

SUMMER 2022 MODULES OFFERED

| Course | Course Title | Instructor |
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| ANI 300 | 3D Character Animation I | Noraset RERKKACHORNIAT |
| ANI 350 | 3D Character Animation II | Noraset RERKKACHORNIAT |
| ART 105 | Art Processes | Don LOW |
| ART 200 | Animal Anatomy | Calvin TAN |
| ART 396 | Special Topics in Art | Sin Yun Sandara TANG |
| ART 398 | Special Topics in Art | Choon Wee KEH |
| CG 102 | 2D Raster Graphics for Designers | Sin Yun Sandara TANG |
| CG 125 | Introduction to 3D Production for Designers | Lawrence PAK |
| CG 300 | 3D Environment and Level Design | Lawrence PAK |
| CG 305 | Digital Sculpture | Marc TAN |
| CG 350 | Graphics for Games | Marc TAN |
| CS 170 | High-level Programming II: The C++ Programming Language | Dr. Jeremy CHEW |
| CS 200 | Computer Graphics I | Prasanna GHALI |
| CS 225 | Advanced C/C++ | Prasanna GHALI |
| CS 230 | Game Implementation Techniques | Elie HOSRY |
| CS 280 | Data Structures | Dr. Bhargav J BHATKALKAR |
| CS 315 | Low-Level Programming | Dr. Jeremy CHEW |
| CS 350 | Advanced Computer Graphics II | Prasanna GHALI |
| CS 380 | Artificial Intelligence for Games | Dr. Vadim SUROV |
| CS 385 | Machine Learning | Dr. LIU Fang |
| CS 396 | Special Topics in Computer Science | Tomas ARCE-GIL |
| CS 397 | Special Topics in Computer Science | Foo Hoong FONG/ Dr. LIAW Hwee Choo |
| CS 398 | Special Topics in Computer Science | Dr. William ZHENG Shou Kang |
| COL 499 | Career Search Preparation: Materials/ Logistics and Communication | Mohamad Sufian Bin JUMAHRI |
| CSD 1130 | Game Implementation Techniques | Elie HOSRY |
| CSD 1170 | High-Level Programming 2 | Dr. Jeremy CHEW |
| CSD 1450 | Software Engineering Project 2 | Ding Xiang CHENG/Gerald WONG |
| CSD 1240 | Linear Algebra and Geometry | Dr. DO Duc Tai |
| CSD 1250 | Calculus & Analytic Geometry 1 | Dr. TAY Bee Yen |
| CSD 2100 | Introduction to Computer Graphics | Prasanna GHALI |
| CSD 2250 | Linear Algebra | Dr. WU Yilin |
| CSD 2250 | Linear Algebra | TBA |

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| CSD 2540 | Level Design 1 | Jonathan KWEK/Keng Jin POH |
| CSD 2300 | Motion Dynamics & Lab | Dr. Qinjie LIN |
| CSD 2701 | Introduction to Psychology | Kirby CHUA |
| CSD 3150 | Spatial Data Structures | Prasanna GHALI |
| CSD 3182 | Artificial Intelligence for Games | Dr. Vadim SUROV |
| DAA 1151 | Basic Life Drawing | Dominic CHANG |
| DAA 1251 | Animation Basics 2 | Dominic CHANG |
| DAA 2110 | Animal Anatomy | Calvin TAN |
| DAA 2300 | 3D Environment and Level Design | Lawrence PAK |
| DAA 2301 | Introduction to 2D Computer Graphics | Sin Yun Sandara TANG |
| DAA 2325 | Introduction to 3D Computer Graphics | Song Tiang Fin TEO |
| DAA 2510 | Cinematography for Visual Effects | Gavin LIM |
| DAA 3200 | 3D Character Animation 1 | Noraset RERKKACHORNKIAT |
| DAA 3305 | Digital Sculpture | Marc TAN |
| DES 214 | Level Design Methods | Jonathan KWEK |
| DES 302 | Game Design II | Holger LIEBNITZ |
| DES 335 | Role-Playing Game Design | Alwyn LEE |
| DES 365 | Game Feel | Jing Ying GOH |
| DES 396 | Special Topics in Game Design | Michael David THOMPSON |
| ECE 260 | Digital Electronics II | Dr. TANG Liang |
| ENG 150 | Mythology | Kandice LEE |
| ENG 410 | Interactive Storytelling | Dr. SIM Jiaying |
| FLM 210 | Cinematography for Visual Effects | Gavin LIM |
| GAM 350 | Project III | Jonathan KWEK/Tomas ARCE-GIL/Holger LIEBNITZ/Keng Jin POH |
| GAT 211 | Game Mechanics II | Alwyn LEE |
| MAT 140 | Linear Algebra and Geometry | Dr. DO Duc Tai |
| MAT 250 | Linear Algebra | Dr. WU Yilin |
| MAT 256 | Introduction to Differential Equations | Dr. Yong Liang TEH |
| MAT 300 | Curves and Surfaces | Dr. Michael JAHN |
| MUS 115 | Fundamentals of Music and Sound Design | Vuk KRAKOVIC |
| PHY 270 | Electricity and Magnetism | Rosa Paulina ANAJAO |
| PHY 270L | Electricity and Magnetism Lab | Rosa Paulina ANAJAO |
| PRJ 400 | Cinematic Production | Song Tiang Fin TEO |
| PSY 101 | Introduction to Psychology | Kirby CHUA |
| SEM 1302 | Digital Electronics 1 | Dr. NG Kian Ann |

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| SEM 1504 | High-Level Programming 2 | Dr. Jeremy CHEW |
| SEM 3104 | Linear Algebra | Dr. Michael Daniel SAMSON |
| SEM 3105 | Differential Equations | Dr. Yong Liang TEH |
| SEM 3203 | Electricity and Magnetism and Lab | Rosa Paulina ANAJAO |
| SEM 3302 | Digital Electronics 2 | Dr. TANG Liang |
| SEM 3503 | Modern C++ Design Patterns | Prasanna GHALI |
| SOS 115 | Media and Ethics: A Social Science Perspective | Thanusha D/O S RAJ KUMAR |
| UXG 2502 | Game Design 2 | Holger LIEBNITZ |
| UXG 2520 | System Design 1 | Alwyn LEE |
| UXG 2565 | Game Feel | Jing Ying GOH |
| UXG 2802 | 2D Raster Graphics for Designers | Sin Yun Sandara TANG |
| UXG 2805 | Art Processes | Don LOW |
| UXG 4950 | Internship 1 | Michael David THOMPSON |