



DIPLOMA IN DIGITAL FILM & TELEVISION (T23)

Course Overview

Are you a film enthusiast? Do you love telling stories? Do you often find yourself intrigued by the behind-the-scenes footage of your favourite movies and how they were produced and written?

The journey of a great film begins with a strong story idea. From award-winning emotional dramas to inspiring documentaries and punchy engaging video content for social media - we teach you the craft of storytelling through film and video production.

You will learn what makes an idea stick with an audience, be taught the craft of writing effective screenplays, as well as practical tools in directing and producing.

Build a strong foundation in camerawork, lighting, sound and production design. You will also learn to work in teams, pitch your stories to investors and create emotional dramas, films, and thought-provoking documentaries. Be mentored by lecturers who are award-winning writers and producers with years of experience behind them. Your films will also have a chance to compete in prestigious local and international film competitions. From the National Youth Film Awards, the Crowbar Awards, New York Festivals to Cannes Film Fest, our films have travelled far and won major awards.

Everybody loves a good story, take the next step to create yours with the Diploma in Digital Film & Television.



REAL-WORLD EXPERIENCE

Work closely with industry and clients immediately from the first year. Successful pitches often receive funding from clients.



PRACTICE-ORIENTED LEARNING

Learn from the best on how it's done in the industry, from pitching to final screening.



ONLY THE BEST

Our students' films have consistently won top places at the New York Festivals TV & Film Awards—the only school in Singapore to do so.

Entry Requirements

To be eligible for consideration for admission, applicants must obtain 26 points or better for the net ELR2B2 aggregate score (i.e. English Language, 2 relevant subjects and best 2 other subjects, including CCA Bonus Points) and meet the minimum entry requirements of this course. CCA cannot be used to meet the minimum entry requirements.

Subject	Grade
English Language (EL1)*	1-7
Mathematics (E or A)	1-7
Any two other subjects, excluding CCA	1-6
2023 Planned Intake	55
Net ELR2B2 aggregate range (2023 JAE)	3 - 11

Applicants must also have sat for at least one of the following subjects: Additional Combined Science, Additional Science, Art/ Art & Design, Biology, Biotechnology, Chemistry, Combined Science, Computer Studies, Creative 3D Animation, Design & Technology, Engineering Science, Food & Nutrition, Fundamentals of Electronics, General Science, Higher Art, Human & Social Biology, Integrated Science, Media Studies (English), Media Studies (Chinese), Physics, Physical Science, Science (Chemistry, Biology), Science (Physics, Biology), Science (Physics, Chemistry), Science (Physics, Chemistry, Biology).

Note: Applicants who have partial or complete colour appreciation deficiency should not apply for this course.

What You'll Learn


YEAR 1

YEAR 2

YEAR 3

TPFUN






Learn the basics of how a film is put together. You will gain technical skills in directing, camera, sound, writing, editing and more. This is where we help you develop your critical eye for a good story and a strong script. Start your film-making journey with a short 3 to 5-minute film project.

 [Click here to view the course video](#)

 [Click here to view the course video](#)

Diploma Subjects - Core Subjects

Subject Code	Subject	Credit Units
--------------	---------	--------------

DMV1666	Basic Video Production	4	
	<p>This subject introduces the basics of video production through electronic cinematography foundation techniques and location sound gathering. Image acquisition through DSLR operations, basic lighting techniques and location sound recording will also be covered under this subject. In addition, the students will be exposed to visual composition, exposure control, genre based lighting concepts and location sound recording techniques.</p>		
DMV1667	Creative Storytelling	2	
	<p>This subject looks at how to transform an idea to a properly structured story in the visual medium. It covers the elements that go into each act of a story. It also covers methods used to create distinctive characters that can engage with an audience.</p>		
DMV1668	Introduction to Directing	2	
	<p>This subject covers the basic responsibilities of a Director in a film production. Topics covered include the fundamentals of directing techniques and theories such as blocking, working with technical crew and basics of working with casts. These basic directing techniques are crucial even for simple videos such as TV commercials and online content.</p>		
DMV1669	Video Editing	4	
	<p>This subject introduces aspects of non-linear video editing with the principles and grammar of editing to be introduced and further developed. It develops the skillsets of an editor.</p>		
DMV1670	Short Film Project 1	6	
	<p>This module takes the form of a production project that applies and consolidates academic and vocational knowledge to date, culminating in a short video clip. It covers visual</p>		

narration techniques, pre-production, production and post-production techniques and teamwork.

DMV2672

Pitching for Social Media

2



This subject focuses on how to create ideas and "pitch", or market them. It covers basic budgeting and scheduling of documents, and creative documents such as a story outline and treatment, visual references and trailers.

DCF1038

Aesthetics for Design

4



This subject introduces the aesthetic and communicative aspects of design. Key topics include the elements of visual art, principles of design, basic drawing techniques and fundamental applied typography, and will explore integrating different sensorial qualities to expand the aesthetic experience for effective design communication.

DCF1037

Design in Context

2



This subject explores the context, influence and motivations in creative practices led by global art, design and film movements across various periods. It will cover the study of design trends and socio-political climates to translate design inspirations using the appropriate terminology and language in both writing and oral presentations.

DCF1036

Discovering Design

2



This subject will cover the essential ideas, tools, processes and techniques of the various disciplines within design. It provides the framework to develop creative confidence towards learning in design by acquiring fundamental knowledge, attitudes, and mindsets necessary to build design conversance.

DCF1039

Form & Materiality

4



This subject will introduce prototyping and tactile manipulation in relation to form and function. The subject provides the framework for exploring form, proportion and hierarchy, with a focus on 2D and 3D drawings, interacting with both hard and soft materials, and journaling.

DCF1040

Visual Narratives: Photography

2



This subject provides an overview of the power of visual narratives through a variety of photographic directions. It includes the fundamentals of camera skills such as shutter speed control, depth of field, sensor sensitivity, exposure and angle of lenses, basic principles of photography, and the narration of a story through a series of photographic images.

DCF1041

Visual Narratives: Videography

2



This subject will cover the use of electronic cinematography techniques to tell a story. Key topics include mobile videography, visual composition, shutter speed control, depth of field, sensor sensitivity, exposure and angle of lenses, lighting concepts, audio and post-production, and video sequencing in creating visual narratives.

YEAR 1

YEAR 2

YEAR 3

TPFUN

This year, you will choose to specialise either as director/producer or as a technical production specialist with help from your tutors. You will work on both a 10-minute dramatic short film and documentary project.

 [Click here to view the course video](#)

 [Click here to view the course video](#)







 [Click here to view the course video](#)

Diploma Subjects - Core Subjects

Subject Code

Subject

Credit Units

DMV2657	<p>Documentary Project</p> <p>This project covers the various skill-sets such as scriptwriting and project management to the production of a video with non-fiction content. It develops audio visual narrative techniques and integrate the knowledge acquired in other subjects to a video production.</p>	6	
DMV2669	<p>Short Film Project 2</p> <p>This subject takes the form of a project that covers the abilities developed over the previous areas of the course to produce a project in a Fictional Narrative Form. It will define a film genre and utilise project planning and management skills to bring the project to completion.</p>	6	
DMV2673	<p>Directing</p> <p>This subject focuses on the complex craft of directing a drama production. You will learn how to interpret the dramatic possibilities of a screenplay and translate it into a cinematic story.</p>	2	
DMV2674	<p>Screen Writing</p> <p>This subject introduces the craft of screen writing. It will provide an understanding of the principles of visual storytelling for the screen and the process of writing a screenplay.</p>	2	
DMV2675	<p>Production Planning & Management</p> <p>This subject introduces you to planning and management, which are vital areas of pre-production in the process of film or television making. The subject focuses on the job scopes of an industry film or television programme Producer and Production Manager, consisting of elements such as budgeting, scheduling, location scouting and casting.</p>	4	
DMV2676	<p>Overview of Non-Fiction</p>	2	

This subject gives an overview of scriptwriting for an audio-visual medium and how to design scripts for different video and television programme formats. It also provides an understanding of how to apply scriptwriting principles and skills in order to develop the script for a message or a story.

DMV3667

Studio Production

4



This module provides an understanding of the organisation and skills involved when producing a video programme in a multi-camera production set-up. It covers directing different programme formats, preproduction and production tasks, simultaneous camera direction and instantaneous vision mixing.

DCF2042

Sustainable Practices in Design

2



The subject focuses on how design drives sustainable living in a circular economy, emphasising the primary foundational understanding of ethical, responsible, and meaningful design and its impact on the environment and society. The interdisciplinary nature of the subject will drive students to organise and drive activities, stimulate analysis, encourage application, and synthesise ideas through collaborative strategies.




DIM2387

Design for Screen *

4



This subject will introduce the process and principles of user-centered design for designers to identify needs and opportunities for positive interaction based on user personas. Using appropriate tools, it will cover the creation of interactive screen design for desktop, tablet and mobile devices, usability and interaction principles, interface design elements, wireframes and screen flow for prototyping.

DIM2387	Design for Screen *	4	
	<p>This subject will introduce the process and principles of user-centered design for designers to identify needs and opportunities for positive interaction based on user personas. Using appropriate tools, it will cover the creation of interactive screen design for desktop, tablet and mobile devices, usability and interaction principles, interface design elements, wireframes and screen flow for prototyping.</p>		
CGE2C20	Game Design *	4	
	<p>The subject emphasises the use of game design to improve ideas before and during implementation. It covers various aspects of game design, from initial target audience, player behaviour and attitude to aspects affecting implementation within the actual video game. By examining various successful video games within different genres, you will learn to include a variety of attributes in your video games such as motivation for the player and being able to generate re-playability.</p>		
DMV2677	Broadcast Design *	4	
	<p>This subject trains students in foundational motion graphics for film and television, using Photoshop and After Effects software. Students will learn to layer, composite and render graphics that can be integrated into the entire production workflow.</p>		

*Students must choose ONE of these electives




Diploma Option Subjects

Production & Technical Option (Year 2)



Subject Code

Subject

Credit Units

DMV2678	Audio Post This subject introduces audio post production, a process of creating the soundtrack for any visual sequence. Both technical and creative aspects will be emphasised for the creation of a professional audio soundtrack.	2	
DMV3668	Advanced Editing This module offers an in-depth insight into the process of post-production. It covers media management during post, integrating projects across different platforms, creating advanced colour effects and compositing.	2	
DMV3669	Cinematography This subject builds on the skills acquired in the "Camera and lighting" subject. It covers advanced lighting theory and techniques, camera placement, camera angles, camera movement and lens choice, as the basis towards telling a good story.	2	

Producing & Directing Option (Year 2)

Subject Code	Subject	Credit Units	
DMV2679	Writing for Non-Fiction Film & Television This subject covers the application of scriptwriting principles and skills to the documentary and non-fiction genres. It develops the integration of interviews and narration to develop an audio-visual script that delivers a strong message or story.	2	
DMV3670	Advanced Directing This subject covers advance directing skills such as in-depth methods of working with cast and the skills required to bring out performance. It will highlight the styles of renowned directors' and their different directing	2	

techniques and develop abilities in visual storytelling.

DMV3671

Content Marketing

2



This subject introduces the basic marketing and distribution methods in the media industry. It covers how to develop a marketing plan and come up with creative ideas on how to sell a film.

YEAR 1

YEAR 2

YEAR 3



TPFUN

Your internship will provide the opportunity for you to earn your stripes as a part of a film-making team. Also, in your final year 15-minute short film, you will invest time, energy, sweat and tears for an experience that will shape you as a young film-maker. You will learn the craft of balancing storytelling with film-craft.

 [Click here to view the course video](#)

 [Final Year](#)

Diploma Subjects - Core Subjects

Subject Code	Subject	Credit Units	
DMV3666	Industry Film Project This subject takes the form of an industry related project and involves working with a partner to fulfill a creative film brief. It fully utilises the abilities developed over all the previous areas of the course to pitch a video of either the fictional narrative or non-fictional genre.	6	
DMP3027	Major Project: DFT This subject takes the form of a group project. It involves working on the production of a film that showcases the abilities developed throughout the course, reflecting areas of specialisation within the course. It involves scripting, time management, budgetary plans, casting and the execution of directing, camera, audio and editing skills.	8	

GRADUATION REQUIREMENTS

Cumulative Grade Point Average	min 1.0
TP Fundamentals Subjects	36 credit units
Diploma Subjects – Core Subjects	78 credit units
Diploma Subjects – Option Subjects	6 credit units
Diploma Subjects – Elective Subjects	min 4 credit units
Total Credit Units Completed	min 124 credit units