

SPRING 2019 MODULES OFFERED

Course	Course Title	Instructor
ANI 151	Animation Basics II	Dominic CHANG
ANI 350	3D Character Animation II	Noraset RERKKACHORNKIAT
ART 120	Language of Drawing II	Calvin TAN
ART 130	Tone/ Color/ and Composition II	Dilip CHAUBEY
ART 150	Human Anatomy	Calvin TAN
ART 151	Life Drawing I	Dominic CHANG
ART 210	Art Appreciation	Choon Ying TAN
ART 251	Character Design	Sin Yun Sandara TANG
ART 300	Perspective/ Backgrounds and Layouts	Dilip CHAUBEY
ART 350	Storyboards	Gavin LIM
ART 400	Drawing Fundamentals	Don LOW
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 RERKKACHORNKIAT
CG 398	Special Topics in Computer Graphics	Marc TAN
COL 230	College Success for Artists	Calvin TAN
COM 150	Interpersonal and Work Communication	Elizabeth Mary THORARAJOO
COM 150	Interpersonal and Work Communication	Hwee Hoon LEE
CS 120	High-level Programming I: The C Programming Language	Fang LIU
CS 170	High-level Programming II: The C++ Programming Language	Slawomir Grzegorz WLODKOWSKI
CS 170	High-level Programming II: The C++ Programming Language	Vadim SUROV
CS 175	Scripting Languages	Gerald WONG
CS 180	Operating Systems I: Man-Machine Interface	Shoukang William ZHENG
CS 185	C++ for Designers	Gerald WONG
CS 211	Introduction to Databases	Fang LIU
CS 230	Game Implementation Techniques	Elie HOSRY
CS 250	Computer Graphics II	Vadim SUROV
CS 251	Introduction to Computer Graphics	Vadim SUROV
CS 260	Computer Networks I: Interprocess Communication	Shoukang William ZHENG
CS 261	Computer Networks II	Shoukang William ZHENG
CS 280	Data Structures	Mohammad Shihabul HAQUE
CS 280	Data Structures	Prabhu NATARAJAN
CS 300	Advanced Computer Graphics I	Yee Howe SIN
CS 330	Algorithm Analysis	Prabhu NATARAJAN
CS 350	Advanced Computer Graphics II	Xin LI
CS 365	Software Engineering	Chek Tien TAN
CS 370	Computer Imaging	Prabhu NATARAJAN
CS 385	Machine Learning	Fang LIU
DES 105	Game Design Process	Andy Logam TAN
DES 260	User Experience Design I	Michael David THOMPSON
ECE 200	Electrical Circuits	Foo Hoong FONG
ECE 210	Digital Electronics I	Noori KIM
ECE 225	Robotics	Hwee Choo LIAW

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Course	Course Title	Instructor
ENG 116	Storytelling	Rashmi KUMAR
ENG 116	Storytelling	Usha NAIR
ENG 120	Research/ Reasoning/ and Writing	Shanthina RAVINDRAN
ENG 230	Speculative Fiction	Shanthina RAVINDRAN
ENG 250	The Graphic Novel	Shanthina RAVINDRAN
ENG 399	Special Topics in English	Rashmi KUMAR
GAM 120	Introduction to Digital Production	Andy Logam TAN/Ding Xiang CHENG
GAM 150	Project I	Elie HOSRY/Kevin Andrew PRIOR
GAM 200	Project II	Michael David THOMPSON
GAM 250	Project II	Michael David THOMPSON/Tomas ARCE-GIL/Chor Guan TEO
GAM 255	Project II for Designers	Michael David THOMPSON/Tomas ARCE-GIL
GAM 300	Project III	Tomas ARCE-GIL/Rahul NATH
GAM 302	Project III for Designers	Rahul NATH/Jonathan KWEK/Rahul NATH
GAM 350	Project III	Rahul NATH/Jonathan KWEK/Tomas ARCE-GIL
GAM 352	Project III for Designers	Rahul NATH/Jonathan KWEK
GAM 390	Internship I	Rahul NATH
GAM 390	Internship I	Xin LI
GAM 450	Project IV	Andy Logam TAN
GAM 490	Internship II	Rahul NATH
GAM 490	Internship II	Xin LI
GAT 250	2D Game Design I	Kevin Andrew PRIOR
GAT 251	2D Game Design II	Jonathan KWEK
GAT 260	User Experience Design I	Michael David THOMPSON
GAT 316	3D Game Design II	Chang You WONG
GAT 330	Interactive Narrative and Character Creation for Games	Michael David THOMPSON
GAT 399	Special Topics in Game Development	Cristian FAGUNDO
GAT 401	Rapid Prototyping	Rahul NATH
INT 390	Internship I	Calvin TAN
INT 450	Internship II	Calvin TAN
LAW 115	Introduction to Intellectual Property and Contracts	Shanthina RAVINDRAN
MAT 140	Linear Algebra and Geometry	Michael Daniel SAMSON
MAT 150	Calculus and Analytic Geometry I	Bee Yen TAY
MAT 150	Calculus and Analytic Geometry I	Michael Daniel SAMSON
MAT 180	Vector Calculus I	Michael JAHN
MAT 200	Calculus and Analytic Geometry II	Nicholas SHEPPARD
MAT 250	Linear Algebra	Michael JAHN
MAT 300	Curves and Surfaces	Michael JAHN
MAT 351	Quaternions/ Interpolation and Animation	Michael Daniel SAMSON
MUS 115	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
PHY 115	Introduction to Applied Math and Physics	Keok Kee LEE
PHY 200	Motion Dynamics	Kwok Wah CHENG
PHY 200L	Motion Dynamics Laboratory	Kwok Wah CHENG
PHY 250	Waves/ Optics/ and Thermodynamics	Kwok Wah CHENG

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Course	Course Title	Instructor
PRJ 101	The Basics of Production	Noraset RERKKACHORNKIAT
PRJ 251	2D Animation Production	Choon Wee KEH
PRJ 252	Game Art Project I	Yong Zhen TAN
PRJ 350	Cinematic Production	Lawrence PAK
PRJ 352	Game Art Project II	Jonathan KWEK
PRJ 395	3D Animation Production	Lawrence PAK
PRJ 450	Senior Cinematic Project II	Yong Zhen TAN
PSY 101	Introduction to Psychology	Kirby CHUA
PSY 210	Social Psychology	Kirby CHUA
SEP 150	Systems Engineering Project 1	Foo Hoong FONG/Pak San LIEW
SEP 250	Systems Engineering Project 3	Liang TANG/Pak San LIEW
SEP 350	Systems Engineering Project 5	Liang TANG/Poh Kok LOO/Noori KIM