

## SPRING 2018 MODULES OFFERED

Course	Course Title	Instructor
PHY 250	Waves/ Optics/ and Thermodynamics	Alvin SIM
PHY 250L	Waves/ Optics and Thermodynamics Lab	Alvin SIM
GAT 210	Game Mechanics I	Andy Logam TAN
GAT 250	2D Game Design I	Andy Logam TAN
GAT 316	3D Game Design II	Andy Logam TAN
INT 390	Internship I	Calvin TAN
INT 450	Internship II	Calvin TAN
ART 120	Language of Drawing II	Calvin TAN
ART 150	Human Anatomy	Calvin TAN
COL 230	College Success for Artists	Calvin TAN
CS 365	Software Engineering	Chek Tien TAN
PRJ 251	2D Animation Production	Choon Wee KEH
PRJ 296	2D Animation Production	Choon Wee KEH
ART 210	Art Appreciation	Choon Ying TAN
GAM 152	Project I for Designers	Cristian FAGUNDO
GAM 302	Project III for Designers	Cristian FAGUNDO
GAM 352	Project III for Designers	Cristian FAGUNDO
GAT 399	Special Topics in Game Development	Cristian FAGUNDO
ART 130	Tone/ Color/ and Composition II	Dilip CHAUBEY
ART 300	Perspective/ Backgrounds and Layouts	Dilip CHAUBEY
ART 405	Matte Painting	Dilip CHAUBEY
ANI 151	Animation Basics II	Dominic CHANG
ART 151	Life Drawing I	Dominic CHANG
ART 105	Art Processes	Don LOW
ART 400	Drawing Fundamentals	Don LOW
CS 170	High-level Programming II: The C++ Programming Language	Edward SIM
CS 399	Special Topics in Computer Science	Edward SIM
GAM 390	Internship I	Edward SIM
GAM 490	Internship II	Edward SIM
CS 230	Game Implementation Techniques	Elie HOSRY
GAM 150	Project I	Elie HOSRY
GAM 200	Project II	Elie HOSRY
SEM 2403	ElectroMechanical Design	Ethan Yih Tng CHONG
SEM 2603	Requirement Engineering and Systems Architecture	Ethan Yih Tng CHONG
CS 120	High-level Programming I: The C Programming Language	Fang LIU
CS 211	Introduction to Databases	Fang LIU
CS 330	Algorithm Analysis	Fang LIU
SEP 150	Systems Engineering Project 1	Foo Hoong FONG
FLM 210	Cinematography for Visual Effects	Gavin LIM
ART 350	Storyboards	Gavin LIM
COM 150	Interpersonal and Work Communication	Hwee Hoon LEE
PRJ 101	The Basics of Production	Jonathan KWEK
CG 310	Game Team Art Production I	Jonathan KWEK
MAT 200	Calculus and Analytic Geometry II	Kang Hao CHEONG
MAT 200	Calculus and Analytic Geometry II	Kang Hao CHEONG
PSY 210	Social Psychology	Kirby CHUA
CG 125	Introduction to 3D Production for Designers	Lawrence PAK
SEP 250	Systems Engineering Project 3	Liang TANG
CG 303	Hard Surface Modeling and Texturing	Marc TAN
CG 399	Special Topics in Computer Graphics	Marc TAN
MAT 140	Linear Algebra and Geometry	Michael Daniel SAMSON
MAT 150	Calculus and Analytic Geometry I	Michael Daniel SAMSON
MAT 354	Discrete and Computational Geometry	Michael Daniel SAMSON
GAT 251	2D Game Design II	Michael David THOMPSON
GAT 260	User Experience Design I	Michael David THOMPSON
GAT 330	Interactive Narrative and Character Creation for Games	Michael David THOMPSON
MAT 180	Vector Calculus I	Michael JAHN
MAT 225	Calculus and Analytic Geometry III	Michael JAHN

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Course	Course Title	Instructor
MAT 250	Linear Algebra	Michael JAHN
MAT 300	Curves and Surfaces	Michael JAHN
MAT 105	Introductory Probability and Statistics	Nicholas SHEPPARD
MAT 150	Calculus and Analytic Geometry I	Nicholas SHEPPARD
ECE 200	Electrical Circuits	Noori KIM
ECE 210	Digital Electronics I	Noori KIM
ANI 300	3D Character Animation I	Noraset RERKKACHORNKIAT
PRJ 450	Senior Cinematic Project II	Noraset RERKKACHORNKIAT
CG 275	Introduction to 3D Animation	Noraset RERKKACHORNKIAT
SEM 1601	Systems and Software Engineering	Pak San LIEW
CS 180	Operating Systems I: Man-Machine Interface	Prabhu NATARAJAN
CS 280	Data Structures	Prabhu NATARAJAN
CS 380	Artificial Intelligence for Games	Prabhu NATARAJAN
CS 170	High-level Programming II: The C++ Programming Language	Prasanna GHALI
GAM 205	Project II for Designers	Rahul NATH
GAM 250	Project II	Rahul NATH
GAM 255	Project II for Designers	Rahul NATH
GAM 390	Internship I	Rahul NATH
GAM 490	Internship II	Rahul NATH
GAT 398	Special Topics in Game Development	Rahul NATH
GAT 399	Special Topics in Game Development	Rahul NATH
ENG 116	Storytelling	Rashmi KUMAR
ENG 120	Research/ Reasoning/ and Writing	Shanthina RAVINDRAN
ENG 250	The Graphic Novel	Shanthina RAVINDRAN
LAW 115	Introduction to Intellectual Property and Contracts	Shanthina RAVINDRAN
COM 150	Interpersonal and Work Communication	Shirley THAM
CS 260	Computer Networks I: Interprocess Communication	Shoukang William ZHENG
CS 261	Computer Networks II	Shoukang William ZHENG
CS 315	Low-level Programming	Shoukang William ZHENG
COM 150	Interpersonal and Work Communication	Siew Tuan CHING
CG 102	2D Raster Graphics for Designers	Sin Yun Sandara TANG
ART 251	Character Design	Sin Yun Sandara TANG
ART 401	Conceptual Illustration and Visual Development	Sin Yun Sandara TANG
COM 150	Interpersonal and Work Communication	Teng Teng HENG
GAM 300	Project III	Tomas ARCE-GIL
GAM 350	Project III	Tomas ARCE-GIL
GAM 450	Project IV	Tomas ARCE-GIL
CS 250	Computer Graphics II	Vadim SUROV
CS 251	Introduction to Computer Graphics	Vadim SUROV
MUS 115	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
JPN 102	Japanese II	Wei Peng LOY
CS 300	Advanced Computer Graphics I	Xin LI
CS 350	Advanced Computer Graphics II	Xin LI
CS 460	Advanced Animation and Modeling	Xin LI
CS 175	Scripting Languages	Yee Howe SIN
PRJ 202	Game Art Project I	Yong Zhen TAN
PRJ 252	Game Art Project I	Yong Zhen TAN
PRJ 350	3D Animation Production	Yong Zhen TAN