



## シンガポール・2021年

### LASALLE College of the Arts

ラサールカレッジ オブ アーツ



デザインやアート、音楽、映像など芸術系の名門大学  
返済不要奨学金制度の利用で留学&現地就職が可能！

株式会社キャリアエクスチェンジ [www.career-ex.com](http://www.career-ex.com)

〒100-0006 東京都千代田区有楽町1-12-1新有楽町ビル 11F PPY BW-06

電話：03-6278-8750 FAX：03-6278-8758 E-mail：info@career-ex.com

# シンガポール・Lasalle College

時期によって授業料割引キャンペーン等がありますので、キャリアエクステンジにお問い合わせください！

学費・ビザ費用	3年間	3年間	追記
	Diplomaコース (奨学金利用)	Bachelor (文学士号) コース	
学校申込金	\$120	\$120	
授業料	\$29,640	\$74,970	
教科書代	現地にて	現地にて	
学生ビザ申請費	\$90	\$90	発行手数料込み
<b>小計SIG\$</b>	<b>\$29,850</b>	<b>\$75,180</b>	
<b>①小計 日本円</b>	<b>¥2,537,250</b>	<b>¥6,390,300</b>	<b>レート\$ = 85</b>

渡航前にかかる費用	3年間	3年間	追記
プログラム手配費	¥140,000	¥140,000	税込
海外通信送金費	¥11,000	¥11,000	税込
ビザ申請サポート	¥35,000	¥35,000	税込
往復航空券 (目安)	¥50,000	¥50,000	
海外留学生保険料	¥669,360	¥669,360	最安値プラン
<b>② 小計 日本円</b>	<b>¥905,360</b>	<b>¥905,360</b>	

③現地滞在中の収入・支出概算	3年間	3年間	追記
シェアアパート滞在費	\$28,800	\$28,800	目安 月\$ 800
現地生活・交通費	\$14,400	\$14,400	目安 月\$ 400
<b>③ 小計 SIG \$</b>	<b>\$43,200</b>	<b>\$43,200</b>	

全体的な留学費用概算は、上記①+②+③の合計を目安としてください

【ご注意事項】 上記はあくまでも概算です。最新の学校料金・キャンペーン情報はキャリアエクステンジまでお問い合わせください。

こちらの留学プランに興味がある方は・・・

まずはご相談！  
電話・来社での  
無料カウンセリング



お見積作成依頼は  
お気軽にお申付け  
ください。



プランが決定したら  
留学開始の  
3ヶ月前を目安に

株式会社キャリアエクステンジ [www.career-ex.com](http://www.career-ex.com)

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## OVERVIEW

The process of art making demands the acquisition and development of strong knowledge and skills in materials, accompanied by a reflexive understanding of this knowledge that is then continually tested and extended through relevant practical application.

Steered with this belief, the teaching and learning approach for the programme is grounded primarily on a practice-based methodology, with an emphasis on the development of your creative processes and discoveries that are honed by community engagement projects and a strong understanding in Art History and ideas. You will be trained and equipped with the specific skills, techniques, aesthetics and knowledge of historical issues associated with your discipline.

The programme provides you with the exposure to various Fine Arts media such as painting, printmaking, sculpture, graphic novel, and lens-based art. You will be given the opportunity to present your Final Project in your specialised area through a self-proposed brief. The programme also emphasises an interdisciplinary approach to learning, which allows you to discover and establish cross-discipline methodologies in the development of your works. As it is the preliminary stage of your artistic journey, we consider this programme as crucial to allow you to search for a unique creative voice and to understand the use of materials and art processes confidently so that you can hone these skills at a higher level.

## ADMISSIONS

### OPTION 1: ADMISSIONS TEST

The Admissions Test is only available to applicants from Singapore and in selected cities in China, India, Indonesia, Malaysia, Vietnam and Myanmar, subject to availability of test schedules. Applicants will be notified of the required materials to bring along for the Admissions Test.

### OPTION 2: PORTFOLIO

- Create a portfolio containing minimum 10 pieces of original work.
- Label each work as follows: (i) title of your work (if any), (ii) medium used and (iii) month/year created. Your work may be inspired by a movie or book.
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If we wish to know more about your portfolio or artwork from the admissions test, we will arrange for a discussion with you.

Faculty of Fine Arts, Media & Creative Industries  
**Puttnam School of Film & Animation**

Diploma in

# ANIMATION



Image: **Bui Thi Minh Ngoc**



Image: **Chong Jia En**

BE AT THE FOREFRONT  
OF ONE OF THE MOST RAPIDLY  
DEVELOPING AREAS OF THE  
CREATIVE INDUSTRIES AND  
TECHNICAL DEVELOPMENT.

Image: **Geraldine Toh**



Image: **Aziemah Khairunnisa, Dawn Ng**

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

2D/3D Animation Producer, Animation/Video/Film Developer and Producer, Computer/Mobile Games Developer or Illustrator.

## OVERVIEW

Animation represents the integration of art and technology.

Animated sequences in feature films and television, digital special effects, animated simulation rides, education, games and interactive media are some of the more visible applications of animation. As practitioners in this innovative and dynamic field, you will need the skills to demonstrate a good understanding of both the creative and technical processes involved.

This programme will develop in you an interdisciplinary way of thinking that transcends the art/technology divide. It will mould you into a well-rounded professional with broad-based animation skills and an in-depth understanding of the field.

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Faculty of Fine Arts, Media & Creative Industries  
**Puttnam School of Film & Animation**

Diploma in

# BROADCAST MEDIA



Image: **Chervin Chua**

< Image:  
**Nuqman Nurhakim Bin Abdul Gafor,  
Nurhayati Emilia Ilenana Hayaya Ibrahim**

BE AMONG THE NEXT  
GENERATION OF HIGHLY  
VERSATILE CREATIVES FOR  
MEDIA-RELATED INDUSTRIES  
IN SINGAPORE AND AROUND  
THE WORLD.



^ Image: **Andrew Kose Capoeira**



Image: **Familiar Strangers** >

### **DURATION**

3 Years

### **MODE**

Full Time

### **CAREER PATHS**

Broadcast Video Producer/Editor, Broadcast Production Manager, TV/Internet Journalist, Videographer, Independent Media Producer, TV Commercial Producer, Live Events Coverage Producer, Broadcast Field Producer or Media Consultant, Broadcast Graphic Designer, Visual Effects Artist, Documentary Filmmaker, Multimedia Designer, Video Artist or Media Arts Educator.

## OVERVIEW

With the proliferation of cable and satellite television channels and the exponential growth of the Internet and mobile technology, video content has never been more in demand.

Be it in the form of commercials, documentaries, music videos, social awareness campaigns, short fiction films, dance and fashion films, or educational and corporate videos, moving images tell compelling stories.

This programme will successfully prepare you for job roles in fields such as broadcast television, Internet and mobile technology broadcasting, as well as other emerging media formats, such as VR and 360 degree video production.

You will be engaged in producing highly creative and exciting projects across a multitude of disciplines, as well as experience live 4K multi-camera filming and live switching during important events. The highly collaborative nature of the industry will also see you frequently working with other students, including fashion designers, musicians, actors/actresses, dancers and visual artists, all under one roof.

This visually-oriented programme will provide you with the technical skill sets, conceptual problem-solving skills and creative acumen to embark on a successful career in this dynamic media landscape, as well as furnish you with a solid foundation for further study in the BA(Hons) Film Programme.

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Faculty of Design  
School of Design Communication

Diploma in

# DESIGN FOR COMMUNICATION AND EXPERIENCES



Image:  
*Material* by Macarius Eng



Image: Kelyn Lau Jia Hui

ACQUIRE THE THINKING CAPACITY AND CREATIVE SKILLS TO BOLDLY DESIGN THE FUTURE.



Image:  
*Discovering the Aesthetic* by Bao Zhenyudie



Image:  
*Purdey's* by Vincent Wongso

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Illustrator, Advertising Designer, Graphic Designer, Photographer, Visualiser, Concept Artist, Designer for Public Spaces, Designer for Exhibitions/Performances, Motion Graphic Designer, Branding Consultant, Data Visualiser, Layout Artist, Production Manager, Studio Manager, Web Designer or User Interface Designer.

## OVERVIEW

The impact of design solutions on people's lives is constantly growing. Pursuing a design education today means acquiring the thinking capacity and necessary creative skills to shape the future, with human needs as the key driving force.

Whether it's visual information, innovative objects for everyday use, or simply improving the way people move, behave and interact in public space, the aim of the programme is to enable students to explore and develop effective solutions to real-world issues and needs. Going beyond the classical disciplines of graphic design, advertising and illustration, this programme will stretch students' creativity as they are encouraged to make connections between different areas of study, and go beyond the classical disciplines of graphic design, advertising and illustration.

Through the exploration of the ever-changing context and role of design communication, students will be challenged to create design solutions by experimenting with a wide range of media. Whether it is a new digital publication aiming to create a dialogue within a local community, a sustainable food packaging solution or a new smartphone application to ease everyday life transactions – students in the programme will be taught to think differently and brave the world with their creative and unique ideas.

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Faculty of Design  
School of Fashion

Diploma in

# CREATIVE DIRECTION FOR FASHION



Image: Nicole Ngai



Image: Tan Ziqing

RULE THE RUNWAY WITH STUNNING CREATIONS THAT STAND PROUD ON LOCAL AND INTERNATIONAL FASHION STAGES.



Image: Serene Lin



Image: Hu Wei Shan

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Designer, Writer, Buyer, Merchandiser, Stylist, Fashion Photographer or Pattern Drafter, Costume Designer, Accessory Designer, Assistant Designer, Trend Forecaster or Personal Shopper.

## OVERVIEW

Focusing on the developments of the Asian and global fashion industries, the philosophy of the programme centres on the different and exciting artistic practices of the creative industries, as well as the dynamism of the evolving fashion culture in Singapore and the world at large.

The three-year, practice-based programme integrates technical skills, industry knowledge, design processes and fashion creative direction. Upon graduation, you will possess a good working knowledge of the fashion industry and relevant, technically sound design skills.

The programme covers a holistic underpinning of different areas in fashion and focuses on the fashion product with components in fashion media. This unique blend of specialist subjects aims to mould you into a talented, motivated and entrepreneurial fashion practitioner who can contribute to local and international brands and drive the local fashion industry. You will also have the opportunity to study with a fashion team that is actively engaged in a range of local and international initiatives.

With a rigorous curriculum that blends contemporary artistic practices centred on the Asian fashion industry, you will have a holistic experiential learning experience that grooms you to be industry-ready. Through the programme, you can also establish a good network of alumni contacts and key partnerships with the fashion industry.

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Faculty of Design  
**School of Spatial & Product Design**

Diploma in

# INTERIOR DESIGN



Image: Adeline Yeo



Image: Capitol by Regina Kartika Geode

DEVELOP YOUR TECHNICAL AND PROFESSIONAL SKILLS OF THE BUILT ENVIRONMENT INEXTRICABLY LINKED TO INDUSTRIAL DESIGN AND ARCHITECTURE.

Image: National Archive of the Arts by Jonathan Paljor



Image: Du Hailing



### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Interior Designer, Furniture Designer, Exhibition Designer or Stage Designer.

## OVERVIEW

We define interior design as the act of creating engaging environments within and around existing spaces and structures. This entails the design and planning of a diverse array of spaces that span residential, leisure, retail, F&B, office, healthcare, hospitality and institutional spaces.

The curriculum is based on a number of key design principles. Fundamental technical skills and vocational knowledge remain the focus and are supported through design investigations, explorations, experimentations and conceptual thinking methods. These are explored in a practice-based studio environment where traditional drafting and modelling techniques, as well as the latest in computer-aided drawing and visualisation are honed.

Knowledge of historical and contemporary design further develops your understanding of design in the built environment. The programme remains sensitive and relevant to the industry's developments and demands through continuous links with industry partners.

With its diverse market sectors and niches, employment is abundant — ranging from large architectural practices to smaller boutique consultancy firms. The education you receive competitively positions you in an advantageous light. Our graduates have found placements in award-winning local and international practices.

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Faculty of Performing Arts  
School of Contemporary Music

Diploma in

# AUDIO PRODUCTION



MANIPULATE SOUND AND PLAY. AN INDISPENSABLE ROLE IN THE FAST-PACED ACOUSTIC INDUSTRY.



#### DURATION

3 Years

#### MODE

Full Time

#### CAREER PATHS

Studio Recording Engineer, Live Sound Reinforcement Engineer, Music Producer, Music Editor, Audio Video Systems Designer or Product Specialist, Music Reviewer, Electronic Music Composer or Acoustician.



## OVERVIEW

The Diploma in Audio Production is a practice-based programme that focuses on all aspects of music production involving the recording studio and sound reinforcement disciplines, including large-scale theatre and multimedia productions in three theatre venues at LASALLE.

Through a step-by-step structure of modules and assessments, you will be taken through the fundamentals of audio technologies and working methodologies of audio production.

Working closely with other Performing Arts students from Music, Acting, Musical Theatre, and Theatre Production and Management, you will gain unique experiences in setting up and operating sound for live concerts and performances, as well as recording projects in the state-of-the-art recording studio at LASALLE.

Through hands-on projects, you will learn and hone the necessary skills for professional placement in this exciting and dynamic industry. Top local and international practitioners will provide knowledge and experience, as you gain confidence to take on industry-level projects. Upon completion, you will graduate with the necessary skill set to undertake a career in audio production.

Part of the programme will involve community-based projects and, where possible, industry-based internships to enhance both your skills, your engagement with the world of work and your career prospects.

## ADMISSIONS

Applicants from all music backgrounds can enter this programme with an audition that demonstrates their previous experience in music and audio production.

You are required to attend an audition component to demonstrate your creative potential. You will need to demonstrate experience in music and audio production by presenting two examples of your work submitted via a CD or DVD, as well as a clear vision for your own musical future. Examples of acceptable CD/DVD submissions are recordings of music productions, original compositions recorded and produced by you, or a DVD video recording of a live performance where you were an integral part of a live sound reinforcement production.

### MUSIC TRAINING PREREQUISITES

- Previous qualifications in music theory or practical exams are preferred but not a requirement. You will be judged solely on your ability to perform during the audition. Although your practical ability is very important, so is your academic record, and this will also be considered in your application.

### AUDITION REQUIREMENTS

- You will need to complete a music theory and aural test set by the School of Contemporary Music.
- You are also required to present two examples of work in music and audio production. Be prepared to discuss your role in the production and demonstrate an understanding of the technologies involved. (CD/DVD must be submitted to the audition panel.)
- If we wish to know more about your audition, we will arrange for a discussion with you.

Faculty of Performing Arts  
[School of Contemporary Music](#)

## Diploma in MUSIC



DEVELOP YOUR STAGE PRESENCE.  
FIND YOUR OWN VOICE AS A  
SINGER-SONGWRITER AND/OR  
PERFORMING MUSICIAN.



### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Concert Musician, Studio Musician, Singer, Songwriter, Composer/Arranger or Product Specialist, Producer, Music Reviewer, Voice Talent or Vocal Coach.

## OVERVIEW

Contemporary in focus, the Diploma in Music teaches music that is relevant and valued in today's culture. The hands-on programme prepares you for entry into the contemporary music industry in Singapore and the region. Over three years, you will develop instrumental or vocal technique, study music theory, sight-reading and aural training, and receive regular performance opportunities.

The goal of the programme is to develop you as a well-rounded 'session musician', able to sight-read, perform a broad range of repertoire, and respond confidently to various professional music situations.

A typical week involves you rehearsing and performing in a number of different ensembles, receiving small-group lessons on your chosen instrument or voice, studying aural and theory of music, learning about the history of music and being mentored by some of the most experienced musicians and educators in the region.

The programme also provides opportunities for you to perform in studios and performance venues, to help develop your individual stage presence — a crucial factor in becoming a successful performing musician.

To prepare you for entry into the music industry, the syllabus and assessments are benchmarked with industry standards. Through a progressive structure of modules and assessments, you will be taken step-by-step through the building blocks of musicianship and performance to become confident members of the entertainment industry.

The course will also involve community engagement, playing to the wider public and, where possible, industry internships.

## ADMISSIONS

This is a generalist programme that covers a wide range of contemporary popular music styles and focuses on a thorough grounding in musicianship, including performance, music theory and aural training that prepares you for entry into the music industry or further degree studies.

Students from all music backgrounds can enter this programme with an audition of three contrasting pieces. You are required to attend an audition component to demonstrate your creative potential. You are expected to demonstrate a strong knowledge of the music you are playing, as well as a clear vision of your musical future.

### MUSIC TRAINING PREREQUISITES

- Previous qualifications in music theory or practical exams are preferred but not a requirement for entry into the programme. You will be judged solely on your ability to perform during the audition. Although your practical ability is very important, so is your academic record, and this will also be considered in your application.

### AUDITION REQUIREMENTS

- **Theory/Aural:** Complete a music theory and aural test set by the School of Contemporary Music.
- **Practical:** Present three contrasting pieces from any style of music. Choose pieces that show off your technical and musical abilities most effectively.
- If we wish to know more about your audition, we will arrange for a discussion with you.

Faculty of Performing Arts  
School of Dance & Theatre

## Diploma in DANCE



Image: *An Unwritten Chapter* 2018



Image: *Into the Dawn* 2019

TAKE THE STAGE AS AN EXPRESSIVE AND IMAGINATIVE DANCER WHO CAN CONFIDENTLY FULFIL ARTISTIC AND COMMERCIAL DEMANDS.



Image: *Constant Flux* 2016



Image: *Into the Dawn* 2019

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Dancer for stage, screen and events, Dance Instructor, Arts Manager

## OVERVIEW

The close guidance of lecturers, a supportive environment and many performance opportunities provided by this holistic programme will help you develop into a versatile performer in a range of artistic and commercial dance contexts — highly sought-after as a dancer, dance teacher and choreographer and well-prepared for further study.

An international faculty of lecturers and guest artists will teach a diverse range of dance techniques: Urban Dance, Jazz, Ballet and Contemporary Dance. Over three years, you will focus on techniques decided through negotiation with lecturers. Allied classes will also improve your technical proficiency, strength, expressive range and versatility in performance. The classes also include somatic based approaches, performance techniques and Asian movement practices.

Strength in creativity and performance is further enhanced through choreography, improvisation classes and a range of exciting choreography and cross-disciplinary projects with renowned arts venues and institutions. These may be augmented with a variety of theatrical and acting techniques such as Viewpoints, Dance Improvisation, Contact Work, Mask Work and Animal Work. Exposure to these many techniques will help you to be a more expressive and multi-disciplinary performer.

This is supported by performance opportunities in multiple performance venues, styles and situations. Employability is further enhanced through exposure to dance pedagogy, career paths and options, audition techniques and the local industry. Critical thinking and self-reflexivity is part of the training at every level.

## ADMISSIONS

### AUDITION

You will be required to do a Ballet class and a Contemporary class during the audition. You will also need to prepare a 1–3 minute self-choreographed solo, of any genre, in response to one of the following themes/stimuli.

1. Create a work that develops a narrative of your choice.
2. Windows
3. Architecture
4. Cycles
5. Pick a painting or sculpture that you are attracted to and choreograph your response to it (please bring a copy of this picture).
6. Pick a poem that you find meaningful and choreograph your response to it (please bring a copy of this poem).

In this segment, you will be assessed on technical ability, expressions, commitment, embodied presence and ability to respond to this brief. Your solo may be performed in silence or to music, with or without specific costume choices. Choose your music or soundscape carefully to support your choreography.

### THINGS TO NOTE IN PREPARING FOR THE AUDITION:

- It is advisable that you thoroughly warm up and wear appropriate dance wear and footwear for the audition. Please take note that you may be asked to improvise in your audition.
- If you are unable to attend the live auditions, you will need to submit a video of a 1–3 minute self-choreographed solo, of any genre, in response to one of the six themes/stimuli listed above. In addition, you will need to submit videos that should clearly show you dancing in at least two of the following genres: Ballet, Jazz, Contemporary or Urban Dance. These clips should demonstrate your flexibility, strength and control and should include jumps and turns. Video of you as a solo performer is preferred, otherwise, you should clearly identify yourself in the video.

If we wish to know more about your audition, we will arrange for a discussion with you.

Faculty of Performing Arts  
School of Dance & Theatre

Diploma in

# PERFORMANCE



Image: *Exit Pursued by a Bear* 2017



Image: *Taman Ritus Road* 2019

## TAKE YOUR PERFORMANCE TO A HIGHER PRACTICAL AND INTELLECTUAL LEVEL.



Image: *Taman Ritus Road* 2019



Image: *Exit Pursued by a Bear* 2018

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Actor, Assistant to Director, Assistant to Dramaturge, Arts Administrator, Radio/TV Presenter or Host for Live Events, Talent Manager, Voice-over Artist or Singer.

## OVERVIEW

Through the programme, you will develop strategies and skills to interrogate the world and respond meaningfully using contemporary performance forms and applications drawing on both traditional and experimental theatre disciplines. Encompassing the significant rite of passage from apprentice to performer, this dynamic programme will train you to recognise events that have the potential to be explored and developed into performance.

Performance-making is both a practical and an intellectual activity. You will be engaged in hands-on experiential learning alongside academic studies to maximise your abilities to interrogate, analyse and create, with a particular focus on physical performance forms and dramatic texts from Singapore and the region.

With skills and knowledge in acting, movement, voice and stagecraft, you will be able to devise and create performance events that present your point of view. The programme develops your professional capacity to work as an ensemble and collaborate with others and an understanding of industry expectations. You have opportunities to perform in studios and theatre venues at the College, under the guidance of highly experienced educators and professionals.

The wide range of skills learnt will prepare you for employment in theatre, film, television and live events as well as prepare you for specialisation and further studies.

The programme will also require you to engage with communities and seek internships in and around Singapore. You will develop critical thinking and ability to be self-reflexive about yourself and your work.

## ADMISSIONS

### AUDITION

To recognise your suitability for the programme, you will be engaged in a number of practical group activities, designed to exercise your imaginative resources and how well you work with others. Do wear loose fitting clothing that allows you to move easily.

Choose one of these two options for your audition.

#### Option A

- Memorise two contrasting monologues, either from the selection of plays provided or from properly published plays that are not on the list. You will act them at the audition.

#### Option B

- Memorise one monologue, either from the selection of plays provided or from a published play that is not on the list. You will act it at the audition.
- Sing one memorised song from the prescribed list. Learn 32 bars only of any section and not the entire song. You can sing these unaccompanied, or you may wish to bring a 'minus one' to accompany you.

Download Male and Female Monologues and Songs List from [www.lasalle.edu.sg](http://www.lasalle.edu.sg)

**Advice:** A monologue is an extract from a play spoken by one person. You must act it entirely from memory. For preparation, do read the entire play from which your monologue is taken and be prepared to discuss your interpretation. You must convey a sense of character, environment and circumstances. Do not bring large props or costumes. Do not choose random writing from the internet. Make sure your choice is an extract from a complete and properly published play.

### INTERNATIONAL STUDENTS

If you are an international applicant, who cannot audition in person, you must submit a video recording of the above audition requirements on a DVD.

If we wish to know more about your audition, we will arrange for a discussion with you.

Faculty of Performing Arts  
School of Dance & Theatre

Diploma in

# THEATRE PRODUCTION AND MANAGEMENT



BE AT THE CUTTING EDGE OF  
BACKSTAGE MANAGEMENT  
OF PEOPLE AND TECHNOLOGY.



#### DURATION

3 Years

#### MODE

Full Time

#### CAREER PATHS

Production Manager, Technical Officer, Technical Manager, Stage Manager, Production Assistant, Stage Crew, Stage Mechanist, Lighting Technician, Sound Technician, Assistant to Set Designer, Assistant to Wardrobe Designer or Dresser, Events Manager, Venue Manager, Theatrical Fly man, Public Installation Practitioner, Scenic Designer, Scenic Builder, Props Maker, Lighting Designer or Sound Designer.

## OVERVIEW

This programme equips you for employment in the fast-growing theatre production and management industry. The exciting, practical and diverse curriculum will introduce you to the broad range of subject areas involved in the mounting of theatre and other kinds of live events (e.g. music, corporate and industry shows, cultural events, exhibitions, film and television). You will be given hands-on practice working on LASALLE's drama, dance, musical theatre and music shows, which are staged in the College's three fully equipped theatre venues. You will also have opportunities to contribute to film, videos and other forms of displays, exhibitions and events.

The curriculum allows you to find and explore your own strengths and interests. It also equips you with the skills and practice required to open up career opportunities within the wide range of fields that exist within theatre and event production. Built within the programme curriculum are the transferable skills that will give you the widest possible skill set.

Subject areas include production management, lighting, sound, audio visual, stage management, scenic construction, prop making and costume.

You will be empowered to work both independently and as part of a team. By collaborating on projects and productions with other programmes, you will learn to work with actors, dancers, musicians, visual artists and other technicians in planning and managing complex artistic and communication aspects.

## ADMISSIONS

Choose from either a folk story, legend or fairy tale e.g Chang Er, Puteri Gunung Ledang or Cinderella. It should have a story (the narrative or plot), some characters (the roles played by actors) and some meaning (theme or 'content'). Think about how you would like to see your version of this onstage, and start to collect some 'show and tell' items, e.g. notes, pictures and music.

Your collection (or portfolio) may be a series of scrapbooks, a sketchbook, notes and lists, extracts from review and articles, Powerpoint presentations, drawings, paintings, photocopies, newspaper/magazine tear-sheets, and/or DVD, sound bites, computerised graphics, etc.

Here are some ideas and examples of what you may like to include in your project:

- Draw, paint or collect some images that show the different settings or scenery.
- Go through the story and make lists of any furniture and props that the scenes might need. Then draw or copy or cut out images of the most important props or special machinery and special effects.
- Consider all the characters in the story and select some of the most important ones. Make some notes about their main qualities, age, ambitions, etc. Draw, collect photographs, cut out magazines of what you think the story will look like.
- Think about the meaning of the story. What is the story about? What 'message' might the story contain? Write some statements about what you would like to convey to an audience.
- If you have a special interest, see the story through what you love. You may want to make all the costumes or design the sets or props. You can explore your own passion in this project and perhaps focus on what you love best.

If we wish to know more about your project, we will arrange for a discussion with you.

# BACHELOR OF ARTS (HONS) PROGRAMMES

## OVERVIEW

The study of Fine Arts is a process of continual debate and questioning, of exploring and interrogating set perspectives. Contemporary fine art practice constantly negotiates with its surroundings and histories, in a role that is subversive and ever-changing.

This programme situates itself at the crossroads of contemporary Western and Asian cultures, acknowledging the demands of different worldviews. It unites specialised areas, from traditional disciplines to newer art forms, providing wider options of expression relevant to the global evolution of Fine Arts.

The curriculum is developed to encourage diversity and a broad-based inquiry into contemporary art practices, and enable you to delve into possible collaborations with other disciplines such as Science, Humanities and Technology.

Through a myriad of materials and methodologies, you will develop capabilities to become an interdisciplinary artist who is resourceful in the articulation of your research interest. You will be able to engage and approach your professional practice in a reflective and analytical manner, and manifest your unique point of view toward art, culture and society.

Modules such as Practical Studio and Contextual Studies aim to provide finesse in your development as an independent arts practitioner, and challenge you in areas of research, critical thinking and observation.

## ADMISSIONS

The artworks in your portfolio should represent your creative and technical abilities, and show your serious commitment in pursuing Fine Arts.

### PORTFOLIO

- It should contain 10-15 images of your most recent works, including titles, brief description of works (*dimensions, medium and year of production*) in a PDF document.
- We prefer that five to seven artworks be derived from direct observation, e.g. drawings directly from a real object, environment, or person (not from photograph, a magazine or copied from a reproduction of another artist's work). Still life objects, self-portraits, figure drawings, landscapes and interior/exterior environments are recommended.
- Depending on your programme of interest, you can include a variety of 2D works (e.g. paintings, drawings, prints, photographs and digital imaging), 3D works (e.g. ceramics, sculpture and installation documentation) or new media work (animation, video art in video format or as QuickTime files and web art).
- Prepare some images from your sketchbook or visual research journal that allow us to see and experience your mode of creative ideas, whether resolved or unrealised (to be submitted at your interview).

### WRITTEN ASSIGNMENTS

- Provide a summary of reasons for choosing the BA(Hons) Fine Arts programme (to be submitted at your interview).
- Present your Artist Statement (300-500 words) in a PDF document.

### CURRICULUM VITAE (CV)

- Prepare your CV in a PDF document.

Faculty of Fine Arts, Media & Creative Industries  
**Puttnam School of Film & Animation**

BA(Hons)

# ANIMATION ART

Image: *Alize Martinez* by Alice Chen



Image: *Ginko* by Vu Phuong Hoa Tran



## MASTER SPECIALISED TECHNICAL SKILL SETS AND BECOME AN IMAGINATIVE ANIMATOR AND STORYTELLER.



Image: Nicholas Amor Oh & Amanda Widjaja

Image: *Kiki Teo, Michelle Wong & Marie Toh*



### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

2D/3D Animation Producer, Animation/Video/Film Developer and Producer, Computer/Mobile Games Developer, Illustrator, Producer, Art Director or Storyboard Artist.

## OVERVIEW

The programme provides you with the necessary skills, knowledge, and learning opportunities for the conceptualisation, development and production of animated short films. The curriculum is designed to provide an interdisciplinary learning environment that transcends the art/technology divide and surpasses the limitations of technical skill sets. It provides you with the learning environment and experience to develop as well-rounded artists, equipped with specialised animation and broad-based creative skills.

The programme is first and foremost concerned with the acquisition and application of knowledge through reflective artistic practice, with the creation, development and constant evaluation and dialogue to develop successful ideas suitable for the production of animated movies.

Ultimately, the aim of the programme is to produce future leaders for the creative industries who challenge assumptions and provide imaginative solutions. We will equip you with the capability to be creative content decision makers and the ability to create intellectual property.

## ADMISSIONS

You are required to submit a portfolio and attend an interview.

## PORTFOLIO

Your portfolio should contain a minimum of 15 pieces of original, recently completed work. The selection of work should demonstrate the following:

- Observation and drawing skills, ideally through life drawing, still life, and storyboards
- Sketchbooks – quick observational sketches are particularly encouraged
- A cross-section of your work, including a variety of 2D rendering skills, e.g. painting, photography, digital imaging
- Additional supporting work may include 3D work (ceramics, sculptures, etc), or multimedia work (e.g. animation, website design, etc)

*Evidence of animation is not required.*

## INTERVIEW

During the interview, you are required to participate in a dialogue regarding the content of your portfolio. Emphasis will be placed on the originality of artwork (Copied and fan artwork is not appropriate). In addition to artistic skills, the programme team will be looking out for your potential to conceptualise, develop and produce animated films to the highest possible standards. You will be expected to demonstrate a strong motivation and commitment to the programme and subject area.

Faculty of Fine Arts, Media & Creative Industries  
**Puttnam School of Film & Animation**

BA(Hons)

# FILM



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Image:  
**Traces**  
Avant Premiere 2018



^  
Image: **Blue Tide**

## FIND YOUR VOICE THROUGH THE ART OF CINEMATIC STORYTELLING.

v  
Image:  
**Hiding Birds**  
Avant Premiere 2018



### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Screenwriter, Producer, Fiction or Documentary Director, Cinematographer, Editor, Sound Designer or Production Designer.

## OVERVIEW

Film may resemble so many other art forms, however it is in itself a unique medium. Film prizes the collaborative process and the programme sits in a privileged position of being able to tap into the ecosystem of the various arms of an arts college. While doing so, the primary focus of the programme is to nurture students to find their own voice through the art of cinematic storytelling.

This programme answers the call of the local and international film communities, which seek reflective practitioners empowered with creativity and authenticity. Through practice-based learning instilled with critical thinking, you will be inspired to communicate within a cinematic framework and explore various narrative environments, such as short and feature films, documentaries and television commercials, with an emphasis on professional and broadcast standards.

While keeping with the current advances in technology, the programme also observes that these are mere tools in the overall architecture of content. Although new technologies always have and will continue to have an impact on the realisation of artistic works, the programme emphasises skills and knowledge that refer to the artistic and conceptual traditions in film, especially in the area of storytelling and all the film-related disciplines – from screenwriting, directing and producing to cinematography, sound, editing and production design.

## ADMISSIONS

You are requested to present a story, or a treatment for a story that you would like to make for the screen. The premise of the story is important.

You will be asked to articulate why you think your story will be appealing and worthy of being produced as a film. To assist your presentation, you may use still photographs to reflect the mood, style and form of your end product – the film.

## PORTFOLIO

In addition, you may submit the following as evidence of your pursuit to study film and be able to reflect on these works:

- Moving images which may include video clips, music videos, television commercials and corporate videos.
- Short film as well as school film projects.
- Moodboards and storyboards.
- Photographs.
- Short screenplay, prose or poems.
- Do bring along any testimonial statements or referral letters that state your relevant experience, if any.

Faculty of Fine Arts, Media & Creative Industries  
**School of Creative Industries**

BA(Hons)

# ARTS MANAGEMENT



Image: ArtxTechForGood1.0, Meshminds Foundation



Image: ArtxTechForGood2.0, Marina Bay Sands

TAKE THE LEAD AND SHAPE THE FUTURE OF A STIMULATING AND EXTENSIVE ARTS SCENE.



Image: Artwalk Little India 2018



Image: Artwalk Little India 2017

## DURATION

3 Years

## MODE

Full Time

## CAREER PATHS

Arts Administrator/Manager, Marketing/Public Relations Manager, Exhibition Manager, Event and Operations Manager, Programme Manager, Sponsorship Manager, Education Manager in small and medium public and private arts, culture or heritage organisations, Policy Maker or Community Liaison Manager in government agencies, Festival Manager, Theatre Manager or Curator.



## OVERVIEW

The BA(Hons) Arts Management Programme offers a three-year course of study intended for aspiring arts managers. Located in Singapore with its stimulating and extensive arts scene, the programme offers diverse opportunities to study all key aspects of the field, acquire professional experience through placements and internships, meet and learn from professional arts managers both local and international, and engage in research in a topic of your choice.

The programme is designed as an interdisciplinary curriculum. You will draw from exposure to numerous art forms, acquire an understanding of the needs of both artists/creators and audiences or consumers, acquire business, communication, and entrepreneurial skills, and learn about legal frameworks, cultural policy and diplomacy. You will be poised to become a leader in your field, both in the region and beyond.

## ARTS MANAGEMENT CLUSTERS

The programme emphasises a balance of theoretical and practice-based learning and is designed within a framework of four required clusters of study:

- History and Contextual Studies
- Principles of Arts Management
- Arts Management Practice (Including Projects and Industry and Community Engagement)
- Academic skills, Communications and Research

## ADMISSIONS

### WRITTEN ASSIGNMENTS AND INTERVIEW REQUIREMENTS

You are required to submit a 500–800 word essay sharing with us your experience/ involvement in the arts through practice, studies or work in the past two years.

- Arts experience can include work done with arts organisations or arts events, such as performances, exhibitions, concerts, films or design projects. These can be projects you were involved in or attended as a spectator.
- In addition to that, tell us something about yourself that is not related to arts, that you are passionate about.
- You are also required to attend an interview and take a written test.

Faculty of Design  
[School of Design Communication](#)

BA(Hons)

# DESIGN COMMUNICATION



Image: **NOMA** by **Chen Zhi Liang**  
Crowbar Awards 2018



Image: **Organic**  
by **Tannia Surijadaja and Ahmad Fauzan**  
The One Show 2014 Young Ones Award  
- Silver Pencil

ARTICULATE NOVEL IDEAS,  
INNOVATE DESIGN PRACTICES  
AND SHAPE THE FUTURE  
DESIGN INDUSTRY.

Image: **Yuhui**  
Red Dot Design Award 2018



Image: **Feisty Girl** by **Claudia Natasha Aksha**  
Gold Editorial Award Crowbar Awards 2016

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Graphic Designer, Art Director, Creative Director, Illustrator, Photographer, Typographer, Multimedia Designer, Corporate Identity Designer, Motion Graphics Designer, Design Manager, Web Designer, User Experience Designer, Copywriter, Design Curator, Design Educator, Information Designer or Entrepreneur.

## OVERVIEW

Design has become relevant to everyday communication in the way it changes, influences and improves lives. A meaningful design solution not only informs our social and cultural norms, but also inspires creativity and new forms of expression. With the creative industries expanding in Singapore, designers will become increasingly responsible for shaping the collective ethos of an interconnected age.

The programme fosters the concept of ‘the designer as a reflective practitioner’ and encourages independent learning through an intellectual and creative process. This promotes an awareness and understanding of contemporary visual culture that focuses on the Eastern and Western visual language.

Towards the end of the programme, you will learn to generate creative and innovative responses to perceived socio-cultural challenges and opportunities. The unique selling point of the programme is to mould you into a thinking designer who can articulate novel ideas, innovate design practices and help shape the future design industry. Our continued collaboration with key design industry stakeholders such as FITCH, IBM or Facebook bear testimony to the currency and the industry relevance of this course.

The programme’s teaching philosophy focuses on practice-based learning, enriching you within an interdisciplinary environment. Coursework is structured to provide you with a range of analytical, reflective and communicative skills, equipping you to meet emergent professional and industry needs.

## ADMISSIONS

### PORTFOLIO & INTERVIEW REQUIREMENTS

You are required to prepare a portfolio containing at least 10 pieces of original work (actual or documented) that demonstrate your creative development and process. These projects will need to be explained by you during the interview process.

### PORTFOLIO

Your portfolio should include drawings, sketches, creative idea developments and relevant 2D work (e.g. posters, editorial, photography, graphic design artwork, advertising concepts, printmaking, digital imaging, web design, etc) and 3D work (e.g. 3D design, 3D paper structures, packaging design, etc).

Your portfolio should consist of design-related works solely created by yourself, in order for us to perform an appropriate assessment of your entry level.

Faculty of Design  
School of Fashion

BA(Hons)

# FASHION DESIGN AND TEXTILES



< Image:  
*Being Human* by Jamela Law



^ Image: Joanne Quak

FASHION INNOVATIVE STYLE  
THROUGH CREATIVE THINKING,  
THEORY AND PRACTICE.



^ Image: Hoeng Mira



v Image: Yong De Han

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Womenswear Designer, Menswear Designer, Fashion Textile Designer, Pattern Cutter, Production Manager, Costume Designer, Accessory Designer, Merchandiser, Fashion Educator, Fashion Buyer, Stylist or Creative Director.

## OVERVIEW

This programme focuses on the design and construction of the fashion garment, addressing physical, aesthetic, social, cultural and environmental issues within a contemporary fashion context. Using a mix of traditional and contemporary approaches, together with a strong understanding of theory, you will learn how to translate ideas from paper to the final object.

You will engage in practical workshops that encourage independent learning through intellectual and creative processes. Industry projects, collaborations and dialogues are encouraged.

The philosophy of the programme is innovating fashion through creative thinking, theory and practice. Through a combination of studio, creative and contextual studies modules, you will develop a range of analytical, communication and problem-solving skills to become articulate, meticulous and thoughtful practitioners in the field of fashion.

This programme offers two specialisms:

**Womenswear** – Concentrates on designing collections for a wide range of contemporary market sectors such as casual, office, sports, evening and resort wear.

**Menswear** – Focuses on the usage of traditional tailoring techniques, combining pattern drafting to design contemporary menswear collections that address different layers of the men's market sectors such as casual, office, sports, bespoke and work wear.

## ADMISSIONS

### PORTFOLIO & INTERVIEW REQUIREMENTS

- Write a story of a journey you have made, it can be real or fictional. This journey will provide the inspiration for the following fashion design sketches. (1 x A4 page, 350 words)
- Illustrate the journey in the shape of a visual collage using any technique/combination of techniques, existing pictures or original photographs taken by you, drawings or textiles. This collage will be the inspiration for the following fashion sketches. (1 x A3 page)
- Draw 10 fashion sketches strongly articulating the mood and aesthetic of the visual collage. The sketches should be developed in full colour in a technique/mix of techniques of your choice (hand drawing with pencil, markers, water colour or digital illustration) in order to convey the texture, volume and shadow, garment details and construction, textile prints and any accessories that would make each look complete. We recommend that you use fabric swatches and/or photographs of fabrics to show what material you would like to utilise to make each design. (10 x A3 pages – one sketch/page)
- Compile an A3 file of other examples of your art and design work which must contain any of the following: observational/life drawings, paintings, photography, collage, photographs of styling exercises, digital illustrations, textile manipulations done by you, 3D mock-ups, fashion toiles (toile = a garment sample made in a testing material usually in a light plain colour), fashion garments (fully finalised or in progress), accessories or any other materials (fashion-related) to support your application.

### NOTE FOR APPLICANTS RESIDING OUTSIDE OF SINGAPORE:

- All portfolios must be saved in a PDF format on a thumb drive.
- Other formats such as videos, Powerpoint slides and Word documents are not acceptable.

Faculty of Design  
School of Fashion

BA(Hons)

# FASHION MEDIA AND INDUSTRIES



Image: *The Future of Nostalgia* by Jessica Han Xin Ping



Image: Nguyen Thanh Phuong

FOCUS ON THE BUSINESS SIDE OF FASHION AND THE EMERGENCE OF NEW AND DEVELOPING CREATIVE ROLES WITHIN THE INDUSTRY.

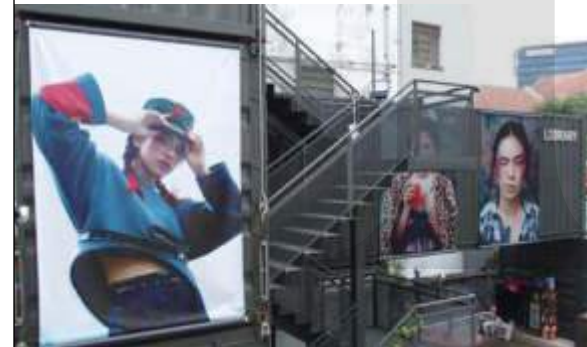


Image: Shanghai 3.0

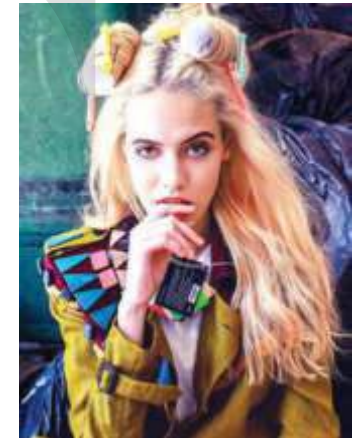


Image: *Her Daily Dives in the Dumpster* by Novell Tan, Sara Sim, Stephany Lie & Jamie Teh

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Brand Manager, Buyer, Creative Director, Fashion Critic, Fashion Curator, Fashion Editor, Fashion Educator, Fashion Photographer, Fashion Marketer, Fashion Stylist, Fashion Writer, Entrepreneur, Intrapreneur or Project Manager.

## OVERVIEW

This programme focuses on the communication and business of fashion. The fashion industry continues to evolve over time. Globalisation, new dimensions of commerce and technological advancements have propelled the industry into an age of unprecedented change. An understanding of the interplay between fashion media, fashion entrepreneurship and the socio-cultural significance of fashion underscores the competitive edge of this programme.

The programme is developed in response to the growing need to cover the spectrum of new creative roles within the fashion and lifestyle industries. You will acquire a broad range of skills and understand areas such as Art Direction, Branding, Entrepreneurship, Fashion Curation, Fashion Narratives, Fashion Retail, Image-making and Marketing. The aim is to provide the local and international fashion industry with strategic designers and creative thinkers. You will graduate with the skills and know-how to thrive in a fast-moving, rapidly changing and increasingly demanding global fashion industry.

This programme offers two specialisms:

**Fashion Journalism, Styling, Art Direction and Fashion Photography** reflect the emergence of new and developing creative roles within the fashion industry and is designed to offer you opportunities within these increasingly influential and evolving fields.

**Marketing and Branding, Fashion Curation, and Entrepreneurship** focus on key issues such as innovation, creativity and new product development, while introducing a more specialist in-depth approach to branding and marketing communication theories and practices within the fashion space. The innovative inclusion of training in a disciplined curatorial approach brings a new perspective and rigour to your understanding of retail, fashion merchandising, marketing and creative management — giving you both the tools and the language to realise your creations.

## ADMISSIONS

### PORTFOLIO AND INTERVIEW REQUIREMENTS

- A portfolio containing at least 10 pieces of original work (actual or documented) that demonstrates your creative development and process. These projects will need to be explained by you during the interview process.
- Your portfolio should include 2D visual work (e.g. drawings, posters, editorial work, photography, artwork, digital image, web design, etc.). You can also have a few pieces of written work (e.g. marketing or promotional idea for a specific fashion brand, or a review of a recent fashion campaign or fashion show). These should support your interest and flair.
- Your portfolio should consist of visual practice related works solely created by yourself in order for the interviewer(s) to perform an appropriate assessment of your entry level.

Faculty of Design  
School of Spatial & Product Design

BA(Hons)

# INTERIOR DESIGN



Image: *The Oasis* by Cassandra Kesuma



Image: *Drive-Thru* by Wong Yee Lin  
Asian Young Designer Award 2017

## CREATE EXPERIENTIAL AND NEW SPATIAL ENVIRONMENTS THAT CHALLENGE CONVENTION AND TRANSCEND TRENDS.



Image: *No Signboard* by BAIDN, Tasya Desinta

Image: *Cage* by Javier Jauhari  
Winner (Furniture) Red Dot Design Award 2018

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Interior Designer or Design Consultant, Design Educator, Furniture Designer, Exhibition Designer or Stage Designer.

## OVERVIEW

Interior design is defined as the act of creating environments within and around existing spaces and structures. As a profession, it covers the design and planning of an immense range of places including, but not limited to domestic, leisure, retail, office, healthcare, hospitality, and institutional spaces. It is also closely interwoven with various design disciplines like architecture and industrial design.

Interior design is not a course on interior decoration, nor is it the pursuit of architecture under the guise of interior design. You will focus on the creation of experiential environments from the perspective of users, and the discovery of new typologies of space. You will look to the conceptual to challenge convention, habits and trends, and seek to explore the controversial, unexpected and emergent, with the onus on critical design thinking and intense involvement in the design process.

The curriculum is based on a number of key design principles. Design processes and conceptual thinking methodologies are explored in a practice-based studio environment and supported with core discipline skills that involve a critical understanding of design history and contemporary theory, technical knowledge on building materials and technology, traditional drafting and modelling techniques, as well as the latest in computer-aided drawing and visualisation. Through the course of study, you are exposed to the demands of the profession with a continuous engagement in local and international design competitions, live project and exhibitions.

The objective is to create an ecosystem of designers who display a restless curiosity and make informed design decisions.

## ADMISSIONS

### PORTFOLIO & INTERVIEW REQUIREMENTS

- You are required to prepare a portfolio containing at least 10 pieces of original work (actual or documented) that demonstrate your creative development and process.
- Your portfolio should include drawings, sketches, idea developments and demonstrate relevant 2D work (e.g. posters, editorial, photography, graphic design artwork, paintings, printmaking, digital imaging, web design, etc) and 3D work (e.g. 3D design, 3D paper structures, packaging design, etc). These design-related works should be solely created by yourself, in order for us to perform an appropriate assessment of your entry level.
- You will need to explain these projects during the interview process.

Faculty of Design  
[School of Spatial & Product Design](#)

BA(Hons)

# PRODUCT DESIGN



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Image: **Waist Bowl** by Jonathan Saphiro Salim  
Red Dot Design Award 2017



^  
Image: **Ordinary** by Lok Bin Kai  
Red Dot Design Awards 2018

REDEFINE, CHALLENGE  
AND CREATE NEW USER  
EXPERIENCES IN THE  
GLOBAL ARENA.



<  
Image: **Riya** by Riya Bhartia



v  
Image: **Moat** by Xavier Hea  
Singapore Creative Awards 2018

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Product Designer, Design Manager/Director, Industrial Designer, Design and Technology Educator, Product Design Researcher, Digital Asset Designer, Trends and Futures Specialist, Furniture Designer or Lighting Designer, Packaging Designer, Events/Interior Designer, Model and Visualisation Specialist or Product Marketing Specialist.

## OVERVIEW

Product design is about people, process, method and meaning. The programme moves away from the traditional notions of the practice where product/industrial designers are seen as form-givers and crafts people of the highest order in Asia, to a realm where the product designer creates from a keen awareness of social, cultural, economic and environmental sensitivities, with a key focus on human behaviour and user experience.

The pedagogy engages design practice through contextual underpinnings linking theory to practice: an awareness of the issues pertinent to contemporary design is emphasised and reflected incrementally through various levels of learning.

It is an immersive programme of thinking through making in a studio-based environment. This is realised through a strong emphasis on user research, technical understanding and criticality. You will be challenged to work within or even define design projects briefs with diverse starting points to conceive innovative products, services and research across contexts and cultures.

This critical experimentation is tempered with a good knowledge and understanding of significant developments in design history and theory as well as core discipline knowledge in materials science, manufacturing technology and mass production. You are also trained to a high level of proficiency in 2D/3D manual and digital, integral to the reflexive practicing designer.

## ADMISSIONS

### PORTFOLIO & INTERVIEW REQUIREMENTS

- You are required to have a portfolio containing at least 10 pieces of original work (actual or documented) that demonstrates your creative development and process.
- Your portfolio should include drawings, sketches, idea developments and relevant 2D work (e.g. posters, editorial, photography, graphic design artwork, paintings, printmaking, digital imaging, web design, etc) and 3D work (e.g. 3D design, 3D paper structures, packaging design, etc).
- Your portfolio should consist of design-related works solely created by yourself in order for us to perform an appropriate assessment of your entry level.
- These projects will need to be explained by you during the interview process.

Faculty of Performing Arts  
**School of Contemporary Music**

BA(Hons)

# MUSIC



Image: Rock Indie Fest, 2018



Image: Passionately Piano, 2017

BE A CREATIVE MUSICIAN  
WELL-VERSED IN A REPERTOIRE  
OF PERFORMANCE, COMPOSITION  
AND NEW MUSIC TECHNOLOGIES.



Image: In Youthful Company, 2019



Image: On the Waterfront, 2016

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Music Performer, Composer, Music Arranger, Music Director, Recording Engineer, Live Sound Engineer or Film and TV Composer, Educator, Music Reviewer, Voice Talent or Vocal Coach.

## OVERVIEW

This programme has been developed in response to the demands of a growing creative music industry in Singapore and Southeast Asia for graduates with an enhanced ability, knowledge and diversity of experience in the area of performance, composition and new music technologies.

The BA(Hons) Music Programme offers five specialist areas of practice including Classical Performance, Jazz Performance, Popular Music Performance, Composition and Arranging, and Electronic Music. Depending on your specialisation, you will focus on essential technical skills and repertoire specific to your specialisation through weekly lessons on theory and history, one-to-one coaching on composition, and regular performances.

There is an emphasis on research throughout the programme, preparing you to be an academically-rigorous and articulate musician. Opportunities also abound for you to collaborate with peers within the five specialisms and across disciplines.

In keeping with the latest industry demands, graduates from the School of Contemporary Music embrace technology as an integral part of their performance and compositional practice. Some of the distinctive features of our programme include the teaching of recording and producing techniques to all students, a pioneering improvisation programme for our Classical Performance stream, and a focus on developing you to be an independent learner and creative musician, ready to enter postgraduate studies or become a leader in the music industry.

## ADMISSIONS

You are required to attend an interview and an audition to demonstrate your creative potential. You are expected to demonstrate a strong knowledge of the music you are playing, as well as a clear vision of your own musical future.

### MUSIC TRAINING PRE-REQUISITES

**Theory:** ABRSM or Trinity Guildhall Grade 6 or higher

Previous qualifications in practical exams are preferred but not a requirement for entry into the programme. You will be judged solely on your ability to perform during the audition and interview process.

### AUDITION REQUIREMENTS

**Theory/Aural:** Complete a music theory and aural test set by us.

**Practical:** Present three contrasting pieces with the following conditions for your specialism (music scores must be submitted to the audition panel).

SPECIALISM	ADDITIONAL REQUIREMENTS
<b>Classical Performance</b>	One Baroque One Romantic One 20 <sup>th</sup> century work
<b>Composition and Arranging</b>	Three original and contrasting pieces (live or recorded on CD) Folio of notated and recorded works complete with MIDI file or CD playback
<b>Jazz Performance</b>	One 'Blues' with an improvised solo One Jazz standard with an improvised solo One original composition by you, if possible
<b>Electronic Music</b>	Three original and contrasting pieces (live or recorded on CD) Folio of recordings and documentation of music technology related work e.g. recordings, mixing or original electronic music on CD
<b>Popular Music Performance</b>	Two contrasting songs from different styles One original composition by you, if possible

Faculty of Performing Arts  
School of Dance & Theatre

BA(Hons)

# ACTING



Image: *Mishima's 5 Modern Noh Plays* 2018



Image: *The Hummingbird* 2016

ENRICH YOUR IMAGINATION,  
KINESTHETIC AWARENESS  
AND EMOTIONAL SENSITIVITY  
AS A PROFESSIONAL,  
MULTI-FACETED ACTOR.



Image: *A New and Better You* 2019



Image: *Water Station* 2016

### DURATION

3 Years

### MODE

Full Time

### CAREER PATHS

Actor in Plays, Film, Television and Radio, Performer in Musicals, Events and Multimedia Productions, Theatre Director, Writer or Educator.

## OVERVIEW

This performance-based programme offers quality training in acting, voice and movement techniques through the synthesis of theory and practice. You will graduate as a thinking, expressive, informed and creative actor, with the ability to work across genres, media and performance cultures.

Through classes, projects, workshops and productions, the programme develops your abilities to work in an ensemble environment, with awareness of your own imaginative resources. It prepares you for a career on stage and screen. You will gain experience through live performances and digitally-recorded performance opportunities, using professional quality facilities and equipment in the College's three theatre venues, film studio and recording studio.

The programme often collaborates with other schools within LASALLE, such as the Puttnam School of Film & Animation and the School of Contemporary Music as well as with professional partners particularly in the development of new theatre works. These collaborations offer students a wider perspective on artistic practices across other schools and in the industry.

You will participate in a variety of fully-mounted productions, directed by both local and international professionals, in a range of classic and contemporary works that are innovative, authentic and thought-provoking.

## ADMISSIONS

Applicants must perform two contrasting speeches from memory and in English. One of the speeches should be from a Shakespearean play and the other from a more contemporary play in more standard modern English. The combined duration of the speeches should not exceed five minutes.

In preparing for the auditions, do consider reading the plays from which the speeches are taken beforehand, and select speeches that are appropriate for your age and experience. You may be asked to improvise or sight-read.

## AUDITION REQUIREMENTS

- The assessment of your audition will be based on your acting, vocal and movement abilities, as well as potential to develop as a professional in your chosen discipline.
- You do not have to appear like a 'finished', polished performer. We are looking for an honest connection with the words and thoughts of the piece you have chosen, and a capacity for that connection to be expressed through your body and voice.
- You must know your piece well and play it with fullness and clarity, in order to be considered for the programme.

Faculty of Performing Arts  
School of Dance & Theatre

BA(Hons)

# MUSICAL THEATRE



< Image: *Fiddler on the Roof*  
2018



^ Image: *This Joint is Jumpin'*  
2018

DAZZLE AS A HIGHLY TRAINED AND GIFTED 'TRIPLE THREAT' - A PERFORMER WHO SINGS, DANCES AND ACTS WITH EQUAL SKILL.

v Image: *Aida* 2019



^ Image: *Urinetown* 2018



## DURATION

3 Years

## MODE

Full Time

## CAREER PATHS

Musical Theatre Performer, Stage Performer, Actor, Cabaret Artiste or Vocalist. Composer, Educator, Musical Director, Writer, Singer, Director, Commercial Dancer, Vocal Arranger or Vocal Coach.



## OVERVIEW

The world of musical theatre is diverse and colourful – with new musical works being brought alive everywhere by performers, directors, choreographers, designers and musicians.

As an art form, it attracts a sophisticated viewership across the globe. While technical advances have transformed stage productions into rich visual spectacles, highly trained and gifted performers remain integral to the success and growth of the genre.

This programme provides world-class education for gifted young performers. Internationally unique as an Honours degree – the first of its kind in Asia – it is designed to prepare students for professional careers in musicals, plays, cabarets, film and television. Graduates are employed in the region, as well as the UK, Europe, USA and Australia.

Contemporary musical theatre demands that all performers can sing, dance, and act with equal skill – a ‘triple threat’. This programme trains such future professionals in these disciplines and gives you a rich historical and cultural context from which to interpret and create.

In addition to classes and workshops, you are continually involved in realising a variety of partially and fully staged theatre productions in a range of performance venues. These are led by local and international professional directors, music directors and choreographers.

## ADMISSIONS

### AUDITION

- You must be prepared to demonstrate your aptitude for singing, acting and dance.

### SINGING

- You must perform two songs from memory, in English. Each song should be from a musical theatre source and be contrasting in style, showing your range and technique.
- The combined duration of the songs should not exceed five minutes. You may bring your own accompanist or use the accompanist provided. If you use our accompanist, you must bring the music of your songs in the key in which you will perform. Please ensure the music is either taped to fold out or inserted in a folder. Please do not bring loose pages. Please note that backing tapes are not permitted. All songs must be performed with live piano accompaniment.

**Word of advice:** Choose songs that are appropriate for your age and experience and are not at the extremes of your vocal range. We prefer to hear performances of works that you feel comfortable with rather than something that will cause you to falter due to its level of difficulty.

### ACTING

- You are required to prepare and present two short dramatic monologues – one ‘classical’ and one ‘modern’. The ‘classical’ monologue is to be from a play by Shakespeare. Please choose from one of the pieces that is provided in the ‘MT Audition Monologues’. The ‘modern’ piece is your own choice, although you are also encouraged to choose from one of the ‘modern’ pieces in the ‘MT Audition Monologues’.

### DANCE

- You are not required to prepare any dance material for this audition. However, you need to bring dance gear with you, as there will be a group dance audition.

### CALLBACK

- At the completion of your audition, you may be asked to return at a later time for an interview and further group work. It may be later in the day of your audition or at another time. Please allow approximately four hours for this callback.

**Things to consider:** Please be prepared to announce the title of your songs and monologue.

Be certain you understand your material well. You must be able to convey the character

Faculty of Fine Arts, Media & Creative Industries  
[School of Creative Industries](#)

Certificate in

# ENGLISH LANGUAGE FOR THE CREATIVE ARTS



## IMPROVE YOUR ENGLISH BEFORE TAKING UP FURTHER STUDY AT LASALLE.



### DURATION

12 Months

### MODE

Full Time