

Key Thrusts of SkillsFuture

SkillsFuture is supported by four key thrusts:



Help individuals to make well-informed choices in education, training and careers



Foster a culture that supports and celebrates lifelong learning



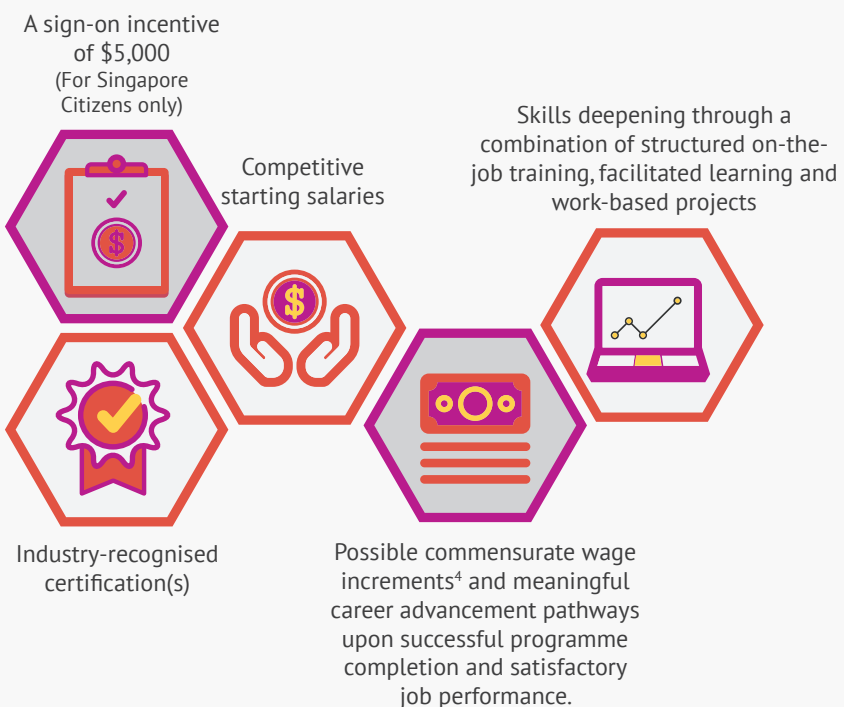
Promote employer recognition & career development based on skills and mastery



Develop an integrated, high-quality system of education and training that responds to constantly evolving industry needs

How Can I Benefit?

Fresh Polytechnic graduates of the programme can benefit from the following:



Note: ⁴ Participants can potentially receive a wage increase upon completion of programme if they perform well and take on enlarged job scopes.

For more information:

Contact Nanyang Polytechnic (NYP)
School of Interactive Digital Media (SIDM)
Call 6550 1700 or send an email to: sdip_game@nyp.edu.sg



SKILLSFUTURE EARN AND LEARN PROGRAMME

GAMES DEVELOPMENT

A real career advantage is within easy reach for fresh **Polytechnic graduates.**



A SkillsFuture Initiative
For more information, please visit
www.skillsfuture.sg

Sector Overview

Fuelled by technological advancements and adoption of computing and Information Technology, Singapore's Interactive Digital Media sector has experienced steady growth.

The industry contributed more than \$300 million to the national economy and created more than 14,000 jobs in 2012¹.



Today, Singapore is home to the world's leading game companies in development, publishing and education. Many home-grown game studios have also harnessed opportunities to expand globally in the area of mobile and internet games through quality 'Made-In-Singapore' games.

Singapore's push towards growing local enterprises and attracting top-tier companies have given rise to the strong need for a more skilled workforce and career opportunities in areas such as games development, design and art.

Plan Ahead

Job Positions Available

Under the SkillsFuture Earn and Learn Programme, fresh Polytechnic graduates in Games and related fields can look forward to a career as a Game Artist/Designer/Programmer.



Starting salary:
\$1,900

Quoted salaries are only indicative.

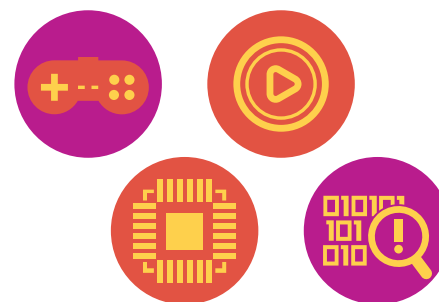
Salary

Successful participants will receive a starting salary of \$1,900 per month. Upon completion of the programme, they may receive a possible commensurate wage increment.

Note: ¹ Media Development Authority—Annual Report 2013/2014

Career Progression

Participants will be hired as a (Junior) Game Artist/Designer/Programmer² and may progress into a full-fledged Game Artist/Designer/Programmer after the programme.



Participating Organisations

Game companies participating in the Programme include Bandai Namco Studios, Booster Pack, DeNA Singapore, gumi Asia, LambdaMu Games, Nonstop Games, Orion Arts, PD Design Studio, Red Hare Studios, Rock Nano and Zengami.



Programme Duration

Participants under the programme will undergo a 12-14 month³ structured training programme.

Note: ² Job titles may vary from companies
³ Indicative

Programme Structure & Certification(s)



Structured on-the-job training (30 – 50%)



Facilitated learning (50 – 70%)

Participants will undergo a 12-14 month³ structured training programme including on-the-job training with mentorship from the hosting employer, coupled with facilitated learning and work-based project leading to a **Specialist Diploma in Games Development**. The programme is managed by Nanyang Polytechnic.

Eligibility Criteria

Polytechnic graduates from the following courses and related fields are eligible for the programme:

Course	Polytechnic
Diploma in Animation	Nanyang
Diploma in Digital Game Art & Design	Nanyang
Diploma in Game Development & Technology	Nanyang
Diploma in Interactive Design	Nanyang
Diploma in Animation & 3D Arts	Ngee Ann
Diploma in Multimedia & Animation	Ngee Ann
Diploma in Game Design	Republic
Diploma in Digital Animation	Singapore
Diploma in Games Design & Development	Singapore
Diploma in Games Design & Development	Temasek

Note: ³ Indicative