Game Design & Development

Are you bored with your computer games? Have you ever wanted to create a more challenging and exciting game, with an all-powerful Avatar and interesting characters all embroiled in an engaging plot?

Well, if you have a passion for writing, story-telling, drawing and programming, you may just be the next Hideo Kojima. This course will equip you to create your own games from scratch. You will learn from experts, work on thrilling projects and enjoy amazing internships.

As Singapore's strategy to be a leader in the Interactive Digital Media landscape takes shape, your talents and abilities will be highly sought after.

Your Journey

Year 1

Strong Foundation Skills

Learn to develop your own mobile and web applications with the coding and user interface skills you acquire. Also, learn the fundamentals of networking, and discover how to create your own analytics dashboard.

Year 2

Immersive Game Experience

You will be exposed to various aspects of the game production pipeline, with an emphasis on the technical aspects of developing games. You will learn how to build serious and video games using a game engine and code games in languages such as C++.

Year 3

Advance Game Design & Development Skills

You will work on real world projects that include the latest immersive media, including AR/VR and also get a chance to polish your own game ideas for publication. You will have the chance to work alongside experts and work for clients in local or overseas companies to hone your skills to develop serious games.

ENTRY REQUIREMENTS

Minimum Entry Requirements

To be eligible for consideration for admission, applicants must obtain 26 points or better for the net ELR2B2 aggregate score (i.e. English Language, 2 relevant subjects and best 2 other subjects, including CCA Bonus Points) and meet the minimum entry requirements of this course. CCA cannot be used to meet the minimum entry requirements.

English Language (EL1)*	Grades 1-7
Mathematics (E or A)	Grades 1-6
Any two other subjects	Grades 1-6

To be eligible for selection, applicants must also have sat for one of the following subjects: Additional Combined Science, Additional Science, Biology, Biotechnology, Chemistry, Combined Science, Computer Studies, Creative 3-D Animation, Design & Technology, Engineering Science, Food & Nutrition,Fundamentals of Electronics, General Science, Human & Social Biology, Integrated Science, Physics, Physical Science, Science (Chemistry, Biology), Science (Physics, Biology), Science (Physics, Chemistry), Science (Physics, Chemistry, Biology).

Note: *Applicants with complete colour vision deficiency are not eligible to apply for this course.*

See also the minimum entry requirements for:

- ITE Certificate Holders
- International Students

Game Design & Development

COURSE STRUCTURE

TP FUNDAMENTALS (TPFun) SUBJECTS

Subject code	Subject	Level	Credit Units
CCS1006	Communication & Information Literacy In this subject, you will learn how to conduct research for relevant information and validate information sources. You will also learn to recognise and avoid plagiarism, and follow standard citation and referencing guidelines when presenting information. In the course of learning, you will be required to plan, prepare and present information appropriately in written and oral form. You will also be taught to consider the **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) when writing and delivering oral presentations.	1	2
CCS1007	Workplace Communication In this subject, you will be taught how to conduct effective meetings while applying team communication strategies and the skills for documenting meeting notes. You will be required to write clear emails, using the appropriate format, language, tone and style for an audience. You will also be taught to communicate appropriately in and for an organisation when using various platforms. In all aspects, the principles of applying **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) will be covered.	1	2
CCS1008	Persuasive Communication In this subject, you will be taught how to use persuasive language in written documents. You will be required to use information to your advantage to verbally communicate and convince an audience about your idea, product or service. Skills such as persuasive vocabulary, language features, graphical illustrations, tone and style would also be covered. The **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) will also be applied when engaging in verbal and written communication.	1	2
GCC1001	Current Issues & Critical Thinking This subject presents you with a panoramic view of current local and global issues, which may have long term implications for Singapore. You will learn to apply critical thinking tools to examine current issues, support your views with relevant research and up-to-date data, articulate an informed opinion and mature as civic-minded individuals.	1	2

CIN1001	Innovation & Entrepreneurship The Innovation & Entrepreneurship subject is designed for learners from all disciplines to embrace innovation in either their specialised fields or beyond. You will first learn the Design Thinking framework, where you will develop problem statements and ideate solutions. Next, you will discover the tools for prototyping and innovation, such as 3D printing and laser cutting, at TP's Makerspace+ facility. Finally, you will acquire commercial awareness through the LEAN Startup framework of idea crystallisation, prototype building, customer testing and validation, refinement of business model canvas, and crowdfunding or crowdsourcing avenues.	1	2
LEA1011	Leadership: Essential Attributes & Practice 1 LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LEA1012	Leadership: Essential Attributes & Practice 2 LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LEA1013	Leadership: Essential Attributes & Practice 3 LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LSW1002	Sports & Wellness This subject will help you develop both the physical and technical skills in your chosen sports or fitness activities. Through a structured curriculum that facilitates group participation, practice sessions and mini competitions, you will learn to build lifelong skills such as resilience, leadership, communication and teamwork. Physical activity sessions will be supplemented by health-related topics to provide you with a holistic approach to healthy living.	1	2
MCR1001	Career Readiness 1 This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1

MCR1002	Career Readiness 2 This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1
MCR1003	Career Readiness 3 This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1
CGS1002	Global Studies This subject provides essential skills and knowledge to prepare you for an overseas experience. You will examine the elements of culture and learn the key principles of cross-cultural communication. In addition, you will gain an appreciation and awareness of the political, economic, technological and social landscape to function effectively in a global environment.	1	3
CGS1003	Managing Diversity at Work* This subject explores the concepts of identity, diversity and inclusion at the workplace. It examines the relationship between identity and diversity, the benefits and challenges of diversity and the strategies that promote inclusion and inspire collaboration in a diverse workplace. Examples of the elements of diversity covered in this subject include nationality, generation, ethnicity and gender.	1	3
CGS1004	Global Citizenship & Community Development* Students will examine the meaning and responsibilities of being a Global Citizen, in order to contribute towards a more equitable and sustainable world. In addition, students will learn how sustainable solutions can support community development, and, execute and critique a community action plan that addresses the needs of a specific community/cause.	1	3
CGS1005	Expressions of Culture* This subject provides a platform for an understanding of culture and heritage through modes of expression. Students will be introduced to global and local cultures via everyday objects, places and human behaviour seen through time and space. Students will explore issues and challenges in culture and heritage sustainability in community, national and global contexts.	1	3
TGL1001	Guided Learning The subject introduces students to the concepts and process of self-directed learning in a chosen area of inquiry. The process focusses on four stages: planning, performing, monitoring and reflecting. Students get to plan their individual learning project, refine and execute the learning plan, as well as monitor and reflect on their learning progress and project. The learning will be captured and showcased through a curated portfolio. The self-directed learning project will broaden and/or deepen a student's knowledge and skills.	1	3

Subject code	Subject	Level	Credit Units
CSI3004	Student Internship Programme This subject has a structured programme that will help to develop important workplace skills for application in a real work environment. The subject will cover a pre-internship training programme and a mentorship programme with the industry. The subject will also cover the roles and functions of an IT professional in an industry and ability to contribute effectively with a high level of professionalism in the workplace.	3	16

Students must choose to take either one of these three subjects or TGL1001 Guided Learning.

Diploma Subjects - Core Subjects

Subject code	Subject	Level	Credit Units
CIA1C07	Logic and Mathematics This subject covers logic, sets, functions, recursion and graphs. It covers mathematical processes for developing algorithms in computing and other real-life applications. Topics covered include the fundamental mathematical concepts needed for computing.	1	4
CGE1C10	Game UiUx This subject focuses on user interfaces and the user experiences of interaction within the game. Students will learn the basics of how to create effective game interfaces using the appropriate tools and techniques as well as being able to understand the user perspectives and experiences of users interacting with game interfaces.	1	4
CIT1C19	User Experience and Interface Design This subject introduces the concept of Human-Centered Design, and its practice to create useful digital products and interfaces that offer an enriching user experience (UX). The topics covered include designing interfaces, need findings, sketching and prototyping for interactive experiences, and usability testing.	1	4
CIA1C11	Data Visualisation and Analytics This subject covers the data analytics lifecycle, including gathering, cleaning, processing and visualising of data. Exploratory data analysis methods, descriptive and predictive analytics and the presentation of insights will also be covered.	1	3
CIT1C18	Computational Thinking This subject introduces students to the fundamentals of computational thinking and their application in developing programming solutions for problems. Topics covered include programming concepts, simple data structures and programming techniques.	1	4
CMC1C08	Network Technology This subject covers the theoretical and practical aspects of networking and its related technologies. Topics covered include network protocols and communications, Ethernet networks, TCP/IP networking model, IP addressing, virtual local area networks (VLANs), routing and switching concepts and static and dynamic routing.	1	4

CCF1C02	IT Systems Security Essentials This subject introduces students to the key principles of information security namely confidentiality, integrity and availability and their application in various real world scenarios. Topics covered include IT law, international standards, security policies, procedures, processes to protect IT systems against cyber-attacks and information breaches and the architecture and organisation of the digital components of a computer system.	1	3
CIA1C06	Database Application Development This subject introduces the fundamental concepts of relational database systems, the design methods specific to relational database, database manipulation using a database query language, and the techniques of implementing relational databases. It will also cover implementation of simple applications to access relational database.	1	4
CIT1C20	Coding and Development Project This subject introduces students to coding principles and practices using an object-oriented approach. The subject also introduces the development of an IT application using the latest technologies. Topics covered include object and classes, composition, simple data structures, application architecture, design and development.	1	4
CIT1C14	Data Structures and Algorithms This subject introduces students to the fundamentals of recursion and data structures in solving problems using a programming language. Topics covered include stacks, queues, linked lists and trees. Searching techniques and sorting algorithms will also be covered.	1	4
CGE2C12	Game Modelling This subject will introduce you to the 3D model creation workflow specifically for the game production pipeline. You will learn to use Polygon Mesh construction methods and texturing concepts for 3D game production. This subject also introduces Digital Content Creation (DCC) tools that you will apply to 3D modelling techniques such as low-poly meshing and digital texturing practices such as using coordinate mapping function and photographic texture creation for crafting 3D in-game art assets.	2	4
CGE2C15	Game Math & Physics This subject will teach you the mathematics and physics concepts, principles and formulas that are crucial to developing games that look realistic, and how to apply these concepts into game situations such as simulating rigid-body collisions using momentum and energy. The subject includes geometry, trigonometry, vectors and matrices, and physics concepts, such as Newton's Laws of Motion and Forces and Energy, which will enable you to simulate realistic motion in games.	2	4

CGE2C16	Game Development This subject provides you with the knowledge and skills to develop graphical interactive games through the use of existing game libraries and to create the component parts of a game, both assets and programming code, and then bring them together to produce a complete game. The subject covers game development techniques such as sprite creation, rendering and animation; collision detection; the main game loop; event handling and control of the frame rate. The in-game usage of sound effects will also be taught, as well as key programming concepts required in game development such as memory management, programming standards and debugging.	2	4
CGE2C17	Game Development Project You will cover topics such as the key processes in the pre-game production, game production and post-game production stages. Topics on game industry roles and responsibilities, game development methodology, programming, design techniques and game-testing and quality assurance will also be covered.	2	4
CGE2C19	Programming with Game Engines This subject introduces programming of games using Game Engine. The subject will cover different game programming techniques and design pattern. Students will be able to employ the techniques and used in conjunction with game engines.	2	4
CGE2C20	Game Design The subject emphasises the use of game design to improve ideas before and during implementation. It covers various aspects of game design, from initial target audience, player behaviour and attitude to aspects affecting implementation within the actual video game. By examining various successful video games within different genres, you will learn to include a variety of attributes in your video games such as motivation for the player and being able to generate re-playability.	3	4
CGE3E01	Game AI The subject introduces the concept of AI within a game engine. Students will learn the basic theories behind AI and explore techniques to apply AI using a game engine for various game types.	3	4
CGE3C07	Mixed Reality Application Development This subject introduces the techniques for designing and developing immersive experiences using mixed reality, such as augmented reality and virtual reality.	3	4
CMP3702	Major Project This subject helps you integrate and apply the knowledge and skills acquired from the various subjects in the Game Design & Development curriculum. It helps you develop a practical understanding of game development methodology, programming and design techniques, quality assurance, project management and presentation skills.	3	10

Graduation Requirements

Cumulative Grade Point Average	min 1.0

TP Fundamental Subjects	40 credit units
Diploma Subjects - Core Subjects - Elective Subjects	72 credit units min 8 credit units
Total Credit Units Completed	**min 120 credit units**