

Summer 2025 Modules Offered

Course Code	Course Title	Instructor
CSD 1171	High-Level Programming 2	Dr. Jeremy CHEW Ping /Dr. Vadim SUROV/Dr. Soroor MALEKMOHAMMADI FARADOUNBEH
CSD 2101	Introduction to Computer Graphics	Prasanna GHALI/Parminder SINGH/Dr. Soroor MALEKMOHAMMADI FARADOUNBEH
CSD 3150	Spatial Data Structures	Parminder SINGH/Dr. Soroor MALEKMOHAMMADI FARADOUNBEH
CSD 3151	Spatial Data Structures	Parminder SINGH/Dr. Soroor MALEKMOHAMMADI FARADOUNBEH
CSD 3182	Artificial Intelligence for Games	Dr. Vadim SUROV
CSD 3183	Artificial Intelligence for Games	Dr. Vadim SUROV
DAA 1715	Introduction to Scripting and Programming	CHENG Ding Xiang
MET 3302	Computer Networks	Dr. Liang TANG
MET 3503	Modern C++ Design Patterns	Dr. Jeremy CHEW Ping
MET 3504	Machine Learning	Priyanka Hriday BHOYAR/Dr. Zhiyuan WANG
SEM 3503	Modern C++ Design Patterns	Dr. Jeremy CHEW Ping
UXG 1175	Scripting Languages	CHENG Ding Xiang /TAN Chee Wei (Tommy)
DAA 2300	3D Environment and Level Design	PAK Zhi Heng (Lawrence)
DAA 2325	Introduction to 3D Computer Graphics	TEO Song Tiang (Fin)
DAA 3200	3D Character Animation 1	Noraset RERKKACHORNKIAT
DAA 3305	Digital Sculpture	TAN Chin Chuan (Marc)
DAA 4305	Advanced Character Creation	TAN Chin Chuan (Marc)
DAA 4950	Internship 1	Dominic CHANG Yeat Cheng
UXG 2802	2D Raster Graphics for Designers	KEH Choon Wee
MET 2001	System Engineering Project 1	Dr. FONG Foo Hoong /Dr. KHOO Teck Ping
MET 2402	ElectroMechanical Design	SIT Faculty
MET 2603	Requirements Engineering and System Architecture	SIT Faculty
MET 3700B	Integrated Work Study Programme (Work Attachment)	SIT Faculty
MET 4004	Capstone Project	SIT Faculty
DAA 2515	History of Film and Animation	TAN Yuan Sheng (Eternality)

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DAA 3198	Special Topics in Art (Visual Development)	LOW Chee Mun (Don)
UXG 2805	Art Processes	LOW Chee Mun (Don)
CSD 2511	Introduction to Game Design	KWEK Shie Sien (Jonathan)/Dr. QUICK John Michael/Kevin Andrew PRIOR
CSD 2541	Level Design	Holger LIEBNITZ
CSD 3450	Software Engineering Project 6	Tomas ARCE-GIL
CSD 3451	Software Engineering Project 6	Tomas ARCE-GIL
GAM 450	Project IV	Tomas ARCE-GIL
GAT 399	Special Topics in Game Development	KWEK Shie Sien (Jonathan)
GAT 405	Advanced Game Design	Michael David THOMPSON
UXG 1560	User Experience Design 1	Danielle FONG Sum Yee
UXG 2520	System Design 1	Kevin Andrew PRIOR
UXG 2565	Game Feel	Patrice CRESPIY
UXG 4535	Role-Playing Game Design	Patrice CRESPIY
UXG 4536	Interactive Narrative Design	Michael David THOMPSON
CSD 2701	Introduction to Psychology	Celso Kirby Go CHUA (Adjunct)
CSD 2702	Introduction to Psychology	Celso Kirby Go CHUA (Adjunct)
DAA 1701	Introduction to Psychology	Celso Kirby Go CHUA (Adjunct)
DAA 4610	Introduction to Japanese I	LOY Wei Peng
DAA 4615	Media and Ethics: A Social Science Perspective	Izzairin Bin SWANDI
DAA 4631	Mythology	Shanthina RAVINDRAN
DAA 4642	Interactive Storytelling	Andy TAN Logam
UDE 2222	Design Innovation	SIT Faculty
UXG 4610	Introduction to Japanese I	LOY Wei Peng
UXG 4622	Social Psychology	Celso Kirby Go CHUA (Adjunct)
UXG 4631	Mythology	Shanthina RAVINDRAN
UXG 4642	Interactive Storytelling	Andy TAN Logam
UXG 4653	Project Management	SUN Wai Hoong
CSD 1251	Calculus and Analytic Geometry 1	Dr. Ronald KOH Joon Wei

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CSD 2251	Linear Algebra	Dr. WU Yilin/Rosa Paulina ANAJAO
CSD 3240	Probability and Statistics	Dr. WU Yilin
MET 2102	Mathematics 2	Dr. DO Duc Tai /Rosa Paulina ANAJAO
MET 3103	Mathematics 3	Dr. WU Yilin
UXG 1815	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
CSD 2301	Motion Dynamics and Lab	Dr. LIN Qinjie