Information Technology

Driverless cars today, flying cars tomorrow. This is a real possibility with Information Technology (IT). IT influences nearly every aspect of human activity today. From communication to education to health to transportation to entertainment to finance to business and more.

Intelligent applications, mobile applications, data analytics and the Internet of Things (IoT) are driving innovation and disrupting our lives. Experts predict that the demand for IT professionals will continue to rise, especially with the explosive importance of Cybersecurity and Artificial Intelligence today.

Be trained in IT and be a part of this revolutionising industry.

Your Journey

Year 1

Strong Foundation Skills

Learn to develop your own mobile and web applications with the coding and user interface skills you acquire. Also, learn the fundamentals of networking, and discover how to create your own analytics dashboard.

Year 2

Develop Applications

You will acquire advanced skills in full stack development, secure coding practices, Internet of Things, machine learning, and mobile application development. These will enable you to develop applications across multiple platforms and industries.

Year 3

Step out as a Professional

You will select elective modules such as business analytics or game development to expand your learning to other fields of IT. You will work on real world projects in areas such as IoT, artificial intelligence, mobile and web applications. You will also have the chance to learn from experts and work for clients in local or overseas companies to hone your skills to develop software applications and solutions.

ENTRY REQUIREMENTS

Minimum Entry Requirements

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

English Language (EL1)*	Grades 1-7
Mathematics (E or A)	Grades 1-6
Any two other subjects	Grades 1-6

To be eligible for selection, applicants must also have sat for one of the following subjects: Additional Combined Science, Additional Science, Biology, Biotechnology, Chemistry, Combined Science, Computer Studies, Creative 3-D Animation, Design & Technology, Engineering Science, Food & Nutrition,Fundamentals of Electronics, General Science, Human & Social Biology, Integrated Science, Physics, Physical Science, Science (Chemistry, Biology), Science (Physics, Biology), Science (Physics, Chemistry), Science (Physics, Chemistry, Biology).

See also the minimum entry requirements for:

- ITE Certificate Holders
- International Students

Information Technology

COURSE STRUCTURE

TP FUNDAMENTALS (TPFun) SUBJECTS

Subject code	Subject	Level	Credit Units
CCS1006	Communication & Information Literacy In this subject, you will learn how to conduct research for relevant information and validate information sources. You will also learn to recognise and avoid plagiarism, and follow standard citation and referencing guidelines when presenting information. In the course of learning, you will be required to plan, prepare and present information appropriately in written and oral form. You will also be taught to consider the **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) when writing and delivering oral presentations.	1	2
CCS1007	Workplace Communication In this subject, you will be taught how to conduct effective meetings while applying team communication strategies and the skills for documenting meeting notes. You will be required to write clear emails, using the appropriate format, language, tone and style for an audience. You will also be taught to communicate appropriately in and for an organisation when using various platforms. In all aspects, the principles of applying **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) will be covered.	1	2
CCS1008	Persuasive Communication In this subject, you will be taught how to use persuasive language in written documents. You will be required to use information to your advantage to verbally communicate and convince an audience about your idea, product or service. Skills such as persuasive vocabulary, language features, graphical illustrations, tone and style would also be covered. The **M**essage, **A**udience, **P**urpose and **S**trategy (MAPS) will also be applied when engaging in verbal and written communication.	1	2
GCC1001	Current Issues & Critical Thinking This subject presents you with a panoramic view of current local and global issues, which may have long term implications for Singapore. You will learn to apply critical thinking tools to examine current issues, support your views with relevant research and up-to-date data, articulate an informed opinion and mature as civic-minded individuals.	1	2

Code	Subject		
CIN1001	**Innovation & Entrepreneurship** The Innovation & Entrepreneurship subject is designed for learners from all disciplines to embrace innovation in either their specialised fields or beyond. You will first learn the Design Thinking framework, where you will develop problem statements and ideate solutions. Next, you will discover the tools for prototyping and innovation, such as 3D printing and laser cutting, at TP's Makerspace+ facility. Finally, you will acquire commercial awareness through the LEAN Startup framework of idea crystallisation, prototype building, customer testing and validation, refinement of business model canvas, and crowdfunding or crowdsourcing avenues.	1	2
LEA1011	**Leadership: Essential Attributes & Practice 1** LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LEA1012	**Leadership: Essential Attributes & Practice 2** LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LEA1013	**Leadership: Essential Attributes & Practice 3** LEAP 1, 2 and 3 are three fundamental subjects that seek to cultivate in you, the attitude, skills and knowledge for the development of your leadership competencies. This character-based leadership programme enables you to develop your life-skills through establishing personal core values, which will become the foundation for your leadership credibility and influence.	1	1
LSW1002	**Sports & Wellness** This subject will help you develop both the physical and technical skills in your chosen sports or fitness activities. Through a structured curriculum that facilitates group participation, practice sessions and mini competitions, you will learn to build lifelong skills such as resilience, leadership, communication and teamwork. Physical activity sessions will be supplemented by health-related topics to provide you with a holistic approach to healthy living.	1	2
MCR1001	**Career Readiness 1** This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1

MCR1002	Career Readiness 2 This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1
MCR1003	Career Readiness 3 This Career Readiness programme comprises three core subjects – Personal Management, Career Preparation and Career Management. It seeks to help you understand your career interests, values, personality and skills for career success. It also equips you with the necessary skills for seeking and securing jobs, and to develop professional work ethics.	1	1
CGS1002	Global Studies This subject provides essential skills and knowledge to prepare you for an overseas experience. You will examine the elements of culture and learn the key principles of cross-cultural communication. In addition, you will gain an appreciation and awareness of the political, economic, technological and social landscape to function effectively in a global environment.	1	3
CGS1003	Managing Diversity at Work* This subject explores the concepts of identity, diversity and inclusion at the workplace. It examines the relationship between identity and diversity, the benefits and challenges of diversity and the strategies that promote inclusion and inspire collaboration in a diverse workplace. Examples of the elements of diversity covered in this subject include nationality, generation, ethnicity and gender.	1	3
CGS1004	Global Citizenship & Community Development* Students will examine the meaning and responsibilities of being a Global Citizen, in order to contribute towards a more equitable and sustainable world. In addition, students will learn how sustainable solutions can support community development, and, execute and critique a community action plan that addresses the needs of a specific community/cause.	1	3
CGS1005	Expressions of Culture* This subject provides a platform for an understanding of culture and heritage through modes of expression. Students will be introduced to global and local cultures via everyday objects, places and human behaviour seen through time and space. Students will explore issues and challenges in culture and heritage sustainability in community, national and global contexts.	1	3
TGL1001	Guided Learning The subject introduces students to the concepts and process of self-directed learning in a chosen area of inquiry. The process focusses on four stages: planning, performing, monitoring and reflecting. Students get to plan their individual learning project, refine and execute the learning plan, as well as monitor and reflect on their learning progress and project. The learning will be captured and showcased through a curated portfolio. The self-directed learning project will broaden and/or deepen a student's knowledge and skills.	1	3

Subject code	Subject	Level	Credit Units
CSI3004	Student Internship Programme This subject has a structured programme that will help to develop important workplace skills for application in a real work environment. The subject will cover a pre-internship training programme and a mentorship programme with the industry. The subject will also cover the roles and functions of an IT professional in an industry and ability to contribute effectively with a high level of professionalism in the workplace.	3	16

Students must choose to take either one of these three subjects or TGL1001 Guided Learning.

Diploma Subjects - Core Subjects

Subject code	Subject	Level	Credit Units
CIA1C07	Logic and Mathematics This subject covers logic, sets, functions, recursion and graphs. It covers mathematical processes for developing algorithms in computing and other real-life applications. Topics covered include the fundamental mathematical concepts needed for computing.	1	4
CIT1C19	User Experience and Interface Design This subject introduces the concept of Human-Centered Design, and its practice to create useful digital products and interfaces that offer an enriching user experience (UX). The topics covered include designing interfaces, need findings, sketching and prototyping for interactive experiences, and usability testing.	1	4
CIA1C11	Data Visualisation and Analytics This subject covers the data analytics lifecycle, including gathering, cleaning, processing and visualising of data. Exploratory data analysis methods, descriptive and predictive analytics and the presentation of insights will also be covered.	1	3
CIT1C18	Computational Thinking This subject introduces students to the fundamentals of computational thinking and their application in developing programming solutions for problems. Topics covered include programming concepts, simple data structures and programming techniques.	1	4
CMC1C08	Network Technology This subject covers the theoretical and practical aspects of networking and its related technologies. Topics covered include network protocols and communications, Ethernet networks, TCP/IP networking model, IP addressing, virtual local area networks (VLANs), routing and switching concepts and static and dynamic routing.	1	4
CCF1C02	IT Systems Security Essentials This subject introduces students to the key principles of information security namely confidentiality, integrity and availability and their application in various real world scenarios. Topics covered include IT law, international standards, security policies, procedures, processes to protect IT systems against cyber-attacks and information breaches and the architecture and organisation of the digital components of a computer system.	1	4

CIA1C06	Database Application Development This subject introduces the fundamental concepts of relational database systems, the design methods specific to relational database, database manipulation using a database query language, and the techniques of implementing relational databases. It will also cover implementation of simple applications to access relational database.	1	3
CIT1C20	Coding and Development Project This subject introduces students to coding principles and practices using an object-oriented approach. The subject also introduces the development of an IT application using the latest technologies. Topics covered include object and classes, composition, simple data structures, application architecture, design and development.	1	4
CIT1C14	Data Structures and Algorithms This subject introduces students to the fundamentals of recursion and data structures in solving problems using a programming language. Topics covered include stacks, queues, linked lists and trees. Searching techniques and sorting algorithms will also be covered.	1	4
CGE2C11	Object-Oriented Analysis & Design This subject introduces object-oriented analysis and design (OOAD) techniques using a suitable tool. The topics covered include use case model, use case specifications, domain model, sequence diagrams, view of participating classes (VOPC), database design and mapping class diagram to code.	2	4
CIT2C1	Mobile App Development This subject introduces the techniques and practices of programming and implementation of applications on multiple devices and platforms. Topics covered include an overview of how mobile applications are used in various industries, user interface and mobile application development across platforms.	2	4
CIT2C19	Software Quality Assurance This subject introduces the theory and practice of software quality assurance. Topics covered include tools for software testing, testing specifications, black-box and white-box testing, code inspections, metrics, testing documentation, beta testing and test management.	2	4
CIT2C20	Full Stack Web Development This subject introduces the concepts of full-stack web-based applications. Topics covered include designing web pages and implementing the front-end and back-end technologies of a web application. Technological and design issues of web-based application development will also be discussed.	2	4
CIT2C21	Microservices This subject introduces the concepts of microservices in the development of applications. Topics covered include architecture design, development and testing of modular services.	2	4

CMC2C16	IoT Application Development This subject covers the concepts of Distributed System Architecture like Service-Oriented Architecture, Representational State Transfer (REST) and Web Services, identification of technology and design principles for connected devices as well as prototyping techniques for developing web services.	2	4
CIT3C15	Machine Learning for Developers This subject covers the fundamentals of machine learning principles and practices. Supervised and unsupervised learning, neural networks and deep learning will also be covered.	3	4
CMP3102	Major Project This subject involves the application of knowledge in a practical learning situation. The subject covers acquiring new knowledge in technology and skills in project management, problem solving and communication.	3	10

Diploma Subjects - Elective Subjects

- Business Analytics

Subject code	Subject	Level	Credit Units
CDA2C02	Data Mining and Business Analytics This subject introduces the fundamental concepts of machine learning. Topics covered include supervised and unsupervised learning and classification.	2	4
CDA2C04	Data Storytelling This subject covers graphing fundamentals, graphing properties and building dashboards for reporting purposes using relevant statistical modelling and analysis techniques. The subject also introduces the knowledge and skills to apply the data storytelling framework and principles of data visualisation to enable business users to communicate and narrate findings relevant to business contexts.	2	4

- Game Development

Subject code	Subject	Level	Credit Units
CGE2C16	Game Development This subject provides you with the knowledge and skills to develop graphical interactive games through the use of existing game libraries and to create the component parts of a game, both assets and programming code, and then bring them together to produce a complete game. The subject covers game development techniques such as sprite creation, rendering and animation; collision detection; the main game loop; event handling and control of the frame rate. The in-game usage of sound effects will also be taught, as well as key programming concepts required in game development such as memory management, programming standards and debugging.	2	4

CGE2C20	Game Design The subject emphasises the use of game design to improve ideas before and during implementation. It covers various aspects of game design, from initial target audience, player behaviour and attitude to aspects affecting implementation within the actual video game. By examining various successful video games within different genres, you will learn to include a variety of attributes in your video games such as motivation for the player and being able to generate re-playability.	2	4

Graduation Requirements

Cumulative Grade Point Average	min 1.0
TP Fundamental Subjects	40 credit units
Diploma Subjects - Core Subjects - Elective Subjects	72 credit units min 8 credit units
Total Credit Units Completed	**min 120 credit units**