

## Diploma in Digital Game Art

**Available in:** Johor Bahru, Malaysia

**Intake:** January, May, September

**Website:** [www.Raffles-IAO.com](http://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
- Ethics Appreciation and Civilisation / Malay Language Communication 1
- Game Design Principles
- Gen-AI for Design Exploration
- Creative Programming
- Teamwork and Leadership / Bahasa Kebangsaan A
- Fundamentals of Typography
- 3D Modelling
- Storyboard & Art Direction

### Year 2

- Integrity and Anti-Corruption
- User Interface Design
- Character Design & Development
- Law for the Creative Industries
- Rigging & 3D Animation
- Asset & Environmental Visualisation
- Game Level & Logic Design
- Audio Visual Compositing
- Game Production
- Game Project Management
- Portfolio
- Final Project
- History of 20th Century Design & Culture

### Year 3

- Internship

Note: Curricula are subject to change.