and understand real-life and current issues and challenges, through observation, personal engagement of stakeholders, interviews and various other outreach and participation methods. In turn, students will propose a socially innovative solution to address the issue(s) or challenge(s) identified, drawing from their project team'92s interdisciplinary background and expertise.n This experience will nurture students'92 ability to see the broader connection of issues and challenges, and bring about an awareness of the multiple considerations that need to be weighed in, including social, environmental, and sustainability factors, in the planning and decision making process involved in the course of their work - being cognisant of the circular economy, how companies operate, and corresponding investments made in the sectors involved. This experience will also prepare students for the multi-disciplinary nature of work teams and demands of stakeholders, regardless of the industry they venture into after graduation from SIT.n The module is part of the university-wide suite of interdisciplinary initiatives that bring students from different disciplines together.

Prerequisites	**USD 2222**

Social Sciences Elective Modules

UXG 4615

This module guides students in the ethical assessment of both the processes and outcomes of social decision-making. After an introduction to basic ethical theories, students acquire an understanding of the structure of social institutions and the process through which one makes social choices. Central to the analysis is a study of ethics as a criterion for assessment of social decision-making with emphasis on the study of particular issues of social choice. The module also provides a theoretical framework within which to spot and analyse ethical issues in the media.

Credits	**5**
Prerequisites	**None**

Social Sciences Modules

DAA 4615

This module guides students in the ethical assessment of both the processes and outcomes of social decision-making. After an introduction to basic ethical theories, students acquire an understanding of the structure of social institutions and the process through which one makes social choices. Central to the analysis is a study of ethics as a criterion for assessment of social decision-making with emphasis on the study of particular issues of social choice. The module also provides a theoretical framework within which to spot and analyze ethical issues in the media.

Credits	**5**
Prerequisites	**None**