

## SPRING 2021 MODULES OFFERED

Course	Course Title	Instructor
ANI 151	Animation Basics II	Dominic CHANG
ANI 398	Special Topics in Animation	Noraset RERKKACHORNIAT
ANI 399	Special Topics in Animation	Noraset RERKKACHORNIAT
ART 105	Art Processes	Don LOW
ART 120	Language of Drawing II	Calvin TAN
ART 130	Tone/ Color/ and Composition II	Dilip CHAUBEY
ART 150	Human Anatomy	Calvin TAN
ART 251	Character Design	Sin Yun Sandara TANG
ART 300	Perspective/ Backgrounds and Layouts	Dilip CHAUBEY
ART 350	Storyboards	Gavin LIM
ART 399	Special Topics in Art	Sin Yun Sandara TANG
ART 401	Conceptual Illustration and Visual Development	Sin Yun Sandara TANG
CG 102	2D Raster Graphics for Designers	Sin Yun Sandara TANG
CG 275	Introduction to 3D Animation	Noraset RERKKACHORNIAT
CG 303	Hard Surface Modeling and Texturing	Marc TAN
CG 350	Graphics for Games	Marc TAN
COL 230	College Success for Artists	Calvin TAN
COL 235	College Success for Designers	Kevin Andrew PRIOR
COL 499	Career Search Preparation: Materials/ Logistics and Communication	Yi-Joo Lynn TAN
COL 499	Career Search Preparation: Materials/ Logistics and Communication	Mohamad Sufian Bin JUMAHRI
COM 150	Introduction to Communication	Dr. Hongzhan Joel GN
COM 250	Professional Communication	Shanthina RAVINDRAN
CS 165	Programming Foundations	Tomas ARCE-GIL
CS 170	High-level Programming II: The C++ Programming Language	Prasanna GHALI/Dr. Vadim SUROV
CS 211	Introduction to Databases	Dr. LIU Fang
CS 230	Game Implementation Techniques	Elie HOSRY
CS 250	Computer Graphics II	Dr. Xin LI
CS 261	Computer Networks II	Dr. William ZHENG Shou Kang
CS 280	Data Structures	Dr. TAN Chek Tien
CS 280	Data Structures	Dr. Nisha JAIN
CS 280	Data Structures	Dr. Prabhu NATARAJAN
CS 300	Advanced Computer Graphics I	Dr. Xin LI
CS 325	User Interface and User Experience Design	Dr. Frank GUAN
CS 330	Algorithm Analysis	Dr. Prabhu NATARAJAN
CS 350	Advanced Computer Graphics II	Dr. Xin LI
CS 370	Computer Imaging	Dr. Prabhu NATARAJAN
CS 385	Machine Learning	Dr. LIU Fang
CS 398	Special Topics in Computer Science	Dr. William ZHENG Shou Kang
CSD 1130	Game Implementation Techniques	Elie HOSRY
CSD 1170	High-Level Programming 2	Prasanna GHALI/Dr. Vadim SUROV

CSD 1250	Calculus & Analytic Geometry 1	Michael Daniel SAMSON
CSD 1250	Calculus & Analytic Geometry 1	Dr. Yong Liang TEH
CSD 1450	Software Engineering Project 2	Ding Xiang CHENG/Tomas ARCE-GIL
CSD 1650	Interpersonal and Work Communication	Kandice LEE
CSD 1650	Interpersonal and Work Communication	Thanusha D/O S RAJ KUMAR
DAA 1120	Language of Drawing 2	Calvin TAN
DAA 1130	Tone/ Color/ and Composition 2	Dilip CHAUBEY
DAA 1150	Human Anatomy	Calvin TAN
DAA 1151	Basic Life Drawing	Dominic CHANG
DAA 1251	Animation Basics 2	Dominic CHANG
DAA 1401	The Basics of Production	Noraset RERKACHORNKIAT
DES 212	System Design Methods	Kevin Andrew PRIOR
DES 212	System Design Methods	Alwyn LEE
DES 240	Level Design I	Jonathan KWEK
DES 301	Game Design I	Rahul NATH
DES 335	Role-Playing Game Design	Alwyn LEE
DES 399	Special Topics in Game Design	Michael David THOMPSON
DES 400	Integrated Digital Design	Rahul NATH
ECE 200	Electrical Circuits	Foo Hoong FONG
ECE 225	Robotics	Dr. LIAW Hwee Choo
ECN 100	Introduction to Economics	Daniel Tat Yong SOH
ENG 360	Gender Identity in Literature	Dr. SIM Jiaying
ENG 395	Special Topics in English	Dr. SIM Jiaying
ENG 410	Interactive Storytelling	Dr. SIM Jiaying
ENG 440	Advanced Fiction Writing	Shanthina RAVINDRAN
GAM 150	Project I	Ding Xiang CHENG/Tomas ARCE-GIL
GAM 250	Project II	Elie HOSRY/Michael David THOMPSON/Yi Quan Raymond TEO
GAM 250	Project II	Michael David THOMPSON/Yi Quan Raymond TEO/Elie HOSRY
GAM 300	Project III	Andy Logam TAN/Jonathan KWEK/Yannick Vincent GERBER
GAM 350	Project III	Yannick Vincent GERBER
GAM 350	Project III	Andy Logam TAN
GAM 390	Internship I	Rahul NATH
GAM 390	Internship I	Tomas ARCE-GIL
GAM 390	Internship I	Ding Xiang CHENG
GAM 400	Project IV	Yannick Vincent GERBER
GAM 450	Project IV	Yannick Vincent GERBER
GAM 490	Internship II	Tomas ARCE-GIL
GAM 490	Internship II	Ding Xiang CHENG
GAM 490	Internship II	Andy Logam TAN
GAM 490	Internship II	Yannick Vincent GERBER
GAM 490	Internship II	Kevin Andrew PRIOR

GAM 490	Internship II	Jonathan KWEK
GAM 490	Internship II	Rahul NATH
GAM 490	Internship II	Dr. LIU Fang
GAM 490	Internship II	Rahul NATH
GAM 490	Internship II	Andy Logam TAN
GAM 490	Internship II	Michael David THOMPSON
GAM 490	Internship II	Tomas ARCE-GIL
GAT 251	2D Game Design II	Rahul NATH
GAT 260	User Experience Design I	Michael David THOMPSON
GAT 316	3D Game Design II	Rahul NATH
GAM 150	Project I	Ding Xiang CHENG/Tomas ARCE-GIL
GAM 150	Project I	Ding Xiang CHENG/Tomas ARCE-GIL
GAM 250	Project II	Elie HOSRY/Michael David THOMPSON/Yi Quan Raymond TEO
GAM 250	Project II	Michael David THOMPSON/Yi Quan Raymond TEO/Elie HOSRY
GAM 300	Project III	Andy Logam TAN/Jonathan KWEK/Yannick Vincent GERBER
GAM 350	Project III	Andy Logam TAN/Jonathan KWEK/Yannick Vincent GERBER
GAM 350	Project III	Yannick Vincent GERBER
GAM 350	Project III	Andy Logam TAN
GAM 390	Internship I	Rahul NATH
GAM 390	Internship I	Tomas ARCE-GIL
INT 450	Internship II	Noraset RERKKACHORNKIAT
INT 450	Internship II	Dominic CHANG
LAW 115	Introduction to Intellectual Property and Contracts	Shanthina RAVINDRAN
MAT 150	Calculus and Analytic Geometry I	Dr. Michael Daniel SAMSON
MAT 250	Linear Algebra	Dr. Michael JAHN
MAT 250	Linear Algebra	Duc Tai DO
MAT 300	Curves and Surfaces	Dr. Michael Daniel SAMSON
MAT 320	Mathematics of Digital Signal Processing I	Dr. Michael JAHN
MAT 355	Graph Theory	Dr. Michael JAHN
MUS 115	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
MUS 399	Special Topics in Music	Vuk KRAKOVIC
PHY 115	Introduction to Applied Math and Physics	Keok Kee LEE
PHY 200	Motion Dynamics	Rosa Paulina ANAJAO
PHY 200L	Motion Dynamics Laboratory	Rosa Paulina ANAJAO
PHY 250	Waves/ Optics/ and Thermodynamics	Dr. Kim Seng TAN
PHY 250L	Waves/ Optics and Thermodynamics Lab	Dr. Kim Seng TAN
PRJ 101	The Basics of Production	Noraset RERKKACHORNKIAT
PRJ 251	2D Animation Production	Choon Wee KEH
PRJ 252	Game Art Project I	Choon Wee KEH
PRJ 350	Cinematic Production	Song Tiang Fin TEO
PRJ 352	Game Art Project II	Marc TAN

PRJ 450	Career Preparation	Lawrence PAK
PSY 350	Psychology of the Media	Kirby CHUA
SEM 1003	Systems Engineering Project 1	Foo Hoong FONG/Yew Chai PAW
SEM 1104	Calculus & Analytic Geometry 2	Dr. DO Duc Tai
SEM 1104	Calculus & Analytic Geometry 2	Dr. Bee Yen TAY
SEM 1302	Digital Electronics 1	Dr. NG Kian Ann
SEM 1504	High-Level Programming 2	Prasanna GHALI
SEM 1601	Systems and Software Engineering	Pak San LIEW
SEM 1902	Interpersonal and Work Communication	Hwee Hoon LEE
SEM 2403	ElectroMechanical Design	Ethan Yih Tng CHONG
SEM 2603	Requirement Engineering and Systems Architecture	Ethan Yih Tng CHONG
SEM 2700	Career Planning and Development	TBA
SEM 3700	IWSP	Poh Kok LOO
SEM 4606	Risk and Decision Analysis	Wai Hoong SUN
SEM 4607	Systems Integration/ Verification and Validation	Pak San LIEW
SEM 4608	Large Scale Systems	Pak San LIEW
SEP 150	Systems Engineering Project 1	Foo Hoong FONG/Yew Chai PAW
SEP 250	Systems Engineering Project 3	Dr. TANG Liang /Yew Chai PAW
SEP 350	Systems Engineering Project 5	Poh Kok LOO
SOS 150	Society and Technology	Dinkim SAILO
UXG 1175	Scripting Languages	Tomas ARCE-GIL
UXG 1420	Introduction to Digital Production	Kevin Andrew PRIOR
UXG 1505	Game Design Process	Andy Logam TAN
UXG 1560	User Experience Design 1	Michael David THOMPSON
UXG 1616	Storytelling	Banu BISHARAT
UXG 1616	Storytelling	Usha NAIR
UXG 1702	Cognitive Psychology	Kirby CHUA