Innovative

Computing, Technology & Games Development

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Asia Pacific University of Technology & Innovation (APU)
Asia Pacific Institute of Information Technology (APIIT)

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A Member of the APIIT Education Group

Company no. 672203-A
Company no. 260744-W
Inspiring you towards excellence and digital future

COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT PROGRAMMES

DEGREE PROGRAMMES

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information System Security
  - Cloud Computing
  - Network Computing
  - Mobile Technology
  - Internet of Things (IoT)
  - Financial Technology (FinTech)
  - Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in:
  - Data Analytics
  - Digital Forensics
- BSc (Hons) in Computer Science (Cyber Security)
- Bachelor of Computer Science (Hons) (Intelligent Systems)
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Multimedia Technology with a specialism in:
  - VR/ AR
- BSc (Hons) in Computer Games Development

APIIT RATED 5-STARS (EXCELLENT) RATING

APIIT rated 5-Stars (EXCELLENT) in MyQuest 2016/17.

APU AWARDED 5-STAR (EXCELLENT) RATING

APU was announced as among the Highest Rated Emerging Universities in Malaysia, being rated at 5-STAR (EXCELLENT) Rating under the SETARA 2017 Ratings by the Ministry of Education (MOE). APU has maintained this Excellent Rating in the SETARA 2011, 2013 as well as in the latest ratings announced in 2017. The SETARA ratings system measures the performance of teaching and learning in universities in Malaysia.

APU IS A PREMIER DIGITAL TECH UNIVERSITY - MALAYSIA DIGITAL ECONOMY CORPORATION

APU was among the first universities in Malaysia awarded Premier Digital Tech University status by the Malaysia Digital Economy Corporation (MDEC). APU is recognised for its commitment to offer top-notch digital technology courses and ensuring our highly-skilled graduates continue to flourish and fill future digital job demands locally and globally.
APU’s iconic campus

Malaysia’s Award Winning University

- A Stylish Blend of Functionality & Accessibility
- A Unique Fusion of Technology, Innovation and Creativity
- Cutting-edge Technologies
- A Wide Variety of Spaces to Learn, Engage & Transform

An Ultra-modern Campus Built Today for the Needs of Tomorrow

Asia Pacific University of Technology & Innovation (APU) is amongst Malaysia’s Premier Private Universities, and is where a unique fusion of technology, innovation and creativity works effectively towards preparing professional graduates for significant roles in business and society globally.

APU has earned an enviable reputation as an award-winning University through its achievements in winning a host of prestigious awards at national and international levels.

APU’s iconic campus is setting a new benchmark for design excellence among Malaysian Universities, combining an eco-friendly campus with a dynamic blend of technology and innovation to enable professional learning. It is a magnificent teaching & learning space for our Students & Staff designed by our award-winning architects & consultants.

Asia Pacific University of Technology & Innovation (APU) is a new Ultra-Modern University Campus in Technology Park Malaysia (TPM) designed to be the state-of-the-art teaching, learning and research facility providing a conducive environment for students and staff. TPM is the ideal location for this new and contemporary Campus due to its strong positioning as Malaysia’s primary hub for leading-edge and high-tech developments in a wide variety of areas. It is also located in one of the most rapidly developing areas in Kuala Lumpur, and is well served and accessible through major highways, LRT and other forms of public transportation.

APU’s iconic campus is setting a new benchmark for design excellence among Malaysian Universities, combining an eco-friendly campus with a dynamic blend of technology and innovation to enable professional learning. It is a magnificent teaching & learning space for our Students & Staff designed by our award-winning architects & consultants.
The APU Career Centre connects and engages with over 10,000 Employers to ensure that our graduates are highly employed in both local and international corporations, as it closely supports APU students in both internship and career placement activities.

Industry Ready Graduates

Study with us and we’ll equip you to become a world-ready professional, with the knowledge, attributes, skills and expertise that employers look for.

Employers are demanding that graduates not just have qualifications, but also have the experience and ability to contribute to the workplace. To meet these demands, APU develops programmes and partnerships with academic and industry partners, with a heavy focus on applied learning. This helps ensures that the skills and knowledge taught at APU are up-to-date and in high demand.

100% of our graduates are employed by graduation*; this is not just a number, but a significant symbol of our success and pride in nurturing professionals for global careers.

Outstanding Support

Regardless of the programme you choose, you will be supported by highly qualified and enthusiastic professionals. Many enjoy an international reputation for their research and actively engage with leading names in the industry.

Employability*

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Work-ready, World-ready

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*Graduate Tracer Study 2018 by Ministry of Education, Malaysia
in Asia and Malaysia for Multicultural Learning Experience*

Just like the beautiful country in which we are located, APU is a rich blend of traditional and modern styles. We have developed a singular character to embrace those things that set us apart. We pride ourselves on the quality of both our teaching and research as well as having a unique living and learning environment.

A Hub of Cultural Diversity

With more than 12,000 students from over 130 countries, we ensure that you will gain memorable experiences alongside the diverse and colourful cultural environment. We have students from Asia, Central Asia, Middle East, Africa, Europe, and Oceania. Our International Students Support Centre helps you with the procedure to apply for your Student Pass before coming here. Upon arrival in Kuala Lumpur, you will be greeted with warmth by our friendly staff, who will pick you up and bring you to our campus.

Student Welcome Team

The Student Welcome Team was established by Asia Pacific University of Technology & Innovation (APU) to improve the arrival experience of international students in Malaysia. Warm Welcome, Warm Hello, Warm What's up is the theme of this ASK ME Team.

A Truly International Community

Being a university student can be one of your most exciting expeditions. Higher education opens up a world of new ideas, intellectual growth, new adventures and the building of lifelong friendships. Here at APU, we support you to take the time to explore not only the educational experiences but also the wide range of social, sporting and cultural activities on campus.

* Student Barometer Wave 2019 (International Students), 'Studying with people from other cultures.'
Fitness Sweatzone, student lounges, sports facilities and breakout rooms provide spaces for relaxation and socialization throughout the day. They are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, especially for students who are studying away from home.

An Integrated Community

The campus aims to establish a community aspect for the university - where integration is the key. Walkways, classrooms, communal spaces and discussion areas promote connectivity and cultivates exchange of ideas among students from different disciplines and academics, to implement cooperative learning concepts in line with the Industrial Revolution 4.0.

Our campus is well-situated in a high-technology environment, and is equipped to enable every student to get the most out of their study experience at APU.

APU provides access to world-class resources across a wide range of disciplines. This translates into industry-ready skills and a competitive edge for graduates.

Cutting-Edge Technologies

The Campus blends technology, integration, innovation and creativity under one roof. It provides not just a university learning environment, but also a likely community spot for our students to formulate new ideas, gain intellectual growth and discover new adventures. It is not only a university campus, but also the nurturing ground for world-changing global ideas. All spaces are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, while enabling professional learning and cultivating global mindsets. APU, as Malaysia’s leading technological university, is the incubator for self-starting and innovative APU graduates. Our educational technology environment supports the development of graduates of this calibre, in which well-equipped computing and engineering laboratories with advanced software, hardware and technologies place students at the forefront of technological excellence.

Social Interaction Platforms

Fitness Sweatzone, student lounges, sports facilities and breakout rooms provide spaces for relaxation and socialization throughout the day. They are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, especially for students who are studying away from home.
# Admission Requirements

## Bachelors (Hons) Degree Programmes

<table>
<thead>
<tr>
<th>Entry Qualification</th>
<th>Computer Science / Software Engineering / Cyber Security / Intelligent Systems</th>
<th>Information Technology</th>
<th>Multimedia Technology / Computer Games Development</th>
</tr>
</thead>
<tbody>
<tr>
<td>STPM</td>
<td>2 Passes in STPM in Science stream with minimum Grade C (CPA 2.0) in Mathematics and one Science or ICT Subject OR 2 Passes in STPM with minimum Grade C (CPA 2.0) in any subject with a Credit in Additional Mathematics at STPM. 2 Passes in STPM with minimum Grade C (CPA 2.0) in any subject with a credit in Mathematics and any one Science or ICT subjects at STPM. Candidates need to pass a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.</td>
<td>2 Passes in STPM with minimum Grade C (CPA 2.0) in any subject with a Credit in Mathematics at STPM.</td>
<td>2 Passes in STPM with minimum Grade C (CPA 2.0) in any subject with a Pass in Mathematics at STPM. *Strong Mathematics would be an added advantage.</td>
</tr>
</tbody>
</table>

## A-Level

<table>
<thead>
<tr>
<th>Overseas Qualification</th>
<th>English Language Requirements</th>
<th>ICT Related Diplomas</th>
<th>Foundation/ Matriculation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Diploma</td>
<td>- 5 Grade B Passes in UEC in any subject including Mathematics and one Science or ICT subject. OR 5 Grade B Passes in UEC in any subject including Additional Mathematics. OR 5 Grade B Passes in UEC in any subjects including Mathematics. Candidates need to pass a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.</td>
<td>- Diploma with a minimum CGPA of 2.5. Note: Students who do not have an A Credit in Additional Mathematics in STPM/ O-Level/IGCSE but have an acceptable achievement in Mathematics related subjects during the Foundation study, may be exempted from Further Mathematics. *Strong Mathematics would be an added advantage.</td>
<td>- A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 with a Pass in Mathematics at STPM/ O-Level/IGCSE or its equivalent.</td>
</tr>
</tbody>
</table>

## UEC

| Grade B Passes in UEC in any subject including Mathematics and one Science or ICT Subject. OR 2 Passes in A-Level and with a Pass in Mathematics in STPM/ O-Level/IGCSE or equivalent. | - 5 Grade B Passes in UEC in any subjects including Mathematics. | - S Grade B Passes in UEC in any subject including Mathematics. |

## Foundation/ Matriculation

| - A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 with a Credit in Mathematics at STPM/ O-Level/IGCSE or its equivalent. | - A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 with a Pass in Mathematics at STPM/ O-Level/IGCSE or its equivalent. |

## ICT Related Diplomas

| Diploma with a minimum CGPA of 2.5. Note: Students who do not have an A Credit in Additional Mathematics in STPM/ O-Level/IGCSE or its equivalent. | - Diploma with a minimum CGPA of 2.5. Note: Students who do not have an A Credit in Additional Mathematics in STPM/ O-Level/IGCSE or its equivalent. |

**Note**: Students who do not have an A Credit in Additional Mathematics in STPM/ O-Level/IGCSE or have an acceptable achievement in Mathematics related subjects during the Foundation study, may be exempted from Further Mathematics. Additional Mathematics, can be accepted into Degree Programmes. Students can be given preferential entry by ICT related subjects in STPM/O-Level/IGCSE.

Any qualification that APU accepts as equivalent to the above.

**ENGLISH REQUIREMENTS** (only applicable to International Students)

<table>
<thead>
<tr>
<th>Programmes</th>
<th>Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foundation and Diploma Programmes</td>
<td>IELTS: 4.0 - TOEFL: PBT: 597 - MUET: Band 2</td>
</tr>
</tbody>
</table>

**Note**: Please note that under Ministry of Education regulations, only students who have achieved the minimum requirement in the English Language proficiency assessment as indicated above will be allowed to continue their studies in the main study programme. Students who do not have the required English language proficiency may apply for the Preparatory Programme to improve their English language proficiency before joining the main study programme. Students who are unable to obtain the required level of English Competency during the maximum 12 months period will not be allowed to pursue their studies in the main programme and will have to return to their home country. Students from English speaking countries, and those with qualifications taught in English (ICSE, A Levels, American High School Diploma etc.) are exempted from English Language Assessment and may be admitted on the basis of supporting documents.

Please note that the above entry requirements may differ for specific programmes based on the latest programme standards published by APU’s Qualification Board (MQA).
## Foundation Programme - Flexibility of Choice

**Duration:** 1 Year (3 Semesters)

### Modules You Study

The modules studied help develop your study skills, introduce you to what you can expect on your degree and also allow you to discover what you can study depending on whether you choose a degree in Accounting, Banking, Finance, Actuarial Studies, Business & Management, Computing & Technology, Engineering, Industrial Design, Animation and Visual Effects.

### Enriching Experiences - More Than Just A Foundation

The APU Foundation Programme lays the pathway towards professional tertiary education. It is a vital transformation point for students, soft skills, general knowledge and preparatory subject fundamentals acquired at the Foundation lead to excellence in a student’s education performance as well as career readiness as they move on to professional careers eventually. This is achieved through 4 key areas:
- Leadership & Teamwork
- Problem Solving Skills
- Social Skills & Responsibilities
- Practical Skills

The unique support system at APU Foundation Programme consists of helpful academic mentors who are committed in ensuring academic achievements, providing pastoral care, advising, mentoring students potential and performance to ensure that they undergo a smooth transition from secondary education to tertiary learning.

### Your Foundation Pathway to a Degree of Your Choice

(Refer to individual course brochure for details and admission requirements.)

#### SEMESTER 1
- **Common Semester 1**
  - Communication Skills
  - Personal Development & Study Methods
  - Essentials of Web Applications
  - Mathematics

#### SEMESTER 2
- **Business & Finance**
  - Introduction to Business
  - Fundamental of Finance
  - Global Business Trends
  - Public Speaking in English

#### SEMESTER 3
- **Academic Research Skills**
  - Principles of Accounts
  - Economics for Business
  - Perspectives in Technology
  - Further Mathematics Co-Curricular

### You may then proceed to Level 1 of a Degree of your choice in the following pathways

#### Primay Pathways
- **Business & Management**
- **Accounting, Finance, Banking & Actuarial Studies**
- **Media & Communications**

#### Secondary Pathways
- **Computing & Technology**
- **Engineering**
- **Industrial Design, Visual Effects, Animation & Digital Advertising**

### CREDIT / GRADE C in SPM / O-Level is required in:

#### Mathematics

Leading from APU Foundation to your Choice of Degree Studies: please note that a Credit Pass in Mathematics at SPM/O-Level is required for the following programmes:

#### Computing, Technology & Games Development

- BSc (Hons) in Information Technology
- BSc (Hons) in Computing Science with a specialism in:
  - Data Analytics
  - Digital Forensics
  - BSc (Hons) in Computer Science (Cyber Security)
  - BSc (Hons) in Software Engineering
  - Bachelor of Computer Science (Hons) in Intelligent Systems
  - BSc (Hons) in Multimedia Technology
  - BSc (Hons) in Computer Science Development with a specialism in VISUAL

#### Accounting, Banking, Finance & Actuarial

- BA (Hons) in Accounting and Finance
- BA (Hons) in Accounting and Finance with a specialism in Financial Accounting
- BA (Hons) in Accounting and Finance with a specialism in Taxation
- BA (Hons) in Accounting and Finance with a specialism in Forensic Accounting and Investigation
- BA (Hons) in Accounting and Finance with a specialism in Internal Audit
- Bachelor in Banking and Finance (Hons)
- Bachelor in Banking and Finance (Hons) with a specialism in Investment in Finance
- Bachelor in Banking and Finance (Hons) with a specialism in Forensic Accounting and Investigation
- Bachelor of Science (Hons) in Actuarial Studies

#### Physics OR Chemistry OR Technical Science

Leading from APU Foundation to your Choice of Degree Studies: please note that a Credit Pass in Mathematics and Physics OR Chemistry at SPM/O-Level is required for the following programmes:

#### Engineering

- Bachelor of Engineering in Electrical & Electronic Engineering with Honours
- Bachelor of Engineering in Telecommunication Engineering with Honours
- Bachelor of Engineering in Mechanotronic Engineering with Honours
- Bachelor of Computer Engineering with Honours
- Bachelor of Petroleum Engineering with Honours

**Portfolio Required**

- Student who choose to progress to BSc (Hons) in Software Engineering, BSc (Hons) in Computer Science, Bachelor of Computer Science (Hons) in Intelligent Systems or BSc (Hons) in Computer Science (Cyber Security) will require Foundation from Computing & Technology route in Engineering route if the student do not have a credit in Additional Mathematics at SPM / IGCSE / O-Level OR do not have a credit in Mathematics and Science subject at SPM / IGCSE / O-Level.

**Compulsory** for Student who choose to progress to Bachelor of Science (Hons) in Actuarial Studies.
Our Diploma Programmes are designed to prepare those with SPM, 'O' Levels or similar qualifications with academic aspect as well as the vocational aspects of various areas of studies. The programmes are designed to:

- Prepare students for careers in the respective environment
- Provide students with academic and professional skills to develop solutions requiring a holistic outlook in various areas of studies
- Provide students with critical, independent and cooperative learning skills so as to facilitate their response to continuous future international change
- Develop intellectual skills, communications ability and team working capability
- Provide students with opportunities for progression into the Degree Programmes of their choice*

* Pathways after Diploma Programme vary accordingly.

**OUR DIPLOMA PROGRAMMES:**

- APU Diploma in Information & Communication Technology
- APU Diploma in Information & Communication Technology with a specialism in Data Informatics
- APU Diploma in Information & Communication Technology with a specialism in Software Engineering
- APU Diploma in Business with Information Technology

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**PATHWAYS AFTER DIPLOMA TO COMPUTING & TECHNOLOGY DEGREES**

Upon successful completion of the Diploma Programmes with a minimum CGPA of 2.5, you will be eligible to progress into Year 2 of any of the following degree programmes offered at APU and APIIT.

**APU Diploma in Information & Communication Technology**

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: Information Systems Security
- Cloud Computing
- Network Computing
- Mobile Technology
- Internet of Things (IoT)*
- Financial Technology (FinTech)
- Business Information Systems
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science with a specialism in Data Analytics
- BSc (Hons) in Computer Science with a specialism in Digital Forensics

**APU Diploma in Information & Communication Technology with a specialism in Software Engineering**

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: Information Systems Security
- Cloud Computing
- Network Computing
- Mobile Technology
- Internet of Things (IoT)*
- Financial Technology (FinTech)
- Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics
- BSc (Hons) in Computer Science with a specialism in Digital Forensics
- Bachelor of Computer Science (Hons) (Intelligent Systems)

**APU Diploma in Information & Communication Technology with a specialism in Data Informatics**

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: Information Systems Security
- Cloud Computing
- Network Computing
- Mobile Technology
- Internet of Things (IoT)*
- Financial Technology (FinTech)
- Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics
- BSc (Hons) in Computer Science with a specialism in Digital Forensics
- Bachelor of Computer Science (Hons) (Intelligent Systems)

**APU Diploma in Information & Communication Technology with a specialism in Interactive Technology**

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: Information Systems Security
- Cloud Computing
- Network Computing
- Mobile Technology
- Internet of Things (IoT)*
- Financial Technology (FinTech)
- Business Information Systems
- BSc (Hons) in Information Technology
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics
- BSc (Hons) in Computer Science with a specialism in Digital Forensics
- Bachelor of Computer Science (Hons) (Intelligent Systems)
- Bachelor of Computer Science (Hons) (Intelligent Systems) in Multimedia Technology
- Bachelor of Computer Science (Hons) (Intelligent Systems) in Computer Games Development

**APU Diploma in Business with Information Technology**

Students who undertake this programme will be eligible to progress into Year 2 of:

- BA (Hons) in Business Management
- BA (Hons) in Business Management with a specialism in E-Business
- BA (Hons) in International Business Management
- BA (Hons) in Marketing Management
- BA (Hons) in Marketing Management with a specialism in Digital Marketing
- BSc (Hons) in Information Technology with a specialism in Business Information Systems

* Please take note that a Credit Pass in Mathematics at SPM/ ‘O’ Level is required for the above programmes.

* Bridging module(s) needed before progress into Year 2.

For the full listing of our Diploma Programmes, please refer to the Pre-University programme brochure.

Note: Student with CGPA above 2.0 and below 2.5 may be accepted using rigorous assessment conducted by APU/APIIT and subject to the approval of the Academic Board.
THE AIMS OF THE APU COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT PROGRAMMES ARE TO:

- Facilitate your progression, both academic and practical, by developing knowledge, key skills and the capacity for independent and lifelong learning
- Develop your skills in imaginative problem-solving and decision-making
- Help you develop a Personal Development Portfolio to support your career aspirations
- Provide you with a stimulating, interactive and accessible course of study that gives you a sound grasp of Information Technology knowledge & analysis and contemporary issues which you can develop and apply in your future employment
- Develop your imagination and innovative abilities and help you show initiative and creativity in your work
- Develop your intelligence, ingenuity, inventiveness and independence as well as your communication skills

THE FIVE “I”s MODEL™

1: INNOVATION
   through the design of curriculum, the module content and the learning approaches

2: INTEGRATION
   through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams

3: INFORMATION
   through developing your knowledge and also your abilities to communicate effectively and persuasively

4: INTERACTIVITY
   through the use of group work to develop your teamwork skills and through the use of technology to achieve interactivity of devices and people

5: IMAGINATION
   in relation to new products, ideas, applications and solutions

THE MOST WELL-ESTABLISHED COMPUTING PROGRAMMES
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- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in:
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  - Digital Forensics
  - Bachelor of Computer Science (Hons) (Intelligent Systems)

WIDE VARIETY OF SPECIALISED PROGRAMMES
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Multimedia Technology with a specialism in VR/AR

INDUSTRY-READY GLOBAL GRADUATES
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HEAVY FOCUS ON INNOVATION
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Embracing the wave of Industry Revolution 4.0

Future-Proofing the Workforce of the Future

New waves of technological disruptions and the emergence of advanced technologies have resulted in the Fourth Industrial Revolution (Industry 4.0), where Robotics, Artificial Intelligence (AI), Machine Learning, Virtual Reality (VR), Cloud Computing, Data Science are going to transform the way businesses operate – routine, mundane jobs will be replaced and there is a growing need to develop 'smarter' talents that can ride along the wave of digital transformation.

At APU, we developed our own IR 4.0 strategy to prepare our students to join the workforce of the future. We nurture the world’s future innovators and uphold our Vision as a University of Technology and Innovation.
COLLABORATIVE INDUSTRIAL PARTNERS

INDUSTRY

- Industry Advisory Panel (IAC)
- Joint Certifications
- Supply of Internationally-Recognised & Industry-Relevant Skills

GOVERNMENT

- Enhancing Employability of Graduates
- Simulation of Growth within ICT Industry
- Talent Development Plans to Address Job Needs

APU’s Industry-Academia Collaboration (IAC) Model

Industry Advisory Panel (IAP)
Joint Final Year Projects
Industrial Visits
Webinars
Seminars
Guest Lectures
Workshops
Internship Opportunities

• Industry Advisory Panel (IAC)
• Joint Certifications
• Supply of Internationally-Recognised & Industry-Relevant Skills

APU continues to work closely with MDEC on the development of IT graduates feeding into the industry. APU has built itself as a top institution serving the needs of digital, computing and IT employability in Malaysia. This is further enhanced via student competitions and projects that APU has been directly involved with.

Microsoft has been an APU industrial partner for over two decades. APU is one of the frontier universities on the Microsoft Talent Development programme. Students at APU have continued to engage directly with professionals from Microsoft via workshops and talks sessions. Many of these students have also attained professional Microsoft certification allowing for greater job prospects. APU has also received the Microsoft Azure Educator Grant Award.

IBM collaborated with IBM on academic initiative to deliver a series of technical workshops, technology talks, industry visits, etc. IBM Academy collaboration has received overwhelming participations from APU students. APU has produced over 200 students as IBM certified solution designers and application developers so far.

APU has signed a MoA with HILTI allowing for HILTI to sit in our industrial advisory panel for curriculum development. HILTI is where many of APU graduates are currently working having established OJTs in Liechtenstein and Switzerland. Traditionally APU academicians have been judges and students as participants in HILTI industrial competitions in which APU has done well constantly.

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Industry-academia collaboration is a strategic necessity to ensure the quality and relevance of our programmes. Through our Industry-Academia Collaboration (IAC) model, we design programmes in collaboration with inputs from the industry that are also aligned with the government’s initiatives to address the shortage of skilled talents. Over the years, APU has established collaborations with key industry players worldwide, and have been delivering highly-relevant programmes that help us develop skilled and professional graduates for the workforce.

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APU and SAS have signed an MoA in partnership to develop Data Science and Big Data Analytics, Cloud Infrastructure and expertise and to ensure talents are well prepared to enter the financial services industry.

APU and LuxTag have agreed to work mutually to facilitate opportunities for consultancy and project development services directly towards talent building in the field of computer engineering, online services and 3D printing. This agreement is intended to facilitate the industrial relationship between both parties concerning opportunities for consultancy services in the areas of expertise of APU.

APU and Salesforce are committed towards talent development of customer relationship management (CRM) professionals in Malaysia and the region. Salesforce is a developer, manufacturer and distributor of CRM technologies and with this partnership APU looks forward to having a working relationship with Salesforce in the teaching of CRM concepts to IT professionals for the industry.

The collaboration between APU and KPMG is intended to drive Cyber Security capability building and students involvement within APU which is relevant to ICT industry requirements by mapping into KPMG’s experience and network. KPMG has also been involved in industry review and feedback of APU’s Cyber Security programmes.

Fusionex has been supportive in providing Post Graduate case studies, UC final year projects and UC internships. Fusionex has guided and allowed the GANT analytics tools used to tools for educational and learning purposes at the UC level Data Analytics courses.

APU and SAS have signed an MoA in partnership to develop Data Scientists in Malaysia. SAS also has endorsed the UG and PG level programmes in Data Analytics by providing tools and educational materials support for learning and research purposes. All UG and PG Data Analytics graduates will received a Joint Professional Certificate from SAS.

KPMG has also been involved in industry review and feedback of APU’s Cyber Security programmes.

The state-of-the-art Cisco Networking Academy laboratory in collaboration with Cisco is built to provide hands-on experience and vibrant environment to gain practical experience and learn modern concepts and industry practices in computer networks. Equipped with routers, switches and a multitude of academic and commercial software to design, simulate, test, monitor, analysis and manage computer networks, the laboratory is used by the Cisco Networking Academy program to equip students with hands-on digital skills training.

APU and F-Secure have been partners in joint students skills development enhancement in the areas of forensics and cyber security. F-Secure’s prominent industrial level competitions have been constantly participated in by APU students and they have traditionally done extremely well.

The collaboration between APU and Cyber Test Systems is a French company composed of experts with more than 20 years of experience in the field of cyber defense training. The Cyber Test Systems introduced the first of its kind cyber defense technologies called “Cyber Range” in Malaysia, that can simulate highly complex cyber-attacks in a hyper realistic environment, enabling cyber security professionals and students to prepare themselves in dealing with real cyber threat attack when it happens.

The collaboration between APU and LuxTag is mutually to facilitate opportunities to benefit the growing need for software engineers in the current ICT industry and the requirements of digital transformation. This is in line with projects by APU students as part of their coursework assignments or final year projects as supervised by APU academicians with ASTRO professionals as the industry supervisors. A project working space in the name of APU ASTRO Innovation Zone (AIZ) to be provided for students to work on live projects with an ASTRO stationed personnel.

APU is the first Amazon Web Services (AWS) Public Sector Transformation Partner in Malaysia. This partnership enables students & staff to obtain free computing resources, gain access to free workshops for learning and research purposes, AWS and commercial software to design, simulate, test, monitor, analysis and manage computer networks, the laboratory is used by the Cisco Networking Academy program to equip students with hands-on digital skills training.

APU and APU have collaborated to mutually work to facilitate opportunities for consultancy or project development services directly towards talent building in the field of computer engineering, online services and 3D printing. This agreement is intended to facilitate the industrial relationship between both parties concerning opportunities for consultancy services in the areas of expertise of APU.
BSc (Hons) in INFORMATION TECHNOLOGY

At a glance

Duration: 3 years full-time

This programme is specifically designed to provide students with:

- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of information technology.

Career options

- Systems Analyst
- IT Executive
- IT Consultant
- Information Systems Analyst
- Chief Technology Officer (CTO)
- Technical Support Manager
- IT Sales Manager
- IT Application Developer
- IT Auditor
- IT Project Manager
- IT Helpdesk Manager
- System Administrator
- Systems Consultant

Module outline

LEVEL 1

Common Modules
- Operating System & Computer Architecture
- System Analysis & Design
- Fundamentals of Software Development
- Mathematical Concepts for Computing
- Operating Systems & Computer Architecture
- Introduction to Networking
- Introduction to Databases
- Introduction to C Programming

Specialised Modules
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- Mobile & Wireless Technology
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Human-Computer Interaction
- Probability & Statistical Modelling
- System & Network Administration
- Data Centre Infrastructure

INTERNSHIP

Students will undertake an internship/industrial training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Common Modules
- Innovation Management & New Product Development
- Project Management

Specialised Modules
- Mobile & Web Multimedia
- Advanced Database Systems
- Cloud Infrastructure & Services
- Computer Systems Management
- Entrepreneurship
- Investigations in Information Technology
- Information Technology Project

Elective Modules (Choose 2)
- Internet of Things, Concepts & Applications
- OR Distributed Computer Systems
- OR Blockchain Development
- OR Designing & Developing Applications on Cloud OR Knowledge Discovery & Big Data Analytics

Note: The specialism will appear only in the academic transcript.

(All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)

BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INFORMATION SYSTEM SECURITY

At a glance

Duration: 3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks designed to provide students with:
- Strategic management of information systems, along with specialised skills and knowledge required to critically evaluate and refine information systems security strategies and programmes.

Career options

- IT Security Officer
- IT Security Consultant
- IT Security Infrastructure Designer
- IT Security Solutions Designer
- IT Security Engineer
- IT Security Specialist
- Chief Technology Officer (CTO)
- Information Security Engineer
- Information Security Analyst
- Information Security Manager
- Technical Support Manager
- Network Security Engineer
- System Administrator

Module outline

LEVEL 1

Common Modules
- Computing and IT in the Workplace
- Introduction to Management
- System Analysis & Design
- Fundamentals of Software Development
- Mathematical Concepts for Computing
- Operating Systems & Computer Architecture
- Introduction to Networking
- Introduction to Databases
- Introduction to C Programming

Specialised Modules
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- Mobile & Wireless Technology
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Human-Computer Interaction
- Probability & Statistical Modelling
- System & Network Administration
- Data Centre Infrastructure

INTERNSHIP

Students will undertake an internship/industrial training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Common Modules
- Innovation Management & New Product Development
- Project Management

Specialised Modules
- Computer Systems Management
- Computer Systems Security
- Designing & Developing Applications on Cloud
- Wireless and Mobile Security
- Database Security
- Enterprise Programming for Distributed Applications
- Penetration Testing
- Investigations in Information Systems Security
- Information Systems Security Project

Note: The specialism will appear only in the academic transcript.

(All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)
This programme is specifically designed to provide students with:
- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of cloud-based information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of cloud computing technologies. 

Career options:
- Chief Technology Officer (CTO)
- Senior Developer
- Cloud Solution Consultant
- Technical Support Manager
- IT Cloud Test Engineer
- Cloud Platform Developer
- IT Solution Manager
- Cloud Solution Development Engineer
- IT Cloud Application Developer
- Application Platform Services Specialist
- Cloud Architect
- Cloud Software Engineer
- Cloud Network Engineer
- Cloud Product Manager
- Cloud Consultant

LEVEL 1
Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networks and databases. Some specialised modules will provide students with basic knowledge of security and computer forensics. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2
A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of organisation computing resources, along with technical skills to evaluate, design, configure and maintain shared computing infrastructure. They will gain solid understanding of the importance of enterprise systems and network administration in virtual computing environments. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP
Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3
Students will make use of their previous studies and industrial experience to extend their familiarity in the field of cloud computing and to refine their personal and professional development. Students will move further into programming skills, management, planning techniques to develop and manage cloud-based systems in organisations. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects
- Ethnic Relations (M'sian Students)
- Islamic & Asian Civilisation (M'sian Students)
- Malay Studies (Int'l Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Cloud Computing Project

Note: All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency (MQA)
BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN MOBILE TECHNOLOGY

Level 1

Common Modules
- Computing & IT in the Workplace
- Introduction to Management
- Fundamentals of Software Development
- Operating Systems & Computer Architecture
- Introduction to Networking
- Introduction to Databases
- Introduction to C Programming

Specialised Modules
- Introduction to Mobile Technologies

Career options
- IT Security Officer
- IT Security Analyst
- IT Security Consultant
- IT Security Solutions Designer
- IT Security Engineer
- IT Security Specialist
- Chief Technology Officer (CTO)
- Information Security Engineer
- Information Security Analyst
- Information Security Manager
- Technical Support Manager
- Network Security Engineer
- System Administrator

Duration: System full-time

This programme is specifically designed to provide students with:
- Familiarity with a broad range of information technologies and how they are used.
- The ability to specify and manage the implementation of a range of mobile communication systems to support various activities.
- The ability to design, develop, and implement stable mobile technology solutions using appropriate platforms, tools, and techniques.

Career options
- IoT Software Developer
- IoT Innovation Manager
- Technology Consultant
- Data Scientist
- Embedded Device Developer
- Cloud Security Specialist

Duration: System full-time

This programme is specifically designed to provide students with:
- The knowledge to design, engineer, and develop IoT-based solutions using various platforms in a broader and vendor neutral perspective.
- An understanding of important insights on sensor devices, internet-based technologies, wireless communications, and cloud computing.

Career options
- Microcontroller Programmer
- Machine Learning Programmer
- Cloud Security Specialist
- Embedded Device Developer
- Data Scientist
- Network Developers
- Mobile Application Developer
- Web Developer
- Big Data Analysts
- Technology Consultant
- Web Development Engineer
- Project Manager
- IoT
- IoT Innovation Manager
- IoT Software Developer
- Infrastructure and Test Engineer

Duration: System full-time

BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INTERNET OF THINGS

Level 1

Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- iOS Mobile App Development
- Mobile & Wireless Technology
- Computer Games Design, High Concept and Preproduction
- Mobile App Engineering
- Human-Computer Interaction
- Web Applications
- Probability & Statistical Modelling

Internship (8 weeks)

Career options
- Entrepreneurship
- Multi-Platform Mobile Apps Development
- Cloud Infrastructure and Services
- Advance Mobile Computing with Android

Specialised Modules
- Research Methods for Computing and Technology
- Creativity & Innovation
- Programming for Data Analysis
- Object Oriented Development with Java

Duration: System full-time

This programme is specifically designed to provide students with:
- An understanding of important insights on sensor devices, internet-based technologies, wireless communications, and cloud computing.
- A broader range of skills will be learnt, in which students will gain better understanding of the broad range of Internet of Things technologies, which include networking, systems programming and security. They will gain solid understanding of IoT as an enabler for an organisation. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

Internship

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

Level 2

Common Modules
- Introduction to C Programming
- Introduction to Databases
- Operating Systems & Computer Architecture
- Mathematical Concepts for Computing
- System Analysis & Design
- Cloud Infrastructure & Services
- Ubiquitous Computing
- Knowledge Discovery & Big Data Analytics
- HCI & Usability
- Investigations in Internet of Things
- Internet of Things Project

Specialised Modules
- Developing Cloud Systems
- Distributed IoT Systems
- Developing IoT Applications
- Computer Systems Management
- Cloud Infrastructure & Services
- Ubiquitous Computing
- Multi-Platform Mobile Apps Development
- Entrepreneurship
- Android App Development
- Mobile Communications
- Investigations in Information Systems
- Security
- Information Systems Security Project

Duration: System full-time

This programme is specifically designed to provide students with:
- The knowledge to design, engineer, and develop IoT-based solutions using various platforms in a broader and vendor neutral perspective.
- An understanding of important insights on sensor devices, internet-based technologies, wireless communications, and cloud computing.

Career options
- Microcontroller Programmer
- Machine Learning Programmer
- Cloud Security Specialist
- Embedded Device Developer
- Data Scientist
- Network Developers
- Mobile Application Developer
- Web Developer
- Big Data Analysts
- Technology Consultant
- Web Development Engineer
- Project Manager
- IoT
- IoT Innovation Manager
- IoT Software Developer
- Infrastructure and Test Engineer

Duration: System full-time

BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INTERNET OF THINGS

Level 1

Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- iOS Mobile App Development
- Mobile & Wireless Technology
- Computer Games Design, High Concept and Preproduction
- Mobile App Engineering
- Human-Computer Interaction
- Web Applications
- Probability & Statistical Modelling

Internship (8 weeks)

Career options
- Entrepreneurship
- Multi-Platform Mobile Apps Development
- Cloud Infrastructure and Services
- Advance Mobile Computing with Android

Specialised Modules
- Research Methods for Computing and Technology
- Creativity & Innovation
- Programming for Data Analysis
- Object Oriented Development with Java

Duration: System full-time

This programme is specifically designed to provide students with:
- An understanding of important insights on sensor devices, internet-based technologies, wireless communications, and cloud computing.
- A broader range of skills will be learnt, in which students will gain better understanding of the broad range of Internet of Things technologies, which include networking, systems programming and security. They will gain solid understanding of IoT as an enabler for an organisation. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

Internship

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

Level 3

Common Modules
- Introduction to C Programming
- Introduction to Databases
- Operating Systems & Computer Architecture
- Mathematical Concepts for Computing
- System Analysis & Design
- Cloud Infrastructure & Services
- Ubiquitous Computing
- Knowledge Discovery & Big Data Analytics
- HCI & Usability
- Investigations in Internet of Things
- Internet of Things Project

Specialised Modules
- Developing Cloud Systems
- Distributed IoT Systems
- Developing IoT Applications
- Computer Systems Management
- Cloud Infrastructure & Services
- Ubiquitous Computing
- Multi-Platform Mobile Apps Development
- Entrepreneurship
- Android App Development
- Mobile Communications
- Investigations in Information Systems
- Security
- Information Systems Security Project

Duration: System full-time

This programme is specifically designed to provide students with:
- The knowledge to design, engineer, and develop IoT-based solutions using various platforms in a broader and vendor neutral perspective.
- An understanding of important insights on sensor devices, internet-based technologies, wireless communications, and cloud computing.

Career options
- Microcontroller Programmer
- Machine Learning Programmer
- Cloud Security Specialist
- Embedded Device Developer
- Data Scientist
- Network Developers
- Mobile Application Developer
- Web Developer
- Big Data Analysts
- Technology Consultant
- Web Development Engineer
- Project Manager
- IoT
- IoT Innovation Manager
- IoT Software Developer
- Infrastructure and Test Engineer

Duration: System full-time
BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN FINANCIAL TECHNOLOGY (FinTech)

Duration: System full-time

The programme is specifically designed to provide students with:
- Familiarity with a broad range of financial technologies and how they are used.
- Knowledge and skills in managing financial products, product development and working within the rapidly changing Global Banking and Finance industry.

Career options
- Technical Business Analyst
- Global Business Solution Consultant
- IT and Fin-Tech Consultant

Common Modules
- Introduction to Management
- Computing & IT in the Workplace
- Mathematical Concepts for Computing
- Operating Systems & Computer Architecture
- Fundamentals of Software Development
- System Analysis & Design
- Introduction to Databases
- Introduction to Networking
- Introduction To C Programming

Specialised Modules
- Fundamentals of Web Design and Development
- Specialised Modules
- Entrepreneurship
- System Analysis & Design
- Business Intelligence Manager
- CRM Business Analyst

LEVEL 1
- Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through computer architecture, operating systems, networking and databases.
- Some specialised modules will provide the basic knowledge of business information technologies. The modules will also help them develop personal and organizational skills, as well as nurture creativity and innovation.

LEVEL 2
- A broader range of skills will be learnt, in which students will gain a better understanding of the broad range of Information Technologies, and the specialized skills to apply frameworks and planning techniques for the strategic management of financial technologies. They will gain solid understanding of the support of business information technologies in modern organizational operations.
- We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP
- Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3
- Students will make use of their previous studies and industrial experience to extend their familiarity in the field of business information technologies and to refine their personal and professional development. A final year project requires them to investigate and develop a solution for a real world finance business problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*
- Ethnic Relations (M'sian Students)
- Islamic & Asian Civilisation (M'sian Students)
- Malay Studies (Int'l Students)
- Malay Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

Note: The specialism will appear only in the academic transcript.

LEVEL 1
- Common Modules
  - Introduction to Management
  - Computing & IT in the Workplace
  - Mathematical Concepts for Computing
  - Operating Systems & Computer Architecture
  - Fundamentals of Software Development
  - System Analysis & Design
  - Introduction to Databases
  - Introduction to Networking
  - Introduction To C Programming

Specialised Modules
- Fundamentals of Web Design and Development
- Specialised Modules
  - Entrepreneurship
  - System Analysis & Design
  - Business Intelligence Manager
  - CRM Business Analyst

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - Object Oriented Development with Java
  - System Development Methods
  - Creativity & Innovation
  - Research Methods for Computing and Technology
  - Human-Computer Interaction
  - Web Applications
  - System and Network Administration
  - Data Mining and Predictive Modelling

Specialised Modules
- Financial Management
- Fin tech Management

INTERNSHIP (56 weeks)
- Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3
- Common Modules
  - Project Management
  - Project in Fin-Tech Management
  - Computer Systems Management
  - Entrepreneurship
  - Investigations in Fin-Tech Management
  - Cloud Infrastructure and Services

Specialised Modules
- Blockchain Development
- Robin Advisor

MQA Compulsory Subjects*
- Ethnic Relations (M’sian Students)
- Islamic & Asian Civilisation (M’sian Students)
- Malay Studies (Int’l Students)
- Malay Language (Int’l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

Note: The specialism will appear only in the academic transcript.

BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN BUSINESS INFORMATION SYSTEMS

Duration: System full-time

The programme is specifically designed to provide students with:
- Familiarity with a broad range of information systems and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and recommend appropriate information system to fulfill the organization’s needs.

Career options
- IT Business Systems Developer
- IT Systems Analyst
- E-Commerce Consultant
- Chief Technology Officer (CTO)
- Management Information System (MIS) Manager
- Global Business Solution Specialist
- Global Business Solution Consultant
- IT Business Development Manager
- IT Quality Assurance (QA) Analyst
- IT Business Employment Manager
- SAP Business Analyst
- Technical Business Analyst
- CRM Business Analyst

Common Modules
- Management Information System
- Computing & IT in the Workplace
- Internet of Things: Concepts & Applications
- Data Mining and Predictive Modelling

Specialised Modules
- Probability & Statistical Modelling
- Integrated Business Processes with SAP
- ERP & Enterprise Systems
- Business Intelligence
- System Analysis & Design
- CRM Business Analyst

LEVEL 1
- Common Modules
  - Introduction to Management
  - Computing & IT in the Workplace
  - Mathematical Concepts for Computing
  - Operating Systems & Computer Architecture
  - Fundamentals of Software Development
  - System Analysis & Design
  - Introduction to Databases
  - Introduction to Networking
  - Introduction To C Programming

Specialised Modules
- Fundamentals of Web Design and Development
- Specialised Modules
  - Entrepreneurship
  - System Analysis & Design
  - Business Intelligence Manager
  - CRM Business Analyst

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - Object Oriented Development with Java
  - System Development Methods
  - Creativity & Innovation
  - Research Methods for Computing and Technology
  - Human-Computer Interaction
  - Web Applications
  - System and Network Administration
  - Data Mining and Predictive Modelling

Specialised Modules
- Financial Management
- Fin tech Management

INTERNSHIP (56 weeks)
- Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3
- Common Modules
  - Project Management
  - Project in Fin-Tech Management
  - Computer Systems Management
  - Entrepreneurship
  - Investigations in Fin-Tech Management
  - Cloud Infrastructure and Services

Specialised Modules
- Blockchain Development
- Robin Advisor

MQA Compulsory Subjects*
- Ethnic Relations (M’sian Students)
- Islamic & Asian Civilisation (M’sian Students)
- Malay Studies (Int’l Students)
- Malay Language (Int’l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

Note: The specialism will appear only in the academic transcript.
BSc (Hons) in SOFTWARE ENGINEERING

At a glance

Duration: 3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with the tools and rigorous methodologies used to develop mission-critical and safety-critical software systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.
- A deep appreciation of the importance of software architecture, testing, documentation, and maintainability.

Career options

- Software Engineer
- Systems Analyst
- Project Manager
- Software Test Engineer
- Systems Consultant
- Programmer
- Chief Technology Officer (CTO)
- Application Engineer
- Software Quality Assurance (QA) Specialist
- R&D Specialist
- Software Architect
- Systems Integration Engineer
- Senior Technical Lead
- Product Manager
- Solutions Architect
- Development Manager
- Senior System Design

Module outline

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, problem solving skills, algorithmic skills, mathematical techniques and systems analysis and design. Some specialised modules will provide students with basic knowledge of underlying computer systems such as computer architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of design paradigms, languages, and algorithms used for developing large-scale and complex software systems. They will gain solid understanding of software lifecycle, and methodologies for specification, design, development, testing, evaluation, analysis and maintenance of software systems. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an internship/industrial training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of software development and to refine their personal and professional development. Students will move further into system design methods that help them improve on software design, organisation and maintainability to produce concise and powerful software applications. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*:

- Ethnic Relations (M'sian Students)
- Islamic & Asian Civilisation (M'sian Students)
- Malay Language (Int'l Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

(All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)

BSc (Hons) in COMPUTER SCIENCE

At a glance

Duration: 3 years full-time

This programme is specifically designed to provide students with:

- Technical knowledge, skills and background in the design and organization of computer systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies.

Career options

- Computer Engineer
- Systems Engineer
- Software Developer
- Programmer
- Chief Technology Officer (CTO)
- IT Technical Manager
- Technical Architect
- Technical Support Manager
- IT Service Desk Manager
- Application Engineer
- Mainframe Developer
- Software Architect
- Software Quality Assurance
- Data Warehouse Manager
- Applications Development Manager
- Applications Architect

Module outline

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. Some specialised modules will provide them basic knowledge of underlying computer systems such as computer architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of designing and implementing new software, and solving new computing problems through theoretical and algorithmic foundations. They will gain solid understanding of platform technology through modules in application development. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an internship/industrial training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the development of advanced programming techniques and algorithms including interface design, networking, and/or multimedia. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*:

- Ethnic Relations (M'sian Students)
- Islamic & Asian Civilisation (M'sian Students)
- Malay Studies (Int'l Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

(All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)

*MQA Compulsory Subjects

- Computer Science Project
- Creativity & Innovation
- Object Oriented Development with Java
- Software Engineering Project
- Advanced Database Systems
- Blockchain Development
- Distributed Applications
- HCI & Usability
- Optimisation and Deep Learning

**All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)
Career options:
- Software Tool Developer
- Data Analyst
- Data Scientist
- Data Wrangler/Munger/Miner
- Chief Technology Officer (CTO)
- Data Analytics Manager
- Business Process Engineer
- Business Analyst Manager
- Data Innovation Manager
- Business Intelligence Developer/Analyst
- Advance Analytics Professional
- Data Engineer
- Business Intelligence Analyst
- Machine Learning Scientist
- Business Intelligence Solutions Architect
- Analytics Manager
- Data Visualization Developer

APU and SAS have signed an MoA in partnership to develop Data Scientists in Malaysia. SAS also has endorsed the UG and PG level programmes to develop Data Scientists in Malaysia. A final year project requires them to investigate and design an algorithmic foundation in the design and organise a computing system with an emphasis on digital forensics.

LEVEL 1
- Career options: SAS has endorsed the UG and PG level programmes designed to provide students with:
  - The ability to evaluate and respond to opportunities for developing and exploiting new technologies with digital forensics methods and tools.
  - The ability to evaluate and respond to opportunities for developing and exploiting new technologies with digital forensics methods and tools.
  - The ability to evaluate and respond to opportunities for developing and exploiting new technologies with digital forensics methods and tools.
  - The ability to evaluate and respond to opportunities for developing and exploiting new technologies with digital forensics methods and tools.

LEVEL 2
- Common Modules: Object-Oriented Development with Java, System Development Methods, Programming for Data Analysis, Cyber Confidence Analyst, Cyber Defense Incident Response Analyst.
- Career options: Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the focus on advanced analysis through business analytics and intelligence modules. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

LEVEL 3
- Common Modules: Business Intelligence, Business Intelligence Systems, Data Mining and Predictive Modelling.
- Career options: Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the focus on advanced programming techniques and algorithms, and evaluating applications at the forefront of current technology. Specialised modules allow them to extend the capabilities developed from previous studies of forensics methods and incident response specifically in the area of advanced cyber security, penetration testing, mobile forensics, deep learning, forensics detection as well as legal and professional practice in the cyber world. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.
LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. A sound grasp of mathematical techniques and skills in algorithmic thinking are important pre-requisites for their second and third year studies in this area. Students will be introduced to the design paradigms, languages, and techniques used to develop complex software systems related to cyber security.

Career options

- Cyber Security Engineer/Architect
- Cyber Security Consultant/Specialist
- Cyber Security Incident Response Analyst
- Security Operations Center (SOC) Analyst
- Intrusion Detection Analyst
- Cyber Threat Intelligence Advisor
- Ethical Hacker /Penetration Tester
- Security Systems Engineer
- Information Security Analyst/Engineer
- Information Security Technical Specialist
- Software Developer
- Cyber Security Governance & Compliance Manager
- Chief Technology Officer (CTO)
- Chief Information Security Officer (CISO)

MODULE OUTLINE

- Introduction to Management
- System Development Methods
- Data Structures
- Enterprise Systems
- Research Methods For Computing & Technology
- Creativity & Innovation
- Specialised Modules
  - System & Network Administration
  - Computing Theory
  - Computer Systems & Low Level Techniques
  - Implementation of Secure Systems
- Elective Modules (Choose 1)
- Web Applications
- Practical CTF Strategies

INTERNSHIP (16 weeks)

LEVEL 2

Students will further explore the previous studies and industrial experience to refine their professional development in the field of computer science majoring in Cyber Security. Students will develop further into Cyber Security by learning the core and specialised modules to gain new skills and advanced knowledge of the current and future technologies. Elective modules are offered to strengthen their essential skills and knowledge. A final project requires them to investigate and develop a solution for a real-world problem. They will demonstrate the ability to combine technical knowledge, critical thinking, and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*:
- Ethics, Religions (M'sian Students)
- Malay & Chinese Civilisation (M'sian Students)
- Malay Studies (Int'l Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employment & Employment Trends
- Co-Curriculum

*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of intelligent systems and to refine their personal and professional development. Students will move further into artificial intelligence design paradigms and algorithms, programming techniques and statistical techniques applicable to artificial intelligence. All modules require them to investigate and develop a solution for a real-world problem; they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*:
- Ethics, Religions (M'sian Students)
- Islamic & Chinese Civilisation (M'sian Students)
- Malay Studies (Int'l Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
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LEVEL 1
Students will learn fundamental skills required by technical multimedia professionals and the basic understanding of programming and systems design. Some specialist modules will provide them basic knowledge of multimedia techniques such as 3D graphics, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the Introduction to VRAR.

LEVEL 2
A broader range of skills will be learnt, in which students will gain a better understanding of wide range of multimedia applications through components, frameworks, guidelines and techniques in animation, audio and visual. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace. Besides, the importance of copyright of digital content is mentioned in this level.

INTERNSHIP
Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3
Students will make use of their previous studies and industrial experience to extend their familiarity in the field of multimedia technology and to refine their personal and professional development. Students will move further into media scripting technology and more advanced multimedia development and techniques. Furthermore, you are required to learn and analyse the perceptions and feedback of your users, for example, socio-economic factor, cultures and regional considerations in User Experience and HCI and Usability. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*
Ethnic Relations (M’sian Students)
Islamic & Asian Civilisation (M’sian Students)
Malaysian Studies (Int Students)
Malay Communication Language (Int Students)
Workplace Professional Communication Skills
Employee & Employment Trends
Co-Curriculum

*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.

Duration: 3 years full-time
This programme is specifically designed to provide students with:
• in depth knowledge of multimedia concepts, principles, and technologies
• knowledge and skills required to work in the multimedia industry as an author, animator or modeller
• specific skills required to create 3D models and animation, digital music, videos, and similar creative assets.

Career options
• Graphic Designer
• 2D/3D Graphic Designer
• Creative Director
• Video Editor
• Digital Media Specialist
• Multimedia Content Designer
• Animator
• The specific skills required to create 3D models and animation, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the Introduction to VRAR.

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Co-Curriculum

*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.
The BSc (Hons) in Computer Games Development programmes equip students with the necessary technical skills and knowledge needed for a professional within the computer games industry. Based on the statistical data provided by newzoo.com, an online market research company, it has been reported that in year 2014, there was a total of 81.5 billion dollar of revenue generated in the global games market. In Malaysia, there was 293 million dollars of revenue generated by the games industry. The significant development within the computer games industry has inspired us to incorporate elements of creativity and innovation within our programmes, not forgetting the values of professionalism and good communication skills.

Our Success Stories, Our Pride in the Computer Games industry

Wan Hazmer - Ex-Lead Game Designer of Final Fantasy XV, Square Enix and Founder, CEO and Game Director at Metronomik Sdn Bhd

Years before joining SQUARE ENIX Tokyo in 2010, Hazmer was a student in APU. He became a programmer in an advertising agency, then moved on to lecturing in APU while creating indie games on the side. In 2008, he took the great leap to Tokyo to join the Japanese game industry. After working on FINAL FANTASY TYPE-0 as a Game Designer, he now brings life to the exotic locales of FINAL FANTASY XV as Lead Game Designer of the Culture Team, mixing the real and fantastic to achieve new levels of immersive gameplay.

In December 2017, with aims to contribute to the Malaysian gaming industry scene, Hazmer returned to Malaysia and founded Metronomik Sdn Bhd. With his contribution, we anticipate the formation of a new 400,000 computer games enthusiasts.

Jussi Pekka Tuomi - Developer of Flail Rider and Super Flail Rider

Jussi graduated from the BSc (Hons) in Computer Games Development at APU. When he was a full-time student from Finland, Jussi is also the Developer of Flail Rider, a game inspired by his Ludum Dare project. To date, the game has been downloaded for more than 2 million copies on App Store and Google Play! In January 2017, Jussi participated the Taipei Game Show, in which he demonstrated his creation to over 400,000 computer games enthusiasts.
APU’S SCHOOL OF COMPUTING & TECHNOLOGY, OUR ULTIMATE FORMULA TO SUCCESS:

- **Outcome Based Curriculum**
- **Value Added Skills Training**
- **Student Industrial Activities**
- **Professional Development**

### COMPUTING & TECHNOLOGY PROGRAMME STRENGTHS

**Outcome Based Education**

Our curriculum is a collaborative effort, between our team of dedicated academicians and our credible Industry Advisory Panel (IAP). We design our curriculum based on the needs of the industry, to ensure employability edges among our students, while maintaining our standards, by ensuring our programmes are full-accreditation compliant.

The trend of our programme delivery is based on Outcome Based Education (OBE), in which high graduates’ employability is our end result.

**Value-added Skills Training**

Apart from technical knowledge in the IT/Computing field, we highly believe that students should also possess life skills such as critical thinking, communication and professionalism. Our Problem Based Learning (PBL) leads to producing critical and innovative graduates, in which multiple winnings in various industry-standard competitions are our best testaments of success.

**Student Experiences**

Our academicians believe that learning should not be confined within classrooms and lecture halls. As early as the first year of their study, students possess the opportunities to gain hands-on exposure to the industry, to experience the lives as an IT/Computing Professional, as well as to build connections with IT/Computing Professionals through regular industrial visits to Gaming Studios, Microsoft Academy and HILTI Asia Pacific Development Centre.
WHAT DO OUR ALUMNI SAY...

LIM KAI YUAN (Malaysia)
BSc (Hons) in Information Technology, Class of 2014
Software Engineer (DevOps) - zooplus, Germany

I am so glad that the lecturers in APU are helpful, especially one of the lecturers whom I met during my final year. Being knowledgeable and experienced in the Software industry as he was, yet he was still down to earth. He always inspires me to learn more and tells me that it is okay to say “I don’t know” as long as you are willing to learn.

BIBI JEHAAN NAAILAH GHASEETA (Mauritius)
B.Sc (Hons) in Information Technology (specialism in Forensic Computing, Class of 2016
Security Management Specialist - SWIFT Malaysia

APU has not only given me the chance to study what I wanted but it has also helped me develop the essential skills I needed to secure my dream job right after graduation! Studying and working alongside with people from all over the world was a knowledge-and-exposure enriching experience. My lecturers and other staffs were very friendly and helpful. The excellent study resources and facilities provided to us were top-notch and APU always encouraged me to think “outside-the-box” and opened my eyes into a whole new horizon. I was also a proud member of the Student Welcome Team and Student Ambassadors Team. The challenges that I went through in my student life being away from my family and beloved Mauritius had actually transformed me into the independent and responsible person that I am today. I am now working in the IT Security Team of an international company in Malaysia and I’m proud to say that I’m an APU Graduate!

PO STEFANIE ANDRIANTA (Indonesia)
BSc. (Hons) in Information Technology with specialization in Intelligent System, Class of 2010
Senior Software Engineer - Orchard Global Asset Management (S) Pte. Ltd., Singapore

I didn’t have any problem finding a job after graduated and didn’t have any difficulties adapting to the real job. APU has prepared me well for the ‘real’ world. Apart of the basic knowledge of programing, they taught me leadership, communication, business, and teamwork. I would definitely recommend APU to anyone who is looking for the best IT/Computing programs.

WHAT DO OUR ALUMNI SAY...

ADRI AHMAD BIN ADLAN (Malaysia)
BSc (Hons) in Computer Games Development, Class of 2014
Quality Assurance Artist - Lemon Sky

Studying in APU has been an unforgettable experience. I entered APU with such hopes of becoming a video game developer but what I got instead were something more than that. Throughout my years in APU, I did a lot of things. Being a librarian in the library, joined various Homestay events, became president for the APU Malay Cultural Society, co-founded an anime club called Manga, Anime and Games (M.A.G.) Club, join more fun events and so much more! I’ve encountered many people and hold many positions but those accumulated into a huge experience that I will never forget. So I would like to give a special thanks to the staff, the lecturers, my fellow course mates and classmates for making APU a great place to not only to acquire knowledge but also allows you to become someone better that you did not imagine before. I can say that not only I learn the fundamentals of video game development from the classes APU provides but I learn the fundamentals of life from the people I meet here in APU.

WONG MUN CHOONG, ALEXANDER (Malaysia)
Diploma in Information Technology (2010)
BSc (Hons) in Computing with a specialization in Software Engineering, Class of 2012
Senior Software Engineer - Consolsys Sdn Bhd

“I would describe these place as exciting and opportunistic. Every day, there are constantly new adventure to tried up; ranging from hackathon and competition that are constantly recommended by the professor or tutor in order to push our limit. In fact, what benefit me most is the encouragement and support provided by staff and tutor during the entire journey as an ARTitian and prepped me in every challenge faced throughout career. What you learned in classroom will never be enough. Take the opportunity you have as a student and challenge yourself to the limit. You will be surprise the amount of experience you will get from these.”

CHIYOKO WAKANISHI (Malaysia)
BSc (Hons) in Computer Science, Class of 2015
Senior Software Engineer - Ingram Micro Malaysia Sdn Bhd

“APU is a great university to attend. You can connect with people from all across the world. In APU, learning will not be just in the lecture hall but also outside of class. APU has prepared me well for the ‘real’ world. Apart of the basic knowledge of programing, they taught me leadership, communication, business, and teamwork. I would definitely recommend APU to anyone who is looking for the best IT/Computing programs.

KEE HONG CHENG (Malaysia)
BSc (Hons) in Software Engineering, Class of 2014
Lead Developer - Sitcore Malaysia Sdn Bhd

While I was studying at APU, the modules that I learnt gave me a strong foundation in programming and IT concepts. This has shaped my adaptability in multiple IT application development environments throughout my career. The formal dress code and strong emphasis on professionalism prepares me better for the working place, as I have become more confident in workplace communication.

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CHRISTOPHER PRATAMA (Indonesia)
BSc (Hons) in Computer Science, Class of 2018
Solution Engineer - Oracle

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APU’s Cybersecurity Talent Zone is a clear and perfect example of how APU collaborates closely with industry leading organisations to expose students to best-in-class technologies and systems. This Zone features a fully-functional Security Operations Centre (SOC) that allows students to have hands-on cybersecurity operations experience. APU’s Cyber Security students are able to actively analyse occurrences of cyber-attacks and plan counteractive measures towards cyber threats through real-time data.

In addition, a full-fledged Cyber Threats Simulation and Response Centre (also known as a Cyber Range) is also located within the Cyber Security Talent Zone. The Cyber Range incorporates latest technologies and a military grade cyber-defense system that can simulate highly complex cyber-attacks in a hyper realistic environment, enabling students to understand and formulate defence strategies, and practice the entire chain of cyber defence, while preparing them to deal with real cyber threat attack when it happens. The Cyber Range is among the best-equipped facility of its kind across the Asia Pacific region.

APU's CISCO Networking Academy, its Centre for Research and Development in IoT (CREDIT) and its Forensic and Security Research centre also make up the APU CyberSecurity Talent Zone, which is truly a unique, end-to-end integrated facility to provide hands-on experience to our students - the global cybersecurity, networking and IoT talents of the future.

Malaysia’s First Integrated Cybersecurity Talent Zone is Located Within APU’s Campus

Asia Pacific Centre of Analytics – APCA is established in association of multi-discipline expertise from various schools in APU. The vision of APCA is to establish the foundation to develop young data scientists to meet the demands in Malaysia and global. The expertise and experience cover areas of Data Management, Machine Learning, Behavioural Studies, Business Cases, Statistics and Engineering. The formation directs to broad activities in Big Data ecosystem, in line with National vision to make Big Data Analytics the catalyst for nation’s economic development: Creating new area in BDA studies, Embedding BDA topics into Undergraduate and Postgraduate studies, Development of Educational and Industrial Framework, Creating Project Marketplace, Research project commercialization and crowdfunding, Consultancy and Training Services.

Centre for Research and Development of IoT (CREDIT)

The establishment of Centre for Research and Development of IoT (CREDIT) is a significant milestone that supports the objectives of the Malaysia National IoT Strategic Roadmap initiative. CREDIT aims to provide students and academic staff the opportunities to access IoT related knowledge and know-how through various activities. It also acts as a hub to support commercialising potential state-of-the-art solutions resulting from R&D projects.

APU IEEE Student Branch

APU IEEE Student Branch, which is part of the Malaysia Section under Region 10 (Asia and Pacific), was formulated in 2014. As a member of IEEE, APU students have a wide variety of resources and valuable opportunities to advance their knowledge and future career. APU Student Branch provides numerous educational technical and professional development for its members through special projects, activities, meetings, tours and field trips.

Forensic and Cyber Security Research Centre (FSEC)

The establishment of Forensics & Cyber Security (FSEC) center is to be a recognized Forensics and Cyber Security Research and Development Centre which acts as an International resource for government, industry and academia. This center has kept us on the top and with the closing of all cases including expert testimonies given by our dedicated analysts.
Final Year Projects (FYP)

FYPBaNK - An online facility to support students’ development of their final year project to meet industry standards, to enhance employability and to assist student in ensuring projects are fit for purpose at the final year of study. It is a facility web-based integrated system that facilitates the project management responsibilities carried out by the APU FYP students, supervisors, second markers, FYP administrators and project managers.

The companies who have and are contributing to FYPBaNK are INFOPRO SDN BHD, Bank Negara Museum and Art Gallery, DLoop Emperia Sdn Bhd, Everly Group, CCA, HILL, LODV Health Care Services, MAD Incubator, MIMOS Wireless Innovation Lab, Neniti Technology Sdn Bhd, REDtone, Signal Transmission (M) Sdn Bhd and Top Glove Sdn Bhd. Students are allowed to work on an industrial FYP proposals selected from the FYPBaNK. Our FYP students have successfully completed the industrial projects selected from the FYPBaNK. The end product of each industrial project is being used by the real users.

Internships & Industrial Training

Prior to starting the final year of study APU students will do internship or industrial training placements for 16 weeks. This is to enable students to gain industrial or professional learning experiences to develop transferable skills for employability so as to enhance their future value to employers. Familiarity with all common processes is essential and exposure at a practical level to a wide variety of processes is required at a level appropriate to young professional. Whilst it is clearly desirable for students to get a feel for the skills involved, the central aim is to achieve appreciation. Industrial training is a key component of learning in an integrated academic curriculum.

Taking this exposure as an important element in the curriculum APU ensures the smooth process of facilitation by starting the process a semester by guiding and nurturing the students via workshops and classes dedicated to;

1 - Development of a CV
2 - Attending Interviews
3 - Working professionally and ethically at an organization

APU also has dedicated Internship Officers per school and a company pool bank in which student can choose from in terms of writing in or direct placements.

Workshops will be conducted for students;
1. CV Writing Skills
2. Preparations for Interview
3. Work Ethics

Students on 16 weeks of internship

Part 2 Portfolio submission (Week 3 of Semester 1, Year 3)

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Awards and Accolades

APIIT Education Group is the proud recipient of Prime Minister's Award and Export Excellence Award (Services) for Industry Excellence Awards - March 2011.

The APIIT Education Group received the prestigious Prime Minister's Industry Excellence Award from the Prime Minister of Malaysia. Only one organisation was selected to receive the Prime Minister's Industry Excellence Award from among nearly 30 other award recipients in 8 different categories.

The Industry Excellence Awards, organised by the Ministry of International Trade & Industry (MITI), recognises and rewards organisations for organisational excellence including competitiveness, innovativeness, market presence and export performance. Winning the Prime Minister's Industry Excellence Award is a significant milestone and an honour for APIIT as a leader in higher education. The award truly reflects our commitment and focus on quality, innovation, graduate employability and internationalisation.

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Awards received by the university and our students at local, regional and international competitions are a testimony to their knowledge, skills and professional attributes.

Making History - Awards and Achievements

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Cybersecurity Excellence Awards

- 2012 - Gold Winner Best Cybersecurity Education Provider in Asia
- 2019 - Gold Winner Best Cybersecurity Education Provider

International Energy Innovation Competition (EI2) Singapore

- 2019 - Merit Prize
- 2019 - Merit Prize
- 2019 - Merit Prize
- 2019 - 1st Runner up
- 2019 - 4th Place
- 2015 - Most Valuable Player (MVP)
- 2017 - 4th Place
- 2017 - 3rd Place
- 2019 - 4th Place
- 2019 - Champion

International Innovation, Creativity and Technology Exhibition (SICART)

- 2019 - Gold Medal
- 2019 - Silver Medal

International Invention, Innovation & Technology Exhibition (ITEX)

- 2019 - 1 Gold Award for the Invention, Innovation and Technology category
- 2016 - 1 Gold Award for the Invention, Innovation and Technology category
- 2019 - 1 Silver Award for the Invention, Innovation and Technology category
- 2017 - 1 Silver Award for the Invention, Innovation and Technology category
- 2016 - 1 Gold Award for the Invention, Innovation and Technology category
- 2016 - 1 Silver Award for the Invention, Innovation and Technology category
- 2016 - Best Green Innovation Award
- 2015 - 1 Gold Award for the Invention, Innovation and Technology category
- 2015 - 1 Bronze Award for the Invention, Innovation and Technology category
- 2016 - 1 Gold Award for the Invention, Innovation and Technology category
- 2015 - 1 Silver Award for the Invention, Innovation and Technology category
- 2015 - 1 Gold Award for the Invention, Innovation and Technology category
- 2015 - 2 Silver Medals for the Invention, Innovation and Technology category
- 2015 - 2 Gold medals for the Innovator category

Days of Code Challenge

- 2019 - Champion
- 2019 - 1st Runner-up
- 2019 - 2nd Runner-up
- 2019 - Special Prize

OpenGov Asia Recognition for Excellence

- 2019 - Recognition for Excellence

Institute of Engineers Malaysia (IEM) Award

- 2019 - Gold Award
- 2019 - Gold Award
- 2019 - Gold Award
- 2019 - Gold Award
- 2019 - Gold Award

Cyber Heroes Competition

- 2019 - Champion
- 2019 - Most Valuable Player (MVP)
- 2017 - 4th Place
- 2017 - 3rd Place
- 2017 - 2nd Place

Ernst & Young (EY) Asia-Pacific Cyber Hackathon Challenge

- 2019 - Champion
AWARDS AND ACHIEVEMENTS

HACKATHON CYBERSECURITY COMPETITION
2018 - Champion
2018 - 2nd Runner Up
2018 - 3rd Place

INVENTION & INNOVATION COMPETITION FOR PRIVATE INSTITUTIONS OF HIGHER LEARNING (PIHIT)
2018 - Gold Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2018 - Silver Award
2016 - Bronze Award
2016 - Bronze Award
2016 - Bronze Award
2016 - Bronze Award

FABRIC INNOVATION & TRANSFORMATION CHALLENGE
2016 - Champion
2016 - 1st Runner Up

INTERNATIONAL RESEARCH AND INNOVATION SYMPOSIUM AND EXPOSITION
2018 - Gold Award
2018 - Silver Award
2018 - Bronze Award

WORLD ASIAN BUSINESS CASE COMPETITION
2016 - Top 10
2017 - Top 10

ASEAN VIRTUAL BUSINESS PLAN COMPETITION
2016 - 1st Place

INNOVATE MALAYSIA FINALS
2018 - Winner

MALAYSIAN FINANCIAL PLANNER AWARD
2018 - 1st Runner Up

H-INOVASI
2017 - Best of the Best Award
2017 - Gold Award
2017 - Gold Award
2017 - Gold Award
2017 - Silver Award
2017 - Silver Award
2017 - Silver Award
2017 - Silver Award

ABBI INNOVATION CHALLENGE
2017 - Champion
2017 - Grand Prize

INTERNATIONAL INTELLECTUAL EXPOSITION (IIEX)
2016 - Top 10

GAMIFICATION HACKATHON
2016 - Champion
2016 - Grand Prize

ATOS GLOBAL IT CHALLENGE
2016 - 1st Runner Up

MATERIALS LECTURE COMPETITION (MLC)
2016 - First Prize
2016 - Second Prize

INDONESIA CAPITAL MARKET STUDENT STUDIES (ICMSS)
2016 - Best Presenter Award

E-COMPETING PROGRAMMING COMPETITION (IQAO DIVISION, EGING)
2015 - Distinction Award for Software Program Design and Development
2015 - Merit Award for Software Program Design and Development
2014 - Merit Award for Software Program Design and Development
2014 - First Prize for Software Program Design and Development
2013 - First Prize for Software Program Design and Development
2013 - First Prize for Software Program Design and Development
2012 - First Prize for Software Program Design and Development

E-COMPETING BURG HUNT
2014 - First Prize
2014 - Second Prize
2014 - Third Prize

INTERNATIONAL CONFERENCE ON INFORMATION SYSTEM AND CONVERGENCE APPLICATIONS (ISCIA)
2015 - Gold Award
2015 - Bronze Award

CIMA GLOBAL BUSINESS CHALLENGE MALAYSIA
2015 - Finalist
2015 - 1st Runner-up

PATHFINDER ROBOT COMPETITION
2015 - 1st Runner-up
2015 - 3rd Place

UTP-HAX NATIONAL HACKING COMPETITION
2015 - 1st Runner-up
2015 - 3rd Place
2014 - 1st Runner-up
2014 - 1st Runner-up

ASIAN YOUTH INNOVATION AWARDS & EXPO
2017 - Silver Medal
2017 - Silver Medal
2017 - Bronze Medal

DUTCH UNIVERSITY DEBATING CHAMPIONSHIP
2017 - 2nd Place in the World

INTERNATIONAL FEDERATION FOR INFORMATION PROCESSING (IFIP) INTERNATIONAL YOUTH AWARDS
2016 - Best Student IT Project award

BIG APP CHALLENGE
2016 - 1st Runner Up
2016 - 2nd Runner Up
2015 - Top 5 finalist
2014 - 1st Runner Up

DIGITAL GAMES COMPETITION
2016 - Champion
2016 - 1st Runner Up

IOT HACK: SMART CITIES WITH LORA
2016 - 1st Place

CAMPIFICATION HACKATHON
2016 - Champion
2016 - Gold Medal

ANGELHACK GLOBAL HACKATHON (MALAYSIA)
2016 - Gold Award

HACK IN THE BOX (HITB) INTERNATIONAL COMPETITION 2016
2016 - 1st Runner Up

MICROSOFT IMAGINE CUP (MICROSOFT INC.)
2015 - Champion
2015 - 1st Runner Up
2014 - 2nd Runner Up

SOCIAL INNOVATION AWARDS 2015
2015 - Best Innovation Award

INVENTION & INNOVATION COMPETITION (IINIC)
2014 - 1st Runner Up
2014 - 2nd Runner Up
2014 - 3rd Place

PATHFINDER ROBOT COMPETITION
2015 - 1st Runner-up
2014 - 3rd Place

E-GENTING PROGRAMMING COMPETITION
2016 - First Prize
2015 - Grand Prize for Business Idea Category
2015 - Grand Prize for Business Idea Category

PITIC AWARDS 2015
2015 - Distinction Award

PITIC AWARDS 2016
2016 - 2nd Place

PITIC AWARDS 2017
2017 - 3rd Place

ITEX 2009 AWARDS - WINNERS BY APJ GRADUATES (INTERNATIONAL INVENTION, INNOVATION AND TECHNOLOGY EXHIBITION)
2009 - Gold Award for Best Invention - 'SmartSurface'
2009 - Special Award for Corporate Invention

MINISTRY OF HIGHER EDUCATION MALAYSIA AWARDS
2008 - Bronze Award for Best Website Design

BUSINESS EXCELLENCE AWARD 2006 (MALAYSIA CANADA BUSINESS COUNCIL)
2006 - Bronze Award for Industry Excellence for Education

DKH-CCSC AWARD
2006 - 1st Prize for DKH-CCSC Media Challenge 2006

PKHM - COMPUTES ICT AWARDS 2004
(Advancement of Computer Industry in Malaysia)
2005 - Product of the Year Award for ‘URS Checker’
2005 - Product of the Year Award for ‘ScreenMate Suite’

ASIAN INNOVATION AWARDS
2004 - Only Malaysian Finalist

ASIAN INNOVATION AWARDS
2004 - Bronze Award

ASIAN INNOVATION AWARDS
2004 - 1st Runner-up

ASIAN INNOVATION AWARDS
2004 - Bronze Award

ASIAN INNOVATION AWARDS
2004 - 2nd Runner-up

ASIAN INNOVATION AWARDS
2004 - Gold Medal

ASIAN INNOVATION AWARDS
2004 - Bronze Award

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