

Diploma in Digital Game Art

Available in: Johor Bahru, Malaysia

Intake: January, May, September

Website: www.Raffles-IAO.com

28-month Diploma in Digital Game Art

Year 1

- Academic Writing
- Academic Reading
- English for Communication
- Foundation Sketching and Drawing for Designers
- Critical Game Studies
- U1: Bahasa Melayu Komunikasi 1 /Pengajian Malaysia 2
- Game Design Principles
- History of 20th Century Design * Culture
- Creative Programming
- U2: Teamwork and Leadership / Bahasa Kebangsaan A
- Digital Image Processing
- 3D Modelling
- Storyboard & Art Direction

Year 2

- U3: Malaysian Economy
- User Interface Design
- Character Design & Development
- Rigging & 3D Animation
- Asset & Environmental Visualisation
- Game Level & Logic Design
- Audio Visual Compositing
- Game Production
- U4: Co-Curricular
- Game Project Management
- Portfolio
- Final Project
- Law for the Creative Industries

Year 3

- Internship

Note: Curricula are subject to change.