SINGAPORE: Nanyang Technological University (NTU) is breaking new ground with a new master's degree, specialising in gaming.

Its pioneer batch of six students is working with industry veterans and is in the process of developing a new game.

One of the students, Brian Tan Kian How, said: "This is one of the areas I have identified for my research which is basically to create a flocking simulation which is efficient and can run on the Xbox 360 as well."

The students work as a team, each one concentrating on a different aspect of gaming.

Gabriyel Wong, Lecturer, School of Computer Engineering, said: "It's really exciting because the students are involved in pushing technology in the next generation consoles so what they research on is the different aspects of the game application such as animation, real-time physics, computer graphics and computation in general."

And due to a collaboration with TQ Global, an international game company, the course fees of the students are fully paid for.

The company is investing S$3 million in this course and will recruit the students once they graduate.

Parimal Aswani, Director, TQ Singapore, said: "Game development is a very high-tech industry, it needs not only good programming skills, but also a good mathematics background, good physics background. And I, formerly from NTU, know it's easy to get good students here in NTU."

The university is recruiting a new pool of students for its second enrolment and the application date closes on 15 April.

- CNA/so