

SUMMER 2018 MODULES OFFERED

Course	Course Title	Instructor
ANI 300	3D Character Animation I	Noraset RERKACHORNKIAT
ANI 350	3D Character Animation II	Noraset RERKACHORNKIAT
ART 151	Life Drawing I	Dominic CHANG
ART 200	Animal Anatomy	Calvin TAN
ART 201	Life Drawing II	Dilip CHAUBEY
ART 234	Survey of Sequential Art	Choon Wee KEH
ART 240	Introduction to Graphic Design and Typography	Michael David THOMPSON
ART 398	Special Topics in Art	TANG Sin Yun Sandara
CG 130	3D Computer Animation Production I	Lawrence PAK Zhi Heng
CG 201	Introduction to 2D Computer Graphics	TANG Sin Yun Sandara
CG 225	Introduction to 3D Computer Graphics	Marc TAN Chin Chuan
CG 310	Game Team Art Production I	Lawrence PAK Zhi Heng
CG 350	Graphics for Games	Marc TAN Chin Chuan
COL 499	Career Search Preparation: Materials, Logistics and Communication	Boby Sebastian KAPPEN
COL 499	Career Search Preparation: Materials, Logistics and Communication	Teng Teng HENG
CS 100	Computer Environment	Dr. ZHENG Shoukang William
CS 170	High-level Programming II: The C++ Programming Language	Dr. Vadim SUROV
CS 180	Operating Systems I: Man-Machine Interface	Dr. ZHENG Shoukang William
CS 200	Computer Graphics I	Dr. Vadim SUROV
CS 211	Introduction to Databases	Dr. LIU Fang
CS 225	Advanced C/C++	Dr. Joon Edward SIM
CS 230	Game Implementation Techniques	Elie HOSRY
CS 300	Advanced Computer Graphics I	Dr. Xin LI
CS 370	Computer Imaging	Prabhu NATARAJAN
CS 375	Compilers and Interpreters	Dr. Joon Edward SIM
CS 385	Machine Learning	Dr. LIU Fang
CS 460	Advanced Animation and Modeling	Dr. Xin LI
ECE 210	Digital Electronics I	Dr. Liang TANG
ECE 300	Embedded Microcontroller Systems	Dr. Noori KIM
ENG 230	Speculative Fiction	Shanthina RAVINDRAN
ENG 315	Scriptwriting	Swee San NG
ENG 398	Special Topics in English	Rashmi KUMAR
ENG 399	Special Topics in English	Rashmi KUMAR
ENG 400	Creative Writing for Game Design	Andy Logam TAN
FLM 115	History of Film and Animation	Jinde Kelvin KE
GAM 150	Project I	Elie HOSRY
GAM 350	Project III	Tomas ARCE-GIL
GAM 352	Project III for Designers	Cristian FAGUNDO
GAM 390	Internship I	Dr. Joon Edward SIM
GAM 390	Internship I	Rahul NATH
GAM 400	Project IV	Rahul NATH
GAM 490	Internship II	Dr. Joon Edward SIM
GAM 490	Internship II	Rahul NATH
GAT 120	Game Analysis	Rahul NATH
GAT 211	Game Mechanics II	Andy Logam TAN
GAT 240	Technology for Designers	Chang You WONG
GAT 260	User Experience Design I	Michael David THOMPSON
GAT 397	Special Topics in Game Development	Cristian FAGUNDO
GAT 398	Special Topics in Game Development	Jonathan KWEK
INT 390	Internship I	Calvin TAN
INT 450	Internship II	Calvin TAN
MAT 150	Calculus and Analytic Geometry I	Dr. Kang Hao CHEONG
MAT 200	Calculus and Analytic Geometry II	Dr. Muhammad Fadzli BIN HASSAN
MAT 230	Vector Calculus II	Dr. Michael JAHN
MAT 351	Quaternions, Interpolation and Animation	Dr. Michael Daniel SAMSON
MUS 115	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
PHY 200	Motion Dynamics	Keok Kee LEE
PSY 101	Introduction to Psychology	Kirby CHUA