AN AWARD-WINNING UNIVERSITY

The 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 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.

Originally established as the Asia Pacific Institute of Information Technology (APIIT) in 1993 and Asia Pacific University College of Technology & Innovation (UCTI) in 2004, APU's sound approach to nurturing school leavers into qualified professionals has resulted in our graduates being highly sought after by employers. With an international student community from more than 90 countries studying in its Malaysian campus, APU offers a truly cosmopolitan learning environment which prepares students well for the global challenges which lie ahead. APU offers a wide range of degrees with Technology as a common core.

> APU's future purpose-built state-of-the-art campus in TPM.

It is APU's aim to nurture and encourage innovation through our programmes of study, with the intention of producing individuals who will learn, adapt and think differently in new and better ways.

The Asia Pacific University has and always will, continue to develop and deliver its academic programmes through unique and well-established international partnerships, particularly with Staffordshire University UK but also with other partners throughout the world. This formidable combination of Malaysian homegrown programmes fortified with international benchmarking, provides our students with the assurance that the qualifications gained from APU truly meet international quality standards.

APU was announced as among the Highest Rated Universities in Malaysia, being rated at TIER 5 (EXCELLENT) under the SETARA 2011 Ratings by the Ministry of Higher Education (MOHE) and Malaysian Qualifications Agency (MQA) which was announced by the Y.Bhg. Minister of Higher Education on 1st November 2012.

APU's achievements bear testimony to our commitment to excellence in higher education and training, as well as innovative research and development and commercialization. APU (via APIIT) is Malaysia's first Institution to achieve Multimedia Super Corridor (MSC) Company Status. Through our network of APIIT Education Group branch campuses established in Sri Lanka and India, APU also reaches out to young aspiring professionals in these countries, providing them with a unique opportunity of experiencing international best practices in higher education using curricula, processes, resources and systems which have been developed in Malaysia. APU's academic programmes are all approved by the Ministry of Higher Education of Malaysia and the qualifications are accredited by the Malaysian Qualifications Agency (MQA).

TIER 5 EXCELLENT RATING

APU amongst the Highest Rated Universities
Rated at Tier 5 (Excellent) by Ministry of Higher Education / Malaysian Qualifications Agency under SETARA 2011

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, Dato' Seri Mohd Najib Tun Razak. 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 APU as a leader in higher education. The award truly reflects our commitment and focus on quality, innovation, graduate employability and internationalisation.

Recipient of
Prime Minister's
Award

MINISTRY OF INTERNATIONAL
TRADE AND INDUSTRY

OUR PARTNER IN QUALITY
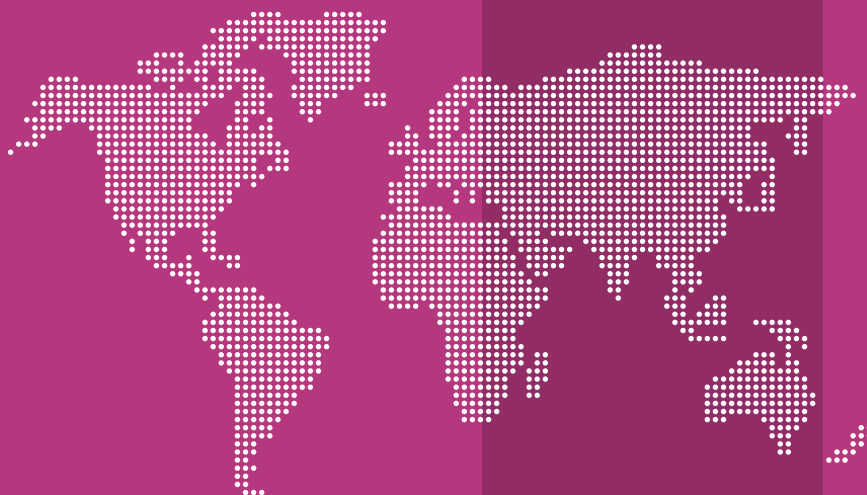
Staffordshire University has over 17,000 students that make up a dynamic and vibrant community at their campuses in the United Kingdom. Staffordshire University has a long and proud history of providing high quality, progressive and inclusive higher education for people from across Staffordshire, the region, the UK and the rest of the world. Staffordshire University has a reputation for producing graduates with the knowledge, skills and ability to make their mark in the world.

STAFFORDSHIRE UNIVERSITY

Some facts about Staffordshire University are:

- Staffordshire University's strong focus on employability was underlined in the UK Sunday Times newspaper's 2010 University League Tables, in which it was recognised as a leading UK university for achieving graduate employment.

- One of the first universities in the world to offer computing degrees back in the 1960s, Staffordshire maintains a strong reputation for excellence and innovation in teaching technology-based subjects.

- The University's Computing, Computer Games Design, Network Security, Mechanical, Electrical, Electronic and Automotive Engineering awards are all highly respected by employers globally.

- Staffordshire's Accounting and Finance, Business Studies, Economics, Management and Marketing degrees have all been designed to provide a truly international perspective. This is a real benefit for students wishing to pursue a career in Business or Commerce.

- The University's learning community is truly global. At any one time, in excess of 17,000 students from over 75 countries are studying in Great Britain, by distance learning, or on Staffordshire University quality-accredited courses internationally.

APU's programmes are subjected to extensively External Quality Assurance processes by Staffordshire University, who also award the Undergraduate Degrees. This ensures that our programmes are benchmarked against international standards.

In addition, our solid relationship with Staffordshire University is among the strongest and most successful foreign collaborations in Malaysia, and is particularly notable in our strong shared mission of producing highly employable graduates.

All these things combine to create a university with considerable global expertise - a university that APU is proud to partner with.

The aims of the APU Computing & Technology 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

Learning for Employability

Employers look for qualified people who have the technical know-how and the ability to communicate, work in teams and other personal skills.

At APU, our programmes are developed to provide you not only with interesting and stimulating modules to develop your mind, but also to enhance your knowledge and skills and increase your ability to compete for that dream job. You also need to possess the ability to learn, develop and adapt. Much of what is current knowledge will soon be out-of-date and the reality is that to succeed you need to be adaptable and innovative. We achieve this through the Five "I"s Model™:

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

DUAL DEGREE PROGRAMME

The Dual Degree Programmes (DDP)

The **Dual Degree Programmes** are offered through a unique collaborative partnership between APU and Staffordshire University, United Kingdom, through which Staffordshire accredits undergraduate programmes that are designed and delivered by APU. On completion of the programme, students will be awarded two undergraduate degree Certificates and Transcripts: one from APU and one from Staffordshire University.

The programme provides students with enhanced opportunities for further study and career development, especially since both degrees are earned from reputed and quality Institutions from two different countries. The most obvious benefit of the partnership is the opportunity for students to gain degrees from Malaysian and UK higher education institutions that are recognised locally and internationally.

The APU-Staffordshire **Dual Degree Programmes** are offered under an approved collaboration in accordance with the Code of Practice for the Assurance of Academic Quality and Standards in Higher Education as published by the United Kingdom Quality Assurance Agency's (QAA). APU's academic programmes are all approved by the Ministry of Higher Education of Malaysia and the qualifications are accredited by the Malaysian Qualifications Agency (MQA).

Careers in Computing & Technology

There are many career options within the IT industry and in organisations that are dependent on IT for their efficient and effective operation. Some examples include:

BSc (Hons) in Information Technology
Mainstream functional roles such as systems analysts, analyst programmers, IT executives, information systems analysts and IT consultants. Needs exist in virtually all industries.

While all students on the IT programme will be prepared for mainstream functional roles as IT professionals, the specialisms will allow greater emphasis on a particular area of IT, which would most likely influence the choice of careers.

- **Information System Security**
Functional roles as IT security officers / analysts / consultants, involved in designing and implementing security infrastructure / solutions for organisations.

- **Intelligent Systems**
Functional roles in designing and developing solutions involving Artificial Intelligence and Decision Support, Knowledge Engineering and Data Mining.

- **Network Computing**
Functional roles in network design, implementation and troubleshooting. Typical jobs include network analysts, network consultants and systems engineers.

- **Forensic Computing**
Functional roles within IT security requiring the ability to analyse computerised logs, dumps and other sources of data for purposes of auditing and investigating cases of security breaches and possible computer-related crimes.

- **Mobile Technology**
Your specialist knowledge of design issues in the mobile communications sector, with its developing needs for hardware, software and systems will make you highly sought after in the fast-moving and growing sector.

- **Business Information Systems**
You will be well suited to one of the many careers that use IT in business at a management level. Your graduate destination is likely to be within an IT department, developing IT systems and servicing the IT needs of a number of business departments such as finance, marketing or human resources. You may take up a career in IT systems development, IT systems analysis and design or IT network management.

BSc (Hons) in Software Engineering
You will have acquired the knowledge and techniques to be employed as an application development and software engineer as required by a wide variety of companies and organisations.

BSc (Hons) in Internet Technology
You will be able to master appropriate design, development and implementation skills to design and implement multimedia applications using appropriate platforms, tools and techniques. The degree will assist you to gain employment as a web designer or developer.

BSc (Hons) in Enterprise Computing
Functional roles in the design of enterprise-wide applications and infrastructure for medium-to-large scale organisations. Typical jobs include Solutions Architects, Enterprise Systems Consultants and others.

BSc (Hons) in Technopreneurship
Likely to join an innovative IT or technopreneur organisation or start their own similar business. This includes the capacity to act as entreprenuer leaders, champions of new ideas, coordinators of business plans or promoters of new innovations in a variety of technological environments. Ideally placed as the bridge between business people and innovators, for example investors, government agencies and venture capitalist.

BSc (Hons) in Computer Games Development
Primarily involved in designing and developing interactive games to be deployed over a wide variety of platforms, using a wide range of techniques. Jobs include Games Programmers, Games Developers and others.

BSc (Hons) in Multimedia Technology
This qualification will assist you to gain employment as a multimedia practitioner and you will enter the employment market with the advantages of strong technical skills in software design and information systems development in the context of building quality interactive multimedia applications.

BSc (Hons) in Web Media Technology
Primarily focused on the design, development and deployment of interactive Multimedia over the Web and related platforms. Jobs include Webmasters, Web Developers and others.
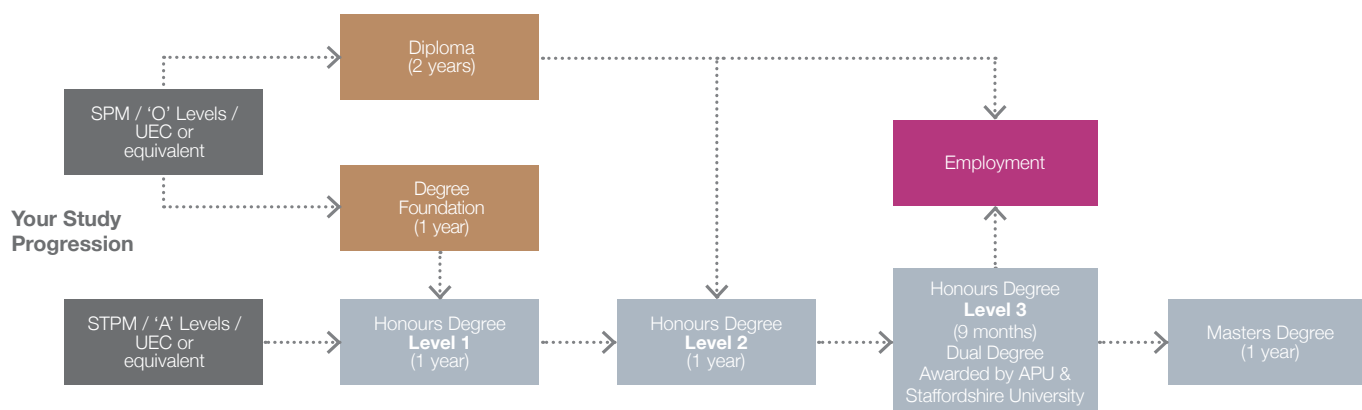
BSc (Hons) in Media Informatics
Employment options include advertising, promotions and PR, as well as the press and broadcast organisations. Functional areas include creative, media production (pre and post), sales and customer service.

PATHWAY @ APU

Whether you join UCTI immediately after your secondary education or transfer to us from another institution of higher learning, we offer programmes at several levels and entry points, depending on your prior qualifications and experience. There will be a clear progression of your learning to ensure that you will be empowered with the necessary skills and knowledge to enter the corporate world.

At UCTI, our Computing & IT programmes are designed to provide flexibility and choice. The Computing & IT Degree programmes have the same modules in the first year except Computer Games Development, E-Commerce Technology, Technopreneurship, Multimedia Technology, Web Media Technology and Media Informatics. This then allows you to decide which Computing & IT degrees you would like to choose in the second year and continue in the third year to graduation.

If you enter our Foundation programme first, you will take a range of modules that prepare you for the degree and help you to select which degree to pursue. At all times, our staff will be able to advise you on the choices available at each stage of your study.

Your Study Progression

SPM / 'O' Levels / UEC or equivalent	Diploma (2 years)			Employment	
	Degree Foundation (1 year)				
STPM / 'A' Levels / UEC or equivalent	Honours Degree **Level 1** (1 year)	Honours Degree **Level 2** (1 year)	Honours Degree **Level 3** (9 months) Dual Degree Awarded by APU & Staffordshire University	Masters Degree (1 year)	

Overall Programme Structure

Foundation	**Diploma**	**Honours Degree**
3 semesters / 1 year full-time	5 semesters / 2 years full-time	6 semesters / 3 years full-time

Admission Requirements

FOUNDATION PROGRAMME

The Foundation programme gives you an opportunity to sample your future areas of study.

This helps you choose which Degree programme to pursue.

- An overall credit pass in at least 5 subjects at SPM level and a minimum of a pass in Bahasa Malaysia; or
- 5 grade C passes at 'O' Level / GCSE; or
- A qualification that APU accepts as equivalent to the above.

DIPLOMA PROGRAMMES

- An overall credit pass in 3 subjects at SPM level; or
- 3 Grade C passes at 'O' Levels / GCSE; or
- A qualification that APU accepts as equivalent to the above.

BACHELORS (HONS) DEGREE PROGRAMMES

Direct Entry to Level 1 of the Degree:

- 2 principal passes at STPM level and 4 credit passes at SPM; or
- 2 passes at 'A' Levels and 4 Grade C passes at 'O' Levels / GCSE; or
- The APU Foundation or equivalent; or
- A qualification that APU accepts as equivalent to the above.

Direct Entry to Level 2 of the Degree:

- Successful completion of the APU Diploma; or
- Successful completion of studies in another recognised institute with academic credits equivalent to Level 1 of an Honours degree.

  (Subject to the approval of the APU Academic Board)

ENGLISH REQUIREMENTS
(only applicable for International Students)

Foundaton and Diploma Programmes

- IELTS   : 5.5
- TOEFL : 65 (Internet Based Test), 513 (Paper Based Test), 183 (Computer Based Test)
- Other Certification or Evidence of English Proficiency that APU accepts as equivalent to the above

Applicants who do not possess the above will be required to sit for the APU English Placement Test, and based on the outcome of the test may be required to attend the APU Intensive English Programme (IEP) prior to commencement of the Foundation/Diploma programme.

Bachelors (Hons) Degree Programmes

- IELTS   : 6.0
- TOEFL : 79-80 (Internet Based Test), 550 (Paper Based Test), 213 (Computer Based Test)
- Other Certification or Evidence of English Proficiency that APU accepts as equivalent to the above

Applicants who do not possess the above will be required to sit for the APU English Placement Test, and based on the outcome of the test may be required to attend the APU Intensive English Programme (IEP) prior to commencement of the Degree programme

(Note that for the programmes listed here, a pass in Bahasa Malaysia at SPM level is required for all Malaysian students).
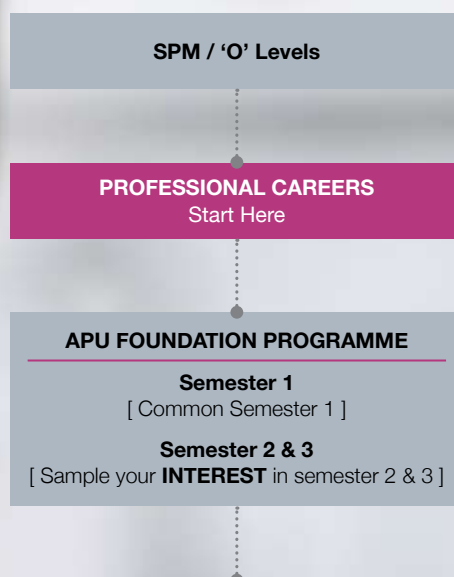
Flexibility of Choice

Our 12-month Foundation Programme is designed to prepare those with SPM, 'O' Levels or similar qualifications with the knowledge and skills to progress into the first year of a degree of their choice.

On completion of the Foundation Programme, you will be able to make an informed decision about your interest and pursue your degree of choice.

During the Foundation Programme, you are able to choose different routes depending on your area of interest. This will allow you to progress onto a specific degree programme at APU, related to this area or other relevant areas based on your foundation experience.

SPM / 'O' Levels

PROFESSIONAL CAREERS
Start Here

APU FOUNDATION PROGRAMME

Semester 1
[Common Semester 1]

Semester 2 & 3
[Sample your **INTEREST** in semester 2 & 3]

DEGREE PROGRAMMES

ROUTE A	ROUTE B	ROUTE C
Business & Finance	Technology and Business & Finance	Engineering & Technology
• Business • Media • Services & Tourism • Accounting & Finance • Banking & Finance	• Computing / IT • Games Development • Business • Media • Services & Tourism • Accounting & Finance • Banking & Finance • Actuarial Studies • Management Science	• Engineering • Computing / IT • Games Development • Actuarial Studies • Management Science

This programme is designed to help those with SPM, 'O' Levels or similar qualifications to develop the skills and knowledge to progress into the first year of a degree of their choice.

LEARNING OUTCOMES

You will be able to:

- Enter Level 1 of degree study
- Make an informed choice about what degree you want to study
- Demonstrate an awareness of the concepts which underpin the study of Business, Technology, Media, Accounting, Banking and Finance, Quantitative Studies, IT or Engineering
- Communicate effectively verbally and in writing to a given audience
- Work effectively in a team
- Demonstrate English and other study skills appropriate to undergraduate learning
- Apply skills in numeracy, technology and communication
- Explain the essential elements of technology
- Use appropriate application software and the Internet

FOUNDATION PROGRAMME

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The Foundation Programme

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 Business, Accounting & Finance, Technology, Media, Information Technology or Engineering. The modules are:

SEMESTER 1
- English for Academic Purposes *(4 credits)*
- Mathematics *(3 credits)*
- Personal Development & Study Methods *(4 credits)*
- Introduction to Business (4 credits)
- MQA Compulsory 1

SEMESTER 2
- Communication Skills *(4 credits)*
- MQA Compulsory 2
- IT Applications *(4 credits)*
- and choose Route A, B or C

ROUTE A	ROUTE B	ROUTE C
Business & Finance	Technology and Business & Finance	Engineering & Technology
• Global Business Trends *(3 credits)* • Academic Research Skills *(4 credits)*	• Further Mathematics *(3 credits)* • Academic Research Skills *(4 credits)*	• Further Mathematics *(3 credits)* • Academic Research Skills *(4 credits)*

You must have previously studied science based subjects to select the Electrical and Electronic Principles module

SEMESTER 3

ROUTE A	ROUTE B	ROUTE C
Business & Finance	Technology and Business & Finance	Engineering & Technology
• Organisational and Social Environments *(4 credits)* • Principles of Accounts *(4 credits)* • Perspectives in Technology *(4 credits)* • MQA Compulsory 3	• Organisational and Social Environments *(4 credits)* • Computing & IT *(4 credits)* • Perspectives in Technology *(4 credits)* • MQA Compulsory 3	• Electrical and Electronic Principles *(3 credits)* • Engineering Science *(3 credits)* • Mechanical Science *(3 credits)* • Engineering Mathematics *(3 credits)* • MQA Compulsory 3

You may then proceed to LEVEL 1 of a Degree of your choice in the following pathways.

PROGRAMME PATHWAYS

ROUTE A	ROUTE B	ROUTE C
Business & Finance	Technology and Business & Finance	Engineering & Technology
• Business - Business Management - E-Business - E-Procurement - International Business Management - Marketing - Human Resource Management • Tourism Management • Services Management • Media Marketing • Technopreneurship • Media Informatics • Accounting & Finance - Forensic Accounting - Taxation - Forex and Investments • Banking & Finance - Financial Planning - Investment and Risk Management • Islamic Banking & Finance	• Information Technology - Information System Security - Intelligent Systems - Network Computing - Forensic Computing - Mobile Computing - Business Information Systems • Software Engineering • Internet Technology • Enterprise Computing • Technopreneurship • Computer Games Development • Multimedia Technology • Web Media Technology • Media Informatics • Business - Business Management - E-Business - E-Procurement - International Business Management - Marketing - Human Resource Management • Tourism Management • Services Management • Media Marketing • Accounting & Finance - Forensic Accounting - Taxation - Forex and Investments • Banking & Finance - Financial Planning - Investment and Risk Management • Islamic Banking & Finance • Actuarial Studies • Management Science	• Engineering - Electrical & Electronic Engineering - Electronic Engineering with IT - Telecommunication Engineering - Mechatronic Engineering • Information Technology - Information Systems Security - Intelligent Systems - Network Computing - Forensic Computing - Mobile Computing - Business Information Systems • Software Engineering • Internet Technology • Enterprise Computing • Computer Games Development • Multimedia Technology • Web Media Technology Students may also choose the following: • Actuarial Studies • Management Science

MQA COMPULSORY MODULES
(only applicable for Malaysian Students)
- Bahasa Melayu (Malay Language)
- Pengajian Malaysia (Malaysian Studies)
- Pendidikan Moral (Moral Studies); or Pendidikan Islam (Islamic Studies)

SCHOOL OF COMPUTING & TECHNOLOGY

COMPUTING & IT PROGRAMMES

- Diploma in Information & Communications Technology
- Diploma in Information & Communications Technology with a specialism in Software Engineering
- Diploma in Business with Information Technology
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
    - Information System Security
    - Intelligent Systems
    - Network Computing
    - Forensic Computing
    - Mobile Technology
    - Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Internet Technology
- BSc (Hons) in Enterprise Computing
- BSc (Hons) in Technopreneurship

A·P·U
ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

STAFFORDSHIRE UNIVERSITY

INTERACTIVE ENTERTAINMENT TECHNOLOGY PROGRAMMES

- BSc (Hons) in Computer Games Development
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Web Media Technology
- BSc (Hons) in Media Informatics

The School of Computing & Technology at APU is the oldest and most established school. The school has a strong presence in the industry and is an obvious choice among the school leavers. The school offers a wide variety of specialised programmes. Our programmes are very much industry driven and relevant and our graduates are global citizens and industry ready. Alumni of the School have progressed into a number of significant careers in leading multinational technology based companies.

In line with APU's vision, the School aims to be a leading provider of high quality computing and technology education and a contributor to research at the national and international level. This is emphasised by our mission to provide high quality and internationally recognised and benchmarked Technology education and to be recognised for innovative teaching methods and educational activities.

COMPUTING & TECHNOLOGY STUDY PATHWAYS

Computing & Technology Study Pathways

DEGREE PROGRAMMES *(DUAL Degrees awarded by APU & Staffordshire University, United Kingdom)*

COMMON LEVEL 1	PROGRAMMES

Common Level 1	• BSc (Hons) in Information Technology
	• BSc (Hons) in Information Technology with a specialism in:
	  - Information System Security
	  - Intelligent Systems
	  - Network Computing
	  - Forensic Computing
	  - Mobile Technology
	  - Business Information Systems
	• BSc (Hons) in Software Engineering
	• BSc (Hons) in Internet Technology
	• BSc (Hons) in Enterprise Computing

Specialised Level 1	• BSc (Hons) in Technopreneurship
Specialised Level 1	• BSc (Hons) in Computer Games Development
Specialised Level 1	• BSc (Hons) in Multimedia Technology
Specialised Level 1	• BSc (Hons) in Web Media Technology
Common Level 1 with BA (Hons) in Media Marketing	• BSc (Hons) in Media Informatics

School of Computing & Technology
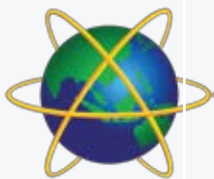
Diploma in Information & Communications Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Coverage of the academic aspect as well as the vocational aspect of the wide area of Computing and Information and Communications Technology.
- Students with the skills to prepare them for careers in the ICT environment with emphasis on solutions design, software development and technology infrastructure support.
- Students with academic and professional skills to develop solutions requiring the application of technology in a business and organisational context, so as to facilitate response to continuous future changes in technology and industry practices.
- Students with critical, independent and cooperative learning skills so as to facilitate responses to continuous future changes in industry practises.
- Students with intellectual skills, communications ability and teamworking capability.
- Students with opportunities for progression into advanced programmes of study of International standard in relevant areas.

SEMESTER 1

In this semester students will be equipped with basic mathematical, language and communication as well as information technology skills. Throughout the duration of this semester, students will have the opportunity to expose themselves to various terminologies and basic concepts related to technology and business managerial skills. These skills are imperative for a smooth transition to the following semester.

Common Modules
- English for Academic Purposes
- Numerical Skills
- Managing Business
- Practical IT Skills

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 2

The modules Professional Communications, Academic Research Skills and Quantitative Methods that offered in this semester help to develop students' knowledge and skills significantly with emphasis on aspects that are core to the study of business and technology. The module Information Systems provides students with details of the underpinning components of any information systems for more advanced study in subsequent semesters.

Common Modules
- Professional Communications
- Academic Research Skills
- Information Systems
- Quantitative Methods

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 3

This semester moves students to advanced modules in information and communication technology related areas. Modules such as Internet Applications and Problem Solving & Program Design using C expand students' knowledge and efficiency in solving problems and exposing them to the idea that there is no single solution to solving a problem.

Common Modules
- Computer Technology
- Internet Applications
- Computer Systems Architecture
- Problem Solving & Program Design Using C

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 4

In this semester, students are exposed to more advanced concepts, skills, trends and issues in the areas of information and communication technology. The modules in this semester develop skills and capabilities in systems development and application areas which support the software development project in the final semester.

Common Modules
- Database & Data Structure
- Multimedia Applications
- Numerical Methods & Logic
- Operating System
- System Analysis & Design

SEMESTER 5

In the final semester, students are provided with more advanced programming skills in the Java Programming and V.B.Net modules and an insight into the different environments in which ICT solutions sit in the Telecommunications and Networks & Networking modules. The semester culminates in the Software Development Project which integrates skills, knowledge and understanding from the full programme.

Common Modules
- Java Programming
- VB.Net
- Telecommunication
- Networks & Networking
- Software Development Project

FURTHER STUDIES

Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information Systems Security
  - Intelligent Systems
  - Network Computing
  - Forensic Computing
  - Mobile Technology
  - Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Internet Technology
- BSc (Hons) in Enterprise Computing

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Diploma in Information & Communications Technology with a specialism in Software Engineering

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Students with skills in software systems development, with emphasis on aspects of software engineering.
- Students with the skills to prepare them for careers in the ICT environment with emphasis on solutions design, software development and technology infrastructure support.
- An appreciation of the proven principles and techniques for the development and support of software systems in commercial organisations.
- Students with critical, independent and cooperative learning skills so as to facilitate responses to continuous future changes in industry practises.
- Students with academic and professional skills to develop solutions requiring the application of technology in a business and organisational context, so as to respond to continuous future changes in technology and industry practices.
- Students with intellectual skills, communications ability and team working capability.
- Students with opportunities for progression into advanced programmes of study of International standard in relevant areas.

SEMESTER 1

In this semester students will be equipped with basic mathematical, language and communication as well as information technology skills. Throughout the duration of this semester, students will have the opportunity to expose themselves to various terminologies and basic concepts related to technology and business managerial skills. These skills are imperative for a smooth transition to the following semester.

Common Modules
- English for Academic Purposes
- Numerical Skills
- Managing Business
- Practical IT Skills

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 2

The modules Professional Communications, Academic Research Skills and Quantitative Methods that are offered in this semester help to develop students' knowledge and skills significantly with emphasis on aspects that are core to the study of business.

Common Modules
- Professional Communications
- Academic Research Skills
- Information Systems
- Quantitative Methods

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 3

This semester moves students to advanced modules in information and communication technology related areas. Modules such as Internet Applications and Problem Solving & Programme Design using C expand students' knowledge and efficiency in solving problems and exposing them to the idea that there is no single solution to solving a problem.

Common Modules
- Computer Technology
- Internet Applications
- Computer Systems Architecture
- Problem Solving & Program Design Using C

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 4

In this semester, students are exposed to more advanced concepts, skills, trends and issues in the areas of information and communication technology. The modules in this semester develop skills and capabilities in systems development and application areas which support the software development project in the final semester.

Common Modules
- Database & Data Structure
- Multimedia Applications
- Numerical Methods & Logic
- Operating System
- System Analysis & Design

SEMESTER 5

In the final semester, students are provided with more advanced programming skills in the Java Programming and V.B.Net modules. Introduction to Software Engineering and Artificial Intelligence will bring an insight into the techniques used in the design of software and the building of knowledge based systems. The semester culminates in the Software Development Project which integrates skills, knowledge and understanding from the full programme.

Common Modules
- Java Programming
- VB.Net
- Introduction to SE
- Introduction to AI
- Software Development Project

FURTHER STUDIES

Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information Systems Security
  - Intelligent Systems
  - Network Computing
  - Forensic Computing
  - Mobile Technology
  - Business Information Systems

- BSc (Hons) in Software Engineering
- BSc (Hons) in Internet Technology
- BSc (Hons) in Enterprise Computing

Diploma in
Business with Information Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Students for careers in hybrid environments where business information systems are increasingly integrated, encompassing a wide range of enabling technologies and cross-organisational, social, national and international boundaries.
- Students with academic and professional skills to develop solutions requiring the application of both business and information technology disciplines in a commercial and organisational context.
- Students with critical, independent and cooperative learning skills so as to facilitate responses to continuous future changes in technology and industry practices.
- Students with intellectual skills, communications ability and team working capability.

SEMESTER 1

In this semester students will be equipped with basic mathematical, language and communication as well as information technology skills. Throughout the duration of this semester, students will have the opportunity to expose themselves to various terminologies and basic concepts related to business managerial skills. These skills are imperative for a smooth transition to the following semester.

Common Modules
- English for Academic Purposes
- Numerical Skills
- Managing Business
- Practical IT Skills

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 2

The modules Professional Communications, Academic Research Skills and Quantitative Methods that are offered in this semester help to develop students' knowledge and skills significantly with emphasis on aspects that are core to the study of business. The module Information Systems provides students with details of the underpinning components of any information systems for more advanced study in subsequent semesters.

Common Modules
- Professional Communications
- Academic Research Skills
- Information Systems
- Quantitative Methods

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 3

This semester moves the students from the basic business concepts and procedures to more advanced topics like Marketing and Business Economics. There are also modules in related subjects such as Computer Technology and Internet Applications which will expand their knowledge and efficiency in solving problems and making decisions in different areas of business, supported by technology.

Common Modules
- Computer Technology
- Internet Applications
- Marketing
- Business Economics

Plus one (1) MQA module, applicable only to Malaysian students

SEMESTER 4

The modules in this semester aimed at equipping students with the knowledge and skills in the legal, statistical and accounting aspects of business. In addition, students are exposed to the Multimedia Application where students will learn the fundamental knowledge and skills necessary to create and document an interactive multimedia application.

Common Modules
- Legal Framework of Business
- Multimedia Applications
- Business Statistics
- Accounting
- System Analysis & Design

SEMESTER 5

The final semester allows students to progress into more advanced areas of business, management together with computing and Information Technology skills which includes programming knowledge and Networks & Networking. Graduates will be able to demonstrate a range of cognitive and intellectual skills together with techniques specific to business, management and information Technology.

Common Modules
- Organisational Behaviour
- Managing Services
- Managing Information Systems
- VB.Net
- Networks & Networking

FURTHER STUDIES

Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU:

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

BSc (Hons) in Information Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- The skills and knowledge to critically understand and apply appropriate strategies, techniques and technologies in the development of an information system.
- A critical understanding of planning techniques for the strategic management of information systems in organisations.
- An understanding and application of techniques within a relevant information systems framework.
- The ability to synthesise and interpret systems' models to produce a relevant artefact.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in modules such as Hardware, Software Systems & Networks and Introduction to C Progamming. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management are introduced in Level 1. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional & Enterprise Development
- Introduction to C Programming
- System Analysis & Design
- Interactive Media & Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Programming Concepts in C++, Object-Oriented Development with Java, System Development Methods, Hardware, Software Systems & Networks II, Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Also, a thorough understanding of how IT supports modern organizational activity is instilled by the Integrated Business Process with SAP ERP System module. Specific computing technical skills are also developed at this level through Systems Programming and Computer Control. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- System Development Methods
- Web Database Programming
- Programming Concepts in C++
- Creativity & Innovation
- Object Oriented Development with Java
- Research Methods for Computing & Technology
- Mathematics for Technology II
- Hardware, Software Systems & Networks II
- System Programming & Computer Control
- Human Computer Interaction
- Integrated Business Processes with SAP ERP Systems
- Network Programming

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through Advanced Database Systems, Computer Systems Management and Distributed Computer Systems. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Entrepreneurship, Enterprising Management and Critical Issues in Managing IS in Organisations ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organizations or decide to set up their own businesses. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

Common Modules
- Investigations in Information Technology
- Project Management
- Advanced Database Systems
- Entrepreneurship
- Computer Systems Management
- Enterprise Programming for Distributed Applications
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations
- Distributed Computer Systems
- Enterprising Management
- Information Technology Project

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BSc (Hons) in Information Technology with a specialism in Information System Security

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Technology generally.
- A specialised and focussed emphasis on Information Systems Security as it applies in contemporary industry.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in modules such as Hardware, Software Systems & Networks and Introduction to C Progamming. Knowledge and skills related to Information Systems Security are developed in modules such as Introduction to Security and Forensic technologies. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management is introduced in Level 1. At this level the award specialism is introduced through Introduction to Security and Forensic Technologies. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Investigations in Information Technology
- Project Management
- Advanced Database Systems
- Entrepreneurship
- Computer Systems Management
- Enterprise Programming for Distributed Applications
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations
- Distributed Computer Systems
- Enterprising Management
- Information Technology Project

Specialised Module(s)
- Introduction to Security and Forensic Technologies

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Object-Oriented Development with Java, System Development Methods and Hardware, Software Systems & Networks II. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific knowledge and skills related to Information Systems Security are also enhanced at this level through Network Security and Ethical Hacking & Incedence Response. More technical skills are developed through Mobile and Wireless Technology, Systems Programming & Computer Control and Remote Access Network. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- Object Oriented Development with Java
- Web Database Programming
- System Development Methods
- Hardware, Software Systems & Networks II
- Research Methods For Computing and Technology
- Creativity & Innovation
- Systems Programming & Computer Control
- Mathematics for Technology II

Specialised Modules
- Mobile and Wireless Technology
- Network Security
- Ethical Hacking & Incidence Response
- Remote Access Networks

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through Design Corporate Communication Systems. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Critical Issues in Managing IS in Organisations ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organizations or decide to set up their own businesses. Relevant knowledge and skills related spefically to Information Security Systems are developed through Voice over IP Security, Security Auditing and Malicious Software and Security Programming. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations

Specialised Modules
- Investigations in Information Systems Security
- Voice over IP Security
- Ubiquitous Computing
- Design of Corporate Communication Systems
- Computer Systems Security
- Malicious Software and Security Programming
- Security Auditing
- Project in Information Systems Security

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

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BSc (Hons) in Information Technology with a specialism in Intelligent Systems

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Technology generally.
- A specialised and focussed emphasis in the specific areas that comprise what may be called 'Intelligent Systems', i.e. systems that incorporate techniques such as neural networks, expert systems and natural language processing.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in modules such as Hardware, Software Systems & Networks and Introduction to C Progamming. Knowledge and skills related to Intelligent Systems are introduced in Introduction to Artificial Intelligence. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management are introduced in Level 1. At this level the award specialism is introduced through Introduction to Artificial Intelligence. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design

Specialised Module(s)
- Introduction to Artificial Intelligence

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Object-Oriented Development with Java, System Development Methods and Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific skills, that will assist students in the implementation of Intelligent Systems, are developed at this level through AI Methods and Imaging and Special Effects which also serve as the foundation for indepth knowledge and skills to be acquired at the next level. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- Object Oriented Development with Java
- Web Database Programming
- System Development Methods
- Hardware, Software Systems & Networks II
- Research Methods For Computing and Technology
- Creativity & Innovation
- Systems Programming & Computer Control
- Mathematics for Technology II
- Human Computer Interaction

Specialised Modules
- AI Methods
- Imaging and Special Effects
- Probability & Statistical Modelling

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through Advanced Programming Language Concepts. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Entreprenurship and Critical Issues in Managing IS in Organisations ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organisations or decide to set up their own businesses. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas. The specialism further develops skills and application required for students to function as professionals in the field of Intelligent Systems via several suitable modules at this level such as Further Artificial Intelligence, Image Processing, Computer Vision & Pattern Recognition, Knowledge Discovery and Cognitive Science.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. Furthermore, the major project that students are expected to do, will entail extensive research in domain knowledge and acquiring of skills in using tools and methods in the particular specialism. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

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

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations
- Entrepreneurship
- Advanced Programming Language Concepts

Specialised Modules
- Investigations in Intelligent Systems
- Further Artificial Intelligence
- Knowledge Discovery & Data Mining
- Image Processing, Computer Vision & Pattern Recognition
- Cognitive Science
- Project in Intelligent Systems

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BSc (Hons) in Information Technology with a specialism in Network Computing

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Technology generally.
- A specialised and focussed emphasis on the use of networking and data communications technologies in Network Computing applications that solve real-world industry issues.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases, Introduction to C Programming and Fundamentals of Software Development. More technical networking related knowledge and skills are developed in Introduction to Networking, and Hardware, Software Systems & Networks. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management are introduced in Level 1. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design

Specialised Module(s)
- Introduction to Networking

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Object-Oriented Development with Java, System Development Methods and Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific networking technical skills are also developed at this level through modules such as Hardware, Software Systems & Networks II, Systems Programming and Computer Control, Mobile & Wireless Technology, Switching Technologies, Remote Access Networks and Network Security. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- Object Oriented Development with Java
- Web Database Programming
- System Development Methods
- Hardware, Software Systems & Networks II
- Research Methods For Computing and Technology
- Creativity & Innovation
- Systems Programming & Computer Control
- Mathematics for Technology II

Specialised Modules
- Mobile & Wireless Technology
- Remote Access Networks
- Network Security
- Switching Technologies

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through most of the modules offered at this level. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Enterprising Management and Critical Issues in Managing IS in Organisations ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organisations or decide to set up their own businesses. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas. The specialism further develops skills and application required for students to function as IT professionals specifically in the field of Network Computing via several suitable modules at this level such as Network Troubleshooting, Advanced Wireless Technology and Distributed Computer Systems.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. Furthermore, the major project that students are expected to do, will entail extensive research in domain knowledge and acquiring of skills in using tools and methods in the particular specialism. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

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

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations

Specialised Modules
- Investigations in IT Network Computing
- Ubiquitous Computing
- Network Troubleshooting
- Advanced Wireless Technology
- Computer Systems Security
- Enterprising Management
- Distributed Computer Systems
- Project in IT Network Computing

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BSc (Hons) in Information Technology with a specialism in Forensic Computing

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Technology generally.
- Strengthened low-level computer systems knowledge and application skills that enable you to detect computer crime.
- The requisite skills and knowledge of legal aspects to assist you in the successful prosecution of computer abuse and criminal activity related to computer-based information systems.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in Hardware, Software Systems & Networks. Knowledge and skills related to forensic computing is introduced in Introduction to Security and Forensics Technologies. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management are introduced in Level 1. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design

Specialised Module(s)
- Introduction to Security and Forensic

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Programming Concepts in C++, Object-Oriented Development with Java, System Development Methods and Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific skills, related forensic computing, are developed at this level through Data Recovery, Tracing and Evidence Gathering in Computer Systems, Ethical Hacking and Incidence Response and Intellectual Property, Ethics and Legal Issues, which also serve as the foundation for indepth knowledge and skills to be acquired at the next level. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- System Development Methods
- Web Database Programming
- Programming Concepts in C++
- Research Methods For Computing and Technology
- Object Oriented Development with Java
- Creativity & Innovation
- Mathematics for Technology II
- Systems Programming & Computer Control

Specialised Modules
- Data Recovery, Tracing and Evidence Gathering in Computer Systems
- Computer Systems-Low Level
- Ethical Hacking and Incidence Response
- Intellectual Property, Ethics & Legal Issues

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through Design Corporate Communication Systems. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Entreprenurship to ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organisations or decide to set up their own businesses. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas.The specialism further develops skills and application required for students to function as professionals in the field of Forensic Computing via several suitable modules at this level such as Digital Evidence, Legal Evidentiary Aspects of Computer Security and Forensic, Security Auditing and Malicious Software and Security Programming.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. Furthermore, the major project that students are expected to do, will entail extensive research in domain knowledge and acquiring of skills in using tools and methods in the particular specialism. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

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

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Entrepreneurship

Specialised Modules
- Investigations in Forensic Computing
- Digital Evidence
- Legal Evidentiary Aspects of Computer Security and Forensic
- Security Auditing
- Design of Corporate Communication Systems
- Malicious Software and Security Programming
- Cyber Law
- Project in Forensic Computing

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BSc (Hons) in Information Technology with a specialism in Mobile Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Technology generally.
- The necessary knowledge and skill sets required in the field of Mobile Technology and its related domains.
- The capability to design, develop and implement Mobile Technology solutions using appropriate platforms, tools and techniques to produce viable solutions today.
- The ability to specify and manage the implementation of a range of mobile communications systems to support core activities in industries.
- The appreciation of the assimilation of Mobile Technology into mainstream technological solutions in various industries today.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in modules such as Hardware, Software Systems & Networks and Introduction to Object-Oriented Progamming. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management is introduced in Level 1. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design

Specialised Module(s)
- Interactive Media & Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 with modules such as Programming Concepts in C++, Object-Oriented Development with Java, System Development Methods and Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific technical knowledge and skills concerning mobile technology are also developed at this level through Mobile & Wireless Technology, Fundamentals of Mobile Computing and Human Computer Interaction. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- System Development Methods
- Web Database Programming
- Programming Concepts in C++
- Research Methods For Computing and Technology
- Object Oriented Development with Java
- Creativity & Innovation
- Mathematics for Technology II
- Systems Programming & Computer Control

Specialised Modules
- Mobile & Wireless Technology
- Fundamentals of Mobile Computing
- Human Computer Interaction

LEVEL 3

Here there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis especially through most of the modules offered at this level. The students' general personal & professional development is enhanced in Project Management. The inclusion of modules such as Critical Issues in Managing IS in Organisations ensure that students have the right understanding and appreciation of relevant issues whether they go into employment in organisations or decide to set up their own businesses. Through Innovation Management & New Product Development, students will be able to develop skills that enable them to innovate, generate and manage the creation of new ideas.The specialism further develops skills and application required for students to function as IT professionals specifically in the field of Mobile Computing via several suitable modules at this level such as Mobile and Web Multimedia, Mobile Multimedia and Gaming, XML & Web Services, Enterprise Programming for Distributed Applications and Software Development for Mobile Devices.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. Furthermore, the major project that students are expected to do, will entail extensive research in domain knowledge and acquiring of skills in using tools and methods in the particular specialism. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

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

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations

Specialised Modules
- Investigations in Mobile Technology
- Mobile & Web Multimedia
- Mobile Multimedia & Gaming
- XML & Web Services
- Distributed Computer Systems
- Enterprise Programming for Distributed Applications
- Software Development for Mobile Devices
- Project in Mobile Technology

BSc (Hons) in Information Technology with a specialism in Business Information Systems

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Knowledge and skills in relation to Information Systems generally.
- The necessary knowledge and skill sets required in the field of Business Information Systems and its related domains.
- The capability to design, develop and implement computer based Information System solutions for organizations today.
- The appreciation of the role and contribution of Information Systems to businesses in the modern era.
- A focused outlook in Information System trends and developments today.

LEVEL 1

All the IT Awards and their specialisms have at least 60% similar modules in Level 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Databases and Fundamentals of Software Development. More technical knowledge and skills are developed in modules such as Hardware, Software Systems & Networks and Introduction to Object-Oriented Programming. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace. In order to provide multi-disciplinary education, modules like Introduction to Management is introduced in Level 1. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design

Specialised Module(s)
- Interactive Media & Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth technical skills are developed at level 2 in modules such as Object-Oriented Development with Java, System Development Methods and Web Database Programming. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Also, a thorough understanding of how IT supports modern organizational activity is instilled by the Electronic Commerce and E-Business modules. Specific technical knowledge and skills appropriate for IT students specializing in Business Information Systems are also developed at this level through Mobile and Wireless Technology and Fundamentals of Wireless Computing. Students in this specialism have an earlier exposure to understanding issues that would arise in organizations especially in managing information system through modules such as Integrated Business Process with SAP ERP System and Managing Information Systems in Organisations. Independent learning continues in all modules but is a particular focus and requirement in Research Methods for Computing and Technology.

Common Modules
- System Development Methods
- Web Database Programming
- Research Methods For Computing and Technology
- Object Oriented Development with Java
- Creativity & Innovation
- Managing Information Systems in Organisations

Specialised Modules
- Electronic Commerce
- Integrated Business Processes with SAP ERP Systems
- Mobile & Wireless Technology
- E-Business
- Fundamentals of Mobile Computing
- Human Computer Interaction

LEVEL 3

Here there is further development of relevant knowledge and skills with the ability to apply them incorporating strong critical thinking and analysis through most of the modules offered at this level. The students' general personal & professional development is enhanced in Project Management. There is greater emphasis on modules such as Building Customer Relationships, E-Business, Entrepreneurship and Information Systems Development Trends which would provide students the right understanding and appreciation of relevant issues related to both development and deployment of information systems and the business impact of it. Through Innovation Management & New Product Development, students will be able to develop skills and knowledge that enable them to innovate, generate and manage the creation of new ideas.The specialism further develops skills and application required for students to function as IT professionals specifically in the field of Business Information Systems via several suitable modules at this level such as Advanced Database Systems and Computer Systems Management.

The Investigations and Project modules provide opportunity for students to further develop the academic and practical aspects of their areas of study and reinforce their independent learning skills. Furthermore, the major project that students are expected to do, will entail extensive research in domain knowledge and acquiring of skills in using tools and methods in the particular specialism. The significant aspect of this level is the demonstration of higher level critical thinking, analysis and application in the award project.

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

Common Modules
- Project Management
- Innovation Mgmt. & New Product Development
- Entrepreneurship
- Information Systems Development Trends

Specialised Modules
- Investigations in Business Information Systems
- Building Customer Relationships
- Advanced Database Systems
- Cyber Law
- Computer Systems Management
- E-Business
- Project in Business Information Systems

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BSc (Hons) in Software Engineering

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- A thorough grounding in an appropriate mixture of computing, logical and problem-solving skills along with training in the rigorous methodologies and tools to enable students to be able to understand underpinning theories and issues in the development and implementation of software systems,
- In-depth knowledge to enable a student to design, using suitable rigorous methods, and implement, using suitable technology, a small software system.
- Higher level skills and knowledge that will enable student to have a critical understanding of algorithms and their role in underpinning the engineering of complex or large-scale software systems.
- Critical evaluation skills to enable design paradigms, languages, techniques and tools to be used in the development of complex or large-scale software systems.

LEVEL 1

These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & networks and programming modules such as fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional &Enterprise Development
- Introduction to C Programming
- System Analysis & Design
- Introduction to Artificial Intelligence

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Specific technical skills in relation to Software Engineering are developed at this level. Requirements Engineering covers the principles, practical skills for software life cycle, methodologies and tools for the specification, design, development, testing, evaluation, and maintenance of software systems. In Software Architecture & Testing you will be provided with the opportunity to analyse the software architecture in terms of its scope, style and dynamism as well as work in a group to develop a software system using middleware technologies. Systems Programming and Computer Control offer an introduction to the concepts associated with computer control and data acquisition that are required for computer automation. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- System Development Methods
- Web Database Programming
- Programming Concepts in C++
- Creativity & Innovation
- Object Oriented Development with Java
- Research Methods for Computing & Technology
- Mathematics for Technology II

Specialised Modules
- System Programming & Computer Control
- Web Applications
- Software Architecture & Testing
- Hardware, Software Systems & Networks II
- Requirement Engineering

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. In Software Quality Engineering you will be able to device, describe, apply and critically evaluate various software metrics. In Design Patterns you will be exposed to high-quality object-oriented software Systems development which allows you to improve software design, organisation and maintainability. Advanced Programming Language Concepts offers an introduction to different programming paradigms, those that include queries to a database of facts and rules as well as those that can be used to write extremely concise and powerful programs.

The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Software Engineering. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

Common Modules
- Project Management
- Critical Issues in Managing Information Systems in Organisations
- Innovation Management & New Product Development

Specialised Modules
- Investigation in Software Engineering
- Advanced Database Systems
- Software Quality Engineering
- Advanced Programming Language Concepts
- Design Patterns
- Distributed Computer Systems
- Information Systems Development Trends
- Software Engineering Project

BSc (Hons) in Internet Technology

JPT/BPP(U)1000-81/63/Jld.1(23)(PA0367)04/16

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

The necessary computing as well as other underlying and ancillary skills and knowledge to enable students to demonstrate an appreciation of current technologies and emergent concepts and practices in the area of Internet and Intranet technologies.

- A coherent knowledge and understanding of application design and development for internet based problems.
- The requisite skills and practical knowledge to enable graduates to differentiate between domain technologies and to critically evaluate and select appropriate domain technologies to address real world problems in Internet Technology.
- Skills to enable graduates to master the appropriate design, development and implementation skills to design and implement Multimedia applications using appropriate platforms, tools and techniques.

LEVEL 1

These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & networks and programming modules such as fundamentals of Software Development and Introduction to Object Oriented Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional & Enterprise Development
- Introduction to Object Oriented Programming
- System Analysis & Design
- Interactive Media & Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Specific technical skills in relation to Internet Technology are developed at this level. In Web Multimedia you will be introduced to the different types of technologies and components used to develop and build web based multimedia applications. Network Security introduces you to the consideration of the security needs of an organisation and enables you to study some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module.

Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- System Development Methods
- Web Database Programming
- Creativity & Innovation
- Object Oriented Development with Java
- Research Methods for Computing & Technology
- Mathematics for Technology II

Specialised Modules
- Mobile & Wireless Technology
- System Programming & Computer Control
- Web Multimedia
- Fundamental of Mobile Computing
- Hardware, Software Systems & Networks II
- Network Security

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Enterprise Web Applications introduces you to the issues and concerns of commercial Web applications where you would be able to discuss the economic significance of Web Applications. Developing E-Commerce Applications with XML provides practical experience of how the Internet can be used for electronic trade particularly focusing on small and medium sized (SME) business solutions. XML and Web Services offers an understanding of XML to enable the creation of an appropriate graphical representation of data using xml technologies, a web service, and an effective valid XML document and the transformation of the XML document using XLS.

The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Internet Technology. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

Common Modules
- Project Management
- Critical Issues in Managing Information Systems in Organisations
- Innovation Management & New Product Development

Specialised Modules
- Investigation in Internet Technology
- Enterprising Management
- Enterprise Web Applications
- Developing E-Commerce Applications with XML
- Ubiquitous Computing
- XML & Web Services
- Enterprise Programming for Distributed Applications
- Internet Technology Project

JPT/BPP(U)1000-801/61(42)(A6213)08/15

BSc (Hons) in Enterprise Computing

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- The necessary computing, organisational & strategic knowledge, and ancillary skills to demonstrate an appreciation of current technologies, emergent concepts and practices in the area of Enterprise Computing and its related technologies.
- A coherent understanding of application design and development for Enterprise level problems and situations.
- The requisite skills and practical knowledge to differentiate between domain technologies.
- The ability to critically evaluate and select appropriate domain technologies to address real world problems in large-scale, integrated Enterprise-wide applications.
- The capability to design, develop and implement Enterprise applications using appropriate platforms, tools and techniques.
- Skills to develop well-planned, designed and implemented solutions that provide a suitable information architecture in large enterprises.
- The ability to properly address security, reliability and scalability issues and concerns.

LEVEL 1

These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as fundamentals of Software Development and Introduction to Object Oriented Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.

Common Modules
- Computing & IT in the Workplace
- Fundamental of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to Databases
- Hardware, Software Systems & Networks
- Professional & Enterprise Development
- Introduction to Object Oriented Programming
- System Analysis & Design
- Interactive Media & Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Specific technical skills in relation to Enterprise Computing are developed at this level. Web Applications introduces web modelling concepts and tools to develop web applications for both client and server environments. Electronic Commerce provides a framework for understanding how the technology can be used to support business applications with the focus on Customer-Business relationships. In Human Computer Interaction, you will be presented with approaches to designing and evaluating systems that emphasise on usability, that are effective and that can be cost-justified. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- System Development Methods
- Web Database Programming
- Integrated Business Process with SAP ERP Systems
- Creativity & Innovation
- Programming Concepts in C++
- Object Oriented Development with Java
- Research Methods for Computing & Technology
- Mathematics for Technology II

Specialised Modules
- Mobile & Wireless Technology
- Web Applications
- Electronics Commerce
- Human Computer Interaction

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Designing and Development Application on the Cloud provides an understanding in the area of Cloud Computing and its development application based on Windows platform. Enterprise Systems introduces you to the issues and concerns of ICT used in large-scale organisations in terms of the infrastructure, and systems. Enterprise Web Applications introduces you to the issues and concerns of commercial Web applications where you would be able to discuss the economic significance of Web Applications.

The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Enterprise Computing. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

Common Modules
- Project Management
- Critical Issues in Managing Information Systems in Organisations
- Innovation Management & New Product Development

Specialised Modules
- Investigation in Enterprise Computing
- Enterprising Management
- Computer Systems Management
- Enterprise Web Applications
- Contemporary Management
- Enterprise Systems
- Designing & Developing Applications on the Cloud
- Enterprise Computing Project

BSc (Hons) in Technopreneurship

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- A combination of the study of IT with business modules designed to enable you to exploit your technical innovations commercially.
- The ability to program and use multimedia to develop innovative solutions.
- Exposure to the implementation of commercial development opportunities whether in start-up, small or large businesses.
- Awareness of market research, finance and management underpinning the development of entrepreneurial capabilities.
- An understanding of the context, nature, role and significance of management activities as undertaken by managers in a range of organisations.
- Exposure to well-researched, logical and integrated solutions to multi-faceted problems in uncertain and dynamic contexts.

LEVEL 1

The modules that provide the IT study to help you expose your technical innovation include Systems, Analysis and Design, Hardware, Software Systems & networks and programming modules such as fundamentals of Software Development and Introduction to Visual Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Business modules such as Introduction to Management, People Management, Marketing, Quantitative Skills and Accounting Skills will help you to understand the context, nature, role and significance of management and finances that underpin the development of your entrepreneurial capabilities. Important and relevant skills for independent learning are also introduced.

Common Modules
- Computing & IT in the Workplace
- Introduction to Management
- Introduction to Databases
- Interactive Media & Web Design Technology
- Professional & Enterprise Development
- System Analysis & Design

Specialised Modules
- Introduction to Visual Programming
- Quantitative Skills
- Accounting Skills
- Marketing

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

The combination of Business and IT modules provide strong grounding in both technical and business areas. In Marketing Intelligence and Research you will examine and apply techniques used in marketing to identify sources of information trends in customer demand and the wider competitive environment. Electronic Commerce provides a framework for understanding how the technology can be used to support business applications with the focus on Customer-Business relationships. In Multimedia for Presenting and Promoting you will be able to demonstrate knowledge of design theory via the creation of promotional materials for a product or idea, using relevant IT applications. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- System Development Methods
- Integrated Business Process with SAP ERP Systems
- Creativity & Innovation
- Web Database Programming
- Research Methods for Computing & Technology

Specialised Modules
- Marketing Intelligence and Research
- Managing Finance
- Multimedia Applications
- Fundamental of Technopreneurship
- Human Computer Interaction
- Electronic Commerce
- Multimedia for Presenting & Promoting

LEVEL 3

At this level, you develop skills and applications required for you to function as a professional in the field of Technopreneurship. Entrepreneurship helps you to understand entrepreneurial management in addition to developing a capacity for informed critical understanding of environmental conditions and the ability to analyze current trends. Ubiquitous Computing would be provided with the ability to enhance research skills and generate viable technological ideas based on the latest IT innovation. Information Systems Development Trends will help you to understanding the organisational's importance of information systems and the impact of current trends on Information Systems Development methods, tools and techniques.

The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Technopreneurship.
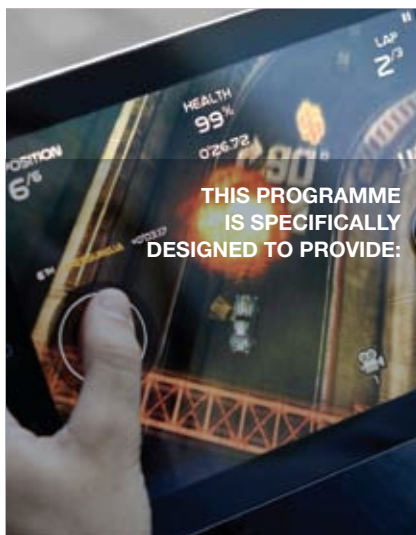
This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

Common Modules
- Critical Issues in Managing Information Systems in Organisations
- Innovation Management & New Product Development

Specialised Modules
- Investigation in Technopreneurship
- Managing People & Performance
- Enterprising Management
- Advanced Multimedia
- Ubiquitous Computing
- Entrepreneurship
- Emergent Technologies
- Information Systems Development Trends
- Technopreneurship Project

JPT/BPP(U)1000-801/61(42)(A6216)08/15

BSc (Hons) in
Computer Games Development

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- The specific skills to work in an environment creating 3D models and animations.
- The ability to create industry game / level designs and documentation.
- The knowledge of games programming, games engines and the physics of games.

LEVEL 1

The Level 1 modules for this award provide an appropriate structure for a technical professional in the field of Computer Games Development, whether in the technical aspects of creation of computer games or in the design and development of interactive computer games. It is not intended to focus on 'creative' design elements.

Level 1 forms the foundation with modules in areas of games engines & physics, games logic design as well as interactive media & web design along with a thorough grounding in principles of interactive computing & multimedia. This award also includes a module in Mathematics and C Programming to provide the requisite prior knowledge for other levels. The C Programming module will equip you with relevant programming and technical skills in developing games. General understanding of the work environment and aspects of personal and organisational development are provided by relevant modules. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing and IT in the Workplace
- Fundamentals of Software Development
- Introduction to Management
- Mathematics for Technology
- Introduction to C Programming
- Professional and Enterprise Development

Specialised Modules
- Computer Games Level Design
- Games Physics
- Computer Games Design Documentation
- Games Engines

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth skills required for this award are developed at Level 2 with modules such as Computer Games Design in the areas of concept / pre-production and production / testing as well as modules in Imaging & Special Effects together with Basic 3D Computer Character Modelling. Technical and programming skills are strengthened with Computing Concepts in C++. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific technical skills in more advanced animation and game-related areas are also developed at this level.

Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- Managing Business
- Creativity and Innovation
- Research Methods for Computing and Technology
- Mathematics for Technology II

Specialised Modules
- Imaging and Special Effects
- Programming Concepts in C++
- Computer Graphics
- Computer Games Design: High Concept and Pre-production
- Believable Models for Games and Virtual Reality
- Time-Based Multimedia
- Basic 3D Computer Character Modelling
- Computer Games Design: Production and Testing

LEVEL 3

Specialised knowledge and skills in the area of Audio, Advanced Animation and 3D Computer Graphics are a critical focus of this level. There is further development of the ability to apply relevant technical skills with strong critical thinking and analysis. Your personal and professional development is enhanced by the module in Project Management. You will enhance your technical capabilities and understand how to innovate, generate and manage the creation of new ideas.

The Computer Games Development Project also develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills. This is where you will demonstrate higher level critical thinking, analysis and solutions development skills which will enhance your employability.

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

Specialised Modules
- Investigations in Computer Games Development
- Multimedia Techniques for Animation, Games and Film Effects
- Mobile Multimedia and Gaming
- Advanced 3D Character Modelling and Animation
- HCI and Usability
- Audio for Computer Games
- Programming Techniques for Animation and Computer Games
- 3D Computer Graphics
- Computer Games Development Project

JPT/BPP(U)1000-81/63/Jld.1(23)(PA0634)04/16

BSc (Hons) in Multimedia Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Graduates with the specific skills to work in the Multimedia Industry, for example in DVD games creation as Authors, Animators and Modellers.
- The requisite skills and knowledge of concepts, principles and technology of various types of Multimedia Technology.
- Skills to enable graduate to work in an environment ranging from creating 2D and 3D models, digital music, video and related technologies to the creation and manipulation of digital images in different formats.

LEVEL 1

These modules provide an appropriate platform for a technical professional in the field of Multimedia Technology, Graphics and Basic 3D Applications, Digital Image Production and Audio Visual Technology. In addition a through grounding in principles of information systems design and development are available through Systems, Analysis & Design, Hardware, Software Systems and Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.

Common Modules
- Computing and IT in the Workplace
- Introduction to Management
- Mathematics for Technology
- Professional and Enterprise Development
- System Analysis and Design

Specialised Modules
- Introduction to Graphics and Basic 3D Applications
- Audio Visual Technology
- Introduction to Interactive Scripting
- Interactive Media and Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Specific technical skills in relation to Multimedia Technology are developed at this level. You will understand the technologies that support them and the requirements and options for designing and implementing them. Digital Audio and Video provides comprehensive, current coverage of concepts and practical applications in digital audio and image. In Web Multimedia you will be introduced to the different types of technologies and components used to develop and build web based multimedia applications. Video and animation are introduced in Time Based Multimedia in the context of their digital representation and manipulation. In Developing Interactive Multimedia you will be provided with the technical framework and design guidelines for the development of practical interactive multimedia information systems. In Computer Graphics, you will study fundamental graphical algorithms and be introduced to APIs that implement these graphical transformation and algorithms.

Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- Managing Business
- Creativity and Innovation
- Research Methods for Computing and Technology

Specialised Modules
- Synthesizer Technology
- Multimedia Applications
- Icon and Time Based Multimedia
- Multimedia Applications
- Developing Interactive Multimedia
- Web Multimedia
- Human Computer Interaction
- Digital Audio and Video
- Basic 3D Computer Character Modelling

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis.

In Multimedia Streaming you will master media streaming technology and also develop project management skills and Synchronized Media Integration Language programming skills. In Multimedia Scripting you will explore frameworks for selection of methods and tools as well as develop an understanding of current trends in multimedia development and its techniques. Advanced Multimedia offers you the opportunity to be an expert in issues and development of multimedia applications. DVD Technology includes the creative side through the design and implementation of motion menus whilst delivering the technology side to DVD production and architecture.

The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Multimedia Technology. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

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

Specialised Modules
- Investigation in Multimedia Technology
- Advanced Multimedia
- Advanced Web Multimedia
- Multimedia Streaming
- Multimedia Scripting
- DVD Technology
- 3D Computer Graphics
- Enterprising Management
- Multimedia Project

JPT/BPP(U)1000-801/61(42)(A6218)08/15

BSc (Hons) in
Web Media Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Requisite skills and knowledge in the concepts, principles and technology of various types of Multimedia Technology that are focused for the Web.
- The specific skills to create 2D and 3D models, digital music, video and related technologies.
- The ability to create and manipulate digital images in different formats that are more appropriate for Web delivery systems.

LEVEL 1

The Level 1 modules for this award provide an appropriate structure for a technical professional in the field of Web Media Technology, whether in the technical aspects of creation of web media elements or in the design and development of interactive web applications. In common with the Multimedia Technology award, Level 1 provides the platform with modules in areas of audio visual technology, interactive scripting, digital image production as well as interactive media along with a thorough grounding in principles of interactive computing & multimedia. This award also includes a module in Mathematics to provide the requisite prior knowledge for other levels. General understanding of the work environment and aspects of personal and organisational development are provided by relevant modules. In all modules that allow it, important and relevant skills for independent learning are introduced.

Common Modules
- Computing and IT in the Workplace
- Introduction to Management
- Mathematics for Technology
- Professional and Enterprise Development
- System Analysis and Design

Specialised Modules
- Digital Image Production
- Introduction to Graphics and Basic 3D Applications
- Audio Visual Technology
- Introduction to Interactive Scripting
- Interactive Media and Web Design Technology

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Further in-depth skills required for this award are developed at Level 2 with modules such as Developing Interactive Multimedia, Digital Sound & Image Manipulation, Web Multimedia & Authoring and Database & Web Database Systems to provide the relevant skills in back-end systems to support Web applications. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module.

Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- Managing Business
- Creativity and Innovation
- Research Methods for Computing and Technology
- System Development Methods

Specialised Modules
- Web Applications
- Developing Interactive Multimedia
- Web Multimedia
- E-Commerce
- Network Security
- Principles of Creative Animations
- Digital Audio and Video
- Database and Web Database Systems

LEVEL 3

Specialised knowledge and skills in the area of Web Technology such as Advanced Web Multimedia, XML & Web Services are a critical focus of this level. There is further development of the ability to apply relevant technical skills with strong critical thinking and analysis. Your personal and professional development is enhanced by the module in Project Management. You will enhance your technical capabilities and understand how to innovate, generate and manage the creation of new ideas.

The Web Media Project also develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills. This is where you will demonstrate higher level critical thinking, analysis and solutions development skills which will enhance your employability.

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

Specialised Modules
- Investigations in Web Media Technology
- Multimedia Streaming
- HCI and Usability
- Simulation, Visualisation and Virtual Reality
- Advanced Web Multimedia
- Entrepreneurship
- XML and Web Services
- Enterprise Web Applications
- Web Media Project

BSc (Hons) in Media Informatics

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- An opportunity to study Multimedia in more depth.
- A thorough understanding of the issues relating to effective human computer interaction.
- The ablity to produce web pages collected together into a cohesive site.
- Enhanced skills in developing interactive multimedia applications.
- An appreciation of the role of the user interface in multimedia applications.
- The knowledge of project management techniques necessary for the production of the final year project.
- An opportunity to undertake a major project where the acquired knowledge and reseach skills will be used to produce industry-strength media informatics solutions.

LEVEL 1

Level 1 is common to both Media awards and is designed to enable you to make an informed choice between these alternatives at Level 2. This Level introduces you to new media, aspects of Management & Marketing and Multimedia. The skills relevant for business and IT in the workplace are also covered. Important and relevant skills for independent learning are introduced.

Common Modules with BA (Hons) in Media Marketing
- Computing and IT in the Workplace
- Introduction to Management
- Business and Communication Skills
- Marketing
- Interactive Media and Web Design Technology
- Mass Media to Multimedia
- Understanding the Press
- Audio Visual Technology
- Introduction to Interactive Scripting
- Introduction to Theories of Media and Culture

Plus three (3) MQA modules, applicable only to Malaysian students

LEVEL 2

Compared with Media Marketing there is a greater emphasis on multimedia. The essential aspects of Marketing Communications are studied alongside more detailed consideration of media techniques. There is particular emphasis on writing and the use of modern media for communications and promoting.

Independent learning continues in all modules but is a particular focus and requirement in Research Methods.

Common Modules
- Creativity and Innovation
- Research Methods for Computing and Technology
- Media Culture and Society
- Advertising
- Multimedia for Presenting and Promoting
- Public Relations
- New Creative Media Industries
- Script Writing for Radio & TV

Specialised Modules
- Icon and Time-Based Multimedia
- Broadcasting Technology
- Visual Communication
- Developing Interactive Multimedia

LEVEL 3

Emphasis is placed on Multimedia modules and their use in communications and the media. Modules consider different aspects of Multimedia such as animation, scripting & HCI. Alongside these you will study Marketing Communications and Copywriting to provide an in-depth understanding of the practical uses and problems of Multimedia.

The Media Informatics Project further develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills.

Common Modules
- Copywriting
- Integrated Marketing Communications
- Video Recording and Production
- Media, Ethics and Politics
- Strategic Marketing Planning

Specialised Modules
- Investigations in Media Informatics
- HCI and Usability
- Advanced Multimedia
- Multimedia Techniques for Animation, Games and Film Effects
- Media Informatics Project

APU WORLD CLASS R&D AND INNOVATION

Academic Research

For our staff, learning is a continuous journey where we keep abreast with the latest knowledge in a variety of fields. Our academic staff publish papers and present them at conferences worldwide. Some of the areas of research include:

- Embedded Systems & RFID
- Biometrics
- Games Engines
- 3D Graphics and Virtual Reality
- Security
- New Media Technologies
- Knowledge Management
- Mobile Learning
- Detecting Pornographic Images
- Adding Facial Expressions to Talking Head Models
- Marketing Professional Services

- Two and Three Dimension Audio-Visual Speech Synthesis
- Handwritten Signature Verification Using a Single Master Signature
- Customer Care
- E-Learning
- Entrepreneurial Business
- Various Aspects of Accounting
- International Marketing
- Generation of Business Ideas
- Organisational Culture Change
- Strategic Diversification Evaluation

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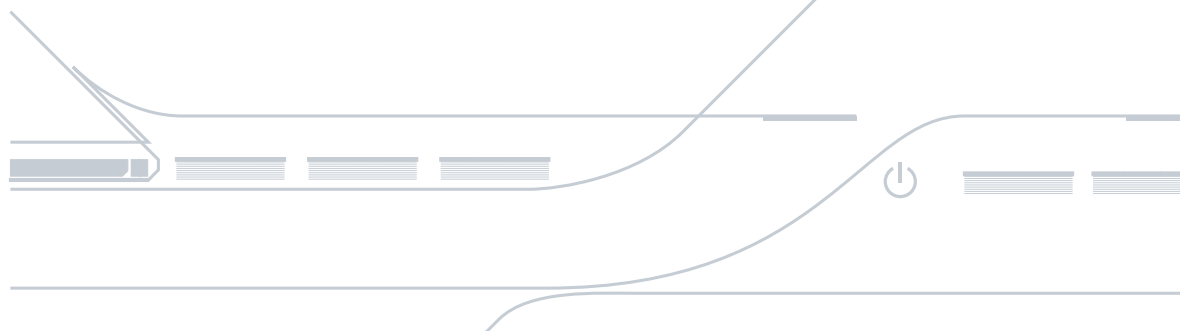
Awards received by the university and our students at local, regional and international competitions are a testimony to their knowledge, skills and professional attributes.

Industry Excellence Awards 2011
2011 - Winner of Prime Minister's Industry Excellence Award
2011 - Winner of Export Excellence Award (Services)

Asia Pacific ICT Awards (APICTA) Malaysia
(Multimedia Development Corporation)
2012 - Top Award for 'Best of Tertiary Student Project'
2011 - Winner of 'Special Jury Award'
2011 - Top Award for 'Best of Tertiary Student Project'
2011 - 2 Merit Awards for 'Best of Tertiary Student Project'
2010 - Top Award for 'Best of Tertiary Student Project'
2008 - Top Award for 'Best of e-Inclusion & e-Community'
2005 - Top Award for 'Best of Applications & Infrastructure Tools'
2004 - Top Award for 'Best of Education & Training'
2004 - Top Award for 'Best of Applications & Infrastructure Tools'
2004 - Merit Award for 'Best of Research & Development'
2003 - Merit Award for 'Best of Research & Development'
2002 - Merit Award for 'Best of Smart Learning Applications'
2001 - Merit Award for 'Best of Smart Learning Applications'
2000 - Merit Award for 'Best of Smart Learning Applications'
2000 - Top Award for 'Best of Student Project'
1999 - Merit Award for 'Best of Student Project'

International Asia Pacific ICT Awards (APICTA)
2011 - Merit Award for 'Best of Tertiary Student Project'
2010 - Merit Award for 'Best of Tertiary Student Project'
2004 - Merit Award for 'Best of Education & Training'
2004 - Merit Award for 'Best of Applications & Infrastructure Tools'

Malaysia Greentech Awards 2012
(Ministry of Energy, Green Technology & Water)
2012 - Silver Award for 'GreenTech University'

NAPEI Awards (National Association of Private Education Institutions, Malaysia)
2011 - Award for Educational Excellence
2007 - Award for Educational Excellence
2004 - Award for Educational Excellence

The BrandLaureate – SMEs Best Brands Awards
2012 - Winner of Corporate Branding Award in Education

Microsoft Imagine Cup (Microsoft Inc.)
2012 - Champion of Microsoft Imagine Cup (Malaysia)
2012 - MDeC Special Innovation Award
2012 - Consolation Prize
2011 - Champion of Microsoft Imagine Cup (Malaysia)
2011 - 1st Runner-up of Microsoft Imagine Cup (Malaysia)
2011 - 2nd Runner-up of Microsoft Imagine Cup (Malaysia)
2011 - MDeC Special Innovation Award
2011 - Presentation Superstars Award
2010 - Champion of Microsoft Imagine Cup (Malaysia)
2010 - Top 6 finalists at World Championship in Poland
2010 - Top Award for 'Best Presentation Team'
2010 - Top Award for 'Best Implementation of Multipoint'
2004 - 3rd Prize Award for 'System Government Elections Software'

HEP-IPTS DEBATE COMPETITION
(Ministry of Higher Education Malaysia)
2012 - Champion of HEP- IPTS Debate Competition
2012 - Best Speaker Award
2011 - Champion of HEP- IPTS Debate Competition

Malaysia Cyber Security Awards
2012 - Award for 'Information Security Training Provider of the Year'
2009 - Award for 'Information Security Training Provider of the Year'

1Malaysia Innovation Tournament (1MIT) 2010
2010 - Winner for 'Best Animated Award'
2010 - Winner for 'Most Scariest Video Award'

Hack In The Box (HITB) International Competition 2010
2010 - 2nd Prize for 'Weapon of Mass Destruction'

Malaysia Frost & Sullivan Technology Innovation Award 2010
(Won by UCTI Graduates)
2010 - Award for 'Emerging Human Computer Interface Technologies'

Stanford University's Global Innovation Tournament 2009
2009 - Winner for Global Innovation Tournament Global Challenge

Ministry of Higher Education Malaysia Awards
2008 - Top Award for 'Best Website Design'

Asian Innovation Awards
(Far Eastern Economic Review, Singapore)
2004 - Only Malaysian Finalist

Prime Minister's Golden Hands Award
(Ministry of Works, Malaysia)
2004 - Top Award in Network and PC Maintenance category

PIKOM - Computimes ICT Awards 2004
(Association of Computer Industry in Malaysia)
2005 - Product of the Year Award for 'URL Checker'
2004 - Product of the Year Award for 'Screenshield Suite'

Ministry of Education Excellence Awards
(Ministry of Education, Malaysia)
2003 - Award of Excellence in Research & Development
2003 - Award of Excellence for Development of Overseas Centres

Enterprise 50 Award (Accenture & SMI Devt Corp)
1998, 1999, 2000 - 3rd position in 2000 among top 50 Malaysian organisations

Asia Student .NET Awards (Microsoft Inc.)
2003 - 3rd Prize Award for 'Automobile Manufacture Service' software application
2003 - 5th Prize Award for 'i-Mall' software application

Forum Nokia Mobile Challenge Java Competition (Nokia Inc.)
2002 - Top 3 winner worldwide for a Java-based e-mail client application for Nokia devices using J2ME

World University Debates Championship 2010
2010 - Runner-up in the Grand Final

MSC Malaysia Creative Industry Awards 2009
(Games Category - Student)
2009 - Award for 'Best Game Design'
2009 - Award for 'Best Technical'

ITEX 2009 Awards - Won by UCTI Graduates
(International Invention, Innovation & Technology Exhibition)
2009 - Gold Award for 'Best Invention - SmartSurface'
2009 - Special Award for Corporate Invention

Business Excellence Award 2006
(Malaysia Canada Business Council)
2006 - Bronze award for Industry Excellence for Education

e-Genting Programming Competition (R&D Division, eGenting)
2006 - First Prize for 'Software Program Design and Development'
2004 - First Prize for 'Software Program Design and Development'
2003 - First Prize for 'Software Program Design and Development'
2002 - Merit Award for 'Software Program Design and Development'

HSBC Young IT Entrepreneur Awards (Hong Kong Bank)
2004 - Gold Award for 'Universal Wireless Charging' solution
2004 - Judges Award for 'Security Transmitter & Detector' device
2002 - Silver Award for 'Business Edutainment Access Medium'

MSC-IHL Business Plan Competition
(Institutions of Higher Learning Business Plan Competition by Multimedia Development Corporation)
2012 - Merit prize for Business Idea Category
2005 - Grand prize for Business Idea Category
2005 - Merit prize for Business Plan Category

ACCOLADES FOR APU