

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2024 - 2025, SEMESTER 1

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
MONDAY	DF2003 CINEMATOGRAPHY I (NEW PT TBC) ART-01-19 SOUND STAGE 1																		DD3016 HISTORY OF DESIGN LE01 KAPILAN NAIDU (PT) ART-B1-13 CRIT ROOM B1.2									DT2001 3D PRODUCTION G01 NICHOLAS CHIA (PT) ART-B1-05F 3D LAB 1														
	DM3014 INTERACTIVE DEVICES AKBAR YUNUS (PT) ART-02-17 INTERACTIVE GAMELAB																		DD3016 HISTORY OF DESIGN LE02 YEO YEOK SENG (ASH) (PT) ART-B1-02B LT 1B (ADM)									DT2018 ANIMATION FOR GAMES I G01 BRYAN NGUI YU SHAN EMMANUEL (PT) ART-B1-05G 3D LAB 2														
	DR2002 EMERGING PRODUCT DESIGN PRACTICES SIM PERN CHONG (GERALD) (PT) ART-B1-23 PRODUCT DESIGN CG LAB																		DD3016 HISTORY OF DESIGN LE03 YAM MIN YEE ANGELINE ART-B1-02A LT 1A (ADM)									DV3011 TYPOGRAPHY III G02 SIM FENG MING RENE (PT) ART-02-02B VISCOM LAB														
	DT2000 BASIC PRINCIPLES OF MOTION G01 DAVIDE BENVENUTI ART-B1-04A 2D ANIMATION LAB									DF2011 SOUND FOR FILM ROSS ADRIAN WILLIAMS ART-01-12A FILM EDITING LAB									DM3008 GENERATIVE ART (NEW PT TBC) ART-02-17 INTERACTIVE GAMELAB																							
	DT2011 STOP MOTION PRINCIPLES BERNHARD JOHANNES SCHMITT ART-B1-05A STOO MOTION LAB									DM3013 INTERACTIVE SPACES YEO KER SIANG (PT) ART-01-11A INTERACTIVE MEDIA WORKSHOP									DP2006 PRINCIPLES OF LIGHTING G01 YU FENGYAO JASPER (PT) ART-02-24B PHOTO LIGHTING STUDIO																							
	DT2020 GAME DESIGN I G01 GOH DIAN YANG (PT) ART-B1-05G 3D LAB 2									DR3002 COMPUTER AIDED DESIGN II SIM PERN CHONG (GERALD) (PT) ART-B1-23 PRODUCT DESIGN CG LAB																																
										DT2020 GAME DESIGN I G02 GOH DIAN YANG (PT) ART-B1-05G 3D LAB 2																																
									DV3011 TYPOGRAPHY III G01 LISA WINSTANLEY ART-01-02 VISCOM WORKSHOP																																	

SCHOOL OF ART, DESIGN & MEDIA

YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2024 - 2025, SEMESTER 1

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
TUESDAY	DF2000 DIGITAL FILM PRODUCTION I G01 NICOLE MIDORI WOODFORD ART-01-19 SOUND STAGE 1									DD5009 DESIGN THINKING LISA WINSTANLEY / TAN LAY POH ART-01-02 VISCOM WORKSHOP									DA5007 DRAWING FOR ANIMATION JESSE JOHN THOMPSON ART-02-28 DRAWING ROOM 1									DT2021 GAME ASSETS DESIGN BRANDON CHUA (PT) ART-B1-05F 3D LAB 1														
	DF3013 SUSTAINABLE PRODUCING FOR FILM & MEDIA (PRODUCING FOR FILM & MEDIA) CHRISTOPH HAHNHEISER ART-B1-14 CRIT ROOM B1.1									DF2000 DIGITAL FILM PRODUCTION I G02 NICOLE MIDORI WOODFORD ART-01-19 SOUND STAGE 1									DP2001 DIGITAL PHOTOGRAPHY G02 JEANNIE HO (PT) ART-02-26 PHOTO LAB									DT3010 VISUAL EFFECTS I G02 YANG SISHUO (PT) ART-B1-05G 3D LAB 2														
	DP2002 HISTORY OF PHOTOGRAPHY SEBASTIAN MARY TAY (PT) ART-02-15 3D THEATRE									DM2008 PROGRAMMING FOR INTERACTION G01 (NEW PT TBC) ART-01-12A FILM EDITING LAB									DV2003 BEYOND THE LOGO: INTRODUCTION TO BRANDING YAM MIN YEE ANGELINE ART-02-23B VISCOM LAB/CLASSROOM																							
	DP3010 MOVING IMAGE FOR MEDIA ARTISTS (NEW PT TBC) ART-02-26 PHOTO LAB									DM2012 EXPLORATIONS IN A.I. GENERATED ART INA CONRADI CHAVEZ ART-02-17 INTERACTIVE GAMELAB																																
	DV2000 TYPOGRAPHY I G01 PANG HEE WEE DESMOND ART-02-23B VISCOM LAB/CLASSROOM									DP2001 DIGITAL PHOTOGRAPHY G01 OH SOON HWA ART-02-26 PHOTO LAB																																
	DV3010 VISUAL COMMUNICATION III G01 WANG I-HSUAN CINDY ART-02-02A VISCOM STUDIO									DP5000 BLACK & WHITE FILM PHOTOGRAPHY G01 PETER CHEN CHIA MIEN ART-02-30 PHOTO CRIT ROOM																																
	HR2008 FAITH & ART (TBC NEW PT) LHS-TR+13									DR3006 PRODUCT DESIGN III VERONICA RANNER ART-B1-17A PRODUCT DESIGN STUDIO A ART-B1-25 CONSTRUCTION WORKSHOP																																
										DT2007 HISTORY & CULTURE OF ANIMATION, VFX & GAME BERNHARD JOHANNES SCHMITT ART-B1-03 LE 2 (ADM)																																
										DT3010 VISUAL EFFECTS I G01 BENJAMIN SEIDE ART-B1-05G 3D LAB 2																																
										DT3013 ANIMATION SEMINAR G01 DAVIDE BENVENUTI ART-B1-05F 3D LAB 1																																
									DV2001 VISUAL COMMUNICATION I G01 PANG HEE WEE DESMOND ART-02-02A VISCOM STUDIO																																	
									HR2009 CONTEMPORARY CURATING IOLA LENZI HSSCSTUDIO																																	

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2024 - 2025, SEMESTER 1

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
WEDNESDAY	DD2013 VISUALIZATION OF CULTURAL HERITAGE LE01 ANDREA NANETTI ART-01-03 LIBER LAB (ADM LIBRARY)																		DD2013 VISUALIZATION OF CULTURAL HERITAGE LE02 ANDREA NANETTI ART-01-03 LIBER LAB (ADM LIBRARY)									DD0003 INFORMATION VISUALIZATION G02 SIM FENG MING RENE (PT) ART-01-02 VISCOM WORKSHOP														
	DF3012 FILM DIRECTING NICOLE MIDORI WOODFORD ART-01-19 SOUND STAGE 1																		DD0003 INFORMATION VISUALIZATION G01 MUHAMMAD HAIRUL BIN AB LATIFF (PT) ART-01-02 VISCOM WORKSHOP									DT2001 3D PRODUCTION G02 JOSHUA TAN (PT) ART-B1-05F 3D LAB 1														
	DP2001 DIGITAL PHOTOGRAPHY G03 OH SOON HWA ART-02-26 PHOTO LAB																		DM3009 AUDIO-VISUAL CREATIVE CODING ONG KIAN PENG (PT) ART-01-12A FILM EDITING LAB									DT2018 ANIMATION FOR GAMES I G02 EMMANUEL LIM BAO QUN (PT) ART-B1-05G 3D LAB 2														
	DP5000 BLACK & WHITE FILM PHOTOGRAPHY G02 ANG SONG NIAN ART-02-30 PHOTO CRIT ROOM																		DP3003 SOCIALLY ENGAGED PHOTOGRAPHY ALECIA NEO (PT) ART-02-30 PHOTO CRIT ROOM																							
	DR2005 COMPUTER AIDED DESIGN I JEFFREY HONG YAN JACK ART-B1-23 PRODUCT DESIGN CG LAB																		DV5001 DESIGN MOTION JOLENE TAN (PT) ART-02-02B VISCOM LAB																							
	DR3007 STUDIES IN FORM (NEW PT TBC) ART-B1-17A PRODUCT DESIGN STUDIO A ART-B1-25 CONSTRUCTION WORKSHOP																																									
	DT5002 ISSUES IN ANIMATION PRACTICE (SOUND DESIGN FOR ANIMATION & GAME) ROSS ADRIAN WILLIAMS ART-B1-05G 3D LAB 2																																									
	DV2000 TYPOGRAPHY I G02 PANG HEE WEE DESMOND ART-02-23B VISCOM LAB/CLASSROOM																																									
	DV2001 VISUAL COMMUNICATION I G02 SHIRLEY LIM (PT) ART-01-02 VISCOM WORKSHOP																																									
	DV3010 VISUAL COMMUNICATION III G02 WANG I-HSUAN CINDY ART-02-02A VISCOM STUDIO																																									
	DV3011 TYPOGRAPHY III G03 MUHAMMAD HAIRUL BIN AB LATIFF (PT) ART-02-02B VISCOM LAB																																									
	HR2001 INTRODUCTION TO THE HISTORIES OF SOUTHEAST ASIAN ART ADELEINE DAYSOR (SOH PT) LHS-TR+51																																									

SCHOOL OF ART, DESIGN & MEDIA
YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2024 - 2025, SEMESTER 1

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
THURSDAY	DM2000 INTERACTIVE I JAKE TAN (PT) ART-01-12A FILM EDITING LAB									DF2005 WRITING FOR FILM CHRISTOPH HAHNHEISER ART-01-08 CRIT ROOM 1.2									DF3010 EXPERIMENTAL FILM PRODUCTION TEOU YUE HAN (PT) ART-01-12A FILM EDITING LAB									DD0003 INFORMATION VISUALIZATION G03 SIM FENG MING RENE (PT) ART-01-02 VISCOM WORKSHOP														
	DP2008 EXPERIMENTAL PHOTOGRAPHY ANG SONG NIAN ART-02-30 PHOTO CRIT ROOM									DM5000 CREATIVE ROBOTICES (NEW PT TBC) ART-01-11A INTERACTIVE MEDIA WORKSHOP									DM2008 PROGRAMMING FOR INTERACTION G02 (NEW PT TBC) ART-01-11A INTERACTIVE MEDIA WORKSHOP																							
	DT2000 BASIC PRINCIPLES OF MOTION G02 ANDRE QUEK XIANG LIN (PT) ART-B1-04A 2D ANIMATION LAB									DM5001 WEB DESIGN G01 TAN XINHUI DYLAN (PT) ART-02-17 INTERACTIVE GAMELAB									DM5001 WEB DESIGN G02 TAN XINHUI DYLAN (PT) ART-02-17 INTERACTIVE GAMELAB																							
	DT3017 GAME SEMINAR ZHOU XUANMING (PT) ART-B1-05G 3D LAB 2									DP2001 DIGITAL PHOTOGRAPHY G04 JEANNIE HO (PT) ART-02-26 PHOTO LAB									DR5003 INTRODUCTION TO DESIGN TAN JOSEPH LOUIS (PT) LHN-TR+34																							
	DV2000 TYPOGRAPHY I G03 PANG HEE WEE DESMOND AT-02-02A VISCOM STUDIO									DP3000 PHOTOGRAPHIC MEDIA & PRESENTATION ANG SONG NIAN ART-02-30 PHOTO CRIT ROOM									DT2017 WRITING FOR ANIMATION ANDREA SPACK ART-B1-04A 2D ANIMATION LAB									DT2001 3D PRODUCTION G03 RONALD FONG REN KAI (PT) ART-B1-05F 3D LAB 1														
	DV3002 EDITORIAL DESIGN DANNE OJEDA HERNANDEZ ART-02-23B VISCOM LAB/CLASSROOM									DR2014 BODY-CENTRIC DESIGN VERONICA RANNER ART-B1-17A PRODUCT DESIGN STUDIO A ART-B1-17B PRODUCT DESIGN STUDIO B									DT5003 DIGITAL PAINTING G01 ONG YI TECK (BENJAMIN) (PT) ART-B1-05F 3D LAB 1									DT2010 DIGITAL COMPOSITING YANG SISHUO (PT) ART-B1-05G 3D LAB 2														
										DT2009 STORYBOARDING & PRODUCTION DESIGN ANDRE QUEK XIANG LIN (PT) ART-B1-14 CRIT ROOM B1.1									DV2001 VISUAL COMMUNICATION I G03 CANDICE NG EE CHING ART-01-02 VISCOM WORKSHOP																							
										DT3009 CINEMATIC CONCEPTS & MOTION CAPTURE APPLICATIONS BENJAMIN SEIDE ART-B1-05G 3D LAB 2									DV2008 INTERFACE DESIGN G1 TAN KAI HUI (NEW IEM PT) S2.2-B4-04																							
										DT5001 GRAPHIC STORYTELLING HANS-MARTIN RALL ART-B1-04A 2D ANIMATION LAB																																
										DV2002 ILLUSTRATION FOR DESIGNERS GOH HUIYING (PT) ART-02-02A VISCOM STUDIO																																
									DV5002 PACKAGING DESIGN (NEW PT TBC) ART-01-02 VISCOM WORKSHOP																																	

SCHOOL OF ART, DESIGN & MEDIA

YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2024 - 2025, SEMESTER 1

Time Day	0930	0950	1020	1030	1050	1120	1130	1150	1220	1230	1250	1320	1330	1350	1420	1430	1450	1520	1530	1550	1620	1630	1650	1720	1730	1750	1820	1830	1850	1920	1930	1950	2020	2030	2050	2120	2130	2150	2220	2230	2250	2320
FRIDAY	DP2006 PRINCIPLES OF LIGHTING G02 CHIN MING HUI SAM (PT) ART-02-24B PHOTO LIGHTING STUDIO										DD4005 MEDIA ART INTERDISCIPLINARY SEMINAR (FILM) LE01 NICOLE MIDORI WOODFORD ART-01-19 SOUND STAGE 1										DD4006 INTERDISCIPLINARY SEMINAR (VISUAL COMM) G02 CANDICE NG EE CHING ART-01-02 VISCOM WORKSHOP					DT5003 DIGITAL PAINTING G02 CHUA TIN GIAP CALVIN (PT) ART-B1-05F 3D LAB 1																
	DR2001 PRODUCT DESIGN I DU WEISHENG WILSON (PT) ART-B1-17A PRODUCT DESIGN STUDIO A ART-B1-25 CONSTRUCTION WORKSHOP										DD4005 MEDIA ART INTERDISCIPLINARY SEMINAR (PHOTO) LE02 CHIN MING HUI SAM (PT) / SAMANTHA TIO (PT) ART-02-24B PHOTO LIGHTING STUDIO					DV2008 INTERFACE DESIGN G2 ZHAO BING ICE (IEM PT) S2.2-B4-04																										
											DD4005 MEDIA ART INTERDISCIPLINARY SEMINAR (ANIMATION & GAMES) LE03 GRAY HODGKINSON ART-B1-03 LT 2 (ADM)																															
											DD4005 MEDIA ART INTERDISCIPLINARY SEMINAR (ANIMATION & GAMES) LE04 (NEW PT) ART-B1-02B LT 1B (ADM)																															
											DD4006 DESIGN ART INTERDISCIPLINARY SEMINAR (INTERACTION DESIGN) LE01 AKBAR YUNUS (PT) ART-01-11A INTERACTIVE MEDIA WORKSHOP																															
											DD4006 DESIGN ART INTERDISCIPLINARY SEMINAR (PRODUCT DESIGN) LE02 JEFFREY HONG YAN JACK ART-B1-17A PRODUCT DESIGN STUDIO A / ART-B1-17B PRODUCT DESIGN STUDIO B																															
	DD4006 INTERDISCIPLINARY SEMINAR (VISUAL COMM) LE 03 CANDICE NG EE CHING ART-02-35 AUDITORIUM					DD4006 INTERDISCIPLINARY SEMINAR (VISUAL COMM) G01 CANDICE NG EE CHING ART-01-02 VISCOM WORKSHOP																																				
											DD5008 INDEPENDENT STUDY PEER M SATHIKH ART-B1-14 CRIT ROOM B1.1																															
	DF2009 HISTORY OF WORLD CINEMA BENJAMIN ALEXANDER SLATER ART-02-15 3D THEATRE																																									
	DP5000 BLACK & WHITE FILM PHOTOGRAPHY G03 TEO SHAN LORE MARY-ANN (PT) ART-02-30 PHOTO CRIT ROOM																																									
										DT3013 ANIMATION SEMINAR G02 ANDREA SPARK ART-B1-05G 3D LAB 2																																