



SP+MIRZA
Diploma in
Visual Communication
and Media Design

I can
design
wonders

SP DESIGN
SCHOOL

With SP, it's So Possible

- S51** Experience and Product Design
- S56** Games Design and Development
- S89** Interior Design
- S93** Visual Communication and Media Design

Let's Start **NOW!**

At SP Design School, creativity is developed using a multitude of media and through pedagogical methods such as critical thinking, design research, data analysis and framing of myriad issues that are societal, cultural and hypothetical.

Your journey begins with the Common Foundation Programme in semester one that will develop your design vocabulary in visualisation, design fundamentals, graphic communications, 2D and 3D skills as well as course-specific skills.

In semester two, you will delve into your design courses which are designed to develop your design skills and capabilities to prepare you for the industry upon graduation.

SP Design School has also, through collaborations with industry partners and world-renowned institutions, established opportunities for you to participate in master classes and workshops to hone your craft and encourage skill-deepening.

Welcome to SP Design School.

DIPLOMA IN EXPERIENCE AND PRODUCT DESIGN

(DXPD - S51)

IF YOU ARE HANDS ON, LOVE TO MAKE THINGS AND IMAGINE WONDERS, YOU ARE THE INNOVATIVE ONE WE WANT.

This course teaches you to design meaningful experiences through a range of industry-relevant skills from model making to design research, ideation and presentation techniques.

Our programme ensures you get exposure to the various facets of experience and product design. You will enjoy an exciting learning journey that ranges from food, product, furniture, digital app to service design. Over the years, we have fostered close working relationships with award-winning designers and the industry, connecting our students to lucrative opportunities in the world of design.

Join us for a fulfilling and immersive learning journey that sets out to develop professional designers well-versed in creating meaningful design experiences and products.



DIPLOMA IN GAMES DESIGN AND DEVELOPMENT

(DGDD - S56)

IF YOU ARE ENTHUSIASTIC AND KEEN TO CREATE GAMES TO ENGAGE AND ENTERTAIN, YOU ARE THE CREATIVE ENERGY WE WANT.

The course guides you to explore the different pathways in the games industry with game design as the core. You get to learn and experience the different aspects of game development such as game design, level design, user interface design, character illustration, 3D modelling, animation, gameplay programming and game project management. Discover your talent as you go through the course.

The games industry is fast-growing and games are changing the ways we interact with the world. In fact, games are not just designed for entertainment purpose; they are also designed to aid in education, therapy and other applications as well. The Diploma in Games Design and Development will help you gain a foothold into the games industry as you learn how to design and develop different types of fun and engaging games.

Join us now and embark on the quest in creating your own games in the Diploma in Games Design and Development.



DIPLOMA IN INTERIOR DESIGN

(DID - S89)

IF YOU ARE PASSIONATE ABOUT THE DESIGN OF SPACE, TRANSFORMING THE EXPERIENCE OF EVERYDAY LIVING AND HAVE A CURIOUS MIND TO EXPERIMENT WITH MATERIALS – YOU ARE THE BUDDING DESIGNER WE WANT.

The course is developed to prepare students for the design industry, equipping graduates with relevant design knowledge and skills.

Our programme focuses on spatial experimentation with materials, lighting and colour. You will also be trained in design methods and processes to develop exciting ideas to create meaningful interior space, as well as the means to communicate them.

Join us in our fully immersive design culture, incorporating a rigorous curriculum from exploratory projects to collaborations with industry and institutions.



DIPLOMA IN VISUAL COMMUNICATION AND MEDIA DESIGN

(DVMD - S93)

IF YOU ARE INTRIGUED BY GRAPHIC DESIGN AND ADVERTISING THAT ENGAGE YOUR SENSES, AND ARE PASSIONATE ABOUT EXPERIMENTING WITH EMERGING MEDIA - YOU ARE THE FEARLESS ONE WE WANT.

Students are prepared for a fast-evolving creative industry landscape, with the knowledge to apply ideas and communicate across many media platforms.

Our comprehensive programme exposes you to the many facets of visual communication and media design – graphic design, advertising, branding, digital photography, illustration, video production and interaction design. You will be immersed in a dynamic environment, exposed to multiple media skills, enabling you to discover and develop your personal strengths.

Join us in our inspiring design programme that incorporates a rigorous curriculum from exploratory projects to exciting collaborations with the industry.



“Before SP, I was a part-time student at Nanyang Academy of Fine Arts studying jewellery design. During SP Open House, the displays for the DXPD course caught my eye as the products created were aesthetically beautiful and the user experience was well thought out. Thus, I decided to enrol in the course. I enjoyed my internship experience at a local design studio, as well as my group projects ranging from designing a 2-seater bench to coming up with design concepts for innovating healthy snacks targeted at youths. This course has inspired me to create great products and experiences that benefit the community.”

KWEK AI LING

DXPD Gold Medalist and Toh Chin Chye Gold Medalist, Class of 2016, who is now pursuing a degree in Industrial Design at National University of Singapore (NUS), under the NUS Global Merit Scholarship



“Aside from the array of technical skills and proficiencies that I was taught during my time in the game design course, the one thing I really appreciated was the amazing atmosphere that I was able to be a part of. With the combination of a positive learning environment, determined classmates and incredible lecturers, I was able to push myself further than I could have anywhere else. The challenges I faced have shaped me into a better team player, and a more balanced and disciplined person. The satisfaction of completing a project and celebrating with my classmates, lecturers and friends forged memories that I will never forget.”

CHRISTOPHER PANG

DGDD Gold Medalist, Class of 2016. He plans to study Game Design in Digipen Institute of Technology, United States, after national service



“SP Design School wasn’t in my plans during the JAE application. However, I later realised that being in SP Design School was probably the best blessing in disguise as this was where I finally discovered my passion – spatial design. Thanks to the guidance and encouragement of the dedicated lecturers, I started to gain confidence and do well from the second year onwards even though initially I was struggling. My internship at an architecture and interior design firm gave me an opportunity to assist in large-scale projects. Witnessing what the architects and designers do to their end products has greatly spurred my interest in spatial design.”

YIP JING WEI

DID Gold Medalist, Class of 2016, who is now pursuing a degree in Architecture at National University of Singapore (NUS)



“When I consulted one of the DVMD lecturers during SP Open House, I realised that the list of things I can do at the course is unlimited and diverse – from publications and advertisements to videography, photography and branding. I could also choose to take up new media and creative imaging as my electives. Thus, DVMD course became my first choice. The lecturers taught us the ropes of design and were willing to go the extra mile to help us when we needed help. Being part of The Student Agency as designer and later as the art director, I had the opportunity to work on several client-based projects, such as SP Open House 2015 and 2016 where the team did the creative concept, direction and design. Through my internship with a digital design agency, I also got to work on web design and came up with creative concepts, graphic works and electronic direct mailers. The combination of hands-on learning and dedicated lecturers undoubtedly sparked my passion for design.”

ATIKA ALISA BINTE MAHAT

DVMD Gold Medalist, Class of 2016, who is now pursuing a BA(Honours) in Graphic Communication at Nanyang Academy of Fine Arts



DIPLOMA IN EXPERIENCE AND PRODUCT DESIGN

(DXPD - S51)

DIPLOMA IN GAMES DESIGN AND DEVELOPMENT

(DGDD - S56)

DIPLOMA IN INTERIOR DESIGN

(DID - S89)

DIPLOMA IN VISUAL COMMUNICATION AND MEDIA DESIGN

(DVMD - S93)

COURSE MODULES

FIRST YEAR (YEAR LONG)

- Design Theory and Research I

- SEMESTER 1**
- Basic Drawing Class
 - Course Specific Skills
 - Foundation Design Studio
 - Graphic Communication
 - Visual Arts Studio
 - Communicating for Personal and Team Effectiveness
 - General Education 1

- SEMESTER 2**
- Experience Design Methods
 - Experience Design Studio I
 - Materials Process Fundamentals
 - Visualisation and Communication I
 - General Education 2

- SEMESTER 1**
- Professional Practice Project
 - Internship Programme
- SEMESTER 2**
- Entrepreneurship in Creative Industries
 - Experience Design Studio III

SECOND YEAR (YEAR LONG)

- Design Interactions for Experience
- Design Theory and Research II
- Experience Design Methods II
- Experience Design Studio II
- Visualisation and Communication II

- SEMESTER 1**
- General Education 3
- SEMESTER 2**
- Materials Process for Experience Design
 - Social Innovation Project

THIRD YEAR (YEAR LONG)

- Design Theory and Research III
- Visualisation and Communication III

- SEMESTER 1**
- Professional Practice Project
 - Internship Programme

- SEMESTER 2**
- Entrepreneurship in Creative Industries
 - Experience Design Studio III

THE DIPLOMA IN GAMES DESIGN AND DEVELOPMENT IS A THREE-YEAR FULL-TIME PROGRAMME.

All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second or third year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

COURSE MODULES

FIRST YEAR (YEAR LONG)

- Design Theory and Research I

- SEMESTER 1**
- Basic Drawing Class
 - Course Specific Skills
 - Foundation Design Studio
 - Graphic Communication
 - Visual Arts Studio
 - Communicating for Personal and Team Effectiveness
 - General Education 1

- SEMESTER 2**
- Advanced Drawing Class
 - Game Art and Animation I
 - Game Design I
 - Games Design and Development Studio I
 - Game Programming I
 - General Education 2

SECOND YEAR (YEAR LONG)

- Design Theory and Research II
- Game Design II
- Game Design and Development Studio II

SEMESTER 1

- Game Art and Animation II
- Game Programming II
- Social Innovation Project

- SEMESTER 2**
- Ethics and Law of IT and Media
 - Mathematics For Games (for students taking Game Programming III)
 - General Education 3

- Course Electives (Choose one)**
- Game Art and Animation III
 - Game Programming III

THIRD YEAR (YEAR LONG)

- Design Theory and Research III
- Game Art and Animation IV
- Game Design III
- Games Design and Development Studio III
- Game Programming IV

- SEMESTER 1**
- Internship Programme

- SEMESTER 2**
- Communicating for Project Effectiveness (Proposal)

THE DIPLOMA IN INTERIOR DESIGN IS A THREE-YEAR FULL-TIME PROGRAMME. CORE MODULES ARE MAINLY YEAR-LONG WITH 100% IN-COURSE ASSESSMENT.

All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second or third year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

COURSE MODULES

FIRST YEAR (YEAR LONG)

- Design Theory and Research I

- SEMESTER 1**
- Basic Drawing Class
 - Course Specific Skills
 - Foundation Design Studio
 - Graphic Communication
 - Visual Arts Studio
 - Communicating for Personal and Team Effectiveness
 - General Education 2

- SEMESTER 2**
- Interior Design Studio I
 - Interior Design Communication I
 - Materials Process Fundamentals
 - General Education 1

SECOND YEAR (YEAR LONG)

- Interior Design Studio II
- Interior Design Communication II
- Design Theory and Research II
- Materials and Technology II

- SEMESTER 1**
- Communicating for Project Effectiveness (Proposal)
 - Social Innovation Project

- SEMESTER 2**
- Interior Design Practice – Fundamentals
 - Communicating for Professional Effectiveness
 - General Education 3

THIRD YEAR (YEAR LONG)

- Interior Design Studio III
- Interior Design Communication III
- Design Theory and Research III
- Materials and Technology III

- SEMESTER 1**
- Interior Design Practice – Advanced
 - Internship Programme

THE DIPLOMA IN VISUAL COMMUNICATION AND MEDIA DESIGN IS A THREE-YEAR FULL-TIME PROGRAMME.

All full-time diploma students are required to take two compulsory Education and Career Guidance Modules in SP. Students will take SP101A: Education and Career Guidance 1 – Personal Development (15 hours) in their first year. In their second or third year, students will take SP201A: Education and Career Guidance 2 – Career Development (30 hours).

All students are required to take one compulsory Sports for Life (SFL) module for one semester in their first year in SP. In their second and third year, students may sign up for SFL module as an elective.

COURSE MODULES

FIRST YEAR (YEAR LONG)

- Design Theory and Research I

- SEMESTER 1**
- Basic Drawing Class
 - Course Specific Skills
 - Foundation Design Studio
 - Graphic Communication
 - Visual Arts Studio
 - Communicating for Personal and Team Effectiveness
 - General Education 2

- SEMESTER 2**
- 2D Motion Graphics
 - Advanced Drawing Class
 - Digital Photography and Image Processing
 - Visual Design Studio
 - Communicating for Project Effectiveness (Proposal)
 - General Education 1

SECOND YEAR (YEAR LONG)

- Design Theory and Research II
- Brand Design Studio
- Web Design

SEMESTER 1

- Ethics and Law of IT and Media
- Communicating for Professional Effectiveness
- Social Innovation Project

- SEMESTER 2**
- Portfolio Design
 - Video Fundamentals
 - General Education 3

THIRD YEAR (YEAR LONG)

- Communication Design Studio
- Design Theory and Research III

- SEMESTER 1**
- Internship Programme

- SEMESTER 2**
- Entrepreneurship in Creative Industries

CAREER OPTIONS

- Design Researcher
- Entrepreneur
- Exhibition Designer
- Experience Designer
- Furniture Designer
- Industrial Designer
- Visual Merchandising Artist
- Product Designer
- User Experience Designer
- User Interface Designer

CAREER OPTIONS

- 2D Artist
- 3D Modellers
- Animator
- Concept Artist
- Gameplay Programmer
- Level Designer
- Digital Content Developer
- Game Designer
- Educational Game Designers
- User Interface Designer

CAREER OPTIONS

- Architectural Assistant
- Design Executive for Sales
- Digital Animator
- Exhibition Designer
- Furniture Designer
- Interior Designer
- Perspective Assistant
- Project Manager for Interior Works
- Spatial Planner
- Stage-set Designer
- Visual Merchandiser

CAREER OPTIONS

- Junior Art Director
- Brand / Graphic Designer
- Copywriter
- Editorial Designer
- Illustrator
- Interactive Designer
- Packaging Designer
- Photographer



ENTRY REQUIREMENTS

2017 JAE ELR2B2: 18
Aggregate Type: ELR2B2-D

SUBJECT	GRADE
English Language	1 - 7
Mathematics (Elementary/Additional)	1 - 7
Any two other subjects	1 - 6

Note: To be eligible for admission, you must also have sat for one of the following subjects:

- Art / Art & Design
- Biology
- Biotechnology
- Chemistry
- Computer Studies
- Creative 3D Animation
- Design & Technology
- Design Studies
- Food & Nutrition
- Fundamentals of Electronics
- Higher Art
- Media Studies (Chinese / English)
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)

FURTHER STUDIES

Relevant undergraduate degrees include Design-related and IT-related programmes at NUS, NTU and other local universities.

DigiPen Singapore, under Singapore Institute of Technology (SIT) offers degree programmes for professions in the games industry.



ENTRY REQUIREMENTS

2017 JAE ELR2B2: 12
AGGREGATE TYPE: ELR2B2-D

SUBJECT	GRADE
English Language	1 - 7
Mathematics (Elementary/Additional)	1 - 6
Any two other subjects	1 - 6

Note: To be eligible for admission, you must also have sat for one of the following subjects:

- Art / Art & Design
- Biology
- Biotechnology
- Chemistry
- Computer Studies
- Creative 3D Animation
- Design & Technology
- Design Studies
- Food & Nutrition
- Fundamentals of Electronics
- Higher Art
- Physics
- Media Studies (Chinese / English)
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)

FURTHER STUDIES

You can gain direct entry into various undergraduate degree programmes offered by local and other overseas universities.

You will also be exposed to specialisation workshops and studio projects that will allow you to graduate with a design portfolio recognised by employers in the design industry, as well as universities.



ENTRY REQUIREMENTS

2017 JAE ELR2B2: 16
AGGREGATE TYPE: ELR2B2-D

SUBJECT	GRADE
English Language	1 - 7
Mathematics (Elementary/Additional)	1 - 7
Any two other subjects	1 - 6

Note: To be eligible for admission, you must also have sat for one of the following subjects:

- Art / Art & Design
- Biology
- Biotechnology
- Chemistry
- Computer Studies
- Creative 3D Animation
- Design & Technology
- Design Studies
- Food & Nutrition
- Fundamentals of Electronics
- Higher Art
- Physics
- Media Studies (Chinese / English)
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)

FURTHER STUDIES

Most universities with design and communication programmes grant 1-2 years of advance standing to DVMD graduates.



ENTRY REQUIREMENTS

2017 JAE ELR2B2: 14
AGGREGATE TYPE: ELR2B2-D

SUBJECT	GRADE
English Language	1 - 6
Mathematics (Elementary/Additional)	1 - 7
Any two other subjects	1 - 6

Note: To be eligible for admission, you must also have sat for one of the following subjects:

- Art / Art & Design
- Biology
- Biotechnology
- Chemistry
- Computer Studies
- Creative 3D Animation
- Design & Technology
- Design Studies
- Food & Nutrition
- Fundamentals of Electronics
- Higher Art
- Media Studies (Chinese / English)
- Physics
- Science (Chemistry, Biology)
- Science (Physics, Biology)
- Science (Physics, Chemistry)



COURSE HIGHLIGHTS

- WITH THIS COURSE, YOU WILL:
- Partner with various renowned organisations to design and create new and wonderful customer experiences.
 - Embark on experiential learning journeys with overseas trips, immersing in new cultures and learning design crafts.
 - Have the opportunity to showcase your works in design exhibitions, gaining exposure in the design industry.
 - Attend workshops by award-winning local and international designers.



COURSE HIGHLIGHTS

- WITH THIS COURSE, YOU WILL:
- Experience exciting collaborations with established game studios and research labs. Learn to design and develop games on platforms such as iPad and Android tablets.
 - Work with virtual reality, augmented reality and other game-changing technologies.
 - Be immersed in a studio environment that provides realistic team-based game development experiences. A wide range of professional software and hardware supports the learning process and the development of game projects. Software tools include Unity3D, UDK, Maya, 3ds Max, ZBrush, Adobe Creative Suite, and Unreal Engine.



COURSE HIGHLIGHTS

- WITH THIS COURSE, YOU WILL:
- Develop strong research grounding with an emphasis on experimentation to push the boundaries of your design ideas.
 - Gain broad exposure to design trends by participating in workshops conducted by local and international designers.
 - Take part in regional study trips, international competitions and industry projects gaining valuable experience.
 - Participate in globally situated studio programmes with overseas design institutions.



COURSE HIGHLIGHTS

- WITH THIS COURSE, YOU WILL:
- Experience a robust integrated curriculum that opens up many pathways for students to explore print, digital and interactive media.
 - Gain insights into professional practice through engagement of renowned practitioners and guest speakers from the industry.
 - Have opportunities to gain recognition through our "exhibit and publish" culture, and to be mentored to win competitions.
 - Be part of a student-run integrated design agency, which provides opportunities for students to work on industry projects.



**SINGAPORE
POLYTECHNIC** | **SP**

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For entry requirements and course information, please contact:

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