

LIST OF TRAINERS AND ASSOCIATE TRAINERS

S/No	Name	Highest Qualification Attained	Awarding Body	Programmes Taught
1.	SIDDHARTH JAIN Associate (Part-time) Trainer	Bachelor of Commerce	Delhi University	SGUS Applied VR and Game Specialist <ul style="list-style-type: none"> ▪ Media Publishing & Marketplace ▪ Project Management for VR & Gamification ▪ Intellectual Property Management ▪ Gamification for LMSs with Moodle Badges ▪ IRL Gamification with Open Badges ▪ Online Gamification with Gamipress ▪ Tools & Workflow Setup ▪ Multi-Layered Image Editing ▪ Vector Graphics ▪ 2D Animation ▪ Audio Editing ▪ Video Editing ▪ Sketch Up ▪ Blender 3D ▪ Unity 3D ▪ Playstrctor & 3DHive ▪ Building Interactive 3D ▪ Mini-Game System ▪ Advanced 3D Concepts ▪ VR, Game & Gamification Publishing & Distribution ▪ Applied VR & Game Specialist - Capstone Project 1 ▪ Applied VR & Game Specialist - Capstone Project 2
2.	WONG SI YUAN Associate (Part-time) Trainer	Bachelor of Fine Arts	Nanyang Technology University	SGUS Applied VR and Game Specialist <ul style="list-style-type: none"> ▪ Media Publishing & Marketplace ▪ Project Management for VR & Gamification ▪ Intellectual Property Management ▪ Gamification for LMSs with Moodle Badges ▪ IRL Gamification with Open Badges ▪ Online Gamification with Gamipress ▪ Tools & Workflow Setup ▪ Multi-Layered Image Editing ▪ Vector Graphics ▪ 2D Animation ▪ Audio Editing ▪ Video Editing ▪ Sketch Up ▪ Blender 3D ▪ Unity 3D ▪ Playstrctor & 3DHive ▪ Building Interactive 3D ▪ Mini-Game System ▪ Advanced 3D Concepts ▪ VR, Game & Gamification Publishing & Distribution ▪ Applied VR & Game Specialist - Capstone Project 1 ▪ Applied VR & Game Specialist - Capstone Project 2

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3.	MCMENAMIN SEAN PADMAN Associate (Part-time) Trainer	Diploma in Allied Education	National Institute of Education	SGUS Applied VR and Game Specialist <ul style="list-style-type: none"> ▪ Media Publishing & Marketplace ▪ Project Management for VR & Gamification ▪ Intellectual Property Management ▪ Gamification for LMSs with Moodle Badges ▪ IRL Gamification with Open Badges ▪ Online Gamification with Gamipress ▪ Tools & Workflow Setup ▪ Multi-Layered Image Editing ▪ Vector Graphics ▪ 2D Animation ▪ Audio Editing ▪ Video Editing ▪ Sketch Up ▪ Blender 3D ▪ Unity 3D ▪ Playstrctor & 3DHive ▪ Building Interactive 3D ▪ Mini-Game System ▪ Advanced 3D Concepts ▪ VR, Game & Gamification Publishing & Distribution ▪ Applied VR & Game Specialist - Capstone Project 1 ▪ Applied VR & Game Specialist - Capstone Project 2