

Annexe B - Description of Immersive Games Studio & The Riot Factory

Immersive Games Studio

The Immersive Games Studio, a collaboration with So Drama! Entertainment, positions Singapore Polytechnic as the first institute of higher learning to introduce a virtual reality facility capable of supporting up to five concurrent users within a shared immersive environment. Equipped with high-performance computing systems and a fast Gigabit Ethernet network, the studio supports smooth, wireless transmission of high-fidelity graphics and spatial audio. Students gain hands-on exposure to industry-standard extended reality (XR) technologies, including Meta Quest 3, Apple Vision Pro, HTC Vive Focus headsets, and Android and iOS devices. Beyond teaching and learning, the space serves as a live testbed for industry partners to experiment with multi-user immersive applications, develop proof-of-concepts, and explore commercialisation opportunities, advancing real-world adoption of XR technologies.

The Immersive Games Studio serves as the primary production environment for Final Year Project students specialising in Animation & Games. Students leverage the studio's Location-Based Entertainment (LBE) setup to conceptualise, develop, and showcase original VR and MR experiences as part of their capstone projects. A key highlight is the ongoing FYP collaboration with So Drama! Entertainment, where student teams co-create VR experiences that are subsequently featured at professional performing arts events, providing real-world industry exposure and public showcasing opportunities.

The Riot Factory

Launched in partnership with Bloomr.SG, The Riot Factory is a dynamic 96 square metres creative playground engineered for both full-scale studio productions and fast-moving digital content. It will also serve as the epicentre of all training modules in SP MAD related to social media content production, digital marketing, journalism, and entertainment content. It is expected to benefit about 200 students yearly across all Diploma in Media, Arts & Design specialisations.

Designed as a dynamic learning environment, it introduces industry-relevant practice, while allowing room for creative exploration, to prepare learners for the evolving media landscape. It also serves as the official home base of Re/Define, SP MAD's in-house social media content creation academy, a vibrant hub where ideas can be developed, tested, and brought to life. In The Riot Factory, student creators can gain hands-on production experience while experimenting with original concepts, from vodcast formats to vlog series and beyond, transforming classroom knowledge into real-world content creation skills.