DREaMS+U

- S35 Digital Animation
- S97 Music and Audio Technology
- S39 Visual Effects and Motion Graphics
- S82 Business Information Technology
- S54 Infocomm Security Management
- S69 Information Technology

WITH SP, IT’S SO POSSIBLE
/driːm/ noun, verb

1. A series of images, ideas, emotions, and sensations occurring involuntarily in the mind during certain stages of sleep.
2. A daydream; a reverie.
3. A wild fancy or hope.
4. A condition or achievement that is longed for; an aspiration: a dream of owning my own business.
5. One that is exceptionally gratifying, excellent, or beautiful: Our new movie was so well-received that it felt like a dream.

AUTHORING DIGITAL POSSIBILITIES

MY DREAM?

LET US UNFOLD YOUR DREAMS TO MAKE THEM A REALITY
Digital media and information technology have become an integral part of our lives. Whether it is business or communication, education or entertainment, infinite possibilities abound with the fusion of IT and digital media.

A forerunner in the interactive digital media sector, the School of Digital Media and Infocomm Technology (DMIT) has firmly established itself as a magnet for talent.

**INNOVATIVE TEACHING APPROACH**
We offer an unparalleled approach to teaching, through apprenticeship, scenario-based and studio-based learning. Coupled with the integration of soft skills into these teaching approaches, it enables you to be highly engaged, challenged and inspired.

**INSPIRING LEARNING SPACES**
We design learning spaces to draw out the creative genius in every student. This includes our Cyber Wargame Centre, M.A.D. Studios, Social Media Listening Centre and Yellow Submarine.

**IMMERSIVE DMIT EXPERIENCE**
We make dreams more real by putting you in the mix with the who’s who in the industry.

We put you on the cutting edge through high-level competitions, industry certifications and real-life work experience.

**So let us unfold your dreams to make them a reality!**
Dreams Animated

Chill, relax and work in a personal workspace that you will design on your own - some place that you can call home.

Bring fantasy to reality in our M.A.D Studios - a space and place where dreams come alive through animation.

Let DDA take you to places where one can only go in their wildest imagination. Make a world so surreal people will want to remain in it forever!
COURSE HIGHLIGHTS

✔ Personalized Workspace
Our M.A.D. (Media, Arts & Design) Studios is a fully-equipped production studio that not only offers you a personalised workspace, but also a place where you can bounce ideas off peers and lecturers.

M.A.D. emulates the real-life workspace, giving you the creative environment to let your ideas run wild.

✔ Mentorship with Industry Gurus
Our unique mentorship programme links you with industry gurus from Lucasfilm, Blue Sky Studios, Ubisoft and Infinite Studios. Learn from the people who really make things happen!

✔ Industry-Focused Education
Our curriculum and teaching methods are designed to help you meet the rigours of the animation industry.

✔ Internship
Gain a foothold in the industry through our internship programme that is offered to all DDA students.

ENTRY REQUIREMENTS

Aggregate Type: ELR2B2-D

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• Fundamentals of Electronics • Higher Art
• Media Studies (Chinese)/(English) • Physics
• Science (Chemistry, Biology)
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• Science (Physics, Chemistry)
The Diploma in Digital Animation is a three-year full-time programme.

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<td>• Ethics and Law of IT and Media</td>
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<tr>
<td>• Animation Studio 1</td>
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<td>• History of Animation</td>
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<tr>
<td>• Graphic Design Principles</td>
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<tr>
<td>• Traditional Animation</td>
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<td>• Figure Proportion and Anatomy</td>
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<td>• Environment &amp; Prop Design</td>
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<tr>
<td>• Introduction to 3D Computer Graphics</td>
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<td>• 3D Animation Fundamentals</td>
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| **SECOND YEAR** |
| • Animation Studio 2 |
| • Communicating for Project Effectiveness |
| • Social Innovation Project |
| • General Education 3 |
| • Figure Drawing for Animation |
| • Character Design |
| • Visual Storytelling |
| • Conceptualization and Layout |
| • Electives Modules (choose ONE) |
| • Digital 2D Animation |
| • Practical Sculpting |
| • Or Character Animation |
| • Digital Lighting and Rendering |
| • Advanced Lighting and Rendering |
| • Digital Compositing |

| **THIRD YEAR** |
| • Internship |
| • Advanced Drawing |
| • Animation Studio 3 |
| • Portfolio Development |
| • Electives Modules (choose ONE) |
| • Creature Effects |
| • Independent Study |
| • Motion Capture |

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**FIRST YEAR**

- Communicating for Personal and Team Effectiveness
- General Education 1
- General Education 2
- Ethics and Law of IT and Media
- Animation Studio 1
- History of Animation
- Graphic Design Principles
- Traditional Animation
- Figure Proportion and Anatomy
- Environment & Prop Design
- Drawing
- Introduction to 3D Computer Graphics
- 3D Animation Fundamentals

**SECOND YEAR**

- Animation Studio 2
- Communicating for Project Effectiveness
- Social Innovation Project
- General Education 3
- Figure Drawing for Animation
- Character Design
- Visual Storytelling
- Conceptualization and Layout
- Electives Modules (choose ONE)
  - Digital 2D Animation
  - Practical Sculpting
- Or Character Animation
  - Acting for Animation
  - 3D Character Animation
  - 3D Body Mechanics
- Or Compositing and Lighting
  - Digital Lighting and Rendering
  - Advanced Lighting and Rendering
  - Digital Compositing

**THIRD YEAR**

- Internship
- Advanced Drawing
- Animation Studio 3
- Portfolio Development
- Electives Modules (choose ONE)
  - Creature Effects
  - Independent Study
  - Motion Capture
CAREER OPTIONS

- 2D Animator/3D Animator
- 3D Modeler; Rigger
- Character Designer
- Concept Artist
- Digital Lighting Artist
- Illustrator
- Layout Artist
- Rendering Artist
- Storyboard Artist
- Texture Artist

FURTHER STUDIES

- 2D Animator/3D Animator
- 3D Modeler; Rigger
- Character Designer
- Concept Artist
- Digital Lighting Artist
- Illustrator
- Layout Artist
- Rendering Artist
- Storyboard Artist
- Texture Artist

SCHOLARSHIPS AVAILABLE

- Singapore Polytechnic (SP) Music and Arts Scholarship
- Singapore Polytechnic (SP) Scholarship

“I have learned a lot from this course, from concept art to compositing. It really helps me in getting into the industry that I want.”

Grace Foo, currently Lighting Artist of Sparky Studios and team member of “I Said”, a final year project.

SCHOLARSHIPS AVAILABLE

- Singapore Polytechnic (SP) Music and Arts Scholarship
- Singapore Polytechnic (SP) Scholarship

I have learned a lot from this course, from concept art to compositing. It really helps me in getting into the industry that I want.

Grace Foo, currently Lighting Artist of Sparky Studios and team member of “I Said”, a final year project.

FURTHER STUDIES

You can pursue further related degree programmes at both local and overseas universities. We have graduates enrolled locally at the School of Art, Design and Media at Nanyang Technological University and DigiPen Institute of Technology.

We also have graduates offered places at overseas institutions such as Ringling College of Art and Design (USA), School of Visual Arts (USA), Bournemouth University (UK), University of Glasgow (UK), University of Hertfordshire (UK), Savannah College of Art and Design (HK) and Vancouver Film School (Canada).

DIPLOMA IN DIGITAL ANIMATION (DDA-S35)
The Diploma in Music and Audio Technology (DMAT) is the FIRST & ONLY diploma that combines music and audio technology, equipping you with the knowledge and skills to produce creative content for the media and entertainment industries.

We blend an eclectic mix of fun learning experiences – through a creative, vibrant environment and highly-experienced lecturers – to groom you to be an all-rounded music and audio producer.
COURSE HIGHLIGHTS

✔ Creative and Vibrant Student Environment
Immerse yourself in a creative and vibrant environment, through areas such as performances, event production, social activities and immersion programmes.

✔ Highly-Experienced Lecturers
Exciting opportunities to work with our team of highly experienced lecturers on real-life music productions under the Master-Apprenticeship model.

Our lecturers are actively engaged in industry projects and their combination of industry practice and excellence in teaching will provide you with a quality educational experience.

SCHOLARSHIPS AVAILABLE

• IDA Enhanced Learning in Information Technology (ELITe) Sponsorship
• Singapore Polytechnic (SP) Scholarship
• Singapore Polytechnic (SP) Music & Arts Scholarship
• Soundfarm Scholarship

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• Creative 3D Animation • Design & Technology
• Food & Nutrition • Fundamentals of Electronics • Physics
• Science (Chemistry, Biology) • Science (Physics, Biology)
• Science (Physics, Chemistry)
The Diploma in Music and Audio Technology is a three-year full-time programme.

**FIRST YEAR**
- General Education 1
- General Education 2
- Basic Mathematics*

**SECOND YEAR**
- Communicating for Professional Effectiveness
- Social Innovation Project
- General Education 3
- Production Workshop 1
- Music Theory 2
- Recording and Mixing Techniques 2

**THIRD YEAR**
- Industrial Training Programme
- Processes in Asian Musics
- Production Workshop 2
- Recording and Mixing Techniques 3
- Portfolio Development
- Arranging

- Music Theory 1
- Recording and Mixing Techniques 1
- Synthesis and Composition 1
- Musicianship

- The Business of Music
- Synthesis and Composition 2
- Performance Practices
- Song Writing

- Music and Sound for Moving Images

*students without Additional Mathematics qualification in ‘O’levels will have to take Basic Mathematics*
Pursue further studies at reputable local or foreign universities. Many universities grant direct entry into the second or third year of their undergraduate study in relevant degree courses in countries such as Australia, Hong Kong, United Kingdom and the United States.

Graduates of DMAT have also been awarded local and overseas scholarships, and have studied in universities such as the National University of Singapore, Griffith Universities, University of Queensland, Keele University, Lancaster University, Berklee College of Music, Full Sail University and California Institute of the Arts.

"DMAT is a great course. Its curriculum contains a balanced mixture of music and music technology. It has opened my eyes to the endless possibilities and versatility of my creative mind. This course has also set a standard for me to climb upon and push beyond for a breakthrough into the music industry."

Tan Ming Wen Mandric, Class of 2009, Founder of Soundfarm Production Studios, MDA Scholar 2011, Berklee Scholar 2011.

CAREER OPTIONS

- Arts and Media Promoter/Manager
- Live Sound Engineer
- Music Arranger/Publisher/Producer/Composer
- Music Educator
- Recording Engineer
- Many career opportunities with recording studios, game development companies, advertising agencies, educational institutions, broadcasting corporations and Internet/new media companies that require music and audio as part of their operations

FURTHER STUDIES

Pursue further studies at reputable local or foreign universities. Many universities grant direct entry into the second or third year of their undergraduate study in relevant degree courses in countries such as Australia, Hong Kong, United Kingdom and the United States.
Impossibility Defines Us

It all begins with a spark of imagination, something seemingly impossible to create - or so it seems.

What if you had everything that you can dream of to make your imagination come to life on the big screen – the creative workspace, the high-end workstation, the latest industry standard software, industry standard visual effects studios and motion capture suites.

Make the impossible possible – on screen!
COURSE HIGHLIGHTS

✓ **Personal Workspace**
  Design your workspace the way you want it to bring out the creative spark in you.

✓ **Personal High-End Workstation and Industry Standard Software**
  Unleash the power of your personal high-end workstation to make your imagination come true. All workstations come with industry standard software such as Nuke and Maya.

✓ **Real-life Projects**
  Gain invaluable industrial experience through real-life projects such as Music Matters Live and Sentosa 4D Magix.

ENTRY REQUIREMENTS

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- Media Studies (Chinese)/(English) • Physics
- Science (Chemistry, Biology) • Science (Physics, Biology)
- Science (Physics, Chemistry)
The Diploma in Visual Effects and Motion Graphics is a three-year full-time programme.

**FIRST YEAR**
- General Education 1
- General Education 2
- Ethics and Law of IT and Media
- Drawing

**SECOND YEAR**
- Communicating for Professional Effectiveness
- Social Innovation Project
- General Education 3
- Graphic Design Principles
- 3D Fundamentals
- Video and Audio Fundamentals
- Digital Photography
- Entrepreneurship
- Effects Animation
- Motion Capture
- Digital Matte Painting and Layout

**THIRD YEAR**
- Internship
- Visual Effects Studio
- Advance Matchmoving Techniques
- Creative Storytelling
- Pre-Viz and Storyboarding
- Motion Graphics
- Production for Visual Effects
- 3D for Visual Effects
- Digital Compositing
- Special Effects

**Electives Modules (choose ONE)**
- 3D Animation
- Independent Study
CAREER OPTIONS

- Compositor
- Digital Artist
- Digital Matte / Texture Painter
- 3D Modeller
- Motion Graphics Designer
- Effects Animator
- Rotoscoping Specialist
- Matchmoving / Tracking Artist
- Motion Capture Artist
- Assistant Stereographer

SCHOLARSHIPS AVAILABLE

- Singapore Polytechnic (SP) Music and Arts Scholarship
- Singapore Polytechnic (SP) Scholarship

These videos document the art-making process of each artist in the President’s Young Talents exhibition, from artwork conceptualisation right up to the actual exhibition. The videos were produced by year two students from Singapore Polytechnic’s (SP) School of Digital Media and Infocomm Technology, in partnership with the Singapore Art Museum.

"President Young Talents Award 2013"

FURTHER STUDIES

You can pursue further studies at local and foreign universities offering undergraduate study in the areas of visual effects, motion graphics, computer animation, or digital film. Foreign universities will grant you direct entry into the second year.
A successful business engages four key areas to influence consumer behavior in their favor - having a SOCIAL MEDIA presence, making use of MOBILE APPLICATION technology, utilizing BUSINESS ANALYTICS tools to analyze market trends and possessing an ENTREPRENEURSHIP spirit.

At DBIT we have incorporated these four areas into our curriculum, all tightly integrated across the modules, to empower you to create business success!
COURSE HIGHLIGHTS

✓ Four Integrated Approaches to Creating Business Success
• Social Media
• Business Analytics
• Web and Mobile Applications
• Entrepreneurship

✓ Social Media Listening Centre
Listen, analyse, strategise and influence business trends at our new Social Media Listening Centre.

SCHOLARSHIPS AVAILABLE

• IDA Enhanced Learning in Information Technology (ELiTe) Sponsorship
• Infocomm Development Authority of Singapore (IDA) Integrated Infocomm Scholarship (IIS)
• SAS Scholarship
• Singapore Polytechnic (SP) Scholarship

ENTRY REQUIREMENTS

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The Diploma in Business Information Technology is a three-year full-time programme.

### COURSE MODULES

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<th>THIRD YEAR</th>
<th>Electives (choose one from the following)</th>
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| • Accounting  
  • Business Marketing and Branding  
  • Business Opportunity  
  • Communicating for Personal and Team Effectiveness | • Business Analytics  
  • Business Intelligence  
  • Business Planning  
  • Business Statistics | • Communicating for Professional Effectiveness  
  • Fundamentals of Economics  
  • Final Year Project | • Enterprise Business Processes  
  • Independent Study 1  
  • Infocomm Security  
  • Mathematics for Business  
  • Moving Visual Design |
| | • Database Management Systems  
  • Digital Media for Business  
  • Ethics and Law of IT and Media  
  • Mathematics  
  • Mobile Application Development 1 | • Infographics  
  • Internship  
  • Predictive Analytics | |
CAREER OPTIONS

• Entrepreneur
• IT Business Analyst / Developer
• IT Project Specialist
• Mobile Solutions Analyst / Developer
• Social Media Analyst
• UX / GUI Designer
• Web Analyst
• Web Application Developer

Our curriculum gives you the flexibility to pursue either an IT or Business degree in both local and overseas universities with advanced standings.

Our graduates have also won scholarships and studied in local universities like NUS, NTU and SMU, and overseas universities like University College London.

“DBIT not only provided us with a great mix of Business and IT modules, it also gave us many opportunities to work with industry projects. Choosing DBIT was the best decision that I made!”

Tan Shi Hui, Class of 2013, currently pursuing a BSc in Information Management for Business at University College London. Recipient of the IDA National Infocomm Scholarship (NIS).
Anonymous hackers are attempting to infiltrate a computer system containing classified information. You need to stop them from carrying out their malicious attacks. At our Cyber Wargame Centre, we create such realistic scenarios to gear you for the REAL threat!

As technology begin to dominate our world, the need to guard against cyber threats is more critical than ever before.

Play the role of ethical hackers
Defend against cyber threats
COURSE HIGHLIGHTS

 ✓ Scenario-based Learning Environment
   The Cyber Wargame Centre provides you with a realistic scenario-based learning environment – build cyber defences, launch cyber attacks and delve into the world of forensics investigation.

 ✓ NUS-Poly Preparatory Programme
   Gain discretionary admission to the Bachelor of Computing course in NUS on successful completion of the NUS-Poly Preparatory Programme.

 ✓ Industrial Certification
   Gain industrial recognition through certifications such as EC-Council Certified Ethical Hacker, Certified Hacking Forensic Investigator, ThinkSECURE Organisational Systems Security Analyst and the Organisational Systems Wireless Auditor.

SCHOLARSHIPS AVAILABLE

• IDA Enhanced Learning in Information Technology (ELITe) Sponsorship
• Infocomm Development Authority of Singapore (IDA) Integrated Infocomm Scholarship (IIS)
• SAS Scholarship
• Singapore Polytechnic (SP) Scholarship

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The Diploma in Infocomm Security Management is a three-year full-time programme.

### COURSE MODULES

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| • Computer Architecture and Operating Systems  
• Database Management Systems  
• Essential Linux System Administration  
• iDiscover  
• Infocomm Security  
• Java Programming  
• Mathematics  
• Network Fundamentals  
• Communicating for Project (Report) Effectiveness  
• Web Client Development  
• General Education 1  
• General Education 2  
• Communicating for Project (Report) Effectiveness  
• Web Client Development  
• General Education 1  
• General Education 2 | • Applied Cryptography  
• Computer Forensics  
• Computer Law and Investigation  
• Database Security and Management  
• Enterprise Application Development  
• Ethical Hacking and Defences  
• Programming Using Perl and C  
• Securing Microsoft Windows  
• Communicating for Professional Effectiveness  
• Social Innovation Project  
• General Education 3  
• Electives (choose one from the following)  | • InfoSec Project Development and Management (Final Year Project)  
• Internship (24 Weeks)  
• IT Security Policies and Auditing  
• Securing Linux  
• Electives (choose one from the following)  | • Advanced Java Programming  
• Independent Study 2  
• Principles of Infocomm Law  
• Specialisation in Security Incident Management*  | • Malware Reverse Engineering  
• Mobile Forensics and Investigation  |

* students will select one specialisation to be completed during the 24-week internship period.
CAREER OPTIONS

- IT Security Consultant
- Computer Forensics Investigator
- Security / Systems Administrator
- IT Auditor
- Security Engineer
- Applications Developer with IT security solution providers, auditing and consultancy firms, banking and financial institutions, and public and private organisations that require IT security services.

FURTHER STUDIES

You can pursue further studies at local or foreign universities, with the latter granting direct entry into the second or third year of undergraduate study in relevant degree courses in countries such as in Australia, United Kingdom and the United States.

“...The comprehensive and flexible curriculum, industrial exposure and certifications, real-life practices and competitions are the core benefits of studying in DISM. For those genuinely passionate about an Infocomm Security career, DISM is definitely the path one would not regret taking.”

Yang Xudong, Class of 2013, awarded the IDA Gold Medal and ISACA Award
DIPLOMA IN

INFORMATION TECHNOLOGY

[DIT – S69]

Making Life Better With IT

Information Technology, or IT, is the driving force behind many things that we see and use today. This has created a strong demand for IT professionals.

With DIT’s flexible course of study, you’ll find career opportunities in every industry, from Solution Architects to Developer Evangelists, Software Engineers to Technical Game Level Designers, and Project Managers to Consultants.
COURSE HIGHLIGHTS

✅ **Flexible Course Of Study**
Choose any one of the five most in-demand areas in IT to focus on.

- Game Development
- Information Security
- Interaction Design
- Software Design
- Tourism, Hospitality and Retail

✅ **Awesome Opportunities**
Our students on internships work with the best. Whether overseas on the NUS-MDA SHAPE, or locally with the SUTD Game Innovation Programme, or with industry leaders, such as CyanSYS, EA, Microsoft, Quantum Inventions, SAS, or Ubisoft.

✅ **Gain A Head Start to SUTD**
Relish the opportunity to take SUTD classes while studying in SP.

SCHOLARSHIPS AVAILABLE

- IDA Enhanced Learning in Information Technology (ELITe) Sponsorship
- Infocomm Development Authority of Singapore (IDA) Integrated InfoComm Scholarship (IIS)
- Singapore Polytechnic (SP) Scholarship

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- Science (Chemistry, Biology) • Science (Physics, Biology)
- Science (Physics, Chemistry)
The Diploma in IT is a three-year full-time programme. The first year shares a common structure, followed by specialisation in the second year in the Game Development (GD) or Solutions Development (SD) options.

In the Solutions Development Option (SD), you have further flexibility to select what you want to specialise in, based on your passions and interests.

### First Year
- Application Development
- Communicating for Personal and Team Effectiveness
- Database Management Systems
- Digital Visual Design
- iDiscover
- Infocomm Security
- Java Programming
- Mathematics
- Network Fundamentals
- Web Client Development
- General Education 1
- General Education 2

### Second Year
#### Solutions Development Option
- Communicating for Project Effectiveness
- Communicating for Professional Effectiveness
- Design for User Interaction
- Enterprise Business Processes
- Ethics and Law of IT and Media
- Mobile Applications
- Systems Development Techniques
- Web Applications Development
- Social Innovation Project
- General Education 3
- Three Electives from the Elective Tracks*

#### Game Development Option
- 3D Game Development Studio
- 3D Level Design & Scripting Studio
- Data Structures & Algorithms using C++
- Interactive Computer Graphics
- Introduction to Game Development
- Mobile Game Development
- Social Innovation Project
- General Education 3
- Communicating for Project Effectiveness

#### Electives (choose one from the following)
- Console Game Development
- Independent Study 1
- Network Management & Assurance
- User Interface Design

### Third Year
#### Solutions Development Option
- Cloud & Service Computing
- Solutions Development Project
- Internship
- One Elective from the Elective Tracks*

#### Game Development Option
- Ethics and Law of IT and Media
- Game Development Portfolio
- Internship
- Communicating for Professional Effectiveness

#### Electives (choose one from the following)
- Advanced Java Programming
- Audio & Music for Games
- Enterprise Application Development
- Independent Study 2
- Multi-Player Online Games

#### Software Design Elective Track
- Advanced Java Programming
- Data Structures & Algorithms using C++
- Enterprise Applications Development
- Multi-Player Online Games

#### Information Security Elective Track
- Computer Forensics
- Network Management & Assurance
- Network Security

#### Interaction Design Elective Track
- User Interface Design
- Geospatial Visualization

#### Tourism, Hospitality and Retail Elective Track
- Accounting Information Systems
- Business Analytics
- Customer Relationship Management
- Hospitality and Tourism Operations Management

#### Specialised Elective Track
- Independent Study 1
- Independent Study 2

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* Solutions Development Option Elective Tracks

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CAREER OPTIONS

- Analyst Programmer
- Computer Graphics Programmer
- Game Programmer
- IT Business Analyst
- IT Consultant
- IT Executive
- Mobile Apps Developer
- Quality Assurance Tester
- Software Engineer
- Technical Level Designer for Games
- Web Application Developer

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At DIT, flexibility is a strong value. Students are encouraged to work on what they are passionate about. This greatly motivates students to excel and learn beyond the industry relevant skills taught in academic modules.

Tan Chun Siong, Class of 2009, currently working as a Technical Evangelist at Microsoft Singapore.

FURTHER STUDIES

Quench your thirst for knowledge at local or foreign universities, with possible direct entry into the 2nd or 3rd year of study in relevant undergraduate degree courses in countries including Australia, United Kingdom and the United States.

With relevant courses offered locally at NUS, NTU, SIT, SUTD, and SMU, you’ll be spoilt for choice!
For more information regarding entry requirements and course information, please contact:

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The Polytechnic reserves the right to alter the information in this publication. Information is correct as at 1 January 2014.