

## Fall 2023 Modules Offered

Module Code	Module Title	Name of Faculty
DAA 2401	2D Animation Production	KEH Choon Wee
GAT 251	2D Game Design II	Holger LIEBNITZ
DAA 3250	3D Character Animation 2	Noraset RERKKACHORNKIAT
ANI 350	3D Character Animation II	Noraset RERKKACHORNKIAT
DAA 3400	3D Production Pipeline	TEO Song Tiang "Fin"
PRJ 300	3D Production Pipeline	TEO Song Tiang "Fin"
CG 405	Advanced Character Creation	TAN Chin Chuan "Marc"
DAA 4305	Advanced Character Creation	TAN Chin Chuan "Marc"
UXG 2176	Advanced Scripting	GOH Jing Ying /Dr. John Michael QUICK
CSD 3130	Algorithm Analysis	Dr. LOO Poh Kok (SIT Faculty)/ Alfred Shang Jin WHANG (SIT Faculty)
CS 330	Algorithm Analysis	Dr. Sayed Ameenuddin IRFAN / Dr. WANG Zhiyuan
DAA 1201	Animation Basics 1	Dominic CHANG Yeat Cheng
DAA 1115	Art and Technology	LIM Boon Nee Patricia (Adjunct)
CSD 2200	Calculus & Analytic Geometry 2	Dr. Ronald KOH Joon Wei/ Dr. LIN Qinjie
SEM 2106	Calculus & Analytic Geometry 3	Dr. WU Yilin
CSD 2201	Calculus and Analytic Geometry 2	Dr. Ronald KOH Joon Wei/ Dr. LIN Qinjie / Dr. TAY Bee Yen (Adjunct)
CSD 4400	Capstone Project	Dr. TANG Liang (Module Lead)
MCV 5911	Capstone Project (Phase-II)	Dr. LIU Fang
SEM 4007	Capstone Project 1	Dr. TANG Liang (Module Lead)
CSD 3099	Career and Professional Development	Gnamary D/O THORARAJOO (Adjunct)
CSD 3099	Career and Professional Development	HAU Francis (Adjunct)
CSD 3099	Career and Professional Development	Kenneth TAN (Adjunct)
CSD 3099	Career and Professional Development	Mohamad Sufian Bin JUMAHRI (Adjunct)
DAA 4400	Cinematic Production	TEO Song Tiang "Fin"
PRJ 400	Cinematic Production	TEO Song Tiang "Fin"
MET 1300	Computer Environment	Dr. NG Kian Ann

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<b>CSD 1101</b>	Computer Environment	Dr. Vadim SUROV/ Dr. NG Kian Ann / Dr. KHOO Teck Ping
<b>ECE 350</b>	Control Systems	Dr. LIAW Hwee Choo
<b>SEM 4307</b>	Control Systems	Dr. LIAW Hwee Choo
<b>CS 280</b>	Data Structures	Dr. Bhargav Jayaprakash BHATKALKAR
<b>SEM 4505</b>	Data Structures	Dr. Bhargav Jayaprakash BHATKALKAR
<b>UDC 1001</b>	Digital Competency Essentials	Asynchronous (SIT)
<b>MET 2304</b>	Embedded Microcontroller Systems	FONG Foo Hoong
<b>SEM 2306</b>	Embedded Microcontroller Systems	FONG Foo Hoong
<b>MET 1401</b>	Engineering Fabrication	Dr. Aaron GOH (SIT Faculty)
<b>ENG 1010</b>	Engineering Graphics	Steven TAY (SIT Faculty)/Dr. Kyrin Jo LIONG Yushan (SIT Faculty)
<b>ENG 1005</b>	Engineering Physics 2	Neelakantam V. VENKATARAYALU (SIT Faculty)
<b>UXG 3815</b>	Fundamentals of Music and Sound Design	Vuk KRAKOVIC
<b>MCV 5177</b>	Future Trends in Computer Vision	Dr. LIU Fang / Dr. CHEN Lujie
<b>DAA 2402</b>	Game Art Project 1	KEH Choon Wee
<b>DAA 4402</b>	Game Art Project 2	PAK Zhi Heng “Lawrence”
<b>UXG 2502</b>	Game Design 2	Holger LIEBNITZ
<b>CG 303</b>	Hard Surface Modeling and Texturing	TAN Chin Chuan “Marc”
<b>DAA 3303</b>	Hard Surface Modeling and Texturing	TAN Chin Chuan “Marc”
<b>CSD 1121</b>	High-Level Programming 1	Prasanna Kumar GHALI/Dr. Vadim SUROV/Dr. Jeremy CHEW Ping /Dr. Bhargav Jayaprakash BHATKALKAR
<b>MET 2502</b>	High-level Programming 2	Dr. Jeremy CHEW Ping
<b>SEM 1504</b>	High-Level Programming 2	Dr. Jeremy CHEW Ping
<b>DAA 2515</b>	History of Film and Animation	TAN Yuan Sheng (Eternality) (Adjunct)
<b>CSD 4901</b>	Integrated Work Study Programme	Dr. CHEN Kan (SIT Faculty, Module Lead)
<b>MET 3700A</b>	Integrated Work Study Programme (Career Skills)	Jeffrey THNG (SIT Faculty)/ZHANG Weili (SIT Faculty)
<b>CSD 4902A</b>	Integrated Work Study Programme (Career Skills)	YONG Kwok Boon (SIT Faculty)

## Fall 2023 Modules Offered

<b>UDE 2001</b>	Interdisciplinary Design Innovation	D THEYAGU (SIT Faculty)
<b>UDE 2001</b>	Interdisciplinary Design Innovation	Hai Meng Nat LIEW (SIT Faculty)
<b>UDE 2001</b>	Interdisciplinary Design Innovation	Justin Teck Min QUEK (SIT Faculty)
<b>UDE 2001</b>	Interdisciplinary Design Innovation	ZHENG Renjie (SIT Faculty)
<b>UXG 4950</b>	Internship 1	Danielle FONG Sum Yee
<b>DAA 4950</b>	Internship 1	Dominic CHANG Yeat Cheng
<b>DAA 4950</b>	Internship 1	LOW Chee Mun “Don”
<b>UXG 4950</b>	Internship 1	Holger LIEBNITZ
<b>UXG 4950</b>	Internship 1	KWEK Shie Sien “Jonathan”
<b>DAA 4950</b>	Internship 1	KEH Choon Wee
<b>DAA 4950</b>	Internship 1	PAK Zhi Heng “Lawrence”
<b>UXG 4950</b>	Internship 1	LEE Chee Yuan “Alwyn”
<b>UXG 4950</b>	Internship 1	Michael David THOMPSON
<b>DAA 4950</b>	Internship 1	Noraset RERKKACHORNKIAT
<b>UXG 4950</b>	Internship 1	Patrice CRESPIY
<b>DAA 4950</b>	Internship 1	TEO Song Tiang “Fin”
<b>UXG 4990</b>	Internship 2	Michael David THOMPSON
<b>GAM 390</b>	Internship I	CHENG Ding Xiang
<b>GAM 390</b>	Internship I	Prasanna Kumar GHALI
<b>GAM 490</b>	Internship II	CHENG Ding Xiang
<b>INT 450</b>	Internship II	Dominic CHANG Yeat Cheng
<b>GAM 490</b>	Internship II	Elie HOSRY
<b>INT 450</b>	Internship II	KEH Choon Wee
<b>GAM 490</b>	Internship II	Michael David THOMPSON
<b>GAM 490</b>	Internship II	Prasanna Kumar GHALI
<b>GAM 490</b>	Internship II	Tomas ARCE-GIL
<b>DAA 2301</b>	Introduction to 2D Computer Graphics	TANG Sin Yun, Sandara

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<b>UXG 3825</b>	Introduction to 3D Production for Designers	PAK Zhi Heng “Lawrence”
<b>UXG 1116</b>	Introduction to Computer Technology and Programming	WONG Han Feng, Gerald
<b>CS 211</b>	Introduction to Databases	YU Sijie “Anne”/Dr. TEOH Chong Keat “Christopher”
<b>UXG 1500</b>	Introduction to Design Process	Danielle FONG Sum Yee
<b>DAA 4616</b>	Introduction to Intellectual Property and Contracts	T Shanthina Mary RAVINDRAN
<b>LAW 115</b>	Introduction to Intellectual Property and Contracts	T Shanthina Mary RAVINDRAN
<b>UXG 4616</b>	Introduction to Intellectual Property and Contracts	T Shanthina Mary RAVINDRAN
<b>DAA 4610</b>	Introduction to Japanese I	LOY Wei Peng(Adjunct)
<b>JPN 101</b>	Introduction to Japanese I	LOY Wei Peng(Adjunct)
<b>UXG 4610</b>	Introduction to Japanese I	Wei Peng LOY (Adjunct)
<b>UXG 1701</b>	Introduction to Psychology	Kirby CHUA (Adjunct)
<b>UXG 1701</b>	Introduction to Psychology	Kirby CHUA (Adjunct)
<b>DAA 3715</b>	Introduction to Scripting and Programming	Angeline TAN Siok Hoon
<b>UXG 1205</b>	Introductory Probability and Statistics	Dr. LIN Qinjie
<b>DAA 2101</b>	Life Drawing 2	LOW Chee Mun “Don”
<b>CSD 1241</b>	Linear Algebra and Geometry	Dr. DO Duc Tai /Dr. LIN Qinjie
<b>CS 315</b>	Low-Level Programming	Dr. Jeremy CHEW Ping
<b>CSD 3115</b>	Low-level Programming	Dr. Jeremy CHEW Ping
<b>MET 1101</b>	Mathematics 1	Rosa Paulina ANAJAO
<b>SEM 4610</b>	Model-Based Systems Engineering	Marco FORLINGIERI (SIT Faculty)
<b>CSD 2125</b>	Modern C++ Design Patterns	Prasanna Kumar GHALI
<b>CSD 2126</b>	Modern C++ Design Patterns	Prasanna Kumar GHALI
<b>CSD 2126</b>	Modern C++ Design Patterns	Prasanna Kumar GHALI
<b>DAA 4631</b>	Mythology	LIM Boon Tien

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<b>ENG 150</b>	Mythology	LIM Boon Tien
<b>UXG 4631</b>	Mythology	LIM Boon Tien
<b>MAT 357</b>	Numerical Analysis	Dr. Ronald KOH Joon Wei
<b>CSD 2180</b>	Operating Systems	Dr. William ZHENG Shou Kang
<b>CSD 2182</b>	Operating Systems	Dr. William ZHENG Shou Kang
<b>ART 450</b>	Portfolio	Noraset RERKKACHORNKIAT
<b>DAA 4150</b>	Portfolio	Noraset RERKKACHORNKIAT
<b>UXG 2200</b>	Precalculus with Linear Algebra and Geometry	Rosa Paulina ANAJAO
<b>UXG 1501</b>	Principles of Interactive Design	Michael David THOMPSON
<b>CSD 3240</b>	Probability and Statistics	Dr. WU Yilin
<b>SEM 4108</b>	Probability and Statistics	Dr. WU Yilin /Rosa Paulina ANAJAO
<b>MAT 340</b>	Probability and Statistics	Rosa Paulina ANAJAO/ Dr. WU Yilin
<b>UXG 2400</b>	Project 2	LEE Chee Yuan "Alwyn"/Vuk KRAKOVIC/Elie HOSRY/GOH Jing Ying /Holger LIEBNITZ
<b>UXG 3400</b>	Project 3 (Part 1)	KWEK Shie Sien "Jonathan"/ Vuk KRAKOVIC/ Tomas ARCE-GIL/ Patrice CRESPIY/POH Keng Jin (Adjunct)
<b>UXG 4400</b>	Project 4	Michael David THOMPSON
<b>GAM 300</b>	Project III	Tomas ARCE-GIL/KWEK Shie Sien "Jonathan"/Vuk KRAKOVIC/Patrice CRESPIY/ POH Keng Jin (Adjunct)
<b>GAM 302</b>	Project III for Designers	KWEK Shie Sien "Jonathan"/Vuk KRAKOVIC/Tomas ARCE-GIL/Patrice CRESPIY/POH Keng Jin (Adjunct)
<b>GAM 400</b>	Project IV	Michael David THOMPSON
<b>CSD 1401</b>	Software Engineering Project 1	CHENG Ding Xiang / WONG Han Feng, Gerald
<b>CSD 2400</b>	Software Engineering Project 3	Elie HOSRY/Vuk KRAKOVIC/LEE Chee Yuan "Alwyn"/ GOH Jing Ying /Dian Yang GOH/Holger LIEBNITZ
<b>CSD 2401</b>	Software Engineering Project 3	Elie HOSRY/Vuk KRAKOVIC/LEE Chee Yuan "Alwyn"/GOH Jing Ying /Dian Yang GOH/Holger LIEBNITZ
<b>CSD 3400</b>	Software Engineering Project 5	Tomas ARCE-GIL/KWEK Shie Sien "Jonathan"/Vuk KRAKOVIC/Patrice CRESPIY/ POH Keng Jin (Adjunct)
<b>DAA 1616</b>	Storytelling	LIM Boon Tien

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<b>DAA 3134</b>	Survey of Sequential Art	KEH Choon Wee
<b>MET 2002</b>	System Engineering Project 2	Dr. PAW Yew Chai (SIT Faculty)/ Dr. TANG Liang
<b>SEM 2004</b>	Systems Engineering Project 2	Dr. PAW Yew Chai (SIT Faculty)/ Dr. TANG Liang
<b>SEP 300</b>	Systems Engineering Project 4	Dr. TANG Liang
<b>SEM 4605</b>	Systems Modeling and Simulation	Dr. David LIN (SIT Faculty)
<b>CSD 3515</b>	Technical Design Methods	Dr. John Michael QUICK
<b>CG 315</b>	Texturing for 3D	PAK Zhi Heng "Lawrence"
<b>DAA 3315</b>	Texturing for 3D	PAK Zhi Heng "Lawrence"
<b>DAA 1101</b>	The Language of Drawing 1	Calvin TAN Eu Jin
<b>DAA 1125</b>	Tone/ Color/ and Composition 1	LOW Chee Mun "Don"
<b>UXG 2570</b>	User Research 1	Danielle FONG Sum Yee
<b>UXG 3570</b>	User Research 2	Michael David THOMPSON
<b>GAT 360</b>	User Research and Testing	Danielle FONG Sum Yee