

# SYMBIOSIS 2026

Experience the essence of SYMBIOSIS at Republic Polytechnic's School of Technology for Arts, Media and Design (STA) Graduation Show 2026. Witness the creativity and talent of STA's graduating class of 2026 as they present their innovative solutions and artistic prowess, shaping a brighter future through collaboration and creativity.



SYMBIOSIS is open to all visitors at South Agora on Wednesday, 11th March and Thursday, 12th March, from 12 PM to 7 PM.

## 11th March Highlights

**12:00pm:**  
Day 1 Starts  
Location: South Agora

**3:00pm:**  
Opening Ceremony and show launch  
Location: South Agora

**7:00pm:**  
Symbiosis closes  
Location: South Agora



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## 12th March Highlights

**12:00pm:**  
Day 2 Starts  
Location: South Agora

**12:30pm:**  
ECG Career/Job Segment for all Year 3  
Location: South Agora

**3:00pm to 5:00pm:**  
School Awards Ceremony  
Location: Lecture Theatre, W2

**5:30 pm:**  
Band performance by students and staff  
Location: South Agora

**6:00 pm onwards:**  
SYMBIOSIS Closing, Group Photo and Tear down  
Location: South Agora

## DIPLOMA IN SONIC ARTS



### Christmas Themed Music Production for SBS Transit

The team was commissioned by SBS Transit to create 20 minutes of Christmas themed music for MRT stations, using layered digital instruments and gentle arrangements to enhance the festive ambience for commuters.



### Audio Production and Post-Production for NDP'2025 (SG60)

This SG60 NDP appreciation video was created with MINDEF for the show committee, honouring their dedication during NDP 2025. The five-member team combined technical and creative skills, from ideation and storyboarding to rehearsals, filming, and final editing, transforming an initial vision into a completed production.



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## DIPLOMA IN ARTS & THEATRE MANAGEMENT



### Electronic Super Cup: Campus Edition

This student led pilot esports initiative creates a friendly competitive space where gamers connect, showcase their skills, and build sportsmanship and camaraderie, fostering a supportive environment that encourages personal growth through a shared passion for gaming.



### Little Island's Shores

Little Island's Shores project aims to create an inclusive sensory theatre experience for neurodiverse audiences and individuals with sensory needs. Through a carefully designed performance and front-of-house journey, two collaborating FYP teams developed a safe, engaging, and accessible environment that fosters emotional connection, exploration, and comfort for children and their caregivers.



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## DIPLOMA IN MEDIA PRODUCTION & DESIGN

## DIPLOMA IN DESIGN FOR USER EXPERIENCE

## DIPLOMA IN DESIGN FOR GAMES & GAMIFICATION

# SYMBIOSIS 2026



### Waystation

A behind the scenes documentary series, promotional media, and design collateral showcasing WAYSTATION's journey from concept to completion. The project promotes the film's virtual production technology and highlights Triangle Tales' strengths, while capturing the global team's expertise, collaboration, and shared vision in bringing the film to life.



### Social Media Video Stories

The team was engaged by Architects of Life to raise awareness of the challenges ex-offenders face and the organisation's efforts in helping them reintegrate. The project also aims to promote empathy and understanding, fostering stronger unity between ex-offenders and the wider community.



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### The RP ESG Gallery Interactive Guide

This project reimagines RP's ESG Gallery as a reflective exit experience, featuring a live sustainability dashboard and an interactive quiz that assigns users a mascot and eco-pledge. Their pledge becomes a leaf on a digital tree, blending data visualisation, interaction design, and sustainability storytelling.



### Reimagining Community Spaces

This project addresses rising social isolation by reimagining Block 181B's void deck, which residents currently use only as a transit space. The team proposed a dementia friendly, nostalgia inspired design that bridges generations and transforms the underused area into a welcoming hub for connection and care.



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### Panning Paradise Project

Panning Paradise is a cozy PC game that blends panning and rhythm gameplay. Players sift sand to lo-fi music to collect ores and gems, which can be exchanged for decorations. As players upgrade their land, the world becomes more beautiful, offering a wholesome, relaxing experience.



### Cloud Seeker

Cloud Seeker originally began as a Metroidvania adventure, but after thoughtful consideration, the team shifted to a hack-and-slash experience. This new direction better supports the game's goal of delivering fast, stylish action built around fluid movement, dynamic attacks, and satisfying combo-chaining.



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