NEWS RELEASE

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NTU offers Master of Engineering programme with special focus in Game Development to meet potential needs of growing game industry
- Collaboration with game company TQ Global Ltd will see investment of S$3 million and research into next-generation console games

The global game industry is estimated to be worth US$58.4 billion by the year 2007\(^1\). In Singapore, the government is actively promoting the media industry, including the digital media industry – which encompasses the production of electronic games as one aspect. The digital media industry in Singapore is expected to contribute a value add of S$10 billion per year by 2018\(^2\).

To meet the potential needs of this growing game industry, Nanyang Technological University (NTU) and Hong Kong-based game company, TQ Global Ltd, are collaborating to offer a Master of Engineering degree, with special focus in Game Development. This joint effort will serve to provide continuous training and development of talents in this field, thus reinforcing support for Singapore’s efforts in the interactive and digital media industry.

This programme, offered by NTU’s School of Computer Engineering (SCE), recently started with a pioneer intake of six students. An annual intake of at least ten students is expected over the next five years. The programme is conducted by research and candidature duration is two years. A full sponsorship for the programme by TQ Global is also offered to the graduate students, who need to serve a two-year bond with the company upon graduation.

The programme is unique because it offers graduate students an opportunity to be immersed in both academic and industry environments as part of the training. There will be actual commercial projects which students undertake as part of their programme requirements. This collaboration will also result in research work by both SCE faculty and students, together with TQ Global engineers into

\(^1\) Source: The Dynamics of Games report (5th Edition) by Informa Media and Telecoms
\(^2\) Source: Speech by Dr Vivian Balakrishnan at the opening ceremony of Electronic Arts Asia Pacific's Studio in Singapore on 5 December 2005
commercial game development and creation of next-generation console game titles for the game market worldwide. Through this collaboration, NTU is one of the first tertiary education institutions in Asia where the students have access to Xbox360 development kits for use in game development research work.

With this collaboration, SCE will work with TQ Global who is investing a total of S$3 million over the next six years to train aspiring game developers. The S$3 million investment will be used for the sponsorship of students’ course fees, stipends and other miscellaneous resources for the students’ projects. SCE faculty and students will also have industrial attachment opportunities at TQ Studios. This collaboration is also supported by the Media Development Authority of Singapore.

Says Associate Professor Seah Hock Soon, Chair of NTU SCE: “NTU has always been at the forefront of game development research and active in collaborating with the industry to advance this field. Through this collaboration, NTU students will benefit from SCE’s cutting-edge research and be exposed to real commercial game products for a complete game development and production experience. With this programme, we hope to produce outstanding future game developers for Singapore and beyond. At the same time, NTU graduates equipped with this Master degree will also be highly sought after by the game development industry due to their unique skills and experiences gained through the programme.”

Agreeing with Associate Professor Seah, Mr Seto Lok-Yin, MDA’s Director of Industry Development says: “Developing talent is paramount if we want to build up the interactive and digital media industry. Hence, the MDA is delighted that this Programme not only trains a pool of programmers but immerses the students in a real world business environment working on next generation of platform games and being mentored by experts from TQ Global”.

Adds Mr Raymond Neoh, Founder of TQ Global Ltd: “This is an exciting collaboration for TQ Global to partner NTU in this Master of Engineering degree, with special focus in Game Development. TQ Global has a wealth of experience in game development and production and we look forward very much to work with SCE to train Singapore’s future game developers. The application of SCE’s research will enhance our commercial experience and I’m sure that the programme will be a success and produce outstanding graduates who will turn their projects into top-selling commercial games.”

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About Nanyang Technological University

Nanyang Technological University (NTU) is a research-intensive university with globally acknowledged strengths in science, engineering, business, humanities, arts and social sciences. The university is located in a garden campus in western Singapore, tracing its roots back to 1955.

NTU has 4 colleges comprising 12 schools. The College of Engineering comprises six schools focused on technology and innovation. Its research output ranks among the top four in the world. The College of Science pushes the boundaries of Singapore’s life sciences initiatives. The Nanyang Business School (the College of Business) offers one of the world’s top 100 MBA programmes. The College of Humanities, Arts, & Social Sciences boasts Singapore’s first professional art school offering degree courses in art, design and interactive digital media, the Humanities and Social Science School, and the Wee Kim Wee School of Communication and Information, a top journalism and media school in Asia.

The 13th school, S Rajaratnam School of International Studies, was inaugurated on 1 Jan 2007. An important component of this autonomous school is the Institute of Defence and Strategic Studies, long recognised as a world authority on strategic studies and terrorism.

NTU is also home to the internationally-acclaimed National Institute of Education, Singapore’s only teacher-training institute.

NTU has in place multi-country programmes and initiatives with established institutions worldwide. Key partners include MIT, Stanford University, Cornell University, Caltech, University of Washington, Carnegie Mellon University in USA, Peking University, Shanghai Jiaotong University, Waseda University, Indian Institute of Technology in Asia, Cambridge University, Imperial College and Swiss Federal Institute of Technology in Europe.

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