

**SCHOOL OF ART, DESIGN & MEDIA**  
**YEAR 2 TO 4 CLASS SCHEDULE FOR ACADEMIC YEAR 2019 - 2020, SEMESTER 1**

Time Day	0830	0900	0930	1000	1030	1100	1130	1200	1230	1300	1330	1400	1430	1500	1530	1600	1630	1700	1730	1800	1830	1900	1930	2000	2030	2100	2130	2200	2230						
<b>MONDAY</b>				<b>DF2003 CINEMATOGRAPHY I</b> DJORDJE ARAMBASIC SOUND STAGE 1 (ART-01-19)						<b>DD3016 HISTORY OF DESIGN LE01, LE02 &amp; LE03</b> DESMOND PANG HEE WEE PANG MING-LI SERENA (PT) YEO YEOK SENG ASH (PT) AV LECTURE ROOM (ART-B1-02A) LE01 AV LECTURE ROOM (ART-B1-02B) LE02 CRIT ROOM (ART-B1-13) LE03					<b>DD3013 FROM MODERN TO POST-MODERN ART 1945 - 1985</b> RUBEN DE LA NUEZ (PT) AV LECTURE ROOM (ART-B1-02A)				<b>DM2008 PROGRAMMING FOR INTERACTION</b> (PT - TBC) INTERACTIVE LAB (ART-01-11)																
				<b>DF2012 ADVANCED SCREENWRITING</b> WEE LI LIN (PT) CRIT ROOM (ART-01-08)						<b>DF3001 CINEMATOGRAPHY FOR VISUAL EFFECTS</b> NICHOLAS MORRIS SOUND STAGE 1 (ART-01-19)					<b>(NEW) GAME DESIGN I</b> ZHOU XUANMING (PT) INTERACTIVE GAMESLAB (ART-02-17)																				
				<b>DM2007 INTERACTIVE II</b> TBC INTERACTIVE LAB (ART-01-11)						<b>DM8001 WEB DESIGN G01</b> SVEN J NORRIS (PT) INTERACTIVE GAMESLAB (ART-02-17)					<b>(NEW) ANIMATION SEMINAR G02</b> THOMAS THESEN 2D LAB (ART-B1-4A)								<b>DV2008 INTERFACE DESIGN G1</b> SVEN J NORRIS (PT) / LIM SHIYUN (PT) S2.2-B4-04												
				<b>DP3000 PRINTED MEDIA &amp; PRESENTATION</b> HU QIREN (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)						<b>DP3010 MOVING IMAGE FOR MEDIA ARTISTS</b> WONG RU YI (PT) DIGITAL LAB (ART-02-26)					<b>DV2009 DESIGN IN MOTION</b> CANDICE NG EE CHING VISCOM CG LAB (ART-02-02B)																				
				<b>DR2005 COMPUTER AIDED DESIGN I G01</b> SIM PERN CHONG (PT) PRODUCT DESIGN CG LAB (ART-B1-23)						<b>DR2011 HUMAN FACTORS FOR DESIGN</b> JEFFREY HONG YAN JACK PRODUCT DESIGN STUDIO (ART-B1-17A) / ART-B1-25					<b>HD0102 MAKING SENSE OF BIG DATA LE1 DION GOH LKC-LT</b>																				
				<b>DT3009 CINEMATIC CONCEPTS &amp; MOTION CAPTURE APPLICATIONS</b> BIJU DHANAPALAN 3D LAB 2 (ART-B1-5G)						<b>DT2000 BASIC PRINCIPLES OF MOTION G01</b> DAVIDE BENVENUTI 2D LAB (ART-B1-4A)					<b>HD0102 MAKING SENSE OF BIG DATA LE2 DION GOH LT26</b>																				
				<b>DV2001 VISUAL COMMUNICATION I G01</b> INA CONRADI VISCOM LAB (ART-02-23B)						<b>DT2011 STOP MOTION</b> BERNHARD JOHANNES SCHMITT STOP MOTION LAB (ART-B1-5A)																									
				<b>DV2004 TYPOGRAPHY II</b> WANG I-HSUAN CINDY VISCOM STUDIO (ART-02-02A)						<b>(NEW) ANIMATION SEMINAR G01</b> BIJU DHANAPALAN 3D LAB 2 (ART-B1-5G)																									
											<b>(NEW) TYPOGRAPHY III G01</b> LISA WINSTANLEY VISCOM WORKSHOP (ART-01-02)																								

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<b>TUESDAY</b>			<b>DD2003 ISSUES IN ART HISTORY &amp; THEORY</b> SOPHIE GOLTZ LHN-TR+26						<b>DD3006 ART IN THE AGE OF COLONIALISM</b> SUJATHA A. MEEGAMA CRIT ROOM (ART-B1-14)						<b>DA2001 PAINTING</b> JOAN MARIE KELLY ART-02-28				<b>DM2000 INTERACTIVE I G01</b> NG WEN LEI (PT) INTERACTIVE LAB (ART-01-11)										
			<b>DF2000 DIGITAL FILM PRODUCTION I G01</b> SEBASTIAN GROBLER SOUND STAGE 1 (ART-01-19)						<b>DD3012 RESEARCH METHODS IN ART &amp; DESIGN</b> YEO PUAY HWA JESVIN VISCOS STUDIO (ART-02-02A)						<b>DA9012 MEDIA ART NEXUS</b> INA CONRADI INTERACTIVE GAMELAB (ART-02-17)														
			<b>(NEW) PRODUCING FOR FILM &amp; MEDIA G01</b> CHRISTOPH HAHN HEISER CRIT ROOM (ART-B1-13)						<b>DF2011 SOUND FOR FILM G01</b> ROSS ADRIAN WILLIAMS FILM EDITING LAB 1.2 (ART-01-12)						<b>DD2000 INTRODUCTION TO THE HISTORIES OF SOUTHEAST ASIAN ART</b> YIN KER AV LECTURE ROOM (ART-B1-02A)														
			<b>(NEW) INTERACTIVE DEVICES</b> GALINA MIHALEVA / JEFFREY HONG YAN JACK INTERACTIVE LAB (ART-01-11)						<b>DF9001 THE ART OF LIGHTING</b> DJORDJE ARAMBASIC SOUND STAGE 1 (ART-01-19)						<b>DF3002 DOCUMENTARY FILMMAKING</b> ELLA RAIDEL FILM EDITING LAB 1.2 (ART-01-12)														
			<b>DP2002 HISTORY OF PHOTOGRAPHY</b> (PT - TBC) AV LECTURE ROOM (ART-B1-02A)						<b>DM8001 WEB DESIGN G02</b> SVEN J NORRIS (PT) INTERACTIVE GAMELAB (ART-02-17)						<b>(NEW) INTERACTIVE SPACES</b> KRISTY H.A KANG INTERACTIVE LAB (ART-01-11)														
			<b>DT2009 STORYBOARDING &amp; PRODUCTION DESIGN G01</b> ANDRE QUEK XIANG LIN (PT) 2D LAB (ART-B1-4A)						<b>DP2000 PHOTO IMAGING I: BLACK &amp; WHITE FILM PHOTOGRAPHY G01</b> PETER CHEN CHIA MIEN DARK ROOM / DESIGN STUDIO (ART-02-30)						<b>DR2014 WEARABLE TECHNOLOGY, FASHION &amp; DESIGN</b> GALINA MIHALEVA PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)														
			<b>DV3003 SPATIAL DESIGN</b> MICHAEL THADDEUS TAN KOON BOON VISCOS WORKSHOP (ART-01-02)						<b>DP2001 DIGITAL PHOTOGRAPHY G01</b> ANDREW ROBERT NG YI ZHUANG (TA) DIGITAL LAB (ART-02-26)										<b>DT2016 3D CHARACTER ANIMATION</b> HSU SZE YUN JOAN (PT) 3D LAB 2 (ART-B1-5G)										
			<b>DV3010 VISUAL COMMUNICATION III G01</b> WANG I-HSUAN CINDY VISCOS STUDIO (ART-02-02A)						<b>DT2007 HISTORY OF ANIMATION</b> BERNHARD JOHANNES SCHMITT AV LECTURE ROOM (ART-B1-02A)																				
			<b>DV2008 INTERFACE DESIGN G2</b> SVEN J NORRIS (PT) S2.2-B4-04						<b>DT2013 FUNDAMENTALS OF IMMERSIVE 360 DEGREES &amp; VR EXPERIENCES</b> BENJAMIN SEIDE 3D LAB 2 (ART-B1-5G)																				
									<b>DT3000 ADVANCED DRAWN ANIMATION</b> DAVIDE BENVENUTI 2D LAB (ART-B1-4A)																				
								<b>DV2001 VISUAL COMMUNICATION I G02</b> CANDICE NG EE CHING VISCOS WORKSHOP (ART-01-02)																					
								<b>DV3010 VISUAL COMMUNICATION III G02</b> DANNE OJEDA HERNANDEZ VISCOS LAB (ART-02-23B)																					



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<b>THURSDAY</b>			<b>DF2000 DIGITAL FILM PRODUCTION I G02</b> NICOLE MIDORI WOODFORD / NICHOLAS MORRIS SOUND STAGE 1 (ART-01-19)							<b>DD8008 FAITH &amp; ART</b> ZELIHA GUL INANC AV LECTURE ROOM (ART-B1-03)						<b>DA2000 APPLIED DRAWING</b> JESSE JOHN THOMPSON ART-02-28					<b>DM3012 OPEN SOURCE STUDIO: INTERNET ART &amp; CULTURE</b> NG WEN LEI (PT) CRIT ROOM (ART-B1-14)																	
			<b>DP2000 PHOTO IMAGING I: BLACK &amp; WHITE FILM PHOTOGRAPHY G02</b> ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)							<b>DF2005 WRITING FOR FILM G01</b> NICOLE MIDORI WOODFORD CRIT ROOM (ART-01-07)						<b>DD2007 THE ART &amp; ARCHITECTURE OF THE 'LONG CENTURY' 1789 - 1914</b> ZELIHA GUL INANC AV LECTURE ROOM (ART-B1-03)																						
			<b>(NEW) PRODUCT DESIGN III</b> JEFFREY HONG YAN JACK PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)							<b>DF3012 FILM DIRECTING G02</b> CHUL HEO SOUND STAGE 1 (ART-01-19)						<b>DP2001 DIGITAL PHOTOGRAPHY G03</b> HO JEANNIE (PT) DIGITAL LAB (ART-02-26)																						
			<b>DT2000 BASIC PRINCIPLES OF MOTION G02</b> ANDRE QUEK XIANG LIN (PT) 2D LAB (ART-B1-4A)							<b>DF8000 SURVEY OF EXPERIMENTAL FILMMAKING</b> MARC GLODE AV LECTURE ROOM (ART-B1-02A)						<b>DP2006 PRINCIPLES OF LIGHTING</b> KENNETH WONG SHAO FUNG (PT) LIGHTING STUDIO (ART-02-24B)						<b>DF2009 HISTORY OF WORLD CINEMA</b> TBC AV LECTURE ROOM (ART-B1-02A)																
			<b>(NEW) ANIMATION FOR GAMES I</b> GRAY HODGKINSON 3D LAB 2 (ART-B1-5G)							<b>DP2008 EXPERIMENTAL PHOTOGRAPHY</b> ANG SONG NIAN DARK ROOM / DESIGN STUDIO (ART-02-30)						<b>(NEW) PRODUCING FOR FILM &amp; MEDIA G02</b> CHRISTOPH HAHN HEISER CRIT ROOM (ART-B1-13)																						
			<b>DV2000 TYPOGRAPHY I G02</b> DESMOND PANG HEE WEE VISCOM LAB (ART-02-23B)							<b>DT2012 DIGITAL PAINTING</b> CHUA TIN GIAP CALVIN (PT) 3D LAB 1 (ART-B1-5F)						<b>DR2008 USER EXPERIENCE IN DESIGN</b> KRISTY H.A KANG PRODUCT DESIGN STUDIO (ART-B1-17A & 17B)					<b>DT3004 RIGGING FOR ANIMATION</b> BENJAMIN KHAN LIHENG (PT) 3D LAB 1 (ART-B1-5F)																	

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<b>FRIDAY</b>			<b>DD0002 THE CONTEMPORARY CREATIVE &amp; CULTURAL INDUSTRY OF SINGAPORE LE01</b> TBC AV LECTURE ROOM (ART-B1-03)							<b>DA9009 EXHIBITION DESIGN</b> LAURA MIOTTO CRIT ROOM (ART-B1-14)					<b>DR2013 FURNITURE DESIGN I</b> CHALIT KONGSUWAN PRODUCT DESIGN STUDIO (ART-B1-17A) / ART-B1-25														
			<b>DF2005 WRITING FOR FILM G02</b> BENJAMIN ALEXANDER SLATER CRIT ROOM (ART-01-07)							<b>DD0002 THE CONTEMPORARY CREATIVE &amp; CULTURAL INDUSTRY OF SINGAPORE LE02</b> KHOO FOO YAN PAUL (PT) AV LECTURE ROOM (ART-B1-03)																			
			<b>DR2001 PRODUCT DESIGN I G01</b> DU WEISHENG WILSON (PT) PRODUCT DESIGN STUDIO (ART-B1-17A)							<b>DP2000 PHOTO IMAGING I: BLACK &amp; WHITE FILM PHOTOGRAPHY G03</b> TEO SHAN LORE MARY-ANN (PT) DARK ROOM / DESIGN STUDIO (ART-02-30)																			
			<b>FINAL YEAR PROJECT FOR ALL YEAR 4 MAJOR</b>							<b>DR2001 PRODUCT DESIGN I G02</b> DU WEISHENG WILSON (PT) PRODUCT DESIGN STUDIO (ART-B1-17A)																			
										<b>DT2004 GRAPHIC STORYTELLING</b> HANS-MARTIN RALL 2D LAB (ART-B1-4A)																			
										<b>DV2000 TYPOGRAPHY I G03</b> YAM MIN YEE ANGELINE VISCOM LAB (ART-02-23B)																			