



NUS School of Computing Summer Workshop 2023





NUS





Century-Old Institution

Founded in **1905**, the National University of Singapore (NUS) is the oldest higher education institution in Singapore.



Top Research University

NUS is consistently ranked as one of the top 20 universities in the world and is **ranked 1st** in the Asia-Pacific region by QS World University Rankings 2022.



A Cultural Melting Pot

As the **8th most international** university* in the world, NUS has a total of 17 faculties and schools, 11 overseas colleges, 30 university-level research institutes and centres, with more than 40,000 students from **over 100 countries**.

*Cited from Times Higher Education The World's Most International Universities 2022

A photograph of the NUS School of Computing building, featuring a large glass facade reflecting the sky and trees. The text "NUS School of Computing" is visible on the glass. The building is surrounded by greenery and trees.

SCHOOL OF COMPUTING



Department of **Computer Science**
Department of **Information Systems & Analytics**



214 Academic & Teaching Staff
185 Research Staff
120 Admin & Technical Staff



4,731 Undergraduates
1,240 Graduate students
828 Masters students, **412** PhD students

TOP ASIAN UNIVERSITY FOR COMPUTING



Computer Science and
Information Systems

1st

IN

ASIA

6th

IN

THE WORLD





1 PROGRAMME STRUCTURE

PROGRAMME HIGHLIGHTS



ABUNDANT CHOICES

Wide range of subjects offered across **3 clusters** with **13 unique courses** in total to build your knowledge in high-demand IT fields.



NUS ACCOUNT

Each participant will receive an NUS account to access the **learning platforms used by NUS** such as Canvas, Zoom & Microsoft Teams during the workshop.



PROJECT COMPETITION

A project competition at the end of the workshop to showcase your computing skills through **intensive hands-on project** supervised by our esteemed professors.



CERTIFICATE

Certificate greatly advantageous for future career and further studies



NGNE PROGRAMME

Become eligible to apply for the **SOC NGNE Programme** which offers a chance for early admission to the **Master of Computing** programme



INTERNSHIP

opportunities available to participants of the Summer Workshop on a competitive basis

PHASE 1 (online)

14 May - 28 May 2023



Enroll in **1 CLUSTER** out of 3 available clusters



Attend lectures of **ALL THE COURSES WITHIN YOUR CLUSTER** to acquire broad-based knowledge across the field



Strengthen your knowledge acquired by completing fun assignments and quizzes

PROGRAMME PHASES

PHASE 2 (face-to-face)

4 July - 26 July 2022



Narrow down to **1 COURSE** for further exploration



ADVANCED SEMINARS digging deeper into your course content

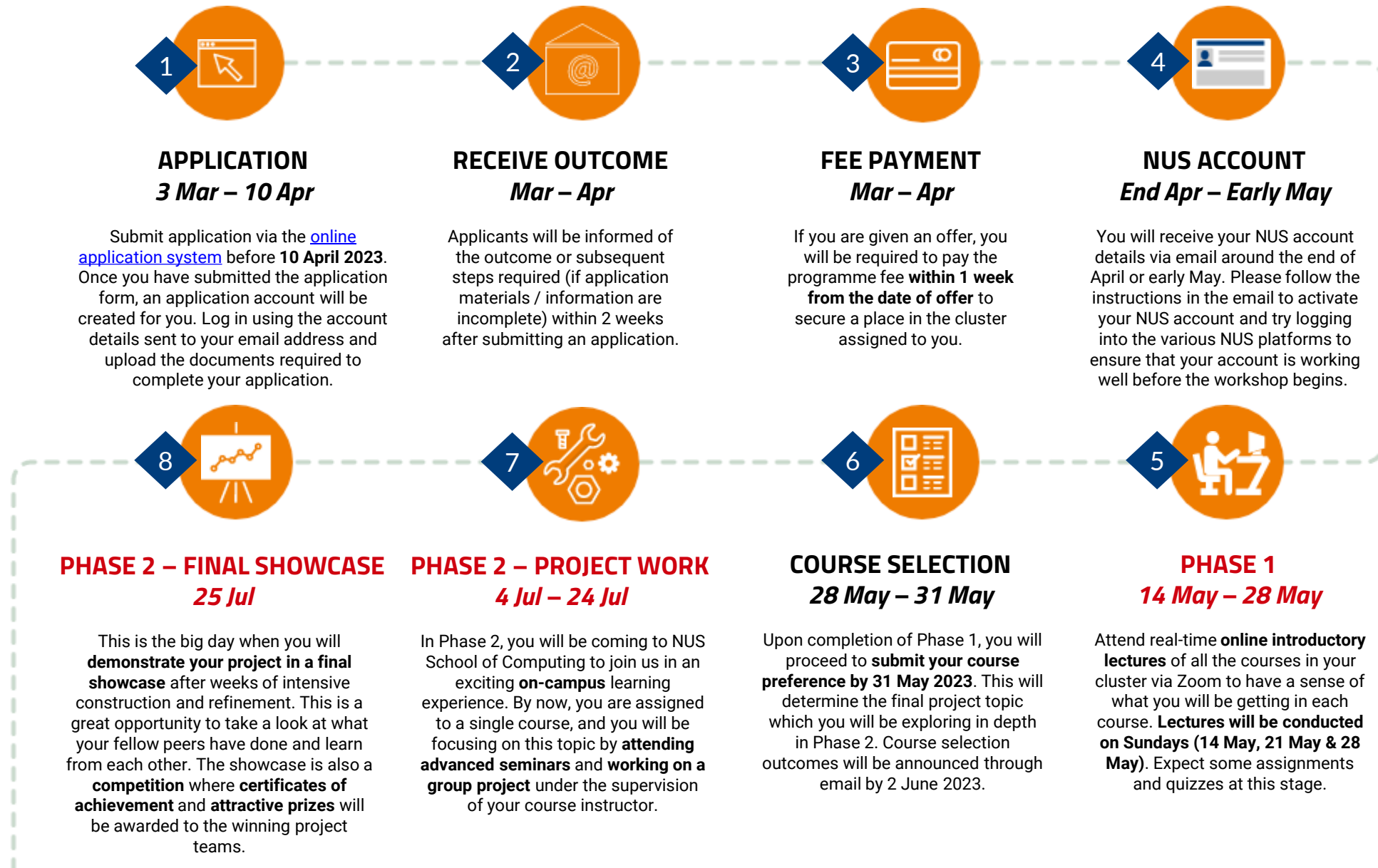


PROJECT DEVELOPMENT under the supervision of course instructor



SHOWCASE and project competition

TIMELINE



WHAT YOU WILL RECEIVE

Upon successful completion of the workshop, **each participant** will receive:



Completion Certificate

To certify that you have completed the NUS SOC Summer Workshop satisfactorily



Performance Slip

To indicate your performance throughout the Summer Workshop in a letter grade



Souvenir T-shirt

An actual T-shirt specially designed for our Summer Workshop participants



EZ-Link Card

An EZ-Link Card (Singapore public transport card) with stored value and a unique Summer Workshop design

Winning project teams will receive:



Award Certificate

To highlight your project achievement



Attractive Prizes

Mysterious gifts to be awarded to winning project teams in the final showcase on the last day of the workshop





2

CLUSTERS & COURSES

CLUSTERS & COURSES

X-CLUSTER

Solving Real World Problems with Computational Thinking

Structure and Interpretation of Computer Programs

Make Good Products Great Again using UX Design

CLOUD, SECURITY, IOT & AI

Cloud Computing with Big Data

DOTA Defense of the Ancients

Robotics and Deep Learning
consisting of 2 tracks: *Robotics* and *Deep Learning*

Artificial Intelligence of Things

Visual Computing

MEDIA, ANALYTICS & AI

Introduction to 2D Game Development

Real-Time Graphics Rendering

Big Data Analytics and Visualization

Web Mining

Solving Real World Problems with Simulation

CLUSTERS & COURSES

X-CLUSTER

Solving Real World Problems with
Computational Thinking

Structure and Interpretation of
Computer Programs

Make Good Products Great Again
using UX Design

CLOUD, SECURITY,
IOT & AI

Cloud Security & Big Data

Suitable for:

- ✓ Year 1 undergraduates with
Computer Science related
majors
- ✓ Undergraduates with a
non-computing major from
any year of study

MEDIA,
ANALYTICS & AI

Introduction to 2D Game Development

Real-Time Graphics Rendering

Big Data Analytics and Visualization

Web Mining

Solving Real World Problems with
Simulation

CLUSTERS & COURSES

X-CLUSTER

Solving Real World Problems with Computational Thinking

Structure and Interpretation of Computer Programs

Make Good Products Great Again using UX Design

CLOUD, SECURITY, IOT & AI

Cloud Computing with Big Data

DOTA

Suitable for:



Year 2 and above undergraduate students majoring in:

- ☐ Computer Science
- ☐ Software Engineering
- ☐ Information Systems
- ☐ Mathematics
- ☐ Electronics and Electrical Engineering
- ☐ Other related disciplines

MEDIA, ANALYTICS & AI

Introduction to 2D Game Development

Real-Time Graphics Rendering

Big Data Analytics and Visualization

Web Mining

Solving Real World Problems with Simulation

CLUSTER 1: X-CLUSTER



**Solving Real World Problems with
Computational Thinking**

LEONG Hon Wai



**Make Good Products Great
Again using UX Design**

Bimlesh WADHWA



**Structure and Interpretation of
Computer Programs**

Martin Henz

Solving Real World Problems with Computational Thinking

Cluster: X-Cluster

Computational thinking (CT) is an important 21st century skill and a fundamental method for solving complex problems. CT involves problem formulation, abstraction, decomposition, pattern recognition, and algorithm design. This working will give a fun introduction to CT and it emphasizes the thinking process, and the communication of the problem-solving process (instead of just focusing on the coding). Students learn to apply CT to understand, formulate and solve everyday problems within and across disciplines.

Some of the topics covered include formulation of computational problems, the use of abstraction to write high-level algorithms, the use of decomposition and pattern recognition to help in designing efficient algorithms, graph modelling and algorithms, and creative problem solving via the Polya Problem Solving Process. There will also be a group project where students get first-hand experience with applying these to real world problems.

Click [here](#) for more details.



**Professor
LEONG Hon Wai**



**Professor
Bimlesh WADHWA**

Make Good Products Great Again using UX Design

Cluster: X-Cluster

Good products work well enough, but that's no longer enough to become great. Great products not only work well, but they also employ some magic to make you feel amazing and totally satisfied at the same time.

This magic is known as User Experience (UX) design, and in this workshop, you will learn how to make use of sensations, emotions, and perceptions to make amazing products that not only work well, but also make you feel amazing.

At the end of this workshop, you will have the fundamentals to start walking your own UX design journey, and who knows? With this course, among all the good products in this world, yours may just stand out as one of the greats!

Click [here](#) for more details.

Structure and Interpretation of Computer Programs

Cluster: X-Cluster

We can understand some computer programs in the way we solve basic math equations: by performing one simple algebraic step after another, until we reach an answer. This course introduces you to programming in this way, following the classic textbook Structure and Interpretation of Computer Programs, JavaScript edition (SICP JS). It starts from first principles, looking at functions that you know from mathematics, but before long, you will program interesting graphic and audio patterns using Source Academy, a website built for SICP JS. Video processing serves as the example domain for imperative programs. In the project, you get to develop your own programming language or module, within Source Academy. The course offers entertaining and thought-provoking insights into the essence of computation, programming, and programming languages.

Click [here](#) for more details.



**Professor
Martin HENZ**

CLUSTER 2: CLOUD, SECURITY, IOT & AI



Cloud Computing with Big Data

Dumitrel LOGHIN



DOTA Defense of the Ancients

Hugh ANDERSON



Artificial Intelligence of Things

TAN Wee Kek



Visual Computing

Terence SIM



Robotics and Deep Learning

Colin TAN
Boyd ANDERSON

Cloud Computing with Big Data

Cluster: Cloud, Security, IoT & AI

This is a project-based course to expose students to both the theory and practice of cloud computing. The learning objectives include understanding of key principles of cloud computing concepts, models, technologies and its application for big data. The course is divided into two parts: two 3-hr lecture that introduces basic cloud computing concepts, modules and technologies, and a project to develop web-based big data cloud applications augmented with four 2-hr project related lectures.

I. Topics include: principles of cloud computing – what and why, key business drivers, basic concepts and terminology, technical and non-technical challenges; fundamental concepts and models – cloud characteristics, cloud service (delivery) models, reference architecture, cloud deployment models; technologies behind cloud computing – resource hosting, main components in a datacenter, virtualization, multitenancy; cloud architecture – how to organize (partition) resources, how to operate/manage resources to meet certain objectives, cloud bursting; cloud applications and paradigms – cloud applications, challenges in developing applications, application development models – IaaS (Infrastructure as a Service), PaaS (Platform as a Service) and SaaS (Software as a Service), MapReduce programming model.

II. Cloud-based Big Data Projects - The learning outcome of the team-project is to design a big data application and to develop its implementation on a public cloud. A hackathon-like approach will be adopted to allow students to suggest ideas and form teams based on individual interests and skills. Four 2-hr lectures cover programming PaaS and SaaS IBM cloud services and pattern-based approach to design and implement big data applications. Students learn by examples with hands-on laboratories. For data, students can tap on the rich Singapore Smart Nation Open Government Data repositories among others.

Click [here](#) for more details.



**Professor
Dumitrel LOGHIN**



**Professor
TAN Wee Kek**

Artificial Intelligence of Things

Cluster: Cloud, Security, IoT & AI

Artificial Intelligence of Things (AIoT) lies at the intersection of Artificial Intelligence (AI) technologies and Internet of Things (IoT) infrastructure. AIoT aims to achieve smart IoT operations that optimise human-machine interaction, and data management and analytics.

More specifically, IoT is set to disrupt the way we live and work. Smart homes that are filled with connected devices are loaded with endless possibilities to make our lives easier, more convenient, and more comfortable. Industry 4.0, which is powered by Industrial IoT (IIoT), promises to turn smart manufacturing and smart factory into a reality.

IoT devices are expected to generate a huge volume of data. AI techniques such as machine learning and deep learning can help individuals and organisations alike to realise unprecedented business values from these data.

In this course, you will learn how to work with single-board microcontrollers and computers in conjunction with various connected devices such as sensors, actuators, camera module, smartphones, smartwatches, Bluetooth Low Energy beacons, and other interesting hardware to build various smart home and industry scenarios. You will also learn how to integrate a real-time data pipeline for visualising and analysing the data that are collected by these devices to create a smart AIoT system.

Click [here](#) for more details.

DOTA Defense of the Ancients

Cluster: Cloud, Security, IoT & AI

No - not DOTA, and not DOTA 2. This workshop is all about computer security. We are building a brave new world, where computer systems intrude everywhere, in your home, at your work, in your pockets. Many systems are based on truly ancient technology. We will look at how to defend our ancient systems, providing practical guidance as to how to make you, your organization, and even your country safer.

DOTA will cover topics such as: attack surfaces for Windows and UNIX based systems, Android, GSM, SCADA/PLCs networking hardware, remote car controllers; injections, cross-site scripting, overflows, classic attacks, cryptography, PKI; defenses: software techniques, design approaches, configurations, IDS.

Prerequisites:

Some programming experience, and an interest in computer security. Good humor is welcome as well.

Click [here](#) for more details.



**Professor
Hugh ANDERSON**



**Professor
Terence SIM**

Visual Computing

Cluster: Cloud, Security, IoT & AI

Visual Computing concerns the analysis and synthesis of images and videos. Understanding images is an AI problem, and the field has grown substantially because of the confluence of big data, powerful hardware, and machine learning. Applications are everywhere: face detection in digital cameras, optical character recognition for text translation, diet apps in smartphones, etc.

In this course, you will learn the basics of visual computing, including: image processing & synthesis, object recognition. You will learn through lectures and hands-on sessions, culminating in a final group project.

At the end of the course, you will:

- Understand the basics of visual computing
- Use Python and OpenCV to perform image processing and analysis
- Complete a non-trivial but interesting image analysis project

Click [here](#) for more details.

Robotics and Deep Learning

Cluster: Cloud, Security, IoT & AI

This workshop is divided into two concurrent tracks: A **robotics track** and a **deep learning track**.

In the robotics track, we will learn how to design circuits that interface microcontrollers with sensors like light detectors, contact switches, colour sensors, and temperature sensors to understand the environment, and actuators like motors, light emitting diodes, servos to interact with and change the environment.

We will also be looking at how to program the microcontrollers to read the sensors, how to communicate the readings, how to make decisions, and how to activate the actuators.

In the deep learning track, we will look at how to apply statistical methods and deep learning neural networks to make sense of data coming from sensors, in order to make predictions or decisions on what actuators to drive and how to drive them.

Jointly both tracks will also learn how to stream data from the sensors to backend servers, how to set up and program those servers, and how to get decisions back and perform actions with the actuators.

To get the most out of these workshops, interested students with a background in deep learning or artificial intelligence are strongly encouraged to join the robotics track, while students with a background in electrical engineering or robotics are strongly encouraged to take up the deep learning track.

Students in the Robotics Track should have a good working knowledge of the C Programming Language, and students in both tracks should have a good working knowledge of Python.

Click [here](#) for more details.



**Professor
Colin TAN**



**Professor
Boyd
ANDERSON**

CLUSTER 3: MEDIA, ANALYTICS & AI



Big Data Analytics & Visualisation

Danny POO



Web Mining

LEK Hsiang Hui



Introduction to 2D Game Development

Kelvin SUNG



Real-Time Graphics Rendering

LOW Kok Lim



Solving Real World Problems with Simulation

Gary TAN



**Professor
Danny Poo**

Big Data Analytics and Visualization

Cluster: Media, Analytics & AI

The “Big Data” phenomenon has come about with the increased production, storage and availability of digital data. Organizations are now grappling with the problem on how to use these data effectively for the benefits of the business. Big Data Analytics is the practice of using digital data for understanding insights from data. To unlock the potential contained within the Big Data requires the application of techniques to explore and convey the key insights. Data is the oil, and data visualization is the engine that facilitates its true value. This course discusses the art and science of data visualization, methods for visualizing data and a methodology for visualizing data for effective and efficient communication of data in business. Participants will be able to create their own stunning and effective visualizations based on real data.

Learning Objectives and Outcomes

- Understand what big data is and how Big Data Analytics can help organizations achieve a competitive advantage.
- Appreciate the benefits and insights that Big Data Analytics bring to the organizations.
- Learn how to use methods and methodology to produce effective and efficient data visualizations.

Click [here](#) for more details.

Introduction to 2D Game Development

Cluster: Media, Analytics & AI

Examines the fundamental issues in designing and developing computer video games; creative and artistic elements, story narration, software architecture, interaction model, mathematic, physics, special effects, and in-game AI logic.

Experiences elements in game design: world setting, game play, and interface; and experiences implementing games: conceptualization, prototyping, and play testing.

Learning Objectives

- Critically examine video games
- Understand the structure of games
- Design, prototype, test and implement a game from scratch
- Understand and extend techniques commonly used in games
- Work in groups, present and reflect on extended project

Click [here](#) for more details.



**Professor
Kelvin SUNG**

Real-Time Graphics Rendering

Cluster: Media, Analytics & AI



**Professor
Low Kok Lim**

Real-time graphics is at the heart of all 3D interactive computer applications, such as 3D games, VR, 3D modelling, and data visualization.

Recent rendering techniques have been heavily exploiting the powerful graphics hardware to achieve unprecedented performance and effects.

In this course, students study the modern real-time rendering pipeline. It introduces modern and traditional real-time rendering techniques, and students learn to write shaders to implement these techniques for the GPU.

The syllabus includes multiple-pass rendering, shading & reflection models, procedural texture-mapping & shading, lights & shadows, non-photorealistic rendering, deferred shading, post-rendering processing, etc.

Click [here](#) for more details.

Web Mining

Cluster: Media, Analytics & AI

With the increased adoption of digital solutions, huge amount of data is generated on the web. While this data is readily available on web pages or found in web applications, most of the emphasis in the data analytics world focus more on the predictive modeling aspects and assumes that the data can be easily downloaded from data repositories such as Kaggle. However, this limits the number of AI applications that can be built.

This course addresses both the manual mining of web content and predictive modeling of the data. Specifically, students will be taught various systematic techniques on how to mine web content, and how to process the data such as applying predictive modeling and building recommender systems.

Click [here](#) for more details.



**Professor
LEK Hsiang Hui**

Solving Real World Problems with Simulation

Cluster: Media, Analytics & AI



**Professor
Gary TAN**

This course aims to provide students with a working knowledge of modelling and simulation. Simulation is used almost everywhere and in this module, students will learn how to apply simulation techniques to model, simulate and study systems. It covers techniques in simulation model design, input modelling, model execution and model analysis. Students will have hands-on experience using a simulation package to gain a better understanding of how simulation is applied in the real world, e.g. in Digital Twins, Crisis Management and Traffic Simulation.

The objectives of this course are:

- Understand how computer simulation can be used to model complex systems and aid decision making.
- Learn to use simulation software, such as Arena, to run simulation projects from start to finish.
- Learn how to incorporate statistical methods when designing a simulation.
- Learn how to interpret and validate the results obtained from simulations.
- Communicate insights obtained from the simulation analysis to the lay audience.

Click [here](#) for more details.



3

APPLICATION



APPLICATION

Apply online via: <https://app.comp.nus.edu.sg/app/appln/>



Deadline: 10 April 2023

Application may be closed earlier if all vacancies are filled before the deadline.



Contacted within 2 weeks

Applicants will be informed of the outcome or subsequent steps required (if application materials / information are incomplete) within 2 weeks upon submission.



Open to all undergraduates

The **Cloud, Security, IoT & AI cluster** and the **Media, Analytics & AI cluster** are recommended for Year 2 and above undergraduates majoring in Computer Science, Software Engineering, Information Systems, and other related disciplines (you may enquire).

The **X-Cluster** is more suitable for Year 1 Computer Science (or related disciplines) undergraduates or non-computing undergraduates in any year of study.



Apply early to secure cluster

Some popular topics may be oversubscribed - we advise that you apply early for the best chance at getting your topic of choice.

REQUIRED DOCUMENTS

01 TRANSCRIPT

- In English
- Chinese transcripts acceptable for students from Chinese medium universities

02 ENGLISH QUALIFICATIONS

- Applicable to students from non-English medium universities
- Accepted qualifications: TOEFL, IELTS, CET4, CET6

03 IDENTITY CARD

- Applicable to students from China universities (for purchase of insurance)
- Please provide scanned copies of the front and back of your identity card

04 AWARDS / ACHIEVEMENTS

- Optional
- You may provide certificates of awards / achievements that you believe may support your application

05 PASSPORT

- Please submit a scanned copy of your passport photo page
- If you do not have a passport at the time of application, you may indicate "pending passport application" in the application form

PROGRAMME FEE

- There is no application fee.
- Programme fee is only payable after receiving offer letter/email from the organiser.
- Once you have received an offer email, you may log in to the application system to make payment of SGD5,380 before the deadline stated in your offer email.
- To have the assurance that you will have the best chance at getting your preferred cluster, you should make payment as soon as possible upon receiving an offer.



Programme Fee:
SGD5,380

Accepted Payment Methods:





4 TESTIMONIALS

TESTIMONIALS

“

I am honored to have the opportunity to attend the summer workshop of NUS SoC. During my stay here, I learned a lot about our topic, Big Data Analytics and Visualization. The project we worked on helps me improve my skills and enrich my knowledge. I feel really grateful towards my professor, teaching assistant, all the staff and student helpers, who have supported me and offered me a lot of help within these days, and I really like the academic atmosphere and campus environment of NUS.

NUS has ensured its students an excellent place to study and live in, as well as a colorful, meaningful university life. I wish I could have a chance to step into this university as its student again in the future. Life in NUS is a wonderful experience for me, and I will work harder to become a better student, keep going to become a better person.

”

Summer Workshop 2019 Participant
Yu Jiaqian

“

Although I have only been at NUS for three weeks, I did feel a different culture, different learning styles, and lifestyle. Self-study rooms can be seen everywhere in the school, and numerous libraries make me deeply feel the learning atmosphere of a top university. The diversified life of NUS has enriched my life.

Before we arrive, the organizers were busy assisting us by answering questions late at night and early in the morning. The airport pickup assistants even waited until midnight, which touched me a lot. Every teacher is not only responsible but also humorous. I do really hope that I can come to NUS again as a graduate student.

”

Summer Workshop 2019 Participant
Liu Zhonghang

“

In a short period of slightly over 20 days in the National University of Singapore, I quickly got used to the life here. Every teacher and student is very kind and makes me feel very warm. Uncle Soo and Colin are very kind and amiable. The four assistants are also very handsome and enthusiastic. I really can't bear to end this project so soon. It's my unforgettable memory to say good morning to the uncle who sweeps the floor every morning. I very much hope that in the future I will have the opportunity to join NUS and look forward to meeting each other again.

”

Summer Workshop 2019 Participant
He Li

“

I think that the preparations for the workshop are very well done, so that we have a feeling of being at home even before we begin the workshop. It allows us to feel the general situation of this workshop in the early stage, and there are various people to answer our doubts, so that we do not feel helpless even in a foreign country.

The housing conditions are very good, each person can have their own independent space, but this does not hinder communication with other students. The organizers are very friendly and responsible, and problems can be solved efficiently.

”

Summer Workshop 2019 Participant
Wu Haotian

“ Kelvin is literally the best professor I have ever met. He is a professional and patient lecturer, as well as a kind and friendly person. I love him! I have learnt so much from this class. It's not just about how to build a game with the knowledge we learned. It's about how to manage time, how to communicate and how to solve problems efficiently. It's hard for me to accept the class is already over now. I just love EVERYTHING about it so so much. ”

Summer Workshop 2019 Participant
Guo Mengwei

“ From my perspective, our instructor Prof Lek is kind and warm-hearted. He explained the course clearly and soundly. Besides, his personal mentoring was excellent and really solved a lot of our problems. For example, our group had some difficulties deciding our project topic. Prof Lek mentored us twice and helped us narrow down our topic. During the summer workshop, he was always available. Even when we encountered some troubles at midnight, we could also reach him through Teams. However, we hope he will stay up less and always stay healthy! ”

As for our TA, Mr Tan is also capable and helpful. I had some online meeting with him and he was very nice. Not only did he help me solve my problem but he was willing to have small chats with me as well. I really hope I will meet our teacher and TA in the future.

Summer Workshop 2022 Participant
Jiang Guangqi

“ DOTA Defense of the Ancients topic contains a variety of fields and knowledge associated with cyber security. As a year-3 student who majors in cyber security in Wuhan University, I think this course gives a well-organized overview of the whole field. ”

Professor Hugh demonstrated a magnificent and colorful image over information security by using intriguing instances and a series of appropriate computer experiments. Definitely, completing this summer workshop led me to construct a deeper understanding of my professional knowledge which really helps a lot. ”

Summer Workshop 2019 Participant
Tang Jiaxuan

“ The professors taught well and helped us a lot. I found the discussion session very helpful for digesting the concepts. ”

Summer Workshop 2021 Participant
Tsai Chengyan

“ Having such an excellent journey with Prof Colin and Uncle Soo is one of the happiest things this year. ”

Summer Workshop 2021 Participant
Zhang Qixiang

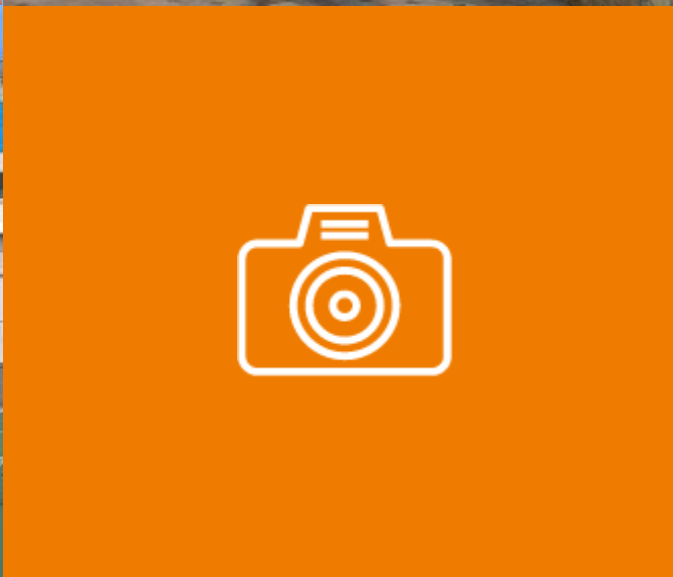


5

NUS FACILITIES

ACCOMMODATION

Prince George's Park Residences (PGPR) is a self-contained student housing estate with an apartment-style living arrangement. During the program, students will be staying in PGPR **single rooms equipped with air-conditioners**. PGPR is easily accessible by internal shuttle buses so you can travel to your class venues conveniently. Immerse yourself in the full experience of being in NUS, studying and living on the NUS Campus!



UNIVERSITY HEALTH CENTER

As a healthcare provider of the NUS community, the University Health Center (UHC) offers a wide range of healthcare services. Should you feel unwell during your stay in NUS, you should seek for medical attention at UHC and our team of dedicated healthcare staff will be able to assist you.

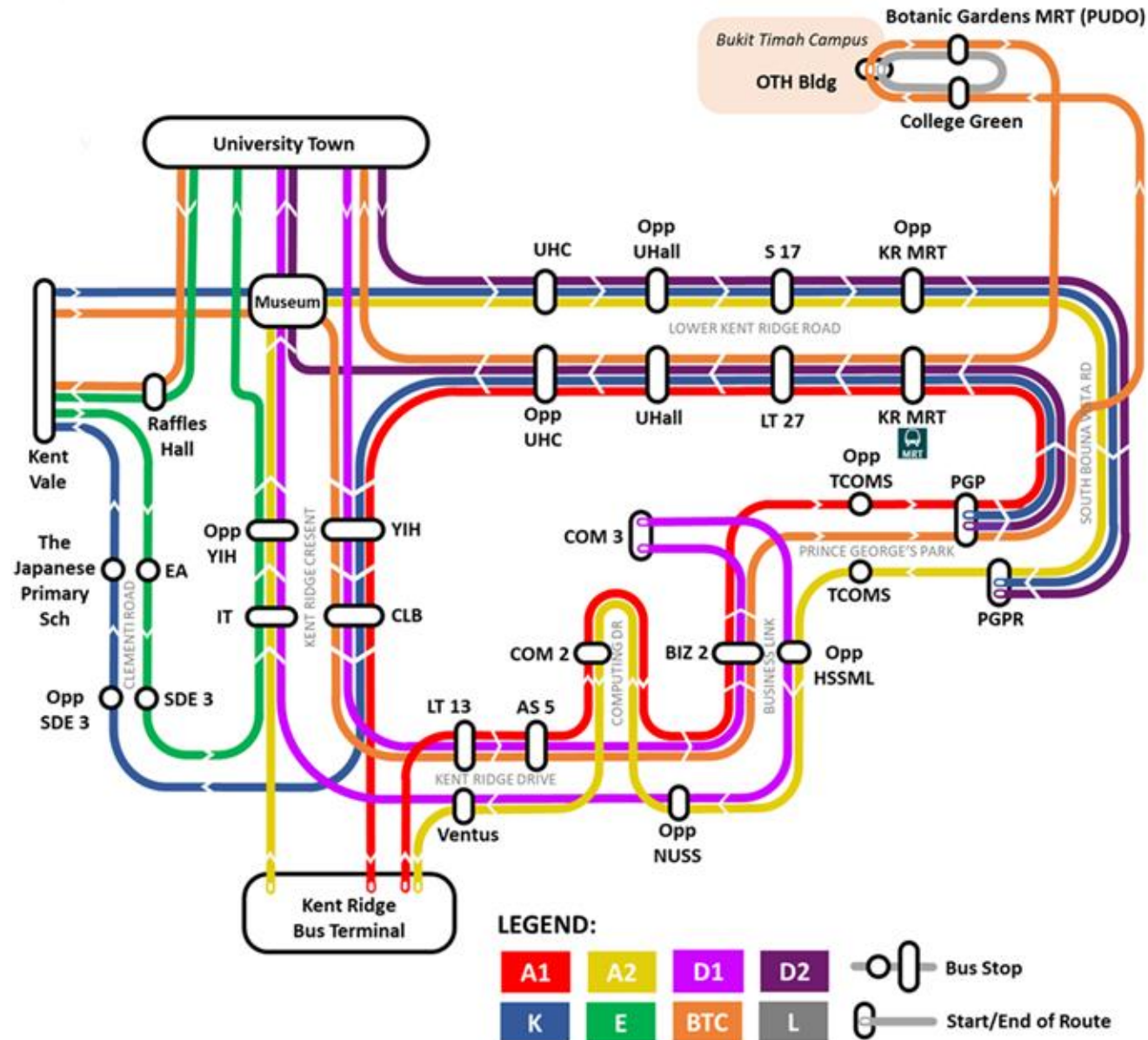
If you consult a General Practitioner (GP) at UHC, the consultation fees will be covered by the Summer Workshop organiser. If you do not feel well during your stay in NUS, please inform our staff or student helper immediately at our One-Stop Programme Office. You will be escorted by our staff or student helper to consult a GP at UHC. Please note that students seeking medical consultation at healthcare facilities other than UHC will need to pay by themselves (including the National University Hospital).



NETWORK MAP



Campus Life
University Campus Infrastructure



NUS INTERNAL SHUTTLE BUS

NUS provides free internal shuttle bus services for staff, students and visitors to move around our spacious campuses.

Currently, we have a well-developed internal shuttle system with 8 different bus routes in operation (6 in Kent Ridge campus and 2 in Bukit Timah Campus).



FOOD IN NUS

Kent Ridge Campus

6 canteens | 41 F&B outlets



Bukit Timah Campus

1 canteen | 1 F&B outlet



University Town

2 food courts | 9 F&B outlets



LIBRARIES IN NUS

The NUS Libraries comprises a number of libraries which support teaching and research for various schools, faculties and their graduate divisions as well as administrative units and research institutes.



C J Koh Law Library



Central Library



Wan Boo Sow
Chinese Library



Hon Sui Sen
Memorial Library



Medical Library



Music Library



Science Library



5

GETTING AROUND
SINGAPORE

GETTING TO KNOW SINGAPORE



Garden City

Weaving nature and greenery into the city



Multiracial Society

4 official languages: English, Chinese, Malay and Tamil



Global Financial Hub

The 3rd largest international financial center after New York and London



Safe and Secure

The 2nd safest city in the world with advanced healthcare system



Tropical Climate

Average temperature between 25 to 32 °C



TRANSPORTATION



Singapore has a developed, well-connected urban traffic network. Students can easily get around via various modes of transport.

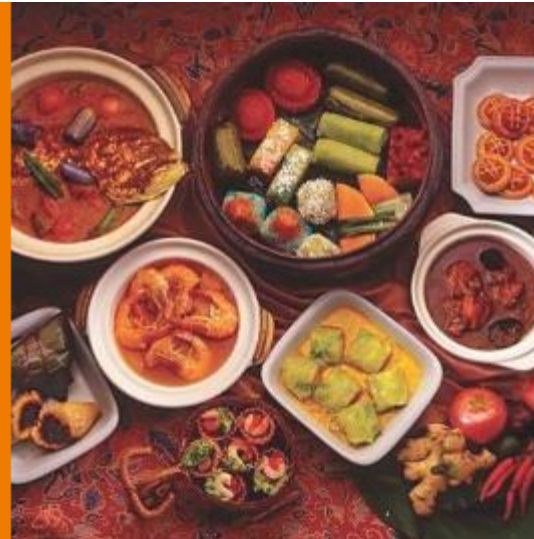
- **Public bus:** Over 310 routes, with a waiting interval of 5-15 minutes
- **MRT:** 5:30am to midnight daily, more than 130 stations
- **LRT:** Route 28.8 kilometers long, with about 40 stations
- **Ride Hailing:** Easily accessible through mobile apps such as ComfortDelGro or Grab

FOOD

Diverse culture and rich history makes Singapore a gourmet paradise.

Food lovers in this country will be spoilt for choice. You can expect to find international cuisine from all over the world. Singapore is known for the wide spread of food choices from Asian countries such as China, India, Malaysia.

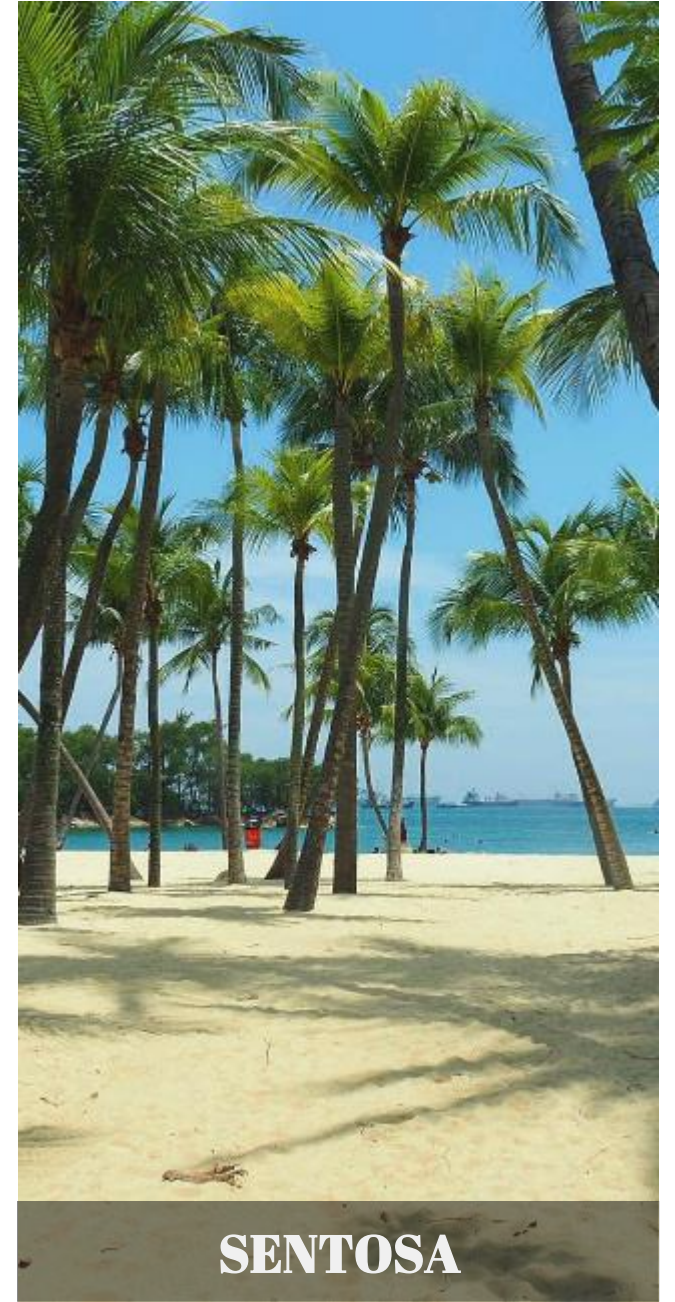
There are many restaurants and food courts in every corner of the NUS campus. Restaurants are clean and tidy. Food is affordable and delicious.





FUN

Singapore has a unique style of architecture, reflecting it's rich heritage. The city is also known for its world-renowned scenic spots, your time outside the classroom would be just as electrifying!



CONTACT US

Contact



Official Website

<https://sws.comp.nus.edu.sg/>



Official Email

sws@comp.nus.edu.sg

Relevant Links

Summer Workshop Online Application Portal

<https://app.comp.nus.edu.sg/app/appln/>

NUS SOC NGNE Programme

<https://www.comp.nus.edu.sg/~ngne/>

NUS SOC Graduate Programmes

<https://www.comp.nus.edu.sg/programmes/#graduate>



Thank you!



Attribution: This presentation has been designed using resources from Flaticon.com