

Diploma in Sonic Arts

Sound Design for Sensory Theatre Production
The team created a sensory-rich experience with custom sound design for diverse audiences as part of this year's Sensory Circus production titled, "Ah Boy and the Beanstalk".

Sound Design & Foley for Roblox
The team collaborated with MeshMinds to enhance Sky Farm Island's gaming experience, through foley and bespoke sound design, for an immersive aural experience.

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Diploma in Media Production & Design

Transmedia for The Permata Experience
Using immersive technology to market a restaurant with a rich history and culture. AR, Interactive projection mapping & design updates were implemented to enhance customers' dining experience.

Short Film titled "Lorelai"
A 16-minute film examining AI's role in creativity. Exploring themes of human vs AI creativity sparking discussions about AI's impact on originality in creative industries.

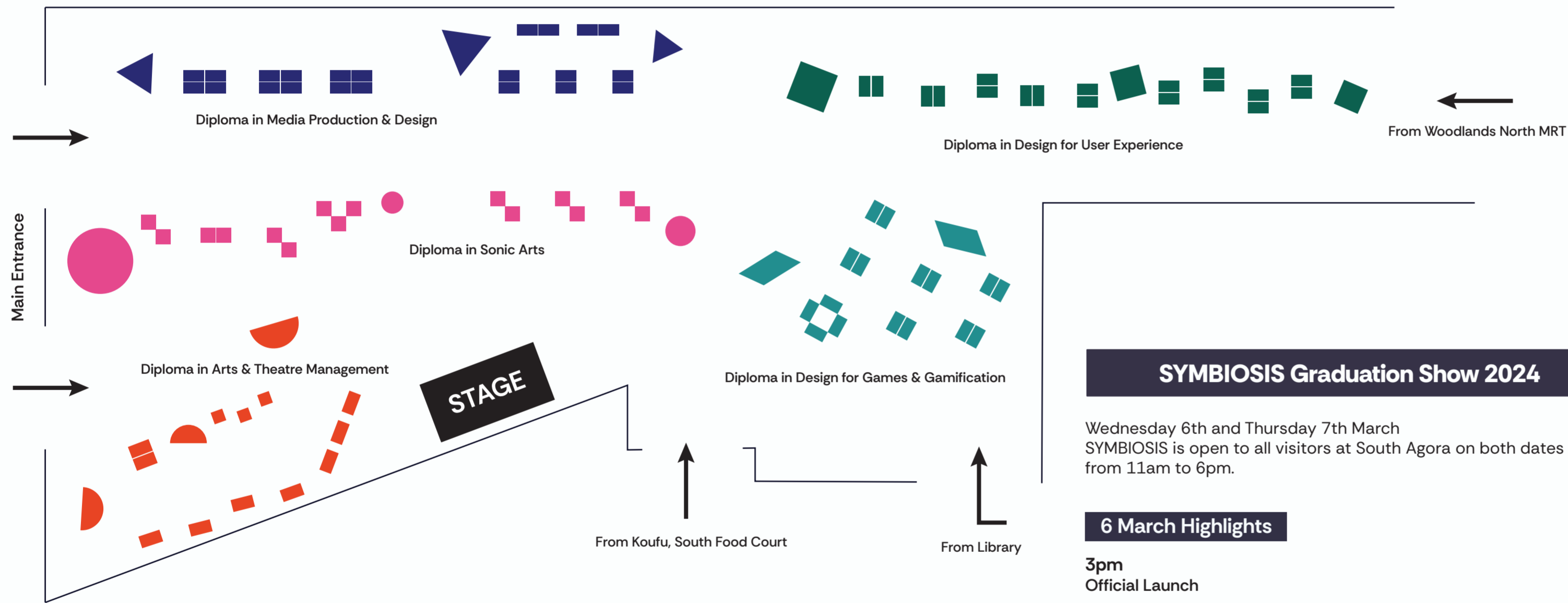
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Diploma in Design for User Experience

Experience Design - Digital for "Taptic"
This is an interactive site for designers to explore AI tools and an educational space with resources, articles and community-driven content for collaborative learning and discussions.

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Diploma in Arts & Theatre Management

Production Design & Management for "Ah Boy And The Beanstalk"
This is a multi-sensory production aimed at making the arts accessible to all. It features interactive performances designed for diverse audiences with a focus on sensory inclusivity.

Production Management for "Give Me The Mountain"
A unique theatre piece, highlighting the therapeutic aspects of physical theatre which targets individuals with limited mobility or confidence in physical expressions.

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Diploma in Design for Games & Gamification

Entertainment Game - Digital for "Fading Steps"
This isometric storytelling game follows Jake's daily life with muscular dystrophy (MD). The gameplay aims to raise awareness of MD among players of this game.

Entertainment Game - Digital for "Track Formulator"
A 3D puzzle game inspired by the Singapore Grand Prix, with vibrant visuals and thrilling challenges, akin to TABS (Totally Accurate Battle Simulator).

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SYMBIOSIS Graduation Show 2024

Wednesday 6th and Thursday 7th March
SYMBIOSIS is open to all visitors at South Agora on both dates from 11am to 6pm.

6 March Highlights

3pm
Official Launch

3.30pm
Industry Networking & Visits

6.30pm
Alumni Night

Exclusive networking opportunity: Connect and expand your industry contacts with fellow STA graduates, past and present.

7 March Highlights

11am
Insights into Further Career and University Education

Unlock your future today! Connect with leading industry and education experts to craft your perfect post-graduation plan.

2pm

AI Forum: "The Future of Creatives with GenAI"
- Explore the dynamic intersection of AI, design, and creativity with leaders from AI Singapore, Adobe, Mighty Bear Games, and Close with Copy. Uncover challenges and opportunities in this evolving landscape.

Join the conversation in real-time! Scan the QR code to access our live webinar forum:








SYMBIOSIS



SYNERGY

Experience the essence of SYMBIOSIS at Republic Polytechnic's School of Technology for the Arts (STA) Graduation Show 2024. Through the captivating Final Year Projects from all five diplomas, SYMBIOSIS embodies the harmonious integration of innovation and technology.

Witness the synergy among STA's graduating class of 2024 as they showcase their innovative solutions and artistic prowess, shaping a brighter future through collaboration and creativity.

-  Diploma in Arts & Theatre Management
-  Diploma in Design for Games & Gamification
-  Diploma in Design for User Experience
-  Diploma in Media Production & Design
-  Diploma in Sonic Arts



Scan to Experience
the Synergy

