

## FALL 2022 MODULES OFFERED

Course	Course Title	Instructor
ART 115	Art and Technology	Boon Nee Patricia LIM
ART 450	Portfolio	Noraset RERKKACHORNKIAT
CG 125	Introduction to 3D Production for Designers	Lawrence PAK
CG 130	3D Computer Animation Production I	Lawrence PAK
CG 315	Texturing for 3D	Lawrence PAK
CS 115	Introduction to Scripting and Programming	Siok Hoon Angeline TAN
CS 165	Programming Foundations	Jing Ying GOH
CS 180	Operating Systems I: Man-Machine Interface	Dr. Kan CHEN/Dr. David Miguel SANAN BAENA
CS 200	Computer Graphics I	Dr. Vadim SUROV
CS 225	Advanced C/C++	Prasanna GHALI
CS 280	Data Structures	Dr. Bhargav J BHATKALKAR
CS 300	Advanced Computer Graphics I	Dr. William ZHENG Shoukang
CS 370	Computer Imaging	Dr. Bhargav J BHATKALKAR
CS 398	Special Topics in Computer Science	Dr. William ZHENG Shoukang
CSD 1100	Computer Environment	Dr. Vadim SUROV/Dr. NG Kian Ann
CSD 1101	Computer Environment	Dr. Vadim SUROV/Dr. NG Kian Ann
CSD 1121	High-Level Programming 1	Prasanna GHALI/Dr. Vadim SUROV/Dr. Bhargav J BHATKALKAR/Dr. Jeremy CHEW
CSD 1241	Linear Algebra and Geometry	Dr. DO Duc Tai
CSD 1241	Linear Algebra and Geometry	Dr. DO Duc Tai/Rosa Paulina ANAJAO
CSD 1401	Software Engineering Project 1	Ding Xiang CHENG/Gerald WONG
CSD 1401	Software Engineering Project 1	Gerald WONG/Ding Xiang CHENG
CSD 2100	Introduction to Computer Graphics	Dr. Vadim SUROV
CSD 2125	Modern C++ Design Patterns	Prasanna GHALI
CSD 2170	Programming Massively Parallel Processors	Dr. William ZHENG Shoukang
CSD 2180	Operating Systems	Dr. Kan CHEN/Dr. David Miguel SANAN BAENA
CSD 2200	Calculus & Analytic Geometry 2	Dr. Michael Daniel SAMSON
CSD 2400	Software Engineering Project 3	Elie HOSRY/Vuk KRAKOVIC/Choon Wee KEH/Alwyn LEE/Jing Ying GOH/Holger LIEBNITZ
CSD 2510	Introduction to Game Design	Jonathan KWEK
CSD 3099	Career and Professional Development	Thanusha D/O S RAJ KUMAR
CSD 3099	Career and Professional Development	Banu BISHARAT
CSD 3099	Career and Professional Development	Mohamad Sufian Bin JUMAHRI
CSD 3099	Career and Professional Development	Francis HAU
CSD 3130	Algorithm Analysis	Dr. Poh Kok LOO/Dr. Nitin INDURKHYA
CSD 3240	Probability and Statistics	Dr. WU Yilin
CSD 3400	Software Engineering Project 5	Tomas ARCE-GIL/Jonathan KWEK/Vuk KRAKOVIC/Patrice CRESPIY/Keng Jin POH
CSD 3515	Technical Design Methods	John Michael Quick
DAA 1101	The Language of Drawing 1	Calvin TAN
DAA 1115	Art and Technology	Boon Nee Patricia LIM
DAA 1125	Tone/ Color/ and Composition 1	Don LOW
DAA 1201	Animation Basics 1	Dominic CHANG

DAA 1616	Storytelling	Dr. SIM Jiaying
DAA 2101	Life Drawing 2	Don LOW
DAA 2301	Introduction to 2D Computer Graphics	Sin Yun Sandara TANG
DAA 2325	Introduction to 3D Computer Graphics	Song Tiang Fin TEO
DAA 2401	2D Animation Production	Choon Wee KEH
DAA 2402	Game Art Project 1	Choon Wee KEH/Vuk KRAKOVIC/Alwyn LEE/Elie HOSRY/Jing Ying GOH/Holger LIEBNITZ
DAA 2515	History of Film and Animation	Linus WANG
DAA 3125	3D Design and Sculpture	Calvin TAN
DAA 3134	Survey of Sequential Art	Choon Wee KEH
DAA 3303	Hard Surface Modeling and Texturing	Marc TAN
DAA 3400	3D Production Pipeline	Song Tiang Fin TEO
DAA 3715	Introduction to Scripting and Programming	Siok Hoon Angeline TAN
DES 303	Game Design III	Patrice CRESPIY
DES 315	Technical Design Methods	John Michael QUICK
DES 370	User Research II	Michael David THOMPSON
DES 399	Special Topics in Game Design	Patrice CRESPIY
ECE 260	Digital Electronics II	Dr. TANG Liang
ENG 1010	Engineering Graphics	Dr. Steven TAY/Dr Kyrin LIONG
ENG 250	The Graphic Novel	Shanthina RAVINDRAN
ENG 360	Gender Identity in Literature	Dr. SIM Jiaying
ENG 440	Advanced Fiction Writing	Shanthina RAVINDRAN
FLM 115	History of Film and Animation	Linus WANG
GAM 200	Project II	Elie HOSRY/Vuk KRAKOVIC/Choon Wee KEH/Alwyn LEE/Jing Ying GOH/Holger LIEBNITZ
GAM 300	Project III	Tomas ARCE-GIL/Jonathan KWEK/Vuk KRAKOVIC/Patrice CRESPIY/Keng Jin POH
GAM 400	Project IV	John Michael QUICK
GAT 360	User Research and Testing	Danielle Sum Yee FONG
LAW 115	Introduction to Intellectual Property and Contracts	Shanthina RAVINDRAN
MAT 100	Precalculus with Linear Algebra and Geometry	Bee Yen TAY
MAT 200	Calculus and Analytic Geometry II	Dr. Michael Daniel SAMSON
MAT 340	Probability and Statistics	Dr. WU Yilin
MAT 357	Numerical Analysis	Dr. Michael Daniel SAMSON
MET 1101	Mathematics 1	Rosa Paulina ANAJAO
MET 1300	Computer Environment	Dr. NG Kian Ann
MET 1401	Engineering Fabrication	Dr Ethan Yih Tng CHONG
MET 3700A	Integrated Work Study Programme (Career Skills)	TBA
MCV 5172	Computer Vision	Dr. Lujie CHEN
MCV 5210	Mathematical Elements for Computer Vision	Dr. Lujie CHEN
MGT 451	Project Management	Wai Hoong SUN
MUS 115	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
PHY 200	Motion Dynamics	Dr. Kim Seng TAN
PHY 250	Waves/ Optics/ and Thermodynamics	Dr. Qinjie LIN

PRJ 300	3D Production Pipeline	Song Tiang Fin TEO
PRJ 450	Career Preparation	Marc TAN
PSY 101	Introduction to Psychology	Kirby CHUA
SEM 1104	Calculus & Analytic Geometry 2	Dr. Michael Daniel SAMSON
SEM 2004	Systems Engineering Project 2	Dr. TANG Liang/Yew Chai PAW
SEM 2106	Calculus & Analytic Geometry 3	Dr. Michael Daniel SAMSON
SEM 2204	Motion Dynamics & Lab	Dr. Kim Seng TAN
SEM 2306	Embedded Microcontroller Systems	Foo Hoong FONG
SEM 2602	Systems and Project Management	Dr. David LIN
SEM 3802	The Engineer and Society	Dr. David LIN
SEM 4605	Systems Modeling and Simulation	Dr. David LIN
SEM 4610	Model-Based Systems Engineering	Dr. Pak San LIEW
SEP 300	Systems Engineering Project 4	Dr. TANG Liang
SOS 115	Media and Ethics: A Social Science Perspective	Thanusha D/O S RAJ KUMAR
UXG 1116	Introduction to Computer Technology and Programming	Gerald WONG
UXG 1205	Introductory Probability and Statistics	Dr. TAY Bee Yen
UXG 1500	Introduction to Design Process	Alwyn LEE
UXG 1501	Principles of Interactive Design	Michael David THOMPSON
UXG 1701	Introduction to Psychology	Kirby CHUA
UXG 2165	Programming Foundations	Jing Ying GOH
UXG 2200	Precalculus with Linear Algebra and Geometry	Dr. TAY Bee Yen
UXG 2400	Project 2	Alwyn LEE/Vuk KRAKOVIC/Choon Wee KEH/Elie HOSRY/Jing Ying GOH/Holger LIEBNITZ
UXG 2520	System Design 1	Alwyn LEE
UXG 2570	User Research 1	Danielle Sum Yee FONG
UXG 3400	Project 3 (Part 1)	Jonathan KWEK/Vuk KRAKOVIC/Tomas ARCE-GIL/Patrice CRESPIY/Keng Jin POH
UXG 3503	Game Design 3	Patrice CRESPIY
UXG 3570	User Research 2	Michael David THOMPSON
UXG 3815	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
UXG 3825	Introduction to 3D Production for Designers	Lawrence PAK