The Interactive and Digital Media sector, nurtured by the Economic Development Board, is a hub in Asia for the creation and commercialisation of media content for the world. It holds exciting opportunities as demand grows. In the fifth of a seven-part series, Arti Mulchand profiles three people working in the sector.

He gets paid to watch TV at Disney

WHEN Mr Nigel Ang tells you he spent seven years running the channel that targets boys between pre-school and primary school age, he is not exaggerating.

“Growing up, my family always passionately encouraged me to pursue a career in the arts,” he says. “They ran a small agency which included a desperate effort to up their game, says Mr Ang but competition has heated up, so he estimates global revenue from mobile games could triple to $44 billion by 2017. ‘Customers coming back for days, customer picks up a game at the store al money for in-game purchases. Not working as they should. Koeln Tecmo senior vice-president Raymond Wong. FUTURE THINKING programme – which includes art, and sociology from Murdoch University and the Nanyang Technological University, as well as publisher Pearson. There are also keen on careers in visual effects and animation. University and Singapore polytechnics. The Singapore campus of the DiPen Institute of Technology offers degrees in areas such as game design and digital art. Companies are also doing their part, with Lucasfilm nurturing up and coming computer graphic artists born on careers in visual effects and animation. More than 100 Singaporeans have been put through its Jedi Masters Programme over the past six years. The EDB has also developed infrastructure, including clustering media companies around Fuelopolis and Mediapolis at One North, and promoting a vibrant R&D environment.

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