

# SCHOOL OF TECHNOLOGY FOR ARTS, MEDIA AND DESIGN (STA)

- Dream of seeing things not as they are, but what they can be?
- At STA, express your boundless CREATIVITY, chase inspiration and turn your passion projects into a flourishing career. Go forth — explore your IMAGINATION to create new possibilities for the world.

Current Course Title	Demonstrates Passion or Interest in:	Portfolio (What goes into the portfolio)	Interview (Estimated duration and possible topics/questions covered)
<b>Arts &amp; Entertainment Production Management</b>	<ul style="list-style-type: none"> <li>• Performing, visual, and literary arts</li> <li>• Arts CCAs (Drama, Literature, Events, AV – lighting &amp; sound)</li> <li>• Design for school productions (sets, costumes, props, lighting)</li> <li>• Roles in acting, directing, stage management, marketing, and design</li> <li>• Performances and competitions (e.g. Singapore Youth Festival)</li> <li>• Workshops, learning journeys, and community programmes</li> </ul>	<ul style="list-style-type: none"> <li>• Images of costume, props, set designs for performances or live events</li> <li>• Drawings</li> <li>• Photos of past events</li> <li>• Arts projects such as performances and competitions in school or outside school</li> <li>• Certificates/result slips/CCA record</li> <li>• Certificates of Achievement/awards/testimonials/report book</li> <li>• Recommendation letters from teachers, CCA instructors</li> <li>• Relevant ApLMs*:               <ol style="list-style-type: none"> <li>1. Preparing for a Stage Production</li> <li>2. Arts Appreciation</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>• Duration: 10 - 15 minutes</li> <li>• Participation in competitions, courses, events, and workshops related to the field</li> <li>• Knowledge about the course and industry</li> <li>• Discuss rationale and principles behind good design</li> <li>• Interest in pursuing a career in the industry</li> </ul>

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<p><b>Design</b></p> <p>with majors in:</p> <ul style="list-style-type: none"> <li>• Games &amp; Gamification</li> <li>• User Experience</li> <li>• Visual Communication</li> </ul>	<ul style="list-style-type: none"> <li>• Game design (board games or digital games)</li> <li>• UX and interaction design (apps, websites, services)</li> <li>• AR/VR and immersive experiences</li> <li>• Graphic, product, packaging, and spatial design</li> <li>• Design skills like coding, 3D modelling, illustration, and testing</li> <li>• Design CCAs (Infocomm, Media, Design, Robotics, Art, Publications)</li> <li>• Design projects, game jams, competitions, and showcases</li> <li>• Workshops, talks, learning journeys, and community programmes</li> </ul>	<ul style="list-style-type: none"> <li>• Original game prototypes (including art/media)</li> <li>• Game levels (e.g. Minecraft, Unity)</li> <li>• Artworks/sketches (digital or analogue)</li> <li>• Code &amp; game concept documents</li> <li>• Websites (links/screenshots)</li> <li>• Digital design projects (in/out of school)</li> <li>• Certificates, awards, CCA records</li> <li>• Recommendation letters</li> <li>• D&amp;T works</li> <li>• Relevant ApLMs*: <ol style="list-style-type: none"> <li>1. Games Design</li> <li>2. Digital Game Dev</li> <li>3. Design Thinking</li> <li>4. Digital Media</li> <li>5. Visual Effects</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>• Duration: 10 - 15 minutes</li> <li>• Participation in competitions, courses, events, and workshops related to the field</li> <li>• Knowledge about the course and industry</li> <li>• Discuss rationale and principles behind good design</li> <li>• Interest in pursuing a career in the industry</li> </ul>

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<b>Digital Content Creation</b>	<ul style="list-style-type: none"> <li>• Video, media, and broadcast production</li> <li>• Photography and digital content creation</li> <li>• Social media and marketing content</li> <li>• Media CCAs (Media, Video Production, Design, Art)</li> <li>• Media projects using digital tools (e.g. Adobe)</li> <li>• Performances and competitions (e.g. Singapore Youth Festival)</li> <li>• Workshops, talks, learning journeys, and community programmes</li> </ul>	<ul style="list-style-type: none"> <li>• Vlogs, short films &amp; social media writing</li> <li>• Photographs</li> <li>• Media projects (videos/posters) using digital tools (e.g., Adobe)</li> <li>• Certificates, awards &amp; testimonials</li> <li>• Recommendation letters</li> <li>• Relevant ApLMs*:               <ol style="list-style-type: none"> <li>1. Digital Publishing</li> <li>2. Photojournalism and Media Content Creation</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>• Duration: 10 - 15 minutes</li> <li>• Participation in competitions, courses, events, and workshops related to the field</li> <li>• Knowledge about the course and industry</li> <li>• Interest in pursuing a career in the industry</li> </ul>

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<b>Sonic Arts</b>	<ul style="list-style-type: none"> <li>• Music and sound-based school projects</li> <li>• Music and sound design for events or productions</li> <li>• Audio and video recording using digital music tools</li> <li>• Music software (e.g. BandLab, GarageBand, Ableton, FL Studio)</li> <li>• Performances and competitions (e.g. Singapore Youth Festival)</li> <li>• Workshops, learning journeys, and community programmes</li> </ul>	<ul style="list-style-type: none"> <li>• Videography of music events/performances</li> <li>• Music or sound projects (recording, audio/video support, sound design)</li> <li>• Certificates, results &amp; CCA records</li> <li>• Awards, testimonials, report book</li> <li>• Teacher/CCA recommendations</li> <li>• Relevant ApLMs*:               <ol style="list-style-type: none"> <li>1. Audio Recording/ Production</li> <li>2. Mobile Music Making</li> <li>3. Sound Design</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>• Duration: 10 - 15 minutes</li> <li>• Participation in competitions, courses, events, and workshops related to the industry</li> <li>• Knowledge about the course and industry</li> <li>• Interest in pursuing a career in the industry</li> </ul>

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<b>Common Arts, Media &amp; Design Programme</b>	<ul style="list-style-type: none"> <li>• Creative roles related to media, design, games, audio, arts, and theatre</li> <li>• Creative or arts-related CCAs</li> <li>• School and external events or representations</li> <li>• Local and overseas competitions</li> <li>• Workshops and short courses in creative fields</li> <li>• Relevant ApLMs (e.g. STA-run ApLMs)</li> </ul>	<ul style="list-style-type: none"> <li>• Portfolio of personal or project work (include online link if possible)</li> <li>• Certificates/result slips/CCA record</li> <li>• Certificates of achievement/awards/ testimonials/report book</li> <li>• Recommendation letters from coaches/teachers</li> </ul>	<ul style="list-style-type: none"> <li>• Duration: 10 - 15 minutes</li> <li>• Knowledge about this course and industry</li> <li>• Interest in pursuing a career in the industry</li> <li>• Participation in competitions, courses, events, and workshops related to the field</li> </ul>

\*Applied Learning Modules (ApLM) are enrichment modules that broaden the learning experiences of students and complement the secondary school curriculum with a focus on the practical application of knowledge.

For more information, visit <https://www.rp.edu.sg/education/outreach/aplms/>