2022

INFOCOMM

TECHNOLOGY

SIT AT A GLANCE

5 Programme Clusters

6 Campuses

6 Overseas University Partners

38 Undergraduate Degree Options

>135 Student Clubs, Committees, and Chapters

>200 Student Events and Activities

95% of Students Secured a Job Within Six Months of Completing Their Final Exam^

$3,675 Average Starting Salaries of Our Graduates^

^Source: 2020 Graduate Employment Survey

SITizen-DNA

Thinking Tinkerers

- Fundamentally Sound
- Practice-oriented

Able to Learn, Unlearn and Relearn

- Embracing Change
- Learning Beyond University

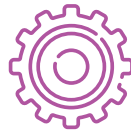## Catalysts for Transformation

- Improving Efficiency
- Creating Value Through Innovation
- Challenging Status Quo

Grounded in the Community

- Serving the Community Through Knowledge and Skills

WHY PURSUE
Infocomm Technology?

DEVELOPING OUR SMART NATION

Amid the ongoing digital revolution and advancements in Infocomm Technologies, Singapore strives to be a Smart Nation with a robust ecosystem that has the capabilities to produce effective and innovative solutions to address existing challenges.

APPLIED LEARNING

SIT's unique applied learning curriculum will provide you with strong theoretical and practical knowledge gained through hands-on experiments and team projects. Our signature Integrated Work Study Programme (IWSP) further allows you to apply and integrate this knowledge beyond the classroom to solve complex real-world problems in the industry and community.

CLOSE NEXUS WITH INDUSTRY

With a curriculum co-developed with industry partners who possess valuable expertise and insights on the latest technological developments, our specialised Infocomm Technology (ICT) programmes will develop students into best-in-class graduates, ready for the industry's high demands and evolving needs.
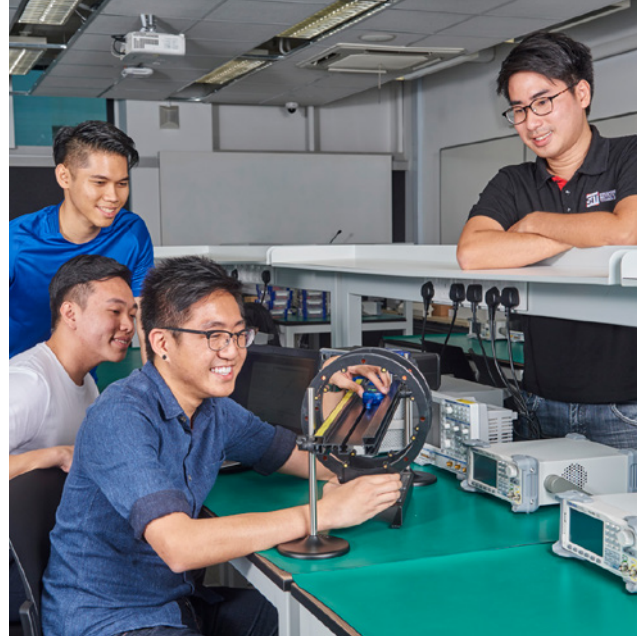
IN-DEMAND CAREERS

With the emergence of internet of things (IoT), the rise of autonomous vehicles, and the exponential growth in data analytics and artificial intelligence, ICT presents many exciting opportunities and career pathways that will prepare Singapore to lead the digital transformation in the global economy.

Applied Research

Our students are given the opportunity to work on applied research projects with our faculty and industry partners in areas such as software engineering, cybersecurity, internet of things (IoT), fintech, artificial intelligence (AI), and many others. SIT participates in cutting-edge projects linked to local and overseas companies that attract significant government funding.

APPLIED RESEARCH AREAS

Cybersecurity

- Mobile Security
- Web Security
- Cryptography
- Digital Forensics
- Security Analytics

Systems

- Modelling and Simulation
- Embedded Systems
- Internet of Things (IoT)
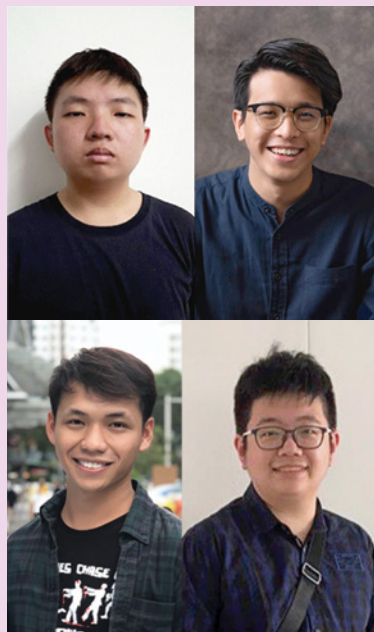- Smart Sensors

HCI and Immersification

- Immersive Media
- Game Development
- Augmented Reality (AR)
- Virtual Reality (VR)
- Web and Mobile Applications

AI and Data Science

- Artificial Intelligence (AI)
- Machine Learning (ML)
- Big Data and Analytics
- Computer Vision

Emerging Technologies

- 5G
- Intelligent Transportation
- Robotics
- Blockchain

The App That Saves Babies

You don't have to don a white coat to save lives. Our Information and Communications Technology (Software Engineering) students have helped bridge healthcare and ICT to create a meaningful impact on lives. Building a mobile application that allows National University Hospital (NUH) doctors to keep track of infants' data on-the-go, our students went the extra mile by improving workflow areas such as minimising human error, improving offline capabilities, and enhancing portability.

Immersive Technologies

With the rapid adoption of immersive technologies in education and innovation, SIT is ramping up its augmented, virtual, and mixed reality (AR, VR, and MR) offerings in learning and applied research. The Centre of Immersification at SIT is driving immersive projects to allow students, faculty, and industry to deep dive into simulated realities. One such project, funded by the Land Transport Authority, looks into developing tools to simplify the conversion of large-scale physical environments into 3D assets suitable for the performance and optical constraints in virtual reality devices. The project team is exploring the use of LiDAR, which stands for light detection and ranging, to help create more realistic augmented and virtual reality 3D models.

Advancing Cybersecurity Through Applied Research

In order to do our part to fight global cybercrime, SIT is working with industry to drive the development and sophistication of cybersecurity solutions through applied research. One such project is the Smart Learning Analytics for Digital Crime (SLADE) that is carried out in collaboration with Custodio Technologies, Defence Science and Technology Agency (DSTA), and Ministry of Home Affairs.

This involves constructing a smart automated system that assists investigators to overcome the challenges of modern cybercrime investigation and digital evidence analysis, while reducing the time and effort needed to investigate cybersecurity incidents and identify the DNA of Advanced Persistent Threats (APTs).

MEET CLAUDIA

Claudia Chan
Year 3
Information and Communications Technology (Information Security)

About myself
I have a passion for ethical hacking and finding vulnerabilities within a system or application.

On choosing SIT
I believe the applied learning style will benefit me when I go out to the workforce. It will be especially useful in an industry that is highly dependent on good practical skills and working in teams to solve various challenges.

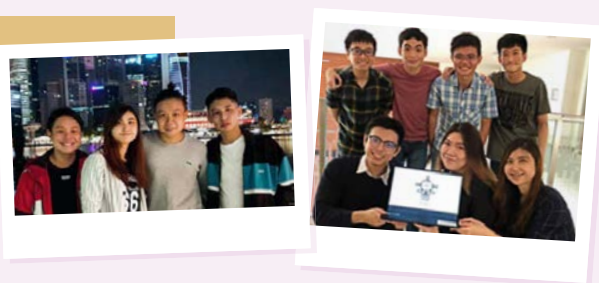### Pursuing Information and Communications Technology (Information Security)
My diploma in Infocomm Security Management ignited my interest in the cybersecurity field. I wanted to pursue my passion with SIT's ICT Information Security degree programme, despite getting other offers.

One common myth about my degree programme
That programming is the most important concept to know in this course.

My CCA experience
Being the President of the ICT Student Management Committee (SMC) allowed me to bridge the gap between the students and the lecturers. Together with my team, we planned events for our cohort and promoted the programme to various stakeholders.

Advice for prospective students
Be ready to step out of your comfort zone to make new friends! University life is a whole lot better and more enjoyable with them around.

My goal after graduation
To be a security analyst in the cybersecurity field, working to keep our digital data protected. As our reliance on technology increases, the risks associated with them are also greater. I want to be able to make cyberspace a safer one for everyone.

Click here to watch my video.

![Singapore Institute of Technology logo]

Applied Artificial Intelligence

Campus Location

SIT@NYP Building

Career Opportunities

You can look forward to careers in these areas:

- AI Engineer
- Machine Learning Engineer
- Data Engineer (Machine Learning Specialist)
- AI Application Engineer

The Bachelor of Science in Applied Artificial Intelligence is a three-year direct honours programme designed to nurture ICT professionals who are competent in developing, applying, and deploying AI solutions.

Artificial intelligence (AI) has been identified as a key component in Singapore's Smart Nation Journey to transform the economy. In tandem with Singapore's plans to be a global leader in advancing AI solutions by 2030, the demand for machine learning engineers is expected to surge. This specialised programme focuses on implementing AI within software systems and provides in-depth coverage on three focus areas:

- **Core-Software Engineering** is the bedrock of foundational software development, essential for mastery of machine learning skills. This also includes topics such as cloud computing, big data, and DevOps.
- **Core-Machine Learning** will equip you with skills on how AI models can be developed, applied, and deployed.

> **Technology is redefining our workforce and the skills needed to remain competitive.**
>
> We are delighted to see higher education institutions like SIT take the initiative to integrate artificial intelligence and machine learning into their programme curricula to help develop the next-generation of cloud computing professionals.
>
> **MR PETER MOORE**
> **Regional Managing Director,**
> **Worldwide Public Sector**
> **Amazon Web Services –**
> **Asia Pacific and Japan**

- **Professional Skills** that will equip you with the relevant soft skills to express your ideas clearly and confidently to different stakeholders. These are skills expected of a working professional.

Curriculum Highlights

- Machine Learning
- AI Cross-Domain (Industry) Projects
- Computer Vision and Deep Learning
- Natural Language Processing (NLP)
- Capstone Project
- Eight-month Integrated Work Study Programme (IWSP)

Computer Engineering

Campus Location

SIT@Dover

Career Opportunities

- Engineer (Design/Application/Network/Telematics/Technology Integration)
- Software Engineer
- Engineer (Intelligent Transportation Systems)
- Project Manager/Officer/Engineer
- Technology Consultant

A first-of-its-kind direct honours degree offered in Singapore, the Computer Engineering programme was developed in partnership with various organisations in the land transport industry, including LTA, Singapore Technologies, National Computer Systems, and other companies in the automotive industry, such as Continental Automotive Singapore Pte Ltd.

You will be equipped with electrical engineering and computer science core skills, as well as intelligent transportation systems (ITS) knowledge, through rigorous academic training by highly qualified professors, while having work-study stints with established organisations. In line with Singapore's efforts to become a Smart Nation, you will train to become deep specialists in the relevant areas that are much needed in the industry to support this vision.

Curriculum Highlights

- Sensors and Control
- Embedded System Design
- Wireless Communications
- Transport Management
- Design Project
- Eight-month Integrated Work Study Programme (IWSP)

> At IFSC, we see the IWSP as an investment for the future.
>
> **The programme serves to train budding professionals and leaders who will be the foundation of tomorrow's society.**
>
> The students we've hired come with a clear understanding of their expectations, which guides them on their journey in the industry. By the end of the work attachment, students are more prepared for the real world and are often offered positions when they graduate. To date, we have hired two full-time staff and are looking forward to having more well-trained, industry-ready SIT graduates join the IFSC family.
>
> **MR DARYL PAT**
> **Chief Operating Officer**
> **IFSC Pte Ltd**

Computer Science in Interactive Media and Game Development

Campus Location
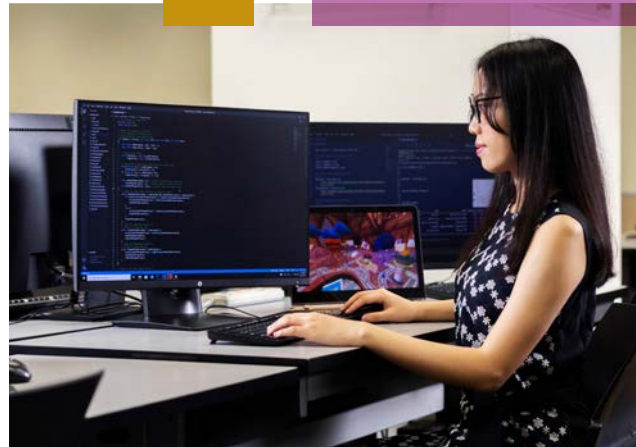
SIT@SP Building

Career Opportunities

- Software Engineer
- Software Developer
- VR/AR Software Developer
- Tools Programmer
- Level Designer
- Gameplay Programmer
- Gameplay Designer

The Computer Science in Interactive Media and Game Development programme equips you with a strong foundation in mathematics, programming, and design theory. Building on this strong foundation, you will be well-versed in programming, game logic, interaction design, artificial intelligence, databases, design tools, and game design theory for digital and non-digital games, level design, system design, and UI/UX design.

This direct honours degree programme will address the growing need in the local industry for software engineers with deep design skills and understanding of user experience in this digital age.

Curriculum Highlights

- Software Engineering Projects
- Game Implementation Techniques
- Introduction to Game Design
- UI/UX Design
- Artificial Intelligence for Games
- Eight-month Integrated Work Study Programme (IWSP)
- Overseas Immersion Programme (OIP)

SIT-DigiPen (Singapore)'s BS in Computer Science in Interactive Media and Game Development interns have been a delight to work with.

They complete tasks fast, are open to feedback, and adapt well to our upbeat culture.

The interns have worked on maintaining and improving tools used by our developers, which has helped improve productivity.

MR HEAN JIN KANG
Tools Programmer
Ubisoft Singapore

Computer Science in Real-Time Interactive Simulation

Campus Location

SIT@SP Building

Career Opportunities

- Computer Scientist
- Software Engineer
- Artificial Intelligence Developer
- VR/AR Software Developer
- Machine Learning Engineer
- Game Engine Developer
- Gameplay Programmer

The Computer Science in Real-Time Interactive Simulation degree programme with honours provides rigorous training in foundational STEM modules that underpin computer science and simulations, and also focuses on deep programming skills, that include high level programming, low level programming, advanced C/C++, data structures, algorithms analysis, and three progressive modules in computer graphics.

You will embark on persistent studio-based software engineering projects that span every trimester of study. This will allow you to continually apply your module-based knowledge in large-scale projects, as well as hone essential soft skills in working within multidisciplinary teams. You will be industry-ready with deep technical expertise in developing real-time interactive systems.

Curriculum Highlights

- Software Engineering Projects
- Game Implementation Techniques

> Acronis' internship programme with SIT-DigiPen (Singapore) is a proven success. Their BS in Computer Science in Real-Time Interactive Simulation **students thrive from getting real work experience, performing compelling tasks, and having industry heavyweights as their fellow teammates.**
>
> Proud of its fast onboarding process, Acronis recruits the best talents for its rapidly-growing team, while helping DigiPen (Singapore) train high-quality software engineers who are ready to be hired by top companies.
>
> **MR VLADIMIR ZATSEPIN**
> **Head of Singapore R&D Centre**
> **Acronis**

- Advanced Computer Graphics
- Machine Learning
- Artificial Intelligence for Games
- Eight-month Integrated Work Study Programme (IWSP)
- Overseas Immersion Programme (OIP)

Computing Science

Campus Location

SIT@NYP Building

Career Opportunities

- Software Engineer/Programmer/Developer/
Consultant
- IT Project Manager/Engineer/System
Engineer/Administrator/Analyst
- Cybersecurity Analyst/Engineer
- Mobile Application Developer
- IoT Engineer/IoT Solution Architect

The Computing Science programme is jointly
offered by SIT and the University of Glasgow.
This three-year direct honours degree
programme encompasses a broad-based
computer science curriculum that combines
essential knowledge from the internet of things
(IoT), software engineering, data analytics, and
machine learning.

The degree programme aims to meet the
growing demand for computing graduates
and software developers, and to support the
manpower needs of the government's Smart
Nation initiative. You will be equipped with a
strong computing science foundation and learn
to apply your software and hardware training
to develop innovative IoT solutions in different
IT-related roles when you graduate.

Curriculum Highlights

- Professional Software Development
- Human Computer Interaction
- Cloud and Distributed Computing
- Embedded Systems and
Sensor Programming
- Data Analytics
- Cybersecurity Fundamentals
- Internet of Things: Protocols and Networks
- Machine Learning

"

Talent is at the heart of Singapore's
digital transformation journey.

**The future workforce requires a pool of
infocomm talents equipped with in-demand
skills in areas such as data, artificial
intelligence, cybersecurity, as well as new
mindsets such as agile and creative thinking.**

As digitalisation continues to transform
Singapore's economy, mastering skill
sets in infocomm translates to a career
in any industry.

**MR HOWIE LAU
Managing Director
Corporate Development
and Partnerships
NCS Group**

"

- Mobile Application Development
- Capstone Project
- Eight-month Integrated Work
Study Programme (IWSP)
- Overseas Immersion Programme (OIP)

Digital Art and Animation

Campus Location

SIT@SP Building

Career Opportunities

- Character Animator
- Concept Artist
- 2D/3D Artist
- Illustrator
- Storyboard Artist

The Digital Art and Animation programme offers a comprehensive education in the techniques, processes, and tools that professional artists use to create art assets for games, animated films, and other digital media. Rather than simply teaching you how to use current software, this programme focuses on developing foundational skills that remain valuable and useful, regardless of the technology or medium.

You will gain a solid grounding in the traditional arts, progress to computer animation techniques and technologies, and finally utilise your knowledge and skills in a series of projects that allow you to experience all stages of the art production pipeline. You will develop the ability to produce powerful and affecting imagery in a professional studio environment.

Curriculum Highlights

- The Language of Drawing
- Storytelling
- Cinematography for Visual Effects
- 2D Animation Production
- 3D Environment and Level Design
- Conceptual Illustration and Visual Development
- Overseas Immersion Programme (OIP)

> DigiPen (Singapore) is the leading institute in grooming amazing talents for the gaming industry. The BFA in Digital Art and Animation students are equipped with world-class skills and positive attitudes that enable them to take on seemingly impossible challenges.
>
> **I am confident that the gaming industry will greatly benefit and flourish with their emerging presence.**
>
> Koei Tecmo Singapore looks forward to continuing more hand-in-hand collaboration with DigiPen (Singapore), to bring the gaming industry to the next level.
>
> **MR LEE CHEN FANG**
> **CG Senior Manager**
> **Koei Tecmo Singapore**

Digital Supply Chain

Campus Location

SIT@NYP Building

Career Opportunities

- Supply Chain Solutions Engineer
- Supply Chain Analyst
- Data Scientist
- Software Engineer
- Business Process Analyst

The Digital Supply Chain (DSC) is a three-year direct honours, interdisciplinary supply chain degree programme that cuts across the domains of ICT, Engineering, and Supply Chain Management. Digital transformation driven by Industry 4.0 and national digitalisation initiatives, has given rise to demand for DSC graduates. E-commerce and COVID-19 have disrupted traditional supply chains, accentuating the need for digital transformation.

Supply chain and logistics companies are increasingly adopting new technologies and developing new capabilities in artificial intelligence (AI), the internet of things (IoT), and robotics as part of transformation efforts. Upon graduation, you could take on technical roles in digital transformation, Industry 4.0, systems and solutions development, systems and project management in the public or private sectors, or embark on further postgraduate study and join research institutions or academia.

Curriculum Highlights

- Supply Chain 4.0
- Supply Chain Solutions Design
- E-commerce Logistics
- Cyber-physical Digital Twins in Supply Chain

> SIT's Digital Supply Chain programme will develop a talent pool familiar with digital technologies, which are becoming commonplace in the logistics industry.
>
> **DSC graduates will benefit from a competitive advantage given that supply chain and logistics business models and operations are fast evolving with emerging digital technologies.**
>
> **Singapore Logistics Association**

- Industrial Internet of Things and Data Analytics
- Introduction to Software Engineering
- Machine Learning
- Capstone Project
- Eight-month Integrated Work Study Programme (IWSP)

Information and Communications Technology (Information Security)

Campus Location

SIT@NYP Building

Career Opportunities

- Information Security Analyst/Professional
- Cybersecurity Specialist
- Pen-tester
- Information Security Consultant

This is the first information security direct honours degree programme offered amongst local autonomous universities, that is designed to provide you with industry-relevant knowledge and practical technical skills. The curriculum is based on three key attributes – highly-specialised, practice-oriented, and industry-focused.

Building on core computer science fundamentals, specialised in-depth knowledge and technical skills, the curriculum adopts a holistic approach towards information security, covering the offence, defence, prevention and protection, as well as the management and governance of infocomm systems. You will also have opportunities to work on real industry problems and embark on a 12-month Integrated Work Study Programme in your final year.

Curriculum Highlights

- Ethical Hacking
- Applied Cryptography
- Mobile, Network and Web Security
- Governance, Risk Management and Compliance
- Malware Analysis and Defence
- Security Analytics
- Integrative Team Project with Industry
- 12-month Integrated Work Study Programme (IWSP)

" SIT's Information Security programme continues to develop great talents with the necessary fundamentals, specialised in-depth knowledge, and technical skills in cybersecurity. The partnership with SIT has allowed us to further groom these talents to be equipped as cybersecurity specialists for any industry.

These talents have embraced challenges with professionalism and innovation as the industry continues to transform digitally.

MR JEREMY WOO
Director, APJ Technical Business Development
Leo Infocomm Pte Ltd

Information and Communications Technology (Software Engineering)

Campus Location

SIT@NYP Building

Career Opportunities

- Software Engineer
- Software Systems Architect
- Information Technology Project Manager
- Mobile, Web, and Cloud Developer

With the prevalence of Infocomm Technology across all industry sectors, optimum software engineering is critical to enabling and supporting the daily operations of organisations. Adopting a highly-specialised, practice-oriented, and industry-focused approach, this direct honours degree programme will teach you to design, develop, operate, analyse, maintain, and manage software in a holistic and systematic manner.

The syllabus aims to cover all learning outcomes specified by the IEEE/ACM Joint Task Force on Computing Curriculum for Software Engineering. Through close industry links, you also have the opportunity to develop and architect enterprise-grade software across a range of devices and systems, from embedded systems and mobile devices to cloud-based solutions. You will also work on real industry problems and embark on a 12-month Integrated Work Study Programme in your final year.

Curriculum Highlights

- Secure Software Development
- Human Computer Interaction
- Mobile Application Development
- Software Design and Management

" One of the key highlights of SIT's ICT programme is the Integrated Work Study Programme, a one-year work attachment that students have to undertake in their final year.

DBS has found this programme meaningful as it is longer than the average internship, and thus provided more time for students to pick up industry-relevant skills and exposure.

The students we've welcomed from SIT are technically sound, team players, and able to collaborate with a wide variety of stakeholders.

MR ERIC HO
Team Lead, Talent Acquisition,
Group Human Resources
DBS Bank Ltd "

- Software Verification, Validation, Testing and Optimisation
- Integrative Team Project with Industry
- 12-month Integrated Work Study Programme (IWSP)

User Experience and Game Design

Campus Location

SIT@SP Building

Career Opportunities

- VR/AR Developer
- Product Manager
- Technical Designer
- Software Developer
- Application Developer
- Game Designer
- User Experience/User Interface Designer

The User Experience and Game Design programme combines theory and practice of game design and user experience with coursework in the humanities, social sciences, art, and the fundamentals of mathematics and computer science.

This programme is for those, who are deeply curious about understanding the behaviour and psychology behind the design application in games, software development, user experience, virtual reality, and augmented reality. It will suit you if you are eager to learn the skills and methods for designing fun and engaging interactive systems and experiences. You will become a skilled designer with deep knowledge on how writing, the arts, and the social sciences all come into play when creating games, interfaces, and other interactive experiences.

> gumi Asia has a long-standing relationship with DigiPen (Singapore) and had the pleasure to work with many of its students in our mobile game operations globally.
>
> **We have always found DigiPen (Singapore)'s BA in User Experience and Game Design talents to be resourceful and well-trained, allowing them to transition well into their job roles after graduation.**
>
> **MS DELPHI TAN**
> **Director, Game Operations**
> **gumi Asia**

Curriculum Highlights

- User Experience Design
- Introduction to Applied Math and Physics
- Training and Simulation Design
- Introduction to 3D Production for Designers
- 2D Game Design
- 3D Game Design
- Cognitive Psychology Game Mechanics
- Overseas Immersion Programme (OIP)

MEET JEREMIAH

Yap Wei Ern Jeremiah

Year 4

Information and Communications Technology (Software Engineering)

Fun fact about myself
I used to teach drums as a part-time job.

Pursuing Information and Communications Technology (Software Engineering)
I like the creative and puzzle-solving aspects of using code to solve problems.

On choosing SIT
I like the practical aspect of the curriculum where we are encouraged to immediately apply what we are taught into various projects.

My IWSP experience
My IWSP was with Idemia Pte Ltd. It was interesting and impactful as I got to see a lot of my programming efforts deployed as real-world solutions.

Proudest moment/achievement in SIT
Being able to publish a research paper as a member of my professor's research project.

One thing I wished I knew when choosing Software Engineering
The bigger your computer screen, the easier it is on your eyes.
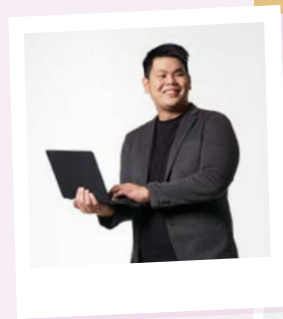
One myth about Software Engineering
That programming is just for geeks! It is certainly untrue as you'll meet all sorts of people in this industry.

In 10 years' time
I want to create a top 100 ranking app on the app store.

Click here to watch my video.

START YOUR
NEXT STEP HERE

We adopt an aptitude-based approach in assessing applicants for admission. This means we look beyond your grades and see you as an individual with diverse qualities, talents, and life experiences. We are interested in who you are, and how you can contribute to the community and industry.

We look out for...

Academic Proficiency and Prior Learning

Relevant Work Experience

Related Exposure and Achievements

Passion and Aptitude

Performance During Interviews

Submit and check your application status via **Admission.SingaporeTech.edu.sg**.

For application dates and deadlines, visit **SingaporeTech.edu.sg**.

ADMISSIONS
TIMELINE

MID-JAN – MID-MAR
- Application Opens
- SIT Scholarship Application Opens

Shortlisted applicants will be assessed for Admissions and a Scholarship concurrently. For specific degree programmes, you may have to submit portfolios or essays, and/or be assessed through written or technical tests.

FEB – MAY

APR – MAY
- Check your Admissions Application Outcome. Students awarded Scholarships will receive their offers concurrently.

If you are successful, accept our offer!

BY JOINT ACCEPTANCE DEADLINE

JUNE

FINANCIAL ASSISTANCE APPLICATION OPENS
- When you have accepted our offer, you will receive a pre-matriculation package.

- Admissions
- SIT Scholarship

Admission Requirements

DEGREE PROGRAMME	GCE 'A' LEVEL	IB DIPLOMA
Applied Artificial Intelligence	A pass in two of the following H1/H2 subjects (Mathematics, Physics, Chemistry, or Computing)	A pass in two of the following SL/HL subjects (Mathematics, Physics, Chemistry, or Computer Science)
Digital Supply Chain		
Computer Science in Interactive Media and Game Development	A pass in one of the following H2 subjects (Mathematics, Physics, or Computing); or a pass in H1 Mathematics	A pass in one of the following HL subjects (Mathematics, Physics, or Computing); or a pass in SL Mathematics
Computer Science in Real-Time Interactive Simulation		
Digital Art and Animation	Meet minimum admission requirements as stated below. See programme-specific requirements at **SingaporeTech.edu.sg**.	
Computer Engineering	Meet minimum admission requirements as stated below.	
Computing Science		
Information and Communications Technology (Information Security)		
Information and Communications Technology (Software Engineering)		
User Experience and Game Design		

- GCE 'A' Level applicants should have obtained passes in at least two H2 Level subjects and offered General Paper (GP) or Knowledge & Inquiry (KI) in the same sitting.
- International Baccalaureate (IB) applicants should have obtained a minimum grade five for at least two HL and one SL subjects, and the IB Diploma.
- NUS High applicants should have obtained the NUS High School Diploma.

Applicants with the above qualifications are also required to fulfil the Mother Tongue Language (MTL) requirements stipulated by the Ministry of Education.

For up-to-date information, please refer to **SingaporeTech.edu.sg**.

Admission Requirements

DEGREE PROGRAMME	DIPLOMA FROM ANY LOCAL POLYTECHNIC	DIPLOMA FROM OTHER INSTITUTIONS
Computer Engineering	Open to all polytechnic diploma holders. Applicants with relevant engineering background (i.e. Diploma in Electrical and Electronics Engineering, Computer Engineering and Information Technology), may apply for exemption for modules, up to a maximum of two trimesters. For applicants with non-relevant diplomas, exemption from modules will be considered on a case-by-case basis.	BCA diploma holders in the following programmes may apply: • Construction Engineering[*] • Construction Information Technology • Electrical Engineering and Clean Energy • Mechanical Engineering (Green Building Technology)[*]
Computer Science in Interactive Media and Game Development **Computer Science in Real-Time Interactive Simulation**	Open to all polytechnic diploma holders. Subject to approval, diploma applicants may be granted module exemptions, based on the modules taken and minimum grades achieved in their diploma.	Applicants will be assessed on a case-by-case basis.
Digital Art and Animation	Open to all polytechnic diploma holders. See programme-specific requirements at **SingaporeTech.edu.sg**.	
User Experience and Game Design	Open to all polytechnic diploma holders.	

[*]This diploma will not be accepted as a relevant diploma for the Computer Engineering programme with effect from AY2023 admissions.

Applicants with other qualifications should complete at least 12 years of formal education deemed as acceptable, equivalent qualifications to be considered for admission.

For up-to-date information, please refer to **SingaporeTech.edu.sg**.

Admission Requirements

DEGREE PROGRAMME	DIPLOMA FROM ANY LOCAL POLYTECHNIC	DIPLOMA FROM OTHER INSTITUTIONS
Computing Science	Open to all polytechnic diploma holders. Module exemptions may be granted for the first year modules on a module-by-module basis, subject to evaluation of applicant's diploma and grade in related modules. Exemptions may also be considered for relevant professional or industrial certifications.	BCA diploma holders in Construction Information Technology may apply.
Information and Communications Technology (Information Security)	Open to all polytechnic diploma holders. Applicants with relevant diplomas may apply for module exemptions of up to 10 modules. Exemptions may also be considered for relevant professional or industrial certifications.	
Information and Communications Technology (Software Engineering)		
Applied Artificial Intelligence	Open to all polytechnic diploma holders. Applicants with a strong proficiency and interest in Mathematics, Physics, Computing, and Artificial Intelligence are encouraged to apply.	Applicants will be assessed on a case-by-case basis.
Digital Supply Chain	Open to all polytechnic diploma holders. Applicants with a strong proficiency and interest in Computing, Supply Chain, and Logistics are encouraged to apply.	

Applicants with other qualifications should complete at least 12 years of formal education deemed as acceptable, equivalent qualifications to be considered for admission.

For up-to-date information, please refer to **SingaporeTech.edu.sg**.

YOU CAN SEE YOUR FUTURE FROM HERE

SiT SINGAPORE INSTITUTE OF TECHNOLOGY

Get a chance to study at SIT's new campus situated in the heart of Punggol Digital District.

- Campus-in-a-Park
- Smart and Sustainable University
- Companies can tap SIT's applied learning and research capabilities
- Closer Industry Partnership with Collaboration Loop linking SIT and JTC buildings
- Opportunities to work on real-world business problems

Click here to find out more.

TAKE YOUR
NEXT STEP HERE

When you become a SITizen, you join a growing pool of successful alumni.

If you are ready to begin the application process and want to learn more, visit SingaporeTech.edu.sg/Admissions.

SO, WHO'S READY
FOR AN ADVENTURE?

CONTACT US

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