Professional Conversion Programmes (PCP) in Games Development

FACT SHEET

WDA, DigiPen Institute of Technology Singapore (DigiPen), and Ubisoft Singapore (Ubisoft), will offer three full-time Professional Conversion Programmes (PCPs) in Games Development to reskill 90 new entrants to take on jobs in the areas of Game Art, Game Design, and Game Programming. All trainees who successfully complete the training and assessments will receive WSQ Qualifications and Statements of Attainments (SOA) under the Creative Industries Workforce Skills Qualification framework. The PCPs are supported by partner agencies like the Economic Development Board (EDB) and Media Development Authority (MDA), to address the emerging manpower and skill needs of the Games industry. Ubisoft is leading the participation of Games development companies in the PCPs by offering permanent job placements to 36 of the best trainees.

Programme structure and course details

Trainees will undergo five months of classroom training at DigiPen followed by another five months of Production Phase at Ubisoft where trainees will be mentored by industry experts. This 10-month format ensures that trainees have sufficient time to acquire and apply the specialist technical skills with proper mentoring and coaching. The three PCP training cohorts will commence training concurrently and all trainees will also work in inter-group projects to undergo hands-on experiences of working in a studio-like environment with an ongoing production and supervision from both the academics and the industry.

(i) Synopsis of the PCP for Game Artists
Trainees will learn to develop engaging animations to transit into 3D gaming environment by building game environments and props or learning the creative and technical processes involved with designing, modeling and animating characters for games. Graduates of the PCP will receive a WSQ Diploma in Animation.

(ii) Synopsis of the PCP for Game Designers

Trainees will gain a deeper understanding of the creative and technical implementation processes of game productions. Trainees will also acquire competencies in experience design, which includes the study of game mechanics, cognitive sciences, and game theory. Graduates of the PCP will receive WSQ Statement of Attainments in Games Development.

(iii) Synopsis of the PCP for Game Programmers

Trainees will acquire a deeper understanding of applied Mathematics, Computer Science, Advanced Computer Graphics, Artificial Intelligence for games, 3D Game Engine Concept and Design, Physics for Games, etc. Graduates of the PCP will receive a WSQ Diploma in Games Development.

Programme and Application Details for the three PCPs

Trainee eligibility criteria
All trainees must be Singaporeans or Permanent Residents, with a passion to pursue a career in the Games industry and either have academic or some professional background in Games Development, Games Programming or Games Designing to apply for these programmes.
All trainees are required to sign a Letter of Undertaking with WDA as a commitment to fulfil the Minimum Service Period\(^1\) (MSP) to work in the IDM industry for at least 10 months after successful completion of the PCP.

Trainees will pay a net course fee of $3,000 (excluding GST) and will receive a monthly stipend of $1,000 from WDA for the entire 10-month PCP. Interested applicants will be notified once short listed.

The 3 course commencement dates are:

a) 1\(^{st}\) Cohort: October 2009 to August 2010  
b) 2\(^{nd}\) Cohort: April 2010 to February 2011  
c) 3\(^{rd}\) Cohort: October 2010 to August 2011

### Summary of PCPs offered by DigiPen:

<table>
<thead>
<tr>
<th>PCP Programmes by Digipen with Ubisoft</th>
<th>Net Course Fee after SPUR subsidy (exclude GST)</th>
<th>Training Stipend /Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. PCP for Game Programming via WSQ Diploma in Games Development</td>
<td>$3,000</td>
<td>$1,000 per month for 10 months</td>
</tr>
<tr>
<td>2. PCP for Game Art via WSQ Diploma in Animation</td>
<td>$3,000</td>
<td>$1,000 per month for 10 months</td>
</tr>
<tr>
<td>3. PCP for Game Design via SOAs in Games Development</td>
<td>$3,000</td>
<td>$1,000 per month for 10 months</td>
</tr>
</tbody>
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Details of other CI WSQ courses in Interactive Digital Media offered by Digipen can be found at [http://singapore.digipen.edu/continuing-education](http://singapore.digipen.edu/continuing-education).

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\(^1\) Minimum service period is defined as the minimum length of employment upon the completion of PCP. For every month of stipend a trainee receives, there is an equivalent MSP obligation where trainee has to fulfil by securing employment in the industry.