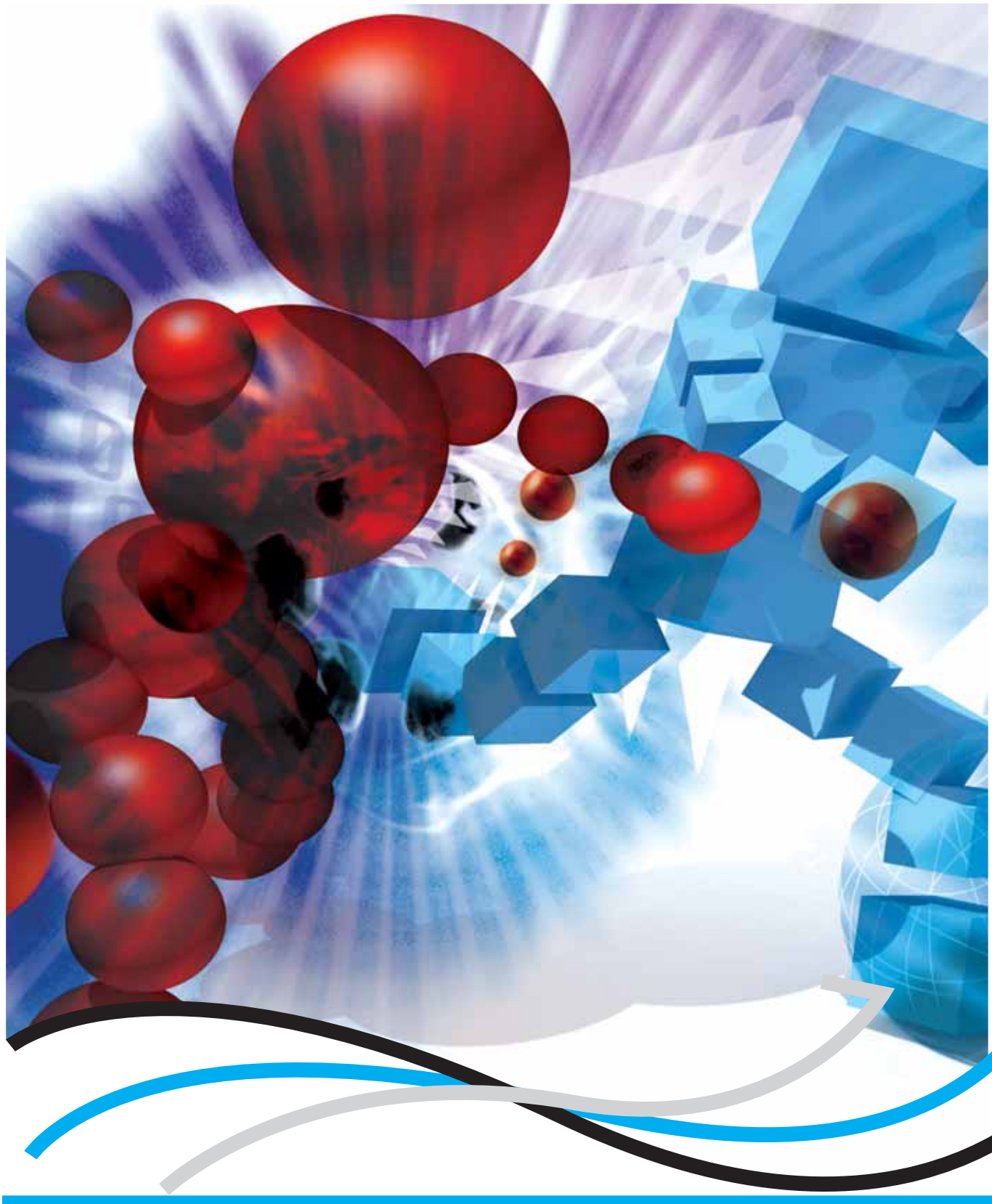
learning **redefined**

Quality accredited education. Anytime. Everywhere.

informatics



International Diploma and Advanced Diploma in Gaming and Animation Technology

Study at Informatics • Learning Redefined

Established in 1983, Informatics is one of the largest education and training service provider in Asia. With a global network spanning in more than 20 countries in Asia, Middle East, Africa, Latin America and other region, it offers programmes from foundation programme (for international students) to undergraduate and postgraduate degree completions in the area of Information Technology and Business.

At Informatics, we offer

- Quality higher education programmes awarded by the universities in the Australia and United Kingdom
- Complete progression path for our students
- Different learning modes to accommodate to individual's needs and lifestyle - traditional classroom learning, e-Learning and Capstone (e-Learning with face-to-face tutorial)
- Conducive learning environment and campus lifestyle
- Global employment services for our students

Informatics Academy

Informatics Academy is an awarding body. It ensures that its awards bearing the quality assurance mark is recognised and accepted by employers and universities for employment and transfer credit respectively. The Informatics Academic Governance is the backbone on which the quality of our awards is judged. Collectively, the Academic Council interacts with the International Advisory Panel and thereby empowers Examination Council and Examination Board the authority to grant the Informatics Awards. Represented by a group of respected and experienced academic leaders drawn from universities in the United Kingdom, Australia and the United States of America, each member of the International Advisory Panel of the Informatics Academy, brings with them a wide range of educational leadership and management experience.

Informatics Campus, Singapore
Jurong East Campus

The 600,000 sq ft Informatics Campus which can accommodate up to 15,000 students, is one of the largest campuses among the private education schools in Singapore. The Informatics Campus is ideally situated within the education and technology belt in the western part of Singapore. Located next to the bustling suburban Regional Jurong East Town Centre, the campus is well-served by an efficient transportation including the MRT subway interchange, the Jurong Regional Library and many amenities in the vicinity.

Full-Fledged Academic & Sporting Facilities

- 80 academic classrooms and computing labs with a custom-built gaming & animation lab
- 5 full-size lecture theatres
- 2 football / rugby fields, 3 badminton courts, 2 basketball courts, and 2 tennis courts
- Wireless broadband Internet access
- State-of-the-art library and AV library
- Tutorial and counselling rooms
- Revision kiosks

Learning Experience at Informatics

At Informatics, we strive to provide education counselling and support services for students, as well as to facilitate an environment conducive for students to learn, live, and obtain an enriching learning experience. We aim to build the leaders of tomorrow through a specially designed wholesome education programme that places equal emphasis on both academic achievements, as well as non-academic, co-curricular activities. We believe in developing a true leader and a well-rounded individual.

Advancement Pathway

University of Southern Queensland (Aust)	Northumbria University (UK)
Bachelor of Information Technology (Games and Creative Technology)	Bachelor of Science (Hons) in Computer Games Software Engineering (On-campus)
Year 3	Year 3

International Advanced Diploma in Gaming and Animation Technology

Awarded by Informatics Academy and validated by NCC Education (UK)

International Diploma in Gaming and Animation Technology

Awarded by Informatics Academy and validated by NCC Education (UK)

International Diploma in Gaming and Animation Technology

Awarded by Informatics Academy and validated by NCC Education (UK)

Course Modules

Code	Module Name
E1010	Introduction to Computers and Networking
E1011	Gaming Platforms and Documentation
E1012	Web Site Development
E1013	Mathematics for Game Development
E1014	Graphics and Sound Processing
E1015	Creating Arcade Style Games
E1016	Games Development in Java
E1017	Games Development in C++

Programme Objective

Students enrolled in this diploma will be expected to learn multiple languages in order to write code for the creation of original computer games. It will enable students to become marketable as entry level programmers who also have the ability to develop their own digital video games.

International Advanced Diploma in Gaming and Animation Technology

Awarded by Informatics Academy and validated by NCC Education (UK)

Programme Objective

The International Advanced Diploma in Gaming and Animation Technology is designed to provide students with broad-based and in-depth knowledge on gaming, 3D animation and animation techniques. Upon completion, this programme prepares students for a professional career in the Film, Multimedia and Gaming Computer Graphics industry

Course Modules

Code	Module Name
E2070	Games Architecture and Design
E2071	Online Game Development
E2072	Creating Games for Handheld Devices
E2073	Models and Animation
E2074	Advanced Animation Techniques
E2075	Advanced Games Programming
E2076	Artificial Intelligence and Games Development
E2077	Project

Admission Criteria

Entry Requirements

International Diploma in Gaming and Animation Technology

- Min 18 years of age AND
- Min of 2 passes at GCE 'A' levels OR,
- Other equivalent qualifications deemed suitable by Informatics Academy

International Advanced Diploma in Gaming and Animation Technology

- International Diploma in Gaming and Animation Technology
- Recognised holders of tertiary education qualifications
- Other equivalent qualifications deemed suitable by Informatics Academy

Programme Duration

International Diploma / Advanced Diploma
Full Time: minimum 8 months
Part Time: minimum 12 months

Intake

April / August / December

Programme Delivery

- Day / Evening classes taugh by lecturers with industry-experience

Method of Assessment

- Assessment is based on 100% continuous assessment
- Coursework will comprise of a combination of assignments, tests and projects.

How to Apply

To apply, applicants must complete and submit the prescribed application forms. The application must be accompanied by the following:

- A one time non-refundable application processing fee.
- One certified true copy of educational qualifications (degree, diploma, GCE 'A' and 'O' level certificates) and transcripts showing details of results obtained.
- 2 photocopy of NRIC or passport
- A copy of CV/Resume

Programme Synopsis:

Enrichment Programme
English Communication
The English Communication module is designed to assist students to improve their English language skills. Our Qualifying English Test results will show us which level of English that student of English the student needs to undertake.

Critical Thinking
This enrichment course introduces the use of critical thinking skills to enhance their academic and non-academic endeavours. Students will develop the ability to reason clearly and critically, and interpretation of information for effective decision-making. Decision- making involves identification of problem and facts, generating the possible courses of action and selecting the best solution. These are essential skills that students should develop not only for academic purposes but more so for professional and personal growth.

Learning Skills
The course aims to develop in the students the essential skills in learning including time management, goal setting, stress management, effective research and study skills, group learning and techniques in passing assessments.

International Diploma in Gaming and Animation Technology
E1010 Introduction to Computers and Networking
This course provides students an introduction to computers and how networking is done. The module will familiarize students on the effective use and choice of computer systems for gaming and animation technology. An understanding of network hardware and software will be essential for students when developing games that run on networks and the Internet.

E1011 Gaming Platforms and Documentation
This course will provide students with an overview of different platforms available for game development. The students will have an understanding of the strengths and weaknesses of the different gaming platforms. Students will be exposed to the current standards that exist in the industry. The course will introduce the techniques and methods of creating a game production document and game design document. This will address issues including scheduling, production plans, marketing and budgeting.

E1012 Web Site Development
This course will provide students with the necessary training to develop a web site using HTML and JavaScript. Students will learn to organize texts, images, tables, menu and interactive components to produce a complete web site. The course will also train students to understand how different multimedia and game objects can be embedded. This will provide a better understanding on how their future game or animation work can be placed on the Internet.

E1013 Mathematics for Game Development
Students will learn specific mathematics skills required for game development. The module will focus on general mathematics but mainly on matrices and vectors, which are highly essential for gaming. Student will understand the concepts behind finding solutions when programming many types of 3D games. Students will learn how mathematical ideas fit together and how they apply to game programming.

E1014 Graphics and Sound Processing
The purpose of this module is to equip students with knowledge and skills in processing, editing or creating their own graphics and sound. Students will learn to manipulate graphics and sound using ADOBE Photoshop for their own requirements, to support the game or animation that is to be developed. Graphics processing will include the various changes that can be made to pictures in terms of appearance, modifications and combinations. Students will learn to manipulate sound by mixing, changing effects and cropping with ULEAD Video Studio.

E1015 Creating Arcade Style Games
This course will introduce students to creating their first arcade style games for entertainment. Students will learn to use user-friendly application with built in game engines to rapidly create games using drag-and–drop functions. Students will be taught to appreciate the techniques of sequencing events, conditional events, changing scenes and scoring. The application used will also familiarize students on the concepts of planning, designing and developing complete game software.

E1016 Games Development in Java
Students will be taught Java an object oriented programming language. The aim of this course is to understand the use of a compiler and scripting programming language to produce games or animations. The training will include the use of third party engines or objects to produce basic games and animations.

E1017 Games Development in C++
Students will be taught C++ and introduced yet another object-oriented program for game development. The aim of this course is to understand the use of a compiler and scripting programming language to produce templates for game development. The training will include the use of third party engines or templates to produce basic games and animations.
International Advanced Diploma in Gaming and Animation Technology

INTERNATIONAL ADVANCED DIPLOMA IN GAMING AND ANIMATION TECHNOLOGY

E2070 Games Architecture and Design
This module will teach students the design, architecture, and management of game development. Students will be taught about real-life case studies of what works and what doesn't. This course will train students on all the necessary game creation steps-from seeing a game idea on paper to actually implementing that idea.

E2071 Online Game Development
This course will emphasize the use of FLASH MX to develop games for the Internet. It will teach students the combined use of both graphic user interfaces and scripting to develop a complete a game program. Students will learn to create both arcade style games and educational games.

E2072 Creating Games for Handheld Devices
This module will focus primarily on mobile phone and PDA game creation. Students will learn to use J2ME Interpreter for game creation. The module will train students on the prior use of simulators before launching their programs on the actual device. The module will also familiarize students on current commercial processors for the different hand held devices.

E2073 3D Models and Animation
This module will introduce students to the concepts of 3D modeling. Students will learn to understand how basic 3D models are created, providing textures and the rendering procedures to create the final 3D model. Students will also get a first hand understand on manipulating and appreciating 3D path to produce the final required 3D animation. The course will prepare students for moving on to 3D game techniques and creating their own 3D movie files.

E2074 Advanced Animation Techniques
This course will provide students with an overview of creating their own complex 2D and 3D models. The training will include the manipulation of the models to create different postures to create models in motion. Another aspect of the module is to introduce the creation of own 2D and 3D landscapes for background. Students will learn to provide textures and render a final movie file.

E2075 Advanced Game Programming
Students will use Java to create more sophisticated games. The aim of this course is to understand the use complex game engines for game creation. The module will emphasize the use of Java advanced objects and more object-oriented programming techniques.

E2076 Artificial Intelligence and Game Development
Students will learn how to add realistic AI characters games developed in C++. This module will introduce AI techniques, such as neural networks, decision trees, genetic classifiers, and reinforcement learning. Students will familiarize themselves with the use AI library. The focus is placed on the design of characters and creatures, with unique abilities and skills.

E2077 Project
In this course students must fulfill a complete project on either a game or animation with full documentation. Students are required to use all if not most of the practical and theoretical skills learned.

informatics

Informatics Campus • 12 Science Centre Road Singapore 609080 • **Tel: (65) 6880 5880 • Fax: (65) 6883 2508**
Email: enquiry@informaticseducation.com • Website:www.informaticseducation.com.sg

Our Student Agreements have been vetted and approved by the Consumer Association of Singapore(CASE); the terms and conditions set out in the Agreement are in accordance with the guidelines of Singapore CASETRUST for Education Award. Please visit our website at www.informaticseducation.com.sg for more details.

Information is accurate at the time of print (February 2007).

Information is subject to changes without prior notice.

Applicable to:
Informatics Computer School
Thames Business School
Thames Language School
Informatics Group Centre For Open Learning

SIN/SDO/161006/BRO_1140