

FALL 2018 MODULES OFFERED

| Course | Course Title | Instructor |
|-----------------------|-------------------------------------------------------------------|-----------------------------------------|
| ANI 101 | Animation Basics I | Dominic CHANG |
| ANI 300 | 3D Character Animation I | Noraset RERKKACHORNKIAT |
| ANI 350 | 3D Character Animation II | Noraset RERKKACHORNKIAT |
| ART 101 | The Language of Drawing I | Calvin TAN |
| ART 105 | Art Processes | Don LOW |
| ART 115 | Art and Technology | Choon Ying TAN |
| ART 125 | Tone, Color and Composition I | Dilip CHAUBEY |
| ART 201 | Life Drawing II | Dilip CHAUBEY |
| ART 310 | Architectural Spaces, Design, and Lighting I | Choon Wee KEH |
| ART 405 | Matte Painting | Dilip CHAUBEY |
| ART 450 | Portfolio | Noraset RERKKACHORNKIAT |
| CG 102 | 2D Raster Graphics for Designers | Sin Yun Sandara TANG |
| CG 125 | Introduction to 3D Production for Designers | Lawrence PAK |
| CG 201 | Introduction to 2D Computer Graphics | Sin Yun Sandara TANG |
| CG 225 | Introduction to 3D Computer Graphics | Marc TAN |
| CG 300 | 3D Environment and Level Design | Lawrence PAK |
| COL 499 | Career Search Preparation: Materials, Logistics and Communication | Boby Sebastian KAPPEN |
| COM 250 | Professional Communication | Elizabeth Mary THORARAJOO |
| CS 100 - A | Computer Environment | Dr. Vadim SUROV |
| CS 100 - B | Computer Environment | Dr. Shoukang William ZHENG |
| CS 100 - C | Computer Environment | Dr. Noori KIM |
| CS 115 | Introduction to Scripting and Programming | Dr. Alvin CHAN |
| CS 116 | Introduction to Computer Technology and Programming | Gerald WONG |
| CS 120 - A | High-level Programming I: The C Programming Language | Dr. Edward SIM |
| CS 120 - B | High-level Programming I: The C Programming Language | Dr. Fang LIU |
| CS 176 | Advanced Scripting | Yee Howe SIN |
| CS 180 | Operating Systems I: Man-Machine Interface | Dr. Prabhu NATARAJAN |
| CS 200 | Computer Graphics I | Dr. Vadim SUROV |
| CS 225 | Advanced C/C++ | Dr. Edward SIM |
| CS 250 | Computer Graphics II | Dr. Vadim SUROV |
| CS 280 | Data Structures | Dr. Chek Tien TAN |
| CS 300 | Advanced Computer Graphics I | Yee Howe SIN |
| CS 315 | Low-Level Programming | Dr. Shoukang William ZHENG |
| CS 330 | Algorithm Analysis | Dr. Fang LIU |
| CS 350 | Advanced Computer Graphics II | Dr. Xin LI |
| CS 380 | Artificial Intelligence for Games | Dr. Prabhu NATARAJAN |
| CS 397 | Special Topics in Computer Science | Dr. Fang LIU |
| CS 398 | Special Topics in Computer Science | Dr. Shoukang William ZHENG |
| DES 100 | Introduction to Design Process | Cristian FAGUNDO |
| DES 101 | Principles of Interactive Design | Kevin Andrew PRIOR |
| ECE 200 | Electrical Circuits | Foo Hoong FONG |
| ECE 300 | Embedded Microcontroller Systems | Foo Hoong FONG |
| ECE 350 | Control Systems | Eicher LOW |
| ECN 100 | Introduction to Economics | Dr. Somi SHIN |
| ENG 110 - A & B | Composition | Shanthina RAVINDRAN |
| ENG 110 - C, D, E & F | Composition | Boby Sebastian KAPPEN |
| ENG 116 - A & B | Storytelling | Rashmi KUMAR |
| ENG 116 - C | Storytelling | Shanthina RAVINDRAN |
| ENG 245 | Introduction to Fiction Writing | Swee San NG |
| ENG 250 | The Graphic Novel | Shanthina RAVINDRAN |
| ENG 400 | Creative Writing for Game Design | Swee San NG |
| FLM 115 | History of Film and Animation | Jinde Kelvin KE |
| FLM 151 | Visual Language and Film Analysis | Gavin LIM |
| GAM 100 | Project Introduction | Andy Logam TAN |
| GAM 200 | Project II | Elie HOSRY/Michael David Thompson |
| GAM 205 | Project II for Designers | Michael David THOMPSON/Elie HOSRY |
| GAM 300 | Project III | Tomas ARCE-GIL/Jonathan KWEK/Rahul NATH |
| GAM 302 | Project III for Designers | Rahul NATH/Jonathan KWEK/Tomas ARCE-GIL |
| GAM 390 - A | Internship I | Rahul NATH |
| GAM 390 - B | Internship I | Dr. Edward SIM |
| GAM 400 | Project IV | Tomas ARCE-GIL |
| GAM 490 - A | Internship II | Rahul NATH |
| GAM 490 - B | Internship II | Dr. Edward SIM |
| GAT 211 | Game Mechanics II | Andy Logam TAN |
| GAT 212 | Advanced Game Mechanics | Rahul NATH |
| GAT 240 | Technology for Designers | Kevin Andrew PRIOR |
| GAT 261 | User Experience Design II | Michael David THOMPSON |
| GAT 315 | 3D Game Design I | Chang You WONG |

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| GAT 399 | Special Topics in Game Development | Jonathan KWEK |
| GAT 405 | Advanced Game Design | Jonathan KWEK |
| HIS 100 | Introduction to World History I | Boon Tien LIM |
| INT 390 | Internship I | Calvin TAN |
| INT 450 | Internship II | Calvin TAN |
| MAT 105 | Introductory Probability and Statistics | Dr. Nicholas SHEPPARD |
| MAT 140 | Linear Algebra and Geometry | Dr. Michael JAHN |
| MAT 150 | Calculus and Analytic Geometry I | Dr. Kang Hao CHEONG |
| MAT 200 | Calculus and Analytic Geometry II | Dr. Michael Daniel Samson |
| MAT 225 | Calculus and Analytic Geometry III | Dr. Kang Hao CHEONG |
| MAT 258 | Discrete Mathematics | Dr. Michael Daniel Samson |
| MAT 340 | Probability and Statistics | Dr. Michael JAHN |
| MAT 355 | Graph Theory | Dr. Michael JAHN |
| MAT 357 | Numerical Analysis | Dr. Michael Daniel Samson |
| MAT 364 | Combinatorial Game Theory | Dr. Michael JAHN |
| MGT 451 | Project Management | Wai Hoong SUN |
| MUS 115 | Fundamentals of Music and Sound Design | Vuk KRAKOVIC |
| PHY 115 | Introduction to Applied Math and Physics | Dr. Keok Kee LEE |
| PHY 200 | Motion Dynamics | Dr. Alvin Sim |
| PHY 200L | Motion Dynamics Laboratory | Dr. Alvin Sim |
| PRJ 201 | 2D Animation Production | Choon Wee KEH |
| PRJ 202 | Game Art Project I | Yong Zhen TAN |
| PRJ 300 | 3D Production Pipeline | Lawrence PAK/Yong Zhen TAN |
| PRJ 391 | Limited-Scope 3D Production | Lawrence PAK/Yong Zhen TAN |
| PRJ 400 | Senior Cinematic Project I | Marc TAN |
| PSY 101 | Introduction to Psychology | Kirby CHUA |
| PSY 201 | Cognitive Psychology | Kirby CHUA |
| SEP 200 | Systems Engineering Project 2 | Dr. Pak San LIEW/Dr. Liang TANG |
| SEP 300 | Systems Engineering Project 4 | Poh Kok LOO |
| SOS 115 | Media and Ethics: A Social Science Perspective | Nicholas TEO |