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 100 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 amongst the Highest Rated Universities
Rated at Tier 5 (Excellent) by Ministry of Education / Malaysian Qualifications Agency under SETARA 2011 & 2013

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 Education (MOE) and Malaysian Qualifications Agency (MQA), and has maintained this Excellent rating in the latest SETARA 2013 Ratings announced on 17th November 2014.

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 approved by the Ministry of Education of Malaysia and the qualifications are accredited, or provisionally accredited by the Malaysian Qualifications Agency (MQA).

> 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.
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.
Staffordshire University is a modern University with 100 years’ experience of pioneering higher education within the creative, technological and scientific industries. The University delivers relevant, inspiring and vocationally led courses and thus develop students who are independent thinkers.

Based in the Midlands in the heart of the UK, the University is home to approximately 16,500 students that make up a dynamic and vibrant community. This learning community is global and on-campus students represent 90 worldwide nations. In addition, the University has an international network of over 20,700 students studying on Staffordshire University courses at over 40 partner organisations around the world (July 2014).

Passionate about transforming the lives and aspirations of the individuals and communities it serves, the University is agile and flexible; quick to adapt as student requirements change and is renowned for providing ground-breaking new courses and outstanding learning opportunities.

- Among the first institutions in the world to offer a computing degree, dating back to 1965.
- The 2014 National Student Survey (NSS) show computing awards at Staffordshire University exceeding the national sector average for the computer subject area.
- The 2014 National results from the Destination of Leavers in Higher Education also show Staffordshire University computing awards exceeding the national average for computing graduate employability/ further study, six months after graduation.
- Staffordshire has forged partnerships with industry-leading companies such as Sony, Cisco, Microsoft, Vodafone, Jaguar Land Rover and Epic Games in support of teaching and learning as well as in preparing students for their careers.
- The collaboration between Staffordshire University and US based Epic Games led to the launch of the University’s Epic Games Centre, which offers students the opportunity to put theory into practice and develop a deeper understanding of the commercial complexities of the gaming development process.
- Staffordshire University graduates have been well accepted by industry. Many graduates have gone on to work with internationally recognised organisations such as the BBC, Microsoft, Bentley Motors and NASA. Others have gone on to form their own successful businesses whilst some graduates have worked on Oscar winning films, written books and even won an Olympic gold medal.

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.

Programmes offered by APU and APIIT are subjected to extensively External Quality Assurance processes by Staffordshire University. This ensures that our programmes are benchmarked against international standards.
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™:

1: Innovation through the design of curriculum, the module content and the learning approaches
2: Integration through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams
3: Information through developing your knowledge and also your abilities to communicate effectively and persuasively
4: Interactivity through the use of group work to develop your teamwork skills and through the use of technology to achieve interactivity of devices and people
5: Imagination in relation to new products, ideas, applications and solutions
The 3-year Dual Degree Programmes (DDP)
SCHOOL OF COMPUTING & TECHNOLOGY
SCHOOL OF BUSINESS & MANAGEMENT
SCHOOL OF ACCOUNTING, FINANCE & QUANTITATIVE STUDIES

The 3-year Dual Degree Programmes are offered through a unique collaborative partnership between APU and Staffordshire University, United Kingdom, through which Staffordshire accredits 3-years 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 approved by the Ministry of Education of Malaysia and the qualifications are accredited, or provisionally 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 system security officers 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. Needs exist in virtually all industries.

- **Database Administration**
  Database administration is an area of IT operations that is common to all enterprises, and Database Administrator (DBA) consistently makes the top ten in rankings of the best technology jobs.

- **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 Computer Science**
Develop the technical knowledge, skills and background to design, organize and support computer systems with an emphasis on computer systems and the nature of computation. Provides the skills required to progress into innovative softwares development and systems engineering.

**BSc (Hons) in Software Engineering**
You will have acquired the knowledge and technical expertise to be employed as a software developer and software engineer as required by a wide variety of companies and organisations.

**BSc (Hons) in Intelligent Systems**
Prepares you for team roles in designing and developing solutions using Artificial Intelligence in areas such as business decision support, big data analytics, control systems, robotics, computer games, security, and digital forensics to name a few.

**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 entrepreneur 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 capitalists.

**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 Web Media Technology with a specialism in Educational Technology**
You will be able to work with a variety of stakeholders and subject matter experts to analyse needs, design, develop, test, and deploy Computer Based Training (CBT) and Web Based Training (WBT) materials that are grounded in an appropriate theoretical foundation, meet accepted professional standards, and are innovative, creative, and engaging.

**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.

**BA (Hons) in Media Marketing with a specialism in Social Media**
Employment options include: Social Media Strategist, Internet Marketer, Feature Blogger, Communication Specialist, Interactive Media Designer; Exhibition and Environmental Designer; Copywriter; Account Planner; Creative Director; Brand Strategist and Strategic Planner.
Whether you join APU 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 APU, 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.

**Overall Programme Structure**

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<tr>
<th>Foundation</th>
<th>Diploma</th>
<th>Honours Degree</th>
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<tbody>
<tr>
<td>3 semesters / 1 year full-time</td>
<td>5 semesters / 2 years full-time</td>
<td>6 semesters / 3 years full-time</td>
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</tbody>
</table>
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 including Mathematics and a minimum of a pass in Bahasa Malaysia and Sejarah (History); or
• 5 grade C passes at ‘O’ Levels / GCSE including Mathematics; or
• A qualification that APU accepts as equivalent to the above.

DIPLOMA PROGRAMMES
• An overall credit pass in at least 3 subjects at SPM level including Mathematics and a minimum of a pass in Bahasa Malaysia and Sejarah (History); or
• 3 Grade C passes at ‘O’ Levels / GCSE including Mathematics; or
• A qualification that APU accepts as equivalent to the above.

BACHELORS (HONS) DEGREE PROGRAMMES
Direct Entry to Level 1 of the Degree:
• Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent with credit in Mathematics; or
• Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent with credit in Mathematics; or
• Recognised Matriculation or Foundation with CGPA 2.0 and credit in Mathematics at SPM Level; or
• A qualification that APU accepts as equivalent to the above.

Direct Entry to Level 2 of the Degree:
• Successful completion of Level 1 of an APU Computing & Technology Programme; or
• A Diploma in Computer Science, Information Systems, Information Technology, Software Engineering or equivalent with a minimum CGPA of 2.5; or
• Any other Diploma with a minimum CGPA of 2.5, and credit in Mathematics at SPM level; or
• A qualification that APU accepts as equivalent to the above.

ENGLISH REQUIREMENTS
(only applicable for International Students)

Foundation 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 and Sejarah (History) at SPM level is required for all Malaysian students).
Live YOUR DREAM TO OVER 100 DEGREES

Accounting, Banking, Finance & Quantitative Studies
Engineering
Computing & Technology
International Studies & Sustainability
Business & Management
Animation & Visual Effects
Design Innovation & Brand Management
Journalism
Creative Media Technology
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.

**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 Accounting, Banking, Finance & Quantitative Studies, Business & Management, Computing & Technology, Engineering, Design Innovation & Brand Management, Animation & Visual Effects, Creative Media Technology, International Studies & Sustainability and Journalism
- 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

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**SPM / ’O’ Levels** (5 credits)

- **PROFESSIONAL CAREERS**
  - Start Here

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**APU FOUNDATION PROGRAMME**

- **Semester 1**
  - [Common Semester 1]
- **Semester 2 & 3**
  - [Sample your INTEREST in semester 2 & 3]

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**DEGREE PROGRAMME AREAS**

- Accounting, Banking, Finance & Quantitative Studies
- Business & Management
- Computing & Technology
- Engineering
- Media & Mass Communications
- Animation & Visual Effects
- Creative Media Technology
- International Studies & Sustainability
- Journalism
- Design Innovation & Brand Management

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.
**MODULES YOU STUDY**

The modules studied help develop your study skills, introduce you to what you can expect on your degree and also allow you to discover what you can study depending on whether you choose a degree in Accounting, Banking, Finance & Quantitative Studies, Business & Management, Computing & Technology, Engineering, Design Innovation & Brand Management, Animation & Visual Effects, Creative Media Technology, International Studies & Sustainability and Journalism. The modules are:

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<tr>
<th>SEMESTER 1</th>
<th>COMMON SEMESTER 1</th>
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<tr>
<td></td>
<td>• English for Academic Purpose</td>
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<td></td>
<td>• Communication Skills</td>
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<tr>
<th>INTEREST AREAS</th>
<th>BUSINESS &amp; FINANCE</th>
<th>COMPUTING &amp; TECHNOLOGY</th>
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<tr>
<td></td>
<td>• Introduction to Business</td>
<td>• Introduction to Business</td>
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<td>• Individual, State &amp; Society</td>
<td>• Individual, State &amp; Society</td>
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<td></td>
<td>• Global Business Trends</td>
<td>• Computing &amp; IT</td>
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<td></td>
<td>• Public Speaking in English</td>
<td>• Public Speaking in English</td>
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<th>SEMESTER 2</th>
<th>BUSINESS &amp; FINANCE</th>
<th>COMPUTING &amp; TECHNOLOGY</th>
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<td></td>
<td>• Academic Research Skills</td>
<td>• Academic Research Skills</td>
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<td></td>
<td>• Principles of Accounts</td>
<td>• Further Mathematics</td>
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<td></td>
<td>• Economics for Business</td>
<td>• Introduction to Multimedia Applications</td>
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<td>• Perspectives in Technology</td>
<td>• Perspectives in Technology</td>
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<td>• Co-Curricular</td>
<td>• Co-Curricular</td>
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<tr>
<th>SEMESTER 3</th>
<th>BUSINESS &amp; FINANCE</th>
<th>COMPUTING &amp; TECHNOLOGY</th>
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<td></td>
<td>• Introduction to Business</td>
<td>• Introduction to Business</td>
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<td></td>
<td>• Individual, State &amp; Society</td>
<td>• Individual, State &amp; Society</td>
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<td></td>
<td>• Global Business Trends</td>
<td>• Computing &amp; IT</td>
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<td>• Public Speaking in English</td>
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**You may then proceed to Level 1 of a Degree of your choice in the following pathways**

<table>
<thead>
<tr>
<th>PRIMARY PATHWAYS</th>
<th>BUSINESS &amp; FINANCE</th>
<th>COMPUTING &amp; TECHNOLOGY</th>
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<tbody>
<tr>
<td></td>
<td>• Business &amp; Management</td>
<td>• Business &amp; Management</td>
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<td></td>
<td>• Accounting, Finance, Banking &amp; Quantitative Studies</td>
<td>• Accounting, Finance, Banking &amp; Quantitative Studies</td>
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<td></td>
<td>• Media &amp; Mass Communications</td>
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<tr>
<th>SECONDARY PATHWAYS</th>
<th>BUSINESS &amp; FINANCE</th>
<th>COMPUTING &amp; TECHNOLOGY</th>
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<tr>
<td>Students may also choose the following:</td>
<td>• Computing &amp; Technology</td>
<td>• Computing &amp; Technology</td>
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<tr>
<td></td>
<td>• Design Innovation &amp; Brand Management</td>
<td>• Design Innovation &amp; Brand Management</td>
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<tr>
<td></td>
<td>• Animation &amp; Visual Effects</td>
<td>• Animation &amp; Visual Effects</td>
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<td></td>
<td>• Creative Media Technology</td>
<td>• Creative Media Technology</td>
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<td></td>
<td>• International Studies &amp; Sustainability</td>
<td>• International Studies &amp; Sustainability</td>
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<td></td>
<td>• Journalism</td>
<td>• Journalism</td>
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**YOUR FOUNDATION PATHWAY TO A DEGREE OF YOUR CHOICE**

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

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

- **Mathematics**

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

**Computing & Technology**
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information Systems Security
  - Intelligent Systems
  - Database Administration
  - Network Computing
  - Forensic Computing
  - Mobile Technology
  - Business Information Systems
- BSc (Hons) in Enterprise Computing
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science
- BSc (Hons) in Intelligent System
- BSc (Hons) in Internet Technology
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Technopreneurship
- BSc (Hons) in Computer Games Development
- BSc (Hons) in Web Media Technology
- BSc (Hons) in Web Media Technology with a specialism in Education Technology

**Accounting, Banking, Finance & Quantitative Studies**
- BA (Hons) in Accounting and Finance
- BA (Hons) in Accounting and Finance with a specialism in Forensic Accounting
- BA (Hons) in Accounting and Finance with a specialism in Taxation
- BA (Hons) in Banking and Finance (Hons) with a specialism in Financial Planning
- Bachelor in Banking and Finance (Hons) with a specialism in Investment and Risk Management
- Bachelor in Islamic Banking and Finance (Hons)
- BSc (Hons) in Actuarial Studies
- BSc (Hons) in Management Science
- BSc (Hons) in Management Science
- BSc (Hons) in Accounting and Finance with a specialism in Taxation
- BA (Hons) in Accounting and Finance with a specialism in Financial Planning

**Computing & Business Computing**
- BSc (Hons) Cyber Security
- BSc (Hons) Forensic Computing
- BSc (Hons) in Business Computing
- BSc (Hons) in Business Computing with a specialism in E-Commerce
- BSc (Hons) in Business Information Technology

[^UK 3+0 Degrees offered through APIIT]
### Engineering
- Introduction to Business
- Individual, State & Society
- Engineering Mathematics
- Public Speaking in English
- Academic Research Skills
- Mechanical Science
- Engineering Science
- Electrical and Electronic Principal
- Co-Curricular
- Computing & Technology
- Engineering Design
- Journalism & Creative Media
- International Studies

### Design
- Design Team Project
- Imaging/Production Skills for Design
- Major Project 1
- Design Theory and Practice 1
- Academic Research Skills
- History of Design and Media
- Major Project 2
- Design Theory and Practice 2
- Co-Curricular

### Journal & Creative Media
- Writing Skills for Journalists
- Introduction to Journalism
- History & Practice
- Global Business Trends
- Public Speaking in English
- Academic Research Skills
- Critical International Film Studies
- Journalism and Society
- English for Journalist
- Co-Curricular

### International Studies
- Introduction to International Relations
- Individual, State & Society
- Global Business Trends
- Public Speaking in English
- Academic Research Skills
- Issues in Development Studies
- Geography and the Environment
- Critical International Film Studies
- Co-Curricular

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

- **Mathematics**
- Physics OR Chemistry OR Technical Science

Leading from APU Foundation to your Choice of Degree Studies:

#### Business & Management
- BA (Hons) in Business Management
- BA (Hons) in Business Management with a specialism in E-Business
- BA (Hons) in International Business Management
- BA (Hons) in Marketing Management
- BA (Hons) in Human Resource Management
- BA (Hons) in Media Marketing
- BA (Hons) in Media Marketing with a specialism in Social Media
- BA (Hons) in Services Management
- BA (Hons) in Tourism Management

#### Media & Mass Communications
- BA (Hons) in Media Marketing
- BA (Hons) in Media Marketing with a specialism in Social Media
- BA (Hons) in Media Informatics

#### Design Innovation and Brand Management
- BA (Hons) Product Design
- BA (Hons) Transport Design
- BA (Hons) Advertising and Brand Management

#### Animation & Visual Effects
- BA (Hons) Animation
- BA (Hons) VFX: Visual Effects and Concept Design
- BSc (Hons) Digital Film and 3D Animation Technology
- BSc (Hons) CGI and Digital Effects

#### Creative Media Technology
- BA (Hons) Advertising and Commercial Film Production
- BA (Hons) Media (Film) Production
- BSc (Hons) Film Production Technology
- BSc (Hons) Television Production Technology
- BA (Hons) Film, Television & Radio Studies
- BA (Hons) Radio Production

#### International Studies and Sustainability
- BA (Hons) International Relations
- BSc (Hons) Environment and Sustainability

#### Journalism
- BA (Hons) Journalism
- BA (Hons) Broadcast Journalism
- BA (Hons) Sports Journalism
PERSONAL EFFECTIVENESS MODULES (COMMON MODULES)

• Communication Skills
  You will deal with fundamentals of communication in an organized setting. You will be introduced to presentation techniques, effective use of letters, memos and emails, report writing, ethics in social media, effective telephone communication skills and barriers to communication.

• English for Academic Purposes
  This module is designed to improve your grasp of the English language for academic purposes at degree level. You will develop listening, speaking, reading & writing skills in this module.

• Public Speaking in English
  This module is designed to develop your Public Speaking skills which will help to build confidence and credibility in your interpersonal skills. You will generally be introduced to audience analysis, delivery techniques, learn to overcome communication apprehension and practice roles as a speaker and listener.

• Personal Development and Study Skills
  This module is aimed at giving you the essential skills and techniques such as time management, note making and thinking skills.

• Academic Research Skills
  In the academic realm, this module will be the platform to guide you on how to do assignments in degree programmes and generally understand the fundamental aspects in completing the final year project. You will also be aware of ethical issues pertinent to conducting research at the workplace.

• Mathematics
  You will be introduced to the study of core mathematical and statistical concepts used in a variety of environments, such as business and computing. This module includes ratio, proportion and percentages, algebra, solving equations, graphs of linear / quadratic functions.
**BUSINESS AND FINANCE**

- **Introduction to Business**
  You are introduced to the nature and environment of Business, the different forms of business ownership and the key organisational theories, as well as the concepts of marketing, human resource management, accounting and operations management.

- **Global Business Trends**
  This module introduces you to the micro and mega trends in contemporary development affecting business such as the usage of technology, economic-geographic environment, political-legal environment and social-cultural environment.

- **Principles of Accounts**
  You will be introduced to the basics of Accounts such as recording business transactions and ledger entries. Overall, the module equips you with the basic understanding of maintaining, preparing and recording business transactions.

- **Economics for Business**
  This module introduces you to the basics of economics such as consumer supply and demand, firms and supply, macro economy policy and how it affects economic growth as well as understanding International trade, such as the effects of exchange rates in different market structures.

**COMPUTING**

- **IT Application**
  You are provided with practical skills in using IT application packages such as MS Word, MS Excel and MS Access. You will get a detailed understanding through “hands on” experience in the labs.

- **Computing & IT**
  You will be introduced to a number of aspects relating to the input-process-output concept. You will be exposed to areas such as fundamentals of computer systems and microprocessors, problem solving techniques as well as program design and development.

- **Introduction to Multimedia Applications**
  This module provides you with fundamental knowledge and skills to create and document an interactive multimedia application such as graphics, 2D animations and typography settings.

- **Perspectives in Technology**
  You are introduced to the role of technology in modern life and its impact on the world and the environment such as in the areas of biotechnology, internet technology, process and design technology as well as Business, Society and Ethics.

- **Further Mathematics**
  This module provides you with basic mathematical skills such as matrices, logarithms, calculus and trigonometry.

**ENGINEERING**

- **Engineering Mathematics**
  The module aims to provide you with a broad understanding of and practice in trigonometry, matrices, complex number and vectors. The understanding will not only help in developing the analytical concepts but also its use in engineering applications such as analysing electric circuits.

- **Engineering Science**
  This module introduces you to basic concepts such as atomic structure, atomic bonding and principles of engineering science such as heat transfer, elasticity and waves. These engineering science principles will develop strong foundations which will help you in your further studies.

- **Mechanical Science**
  The module provides you with a strong foundation to understand and solve problems of Newton’s Law, Impact / Collision, Friction, Angular Motion, Coplanar force, Equilibrium of forces, Moment of forces and Centroid.

- **Electrical and Electronic Principles**
  This module provides you the basic concepts and principles of Electric field, Magnetic field, Ohm’s and Kirchhoff’s laws, Semiconductor devices fundamentals and basic digital electronic circuits. You are exposed to the laboratory where you will use electrical components, devices and instruments and construct circuits to verify relevant theories.

**JOURNALISM AND MEDIA**

- **Writing Skills for Journalist**
  You will be introduced to different writing skills such as editorials, reviews and articles. This would be coupled with the ability in topic selection, language usages and presentation skills.

- **Introduction to Journalism History & Practice**
  This module introduces the role of the journalist through a study of the history of journalism following the broad stages of technological change that have, in turn, enabled the professionalisation of journalism for print, broadcast and online distribution.

- **English for Journalists**
  You will be exposed to areas such as grammar rules, grammar mistakes and confusions, language usage such as vague words, posh words, jargon and foreign words.

- **Journalism and Society**
  You will be introduced to the role and influence of journalism on society and the public domain which includes freedom of speech and privacy, media ethics and responsibility, online journalism and broadcast regulations.

- **Critical International Film Studies**
  This module imparts you the basic skills of conducting text criticism which includes cinematography, editing, acting performance, and sound design.

**INTERNATIONAL STUDIES**

- **Introduction to International Relations**
  This module will provide you with an introduction of key concepts in International Relations like power, national interest, war, balance of power, institutionalism, interdependence and dependence.

- **Individual, State and Society**
  You will be exposed to the different systems of governance, understanding the basic types of law and their application in society.

- **Issues in Development Studies**
  The module comprises a series of lectures on particular themes and challenges in development such as gender, population and development, health and life expectancy as well as urbanization & and environmental sustainability.

- **Geography and the Environment**
  The module will enable you to understand a range of key geographical and environmental concepts, mapped patterns and the interrelationship between economic systems, climate, politics and environmental conditions.

**DESIGN**

- **Design Team Project**
  You will learn to brainstorm, generate and develop ideas, work together in a team to create a design project which might be ranging from a 2D promotional tool design, series of photography documentation about certain topic, to a 3D physical mock up for product design.

- **Imaging/Production Skill for Design**
  You will improve your observational skills through practising traditional life drawing (for example animals, plants etc) and the use of 3D and digital workshops, using appropriate media in responses to a variety of visual problems.

- **Major Project 1**
  You will be encouraged to research and generate ideas and ways of working independently by negotiation. This mode of study will result in the production of a body of work in the area of your choice, in the form of a Progress Review.

- **Design Theory and Practice: 1**
  This module is about the way that any professional art or design practice is informed by the work and ideas of other people and other times. You will learn about how and why other artists and designers do the things they do, and will understand how your own work can benefit from this knowledge.

- **History of Design and Media**
  You will learn about the development and the history of aesthetical product and media design, and by understanding the theory, you are also encouraged to explore the application in practice.

- **Major Project 2**
  Further in-depth study of the pre-requisite module, you will continue to do research and generate ideas to get more focus on producing a design project based on the choice of your study.

- **Design Theory and Practice: 2**
  As the pre-requisite module, you will learn about the knowledge of design and theory through samples and case studies from people in the creative industries.
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
  - Database Administration
  - Intelligent Systems
  - Network Computing
  - Forensic Computing
  - Mobile Technology
  - Business Information Systems
- BSc (Hons) in Computer Science
- BSc (Hons) in Software Engineering
- BSc (Hons) in Intelligent Systems
- BSc (Hons) in Internet Technology
- BSc (Hons) in Enterprise Computing
- BSc (Hons) in Technopreneurship

INTERACTIVE ENTERTAINMENT TECHNOLOGY PROGRAMMES

- BSc (Hons) in Computer Games Development
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Web Media Technology
- BSc (Hons) in Web Media Technology with a specialism in Educational Technology
- BSc (Hons) in Media Informatics
- BA (Hons) in Media Marketing with a specialism in Social Media
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.

Our Collaborative Partners:
Computing & Technology Study Pathways

(DEGREE PROGRAMMES)

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

Common Semester 1 in
Degree Level 1

All the programmes have similar modules in semester 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Networking, Fundamentals of Software Development, and introductory 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, Professional and Enterprise Development, and Introduction to Management.

Note: * Although Semester 1 at Level 1 is common for some programmes, students who are on scholarships or loans (e.g. PTPTN, MARA etc) are required to decide on your degree upon commencement and are not allowed to change to another programme unless approved by the Loan/Scholarship provider. International Students are required to re-apply for a new Student Pass (visa) should they decide to change the programme.

Programmes

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<th>Common Semester 1/Level 1</th>
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Internship / Industrial Training

A well-structured internship or industrial training programme in collaboration with industry is incorporated into the curriculum. The main objective of the internship programme is to further enhance your employability. In many cases the same company at which you had internship/industrial training will offer you employment as soon as you graduate. In all cases you will gain an invaluable insight into the world of business and management practices and be better equipped to position yourself for the career you seek.
Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU:

- **Diploma in Information & Communications Technology**
  - 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 practices.
  - 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.

**SEMMESTER 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.

**SEMMESTER 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.

**SEMMESTER 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.

**SEMMESTER 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.

*In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.*

**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**
  - Information Systems Security
  - Database Administration
  - Network Computing
  - Forensic Computing
  - Mobile Technology
  - Business Information Systems

- **BSc (Hons) in Internet Technology**

- **BSc (Hons) in Enterprise Computing**
**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 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.

**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.

**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.

**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.

**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.

*In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.*

**SEMESTER 1 Modules**
- English for Academic Purposes
- Numerical Skills
- Managing Business
- Practical IT Skills

**SEMESTER 2 Modules**
- Professional Communications
- Academic Research Skills
- Information Systems
- Quantitative Methods

**SEMESTER 3 Modules**
- Computer Technology
- Internet Applications
- Computer Systems Architecture
- Problem Solving & Program Design Using C

**SEMESTER 4 Modules**
- Database & Data Structure
- Multimedia Applications
- Numerical Methods & Logic
- Operating System
- System Analysis & Design

**SEMESTER 5 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:
  - Database Administration
  - Mobile Technology
  - Business Information Systems
- BSc (Hons) in Computer Science
- BSc (Hons) in Software Engineering
- BSc (Hons) in Intelligent Systems
- BSc (Hons) in Internet Technology
- BSc (Hons) in Enterprise Computing
Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU:

**FURTHER STUDIES**

- 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 Entrepreneurship
- BSc (Hons) in Information Technology with a specialism in Business Information Systems
- BSc (Hons) in Business Information Technology
- BSc (Hons) in Business Computing
- BSc (Hons) in Media Informatics
- BA (Hons) in Media Marketing
- BA (Hons) in Media Marketing with a specialism in Social Media
BSc (Hons) in Information Technology

This programme is specifically designed to provide:

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of information technologies.

**LEVEL 1**

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Introduction to Management and Computing & IT in the Workplace provide a foundation for multidisciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

**Common Modules**

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

**Specialised Modules**

- Introduction To C Programming
- Interactive Media & Web Design Technology

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as full credit requirements for Co-Curricular Activities.

**LEVEL 2**

Further in-depth analysis and design skills are developed at Level 2 through System Development Methods, Web Applications, and Human-Computer Interaction. Specific computing skills are developed through Object Oriented Development with Java, Programming Concepts in C++, and System Programming & Computer Control. Integrated Business Processes with SAP ERP Systems will give you a thorough understanding of how IT supports modern organisational activity. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

**Common Modules**

- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

**Specialised Modules**

- Human-Computer Interaction
- Integrated Business Processes with SAP ERP Systems
- Mobile & Wireless Technology
- Programming Concepts in C++
- Web Applications
- System Programming and Computer Control

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Information Technology.

**LEVEL 3**

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Advanced Database Systems, Computer Systems Management and Cloud Infrastructure and Services ensure that you have a proper understanding of modern computing environments, while Enterprise Programming for Distributed Applications and Designing and Developing Applications on Cloud develop advanced computing skills. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

**Common Modules**

- Innovation Management & New Product Development
- Project Management

**Specialised Modules**

- Advanced Database Systems
- Cloud Infrastructure & Services
- Computer Systems Management
- Designing & Developing Applications on Cloud
- Distributed Computer Systems
- Enterprise Programming for Distributed Applications
- Entrepreneurship
- Information Technology Project
- Investigations in Information Technology

Note: The specialism will appear only in the academic transcript.
LEVEL 1

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. Technical knowledge and skills essential in this field of specialisation are introduced in Operating Systems & Computer Architecture, Introduction to Networking, and Introduction to Security and Forensic Technologies. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

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

Specialised Modules
- Introduction to C Programming
- Introduction to Security and Forensic Technologies

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

LEVEL 2

Specific skills related to Information Systems Security are enhanced at this level through the Network Security, Ethical Hacking and Incidence Response, Principles of Networks and Network Design, and Mobile & Wireless Technology modules. Your analysis and design skills are developed with System Development Methods, while your programing skills are sharpened with Object Oriented Development with Java and System Programming & Computer Control. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

Common Modules
- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

Specialised Modules
- Ethical Hacking and Incidence Response
- Fundamentals of Mobile Computing
- Mobile & Wireless Technology
- Network Security
- Principles of Networks and Network Design
- System Programming and Computer Control

LEVEL 3

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Specific information systems security environments are covered by the Computer Systems Security, Wireless and Mobile Security, and Voice Over IP Security modules. Malicious Software and Security Programming, Design of Corporate Communications Systems, Penetration Testing, and Critical Issues in Managing IS in Organisations provide a thorough understanding of how information systems security supports modern organisational activity. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

Specialised Modules
- Computer Systems Security
- Critical Issues in Managing IS in Organisations
- Design of Corporate Communications Systems
- Information Systems Security Project
- Investigations in Information Systems Security
- Malicious Software and Security Programming
- Penetration Testing
- Voice Over IP Security
- Wireless and Mobile Security

Note: The specialism will appear only in the academic transcript.
LEVEL 1

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. This specialism is introduced with Introduction to Databases. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

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

Specialised Modules
• Introduction to C Programming
• Introduction to Security and Forensic Technologies

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

LEVEL 2

Further in-depth analysis and design skills are developed at Level 2 through System Development Methods, Web Applications, and Database Design & Development. Specific computing skills are developed through Object Oriented Development with Java, Programming Concepts in C++, and System Programming & Computer Control. Integrated Business Processes with SAP ERP Systems and Data Management will give you a thorough understanding of how IT supports modern organisational activity. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

Common Modules
• Creativity & Innovation
• Object Oriented Development with Java
• Probability & Statistical Modeling
• Professional & Enterprise Development
• Research Methods for Computing and Technology
• System Development Methods

Specialised Modules
• Data Management
• Database Design & Development
• Integrated Business Processes with SAP ERP Systems
• Programming Concepts in C++
• System Programming and Computer Control
• Web Applications

INTERNSHIP

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Information Technology.

INTERNSHIP
(After completing Level 2 and before the commencement of Level 3)

LEVEL 3

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Knowledge Discovery & Big Data Analytics and Enterprise Programming for Distributed Applications give you the advanced computing skills required to take advantage of enterprise databases. Cloud Infrastructure and Services, Information Storage and Management, Database Administration, Computer Systems Security, and Database Security ensure that you have the technical skills necessary to evaluate, design, configure, and maintain the data management infrastructure.

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

Specialised Modules
• Cloud Infrastructure & Services
• Computer Systems Security
• Database Administration
• Database Security
• Database Administration Project
• Enterprise Programming for Distributed Applications
• Information Storage and Management
• Investigations in Database Administration
• Knowledge Discovery & Big Data Analytics

Note: The specialism will appear only in the academic transcript.
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Cognitive Science, further Artificial Intelligence, Knowledge Discovery, and Image Processing build on knowledge and skills acquired at the lower levels to provide an in-depth understanding of techniques at the heart of intelligent systems. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products. Critical Issues in Managing IS in Organisations and Entrepreneurship ensure that you have a proper understanding and appreciation of relevant issues whether you choose to join an existing organisation or decide to set up your own business.

Note: The specialism will appear only in the academic transcript.
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Advanced Wireless Technology, Distributed Computer Systems, Ubiquitous Computing, Computer Systems Security, and Network Troubleshooting build on knowledge and skills acquired at the lower levels to provide an in-depth understanding of network computing techniques. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of developing new ideas and creating new products. Critical Issues in Managing IS in Organisations and Entrepreneurship ensure that you have a proper understanding and appreciation of relevant issues whether you choose to join an existing organisation or decide to set up your own business.

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

**Specialised Modules**
- Advanced Wireless Technology
- Computer Systems Security
- Critical Issues in Managing IS in Organisations
- Distributed Computer Systems
- Entrepreneurship
- Investigations in Network Computing
- Network Computing Project
- Network Troubleshooting
- Ubiquitous Computing

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**LEVEL 1**

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. Technical knowledge and skills essential in this field of specialisation are introduced in Operating Systems & Computer Architecture, Introduction to Networking, and Introduction to Security and Forensic Technologies. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

**LEVEL 2**

Specific skills related to Network Computing are enhanced at this level through the Network Security, Switching Technologies, Principles of Network Design, and Mobile & Wireless Technology modules. Your analysis and design skills are developed with System Development Methods, while your programming skills are sharpened with Object Oriented Development with Java and System Programming & Computer Control. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Information Technology.

**LEVEL 3**

Familiarity with a broad range of information technologies and how they are used.
- A specialised and focused emphasis on data communications and networking technologies.
- The skills and knowledge required to develop and critically evaluate network architectures and networked computing applications.

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

**Specialised Modules**
- Introduction to C Programming
- Introduction to Security and Forensic Technologies

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

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Note: The specialism will appear only in the academic transcript.
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Specific forensic computing topics are covered by the Malicious Software and Security Programming, Digital Evidence, and Legal & Evidentiary Aspects of Forensic Computing modules. Computer Systems Security, Design of Corporate Communications Systems, and Computer Systems Management provide a thorough understanding of how forensic computing fits into information systems security initiatives to support modern organisational activity. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

**LEVEL 1**

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. Technical knowledge and skills essential in this field of specialisation are introduced in Operating Systems & Computer Architecture, Introduction to Networking, and Introduction to Security and Forensic Technologies. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

**LEVEL 2**

Specific skills related to Forensic Computing are enhanced at this level through the Computer Systems and Low Level Techniques, Data Recovery, Tracing and Evidence Gathering, Intellectual Property, Ethics & Legal Issues, and Ethical Hacking & Incidence Response modules. Your analysis and design skills are developed with System Development Methods, while your programming skills are sharpened with Object Oriented Development with Java, Programming Concepts in C++, and System Programming & Computer Control. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Information Technology.

**LEVEL 3**

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Specific forensic computing topics are covered by the Malicious Software and Security Programming, Digital Evidence, and Legal & Evidentiary Aspects of Forensic Computing modules. Computer Systems Security, Design of Corporate Communications Systems, and Computer Systems Management provide a thorough understanding of how forensic computing fits into information systems security initiatives to support modern organisational activity. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised Modules**
- Introduction to C Programming
- Introduction to Security and Forensic Technologies
- System Development Methods

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

**Common Modules**
- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

**Specialised Modules**
- Computer Systems and Low Level Techniques
- Data Recovery, Tracing and Evidence Gathering
- Ethical Hacking and Incidence Response
- Intellectual Property, Ethics & Legal Issues
- Programming Concepts in C++
- System Programming and Computer Control

**INTERNSHIP**

(For Level 3 students, an Internship is mandatory before completing the final stage of the programme.)

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

**Specialised Modules**
- Computer Systems Management
- Computer Systems Security
- Design of Corporate Communications Systems
- Digital Evidence
- Entrepreneurship
- Forensic Computing Project
- Investigations in Forensic Computing
- Legal & Evidentiary Aspects of Forensic Computing
- Malicious Software and Security Programming

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

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

- Familiarity with a broad range of information technologies and how they are used.
- Strengthened low-level computer systems knowledge and application skills that enable you to detect computer crime.
- In-depth understanding of techniques that lead to successful prosecution of computer-related criminal activity or abuse.
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Specific skills in the area of Mobile Technology are developed through Software Development for Mobile Devices, Mobile & Web Multimedia, Mobile Multimedia & Gaming, Advanced Wireless Technology, and Enterprise Programming for Distributed Applications. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

Specialised Modules
- Advanced Wireless Technology
- Critical Issues in Managing IS in Organisations
- Distributed Computer Systems
- Enterprise Programming for Distributed Applications
- Investigations in Mobile Technology
- Mobile Multimedia & Gaming
- Mobile Technology Project
- Software Development for Mobile Devices
- XML & Web Services
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. An IT professional in this field must have a proper understanding and appreciation of issues related to the development, deployment, and business impact of information systems. This is developed and enhanced through Information Systems Development Trends, Computer Systems Management, E-Business Strategy, Building Customer Relationships, and Developing E-Commerce Applications. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised Modules**
- Building Customer Relationships
- Business Information Systems Project
- Computer Systems Management
- Developing E-Commerce Applications with XML
- E-Business Strategy
- Entrepreneurship
- Information Systems Development Trends
- Investigations in Business Information Systems
- Knowledge Discovery & Big Data Analytics

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**LEVEL 1**

The IT degree and all of its specialisms have similar modules in Level 1. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

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

**Specialised Modules**
- Interactive Media & Web Design Technology
- Introduction to Object-Oriented Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

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**LEVEL 2**

Further in-depth analysis and design skills are developed at Level 2 with System Development Methods and Human-Computer Interaction, while Object Oriented Development with Java sharpens your programming skills. The E-Commerce, E-Business, Enterprise Systems, and Integrated Business Processes with SAP ERP Systems modules give you a complete understanding of how Business Information Systems support modern organisational activity. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

**Common Modules**
- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

**Specialised Modules**
- E-Business
- E-Commerce
- Enterprise Systems
- Human-Computer Interaction
- Integrated Business Processes with SAP ERP Systems
- Web Applications

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**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Information Technology.

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

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**LEVEL 3**

Familiarity with a broad range of information technologies and how they are used.

An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.

The ability to critically evaluate and apply appropriate strategies and techniques to the development of business information systems.
BSc (Hons) in Computer Science

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

**LEVEL 1**

Level 1 modules in this programme that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Modules such as Introduction to Management, Computing & IT in the Workplace and Professional & Enterprise Development provide a foundation for multidisciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout the programme.

**LEVEL 2**

Specific technical skills related to Computer Science are developed at this level. Engineering Software & Applications offers an introduction to the concepts associated with data acquisition and system simulation. Data Structures and Concurrent Programming take your application development skills to the next level, while System & Network Administration and Computer Systems Low Level Techniques build on Operating Systems & Computer Architecture. Option modules allow you to choose to go further into artificial intelligence, networking, and/or multimedia. The emphasis on independent learning continues at this level, and is a particular focus and requirement in Research Methods.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Computer Science.

**LEVEL 3**

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. The core modules Algorithmics, Real-Time Systems, and HCI & Usability enhance your systems development skills, while Emergent Technology broadens your perspective to include the frontiers of technology. Option modules allow you to enhance skills developed in previous study of programming, systems & network administration, multimedia, and management. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised Modules**
- Introduction to Artificial Intelligence
- Introduction to C Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods For Computing & Technology

**Specialised and Option Modules**
- Engineering Software & Applications
- Data Structures
- Concurrent Programming
- System & Network Administration
- Computer Systems and Low Level Techniques
- AI Methods
- Programming Concepts in C++
- Mobile & Wireless Technology
- Believable Models for Games & Virtual Reality
- Principles of Creative Animations

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

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

**Specialised and Option Modules**
- Advanced Programming Language Concepts
- Algorithmics
- Real-Time Systems
- Ubiquitous Computing
- HCI & Usability
- Emergent Technology
- Entrepreneurship
- Cloud Infrastructure & Services
- Information Storage & Management
- Computer Systems Security
- Multimedia Techniques for Animation, Games & Film Effects
- Investigations in Computer Science
- Computer Science Project

**SCHOOL OF COMPUTING & TECHNOLOGY**
Familiarity with the tools and rigorous methodologies used to develop mission-critical and safety-critical software systems.

The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.

A deep appreciation of the importance of software architecture, testing, documentation, and maintainability.

**LEVEL 1**
Level 1 modules in this program that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Modules such as Introduction to Management, Computing & IT in the Workplace and Professional & Enterprise Development provide a foundation for multidisciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout the program.

**LEVEL 2**
Specific technical skills related to Software Engineering are developed at this level. Requirements Engineering covers principles, practical skills, for the software lifecycle, and the methodologies and tools for specification, design, development, testing, evaluation, and maintenance of software systems. In Software Architecture you will have an opportunity to analyse applications in terms of their scope, style, and dynamism as well as to work in a group to develop a software system using middleware technologies. System Programming and Computer Control offers an introduction to the concepts associated with data acquisition that are the key to computer automation. The emphasis on independent learning continues at this level, and is a particular focus and requirement in Research Methods.

**INTERNSHIP**
After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Software Engineering.

**LEVEL 3**
The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. In Design Patterns you will be exposed to methods for object-oriented systems development that improve software design, organisation, and maintainability. In Software Quality Engineering you will learn to devise, describe, evaluate, and apply various software metrics. Advanced Programming Language Concepts offers an overview of programming language paradigms, with a focus on languages can be used to write extremely concise and powerful applications and those that are tuned to queries of a set of facts and rules. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised and Option Modules**
- Introduction to Object Oriented Programming
- Introduction to Artificial Intelligence
- Interactive Media & Web Design Technology

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing & Technology

**Specialised and Option Modules**
- Advanced Programming Language Concepts
- Algorithmics
- Design Patterns
- Software Quality Engineering
- Designing & Developing Applications on Cloud
- Advanced Database Systems
- Enterprise Systems
- Programming Concepts in C++
- Concurrent Programming

**INTERNSHIP**
(After completing Level 2 and before the commencement of Level 3)

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

**Specialised and Option Modules**
- Advanced Programming Language Concepts
- Algorithmics
- Design Patterns
- Software Quality Engineering
- Designing & Developing Applications on Cloud
- Advanced Database Systems
- Distributed Computer Systems
- Enterprise Systems
- Programming Concepts in C++
- Concurrent Programming
BSc (Hons) in Intelligent Systems

**LEVEL 1**

Level 1 modules in this program that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Modules such as Introduction to Management, Computing & IT in the Workplace and Professional & Enterprise Development provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout the program.

**LEVEL 2**

Specific technical skills related to Intelligent Systems are developed at this level. AI Methods and Management Science build on previous and lead to further studies in artificial intelligence techniques. Two modules offer an introduction to the concepts associated with data acquisition that are the key to computer automation: Imaging & Special Effects through computer vision and System Programming and Computer Control through other types of sensors. The emphasis on independent learning continues at this level, and is a particular focus and requirement in Research Methods.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Intelligent Systems.

**LEVEL 3**

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis, particularly in the areas of artificial intelligence and computer vision. Knowledge Discovery & Big Data Analytics and Emergent Technology broaden your perspective to include the frontiers of current technology. Option modules allow you to enhance skills developed in previous study of statistical artificial intelligence techniques, visualisation, processing data from sensor networks, and management. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised and Option Modules**
- Introduction to Artificial Intelligence
- Introduction to C Programming
- Introduction to Object Oriented Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as full credit requirements for Co-Curricular Activities.

**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing & Technology

**Specialised Modules**
- AI Methods
- Probability & Statistical Modeling
- Management Science
- Human-Computer Interaction
- Data Structures
- Imaging & Special Effects
- System Programming & Computer Control

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

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

**Specialised and Option Modules**
- Further Artificial Intelligence
- Image Processing, Computer Vision & Pattern Recognition
- Simulation, Visualisation & Virtual Reality
- Ubiquitous Computing
- Distributed Computer Systems
- Algorithms
- Games & Decision Theory
- Management Problem Solving
- Knowledge Discovery & Big Data Analytics
- Investigations in Intelligent Systems
- Intelligent Systems Project

**THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:**

- The ability to design and develop systems that exploit artificial intelligence techniques such as machine learning, fuzzy logic, natural language processing, etc.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new applications of artificial intelligence.
BSc (Hons) in Internet Technology

THIS PROGRAMME IS SPECIFICALLY DESIGNED TO PROVIDE:

- Familiarity with the full range of technologies that characterise the Internet from an applications perspective.
- A coherent knowledge and understanding of application design and development for internet-based systems.
- The ability to create and critically evaluate innovative new applications of internet technologies.

LEVEL 1

Level 1 modules in this degree that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

LEVEL 2

Specific technical skills related to Internet Technology are developed at this level. Fundamentals of Mobile Computing and Mobile & Wireless Technology provide indepth skills and a thorough understanding of how mobile technology supports modern lifestyles and organisational activity. Web Applications and Web Multimedia show you how to take full advantage of the technologies and components used to develop web-based multimedia applications. Network Security introduces you to the security needs of an organisation and covers the most popular countermeasures used to deter malicious attacks, along with risk assessment and mitigation strategies. The emphasis on independent learning continues at this level, and is a particular focus and requirement in Research Methods.

INTERNSHIP

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Internet Technology.

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 Programming for Distributed Applications, Cloud Infrastructure and Services, and Developing E-Commerce Applications with XML provide in-depth skills and a thorough understanding of how Internet Technology supports modern organisational activity. Innovation Management & New Product Development, Emergent Technology and Ubiquitous Computing give you the opportunity to enhance your research skills and generate viable technical ideas based on the latest technology innovations. Computer Systems Management and Entrepreneurship ensure that you have a proper understanding and appreciation of relevant issues whether you choose to join an existing organisation or decide to set up your own business.

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

Specialised Modules
- Interactive Media & Web Design Technology
- Introduction to Object-Oriented Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as full 4 credit requirements for Co-Curricular Activities.

Common Modules
- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

Specialised Modules
- E-Commerce
- Fundamentals of Mobile Computing
- Mobile & Wireless Technology
- Network Security
- Web Applications
- Web Multimedia

INTERNSHIP

(After completing Level 2 and before the commencement of Level 3)

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

Specialised Modules
- Cloud Infrastructure & Services
- Computer Systems Management
- Developing E-Commerce Applications with XML
- Emergent Technology
- Enterprise Programming for Distributed Applications
- Entrepreneurship
- Internet Technology Project
- Investigations in Internet Technology
- Ubiquitous Computing
After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Enterprise Computing.

**LEVEL 1**

Level 1 modules in this degree that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming in an appropriate language. More technical knowledge and skills are developed in Operating Systems & Computer Architecture and Introduction to Networking. Introduction to Management and Computing & IT in the Workplace provide a foundation for multi-disciplinary education and understanding personal and organisational development. Important and relevant skills for independent learning are introduced throughout this level.

**LEVEL 2**

Specific technical skills related to Enterprise Computing are developed at this level. Enterprise Systems, Web Applications, and Integrated Business Processes provide an overview of the information technology that supports a modern business, while Mobile & Wireless Technology, and Systems & Network Administration give you hands-on experience with setting up and configuring them. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of Creativity & Innovation and Research Methods for Computing & Technology.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Enterprise Computing.

**LEVEL 3**

The focus at this level is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Computer Systems Management and Cloud Infrastructure and Services ensure that you have a proper understanding of modern computing environments. Enterprise Programming for Distributed Applications and Designing and Developing Applications on Cloud develop advanced computing skills. Advanced Database Systems and Information Storage and Management give you experience with critical support technologies for Enterprise Computing. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.

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

**Specialised Modules**
- Interactive Media & Web Design Technology
- Introduction to Object-Oriented Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

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

**Specialised Modules**
- Interactive Media & Web Design Technology
- Introduction to Object-Oriented Programming

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

**Common Modules**
- Creativity & Innovation
- Object Oriented Development with Java
- Probability & Statistical Modeling
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

**Specialised Modules**
- Enterprise Systems
- Integrated Business Processes with SAP ERP Systems
- Mobile & Wireless Technology
- Programming Concepts in C++
- System & Network Administration
- Web Applications

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

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

**Specialised Modules**
- Cloud Infrastructure & Services
- Computer Systems Management
- Database Administration
- Enterprise Programming for Distributed Applications
- Designing & Developing Applications on Cloud
- Enterprise Computing Project
- Information Storage & Management
- Investigations in Enterprise Computing
- XML & Web Services
The focus at this level is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Enterprising Management, Managing People and Performance, and Critical Issues in Managing IS continue enhancing your capacity for informed critical understanding of business trends and management techniques, while Advanced Multimedia and Mobile & Web Multimedia skills do the same for your technical skills. Innovation Management & New Product Development, Emergent Technology and Information Systems Development Trends focus on generating viable ideas based on the latest innovations and successfully making them a reality in a cost-effective manner.

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Technopreneurship.

The focus at this level is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Enterprising Management, Managing People and Performance, and Critical Issues in Managing IS continue enhancing your capacity for informed critical understanding of business trends and management techniques, while Advanced Multimedia and Mobile & Web Multimedia skills do the same for your technical skills. Innovation Management & New Product Development, Emergent Technology and Information Systems Development Trends focus on generating viable ideas based on the latest innovations and successfully making them a reality in a cost-effective manner.
The focus of this degree is the technical aspects of designing and developing interactive computer games - there is little emphasis on ‘creative’ design elements. Modules that provide a foundation for any IT professional include System Analysis & Design, Fundamentals of Software Development, and Introduction to Programming. Introduction to Management and Computing & IT in the Workplace provide a foundation for multidisciplinary education and understanding personal and organisational development. The specialised modules cover the essentials of computer game logic design and interaction of game elements. Important and relevant skills for independent learning are introduced throughout this level.

Further in-depth games analysis and design skills are developed at Level 2 with Analogue Games and Believable Models, while the two Games Design modules take you through the complete production lifecycle. Basic 3D Computer Character Modelling and Imaging & Special Effects introduce the context of digital representation and manipulation that is the foundation for animation. In Computer Graphics you will be introduced to APIs that implement graphical transformation algorithms. Animation and digital image manipulation are key areas of study at Level 3. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Advanced techniques for computer graphics and animation are built on the skills acquired at previous levels, and audio for computer games is introduced. HCI and Usability and Mobile Multimedia & Gaming present approaches to designing and evaluating applications with an emphasis on the user perspective. General personal and professional development is enhanced in Project Management, while Innovation Management & New Product Development continues the theme of generating new ideas and creating new products.
BSc (Hons) in Multimedia Technology

**LEVEL 1**

Specialised modules at Level 1 in this program that provide appropriate foundation for a technical professional in the field of Multimedia Technology include Interactive Media & Web Design Technology, Audio Visual Technology, Introduction to Graphics & Basic 3D Applications, and Digital Image Production. System Analysis & Design and Introduction to Programming in an appropriate language are skills needed by every IT professional. General understanding of the work environment and aspects of personal and organisational development are provided by Computing & IT in the Workplace and Introduction to Management. Important and relevant skills for independent learning are introduced.

**LEVEL 2**

Specific technical skills related to Multimedia Technology are developed at this level. Multimedia Applications, Web Multimedia, and Developing Interactive Multimedia introduce a range of techniques and components, along with a technical framework and guidelines for the development of practical interactive multimedia systems. Computer Graphics introduces you to APIs that implement algorithms for digital representation and manipulation of images. Animation is introduced in Icon & Time Based Multimedia and Basic 3D Computer Character Modelling, while sound is covered in Synthesiser Technology and Digital Audio & Video. Independent learning continues in all modules, but is a particular focus of Research Methods for Computing & Technology.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Multimedia Technology.

**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 develop synchronised media integration language (SMIL) programming skills along with project management skills. In Multimedia Scripting you will explore frameworks for selecting methods and tools and develop an understanding of current trends in multimedia development and its techniques. Advanced Multimedia, Advanced Web Multimedia, and Advanced 3D Character Modelling and Animation build on their Level 2 counterparts to provide in depth knowledge of issues and techniques.

**In the workplace**

In the workplace, digital skills are highly valued by employers and the programme gives you the opportunity to gain practical experience and show that you are able to apply your knowledge and skills in a working environment.

**In-depth knowledge**

The programme provides in-depth knowledge of multimedia concepts, principles, and technologies.

**Skills and knowledge**

The knowledge and skills required to work in the multimedia industry as an author, animator, or modeller.

**Specific skills**

The specific skills required to create 3D models and animation, digital music, video, and similar creative assets.

**Common Modules**

- Computing & IT in the Workplace
- Fundamentals of Software Development
- Introduction to C Programming
- Introduction to Management
- Mathematical Concepts for Computing
- System Analysis & Design

**Specialised Modules**

- Audio Visual Technology
- Digital Image Production
- Interactive Media & Web Design Technology
- Introduction to Graphics & Basic 3D Applications

**Specialised Modules**

- Basic 3D Computer Character Modelling
- Computer Graphics
- Developing Interactive Multimedia
- Digital Audio and Video
- Icon and Time Based Multimedia
- Mathematics for Computer Graphics
- Multimedia Applications
- Synthesiser Technology
- Web Multimedia

**Common Modules**

- Creativity & Innovation
- Professional & Enterprise Development
- Research Methods for Computing and Technology

**Specialised Modules**

- Advanced 3D Character Modelling and Animation
- Advanced Multimedia
- Advanced Web Multimedia
- HCI and Usability
- Investigations in Multimedia Technology
- Multimedia Scripting
- Multimedia Streaming
- Multimedia Techniques For Animation, Games & Film Effects
- Multimedia Technology Project
BSc (Hons) in Web Media Technology

- Requisite skills and knowledge in the concepts, principles, and technologies of multimedia over the World Wide Web.
- The specific skills required to create 2D and 3D models, digital music, video, and related creative assets.
- The ability to manipulate digital creative asset formats and use those that are most appropriate for Web delivery systems.

**LEVEL 1**

Specialised modules at Level 1 that provide appropriate foundation for a technical professional in the field of Web Media Technology include Interactive Media & Web Design Technology, Audio Visual Technology, Introduction to Graphics & Basic 3D Applications, Digital Image Production, and Introduction to Interactive Scripting. System Analysis & Design and Introduction to Databases are skills needed by IT professionals in general. Understanding of the work environment and aspects of personal and organisational development are provided by Computing & IT in the Workplace and Introduction to Management. Important and relevant skills for independent learning are introduced throughout this level.

**Common Modules**
- Computing & IT in the Workplace
- Introduction to Databases
- Introduction to Management
- Mathematical Concepts for Computing
- System Analysis & Design

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

*In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.*

**LEVEL 2**

Understanding the elements of Web Media Technology and the requirements and options for designing and implementing web media is the focus at this level. Specific technical skills are developed through Principles of Creative Animations and Developing Interactive Multimedia. Application design and implementation is covered in depth with Web Applications, Web Multimedia, and Multimedia for Presenting and Promoting. Familiarity with the business environment for web media applications is provided by Managing Business, E-Commerce, and Intellectual Property, Ethics & Legal Issues. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods for Computing & Technology modules.

**Common Modules**
- Creativity & Innovation
- Professional & Enterprise Development
- Research Methods for Computing and Technology
- System Development Methods

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

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Web Media Technology.

**LEVEL 3**

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Advanced Web Multimedia and Mobile & Web Multimedia build on Level 2 counterparts to provide in depth knowledge of tools and techniques, and are complemented by an introduction to a range of visualisation, simulation, and virtual reality techniques and software. In Multimedia Streaming you will master media streaming technology and develop synchronised media integration language (SMIL) programing skills along with project management skills. XML & Web Services, Entrepreneurship, and Innovation Management & New Product Development provide enhanced understanding of the business environment for web media applications.

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

**Specialised Modules**
- Advanced Web Multimedia
- Entrepreneurship
- HCI and Usability
- Investigations in Web Media Technology
- Mobile & Web Multimedia
- Multimedia Streaming
- Simulation, Visualisation & Virtual Reality
- Web Media Technology Project
- XML & Web Services
LEVEL 1

Specialised modules at Level 1 that provide appropriate foundation for a technical professional in the field of Web Media Technology include Interactive Media & Web Design Technology, Audio Visual Technology, Introduction to Graphics & Basic 3D Applications, Digital Image Production, and Introduction to Interactive Scripting. System Analysis & Design and Introduction to Databases are skills needed by IT professionals in general. Understanding of the work environment and aspects of personal and organisational development are provided by Computing & IT in the Workplace and Introduction to Management. Important and relevant skills for independent learning are introduced throughout this level.

Effective design of learning systems requires knowledge of learning theories and techniques together with an ability to analyse and design educational products. The specialised modules Instructional Design and IT for Learning give you an understanding of the theory of developing instructional material, apply knowledge of instructional design, learning theories, learning strategies and HCI to the development of a computer assisted learning package, and test its effectiveness in learning environment. Useful technical skills are developed through Web Applications, Web Multimedia, Developing Interactive Multimedia, and Principles of Creative Animations.

INTERNSHIP

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Web Media Technology.

LEVEL 2

The focus of Level 3 is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Learning Technology through Project-based Learning and Interactive Learning Systems provide an in-depth understanding of instructional design and teaching and learning strategies, and how to translate theory into practice through the design, development and evaluation of learning technologies. Advanced Multimedia and Advanced Web Multimedia build on Level 2 counterparts to provide in depth knowledge of tools and techniques, and are complemented by an introduction to a range of visualisation, simulation, and virtual reality techniques and software. Entrepreneurship and Innovation Management & New Product Development provide enhanced understanding of the business environment for web media applications.
After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Media Informatics.

**LEVEL 1**

Level 1 is common to both the BA (Hons) in Media Marketing and the BSc (Hons) in Media Informatics, and is designed to make an informed choice between these two degrees at Level 2. This level introduces you to new media aspects of business, communication, and multimedia. Skills relevant to the general environment of business and IT are introduced, along with important and relevant skills for independent learning.

**INTERNSHIP**

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Media Informatics.

**LEVEL 2**

Compared with the BA (Hons) in Media Marketing there is a greater emphasis on multimedia techniques and tools. You will learn essential aspects of marketing communications, with a particular emphasis on writing and the use of modern media for communications and promoting. Along with independent learning, a common theme in all APU ICT awards is fostering creativity and innovation in individuals and teams. These themes are the specific focus of the Creativity & Innovation and Research Methods modules.

**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. Specialised modules in multimedia, animation, and usability give you in depth understanding of the technologies as well as the requirements and options for design and implementation. Alongside this you will gain further understanding of the nature of media and marketing communications, and the practical uses and problems of multimedia.

**BSc (Hons) in Media Informatics**

- The skills and abilities required to develop effective interactive multimedia applications.
- A thorough understanding of issues in the areas of user interface design and humancomputer interaction.
- An understanding of the nature of mass media, multimedia, and marketing communications.

**Common Modules with BA (Hons) in Media Marketing and BA (Hons) in Media Informatics with a specialism in Social Media**

- Audio Visual Technology
- Business and Communications Skills
- Computing and IT in the Workplace
- Digital Image Production
- Interactive Media and Web Design Technology
- Introduction to Management
- Introduction to Theories of Media and Culture
- Marketing
- Mass Media to Multimedia
- Understanding the Press

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

**Common Modules**

- Advertising
- B2B Marketing
- Multimedia for Presenting and Promoting
- New Creative Media Industries
- Public Relations
- Research Methods
- Script Writing for Radio & TV

**Specialised Modules**

- Creativity & Innovation
- Developing Interactive Multimedia
- Icon and Time Based Multimedia
- Professional & Enterprise Development
- Visual Communication

**INTERNSHIP**

(After completing Level 2 and before the commencement of Level 3)

**Common Modules**

- Audiences, Consumption and Technology
- Copywriting
- Integrated Marketing Communications
- Media, Ethics and Politics
- Strategic Marketing Planning
- Video Recording & Production

**Specialised Modules**

- Advanced Multimedia
- HCI and Usability
- Investigations in Media Informatics
- Media Informatics Project
- Multimedia Techniques For Animation, Games & Film Effects
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.

After the completion of Level 2 students will undertake a short Internship/Industrial training. This will prepare them for a smooth transition from the classroom to the world of Media Marketing.

The three areas of focus at this level are Media, Marketing Communications and Social Media. You will also develop awareness and skills in dealing effectively with customers. All the modules address one or more aspects of these areas.

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

The three areas of focus continue with a greater emphasis on strategy and integration. Alongside these are modules which develop specific skills in multimedia and social networking. You also learn about the planning, decision-making, global & entrepreneurship aspects of marketing and the entertainment industry.

The Media Marketing with Social Media Project develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills. There is a further emphasis of Social Media with the introduction of the Social Media Project module which inculcates students with analytical and problem solving ability in meeting many different situations that require solutions on the use of new emerging media for marketing purpose and brand building.

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

In addition to the above, all students are also required to successfully complete General Studies modules as stipulated by the Malaysian Qualification Agency, as well as fulfill credit requirements for Co-Curricular Activities.

INTERNSHIP
(After completing Level 2 and before the commencement of Level 3)

Common Modules
- Advertising
- Media Culture and Society
- New Creative Media Industries
- Public Relations
- Research Methods
- Script Writing for Radio & TV

Specialised Modules
- Advanced Social Media Technologies
- Communications Audit
- Customer Lifestyles and Behaviour
- E-Marketing
- Interactive Marketing
- Social Media Campaign Management
- Social Media Technologies

Common Modules
- Audiences, Consumption and Technology
- Copywriting
- Integrated Marketing Communications
- Strategic Marketing Planning

Specialised Modules
- Global Marketing
- Investigations in Social Media Marketing
- Law & Ethics in Social Media
- Marketing Decision Making
- Public Relations 3.0
- Social Media Marketing Project
- Social Media Marketing Strategies
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
- Wireless Networks and Internet of Things (IoT)
- 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 ‘Special Jury Award’ by the Prime Minister

Asia Pacific ICT Awards (APICTA) Malaysia (Multimedia Development Corporation)
2011 - Top Award for ‘Best of Tertiary Student Project’
2012 - Top Award for ‘Best of Tertiary Student Project’
2013 - Top Award for ‘Best of Tertiary Student Project’
2013 - 2nd Runner up of Microsoft Imagine Cup (Malaysia)
2013 - Winner for ‘MDXe Special Innovation’
2011 - Top Award for ‘Virtual Learning Environment’
2011 - Top Award for ‘Presentation Superstars’
2010 - Winner of Microsoft Imagine Cup (Malaysia)
2010 - Top 6 finalist 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)
2003 - 1st Runner up of HEP-IPTS Debate Competition
2012 - Best Speaker Award
2011 - Champion of HEP-IPTS Debate Competition

i-Hack Competition 2012 - by Malaysian Communications and Multimedia Commission (NMRC)
2013 - Champion for Forensic Challenge

Hack In The Box (HTB) International Competition 2010
2010 - 2nd Prize for ‘Weapon of Mass Destruction’

Malaysia Frost & Sullivan Technology Innovation Award 2010
2010 - Award for ‘Emerging Human Computer Interface Technologies’

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 Director’

ITEX Awards (International Invention, Innovation & Technology Exhibition)
2014 - Gold and Bronze Medals for the Invention, Innovation and Technology category
2013 - 3 Silver Medals for the Invention, Innovation and Technology category
2013 - 2 Gold medals for the Innovation category
2009 - Gold Award for ‘Best Innovation - SmartSurface’
2009 - Special Award for Corporate Invention

Malaysia Cybersecurity Awards (Cybersecurity Malaysia)
2013 - Award for ‘Cyber Security Education and Training Provider of the Year’
2013 - Award for “Information Security Training Provider of the Year”
2009 - Award for “Information Security Training Provider of the Year”

Ministry of Higher Education Malaysia Awards
2000 - Top Award for ‘Best Website Design’

Asian Innovation Awards (Far Eastern Economic Review, Singapore)
2004 - John Mahathir Award

Prime Minister’s Golden Hands Award (Ministry of Works, Malaysia)
2000 - Top Award in Network and PC Maintenance category

Ministry of Education Excellence Awards
2004 - Top Award for ‘Best Student Project’
2005 - Merit Award for ‘Best of Industry’
2006 - Merit Award for ‘Best of Project’

Enterprise 50 Award (Accenture & SMI Devt Corp)
1996, 1999, 2000 - 3rd position in 2000 among top 50 Malaysian Companies

Asian Student .NET Awards (Microsoft Inc.)
2003 - 3rd Prize Award for ‘Automobile Manufacturer Service’ software application
2003 - 5th Prize Award for ‘Visual Basic .NET’ software application

Forum Nokia Mobile Challenge Java Competition (Nokia Inc.)
2002 - Top 11 winners worldwide for a Java-based e-mail client application for Nokia devices using J2ME (Java 2 Micro Edition)

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

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

Microsoft Imagine Cup (Microsoft Inc.)
2012 - Winner of Microsoft Imagine Cup (Malaysia)
2012 - Top Award for ‘MDXe Special Innovation’
2011 - Winner of Microsoft Imagine Cup (Malaysia)
2011 - 1st Runner up of Microsoft Imagine Cup (Malaysia)
2011 - 2nd Runner up of Microsoft Imagine Cup (Malaysia)
2011 - Top Award for ‘MDXe Special Innovation’
2011 - Top Award for ‘Presentation Superstars’
2010 - Winner of Microsoft Imagine Cup (Malaysia)
2010 - Top 6 finalist 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’

Kopitiam Ekonomi Debate Challenge
2013 - Champions

Hackathon Competitions
2013 - Winner for Water Drone Challenge
2013 - Winner for ‘Creating Human Computer Interface Technologies’

Makerweekend Robotics Challenge
2013 - Winner of Water Drone Challenge
2013 - Winner of ‘Emerging Human Computer Interface Technologies’

Innovex International ICT Innovative Services Contest
2013 - Second Prize for Inovex International ICT Innovative Services Contest
2013 - Best Innovation Award

Deloitte Inter-University Tax Competition
2013 - 1st Runner up
2012 - 1st Runner up (Individual Category)
2012 - 4th Place (Individual Category)

Business Excellence Award 2006 (Malaysia Canada Business Council)
2005 - Bronze award for ‘Industry Excellence for Education’

DKSH-CSSC Award
2006 - First Prize for DKSH-CSSC Media Challenge 2006

e-Genting Programming Competition (R&D Division, eGenting)
2006 - First Prize for ‘Software Program Design and Development’
2006 - First Prize for ‘Software Program Design and Development’
2006 - First Prize for ‘Software Program Design and Development’
2006 - First Prize for ‘Software Program Design and Development’

HSBC Young IT Entrepreneur Award (Hong Kong Bank)
2004 - Gold Award for ‘Wireless Internet Application’
2003 - Judges Award for ‘Security System for Niscor’ device
2002 - Silver Award for ‘Business Edutainment Access Medium’ Business Plan

MSE-IL Business Plan Competition (Institutions of Higher Learning Business Plan Competition by Multimedia Development Corporation)
2011 - Merit prize for ‘Business Idea Category’
2010 - Grand prize for ‘Business Idea Category’
2005 - Merit prize for ‘Business Plan Category’