i can transform passion into action @ APU

COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT

INNOVATIVE THINKING CAN CHANGE YOUR WORLD
INSPIRING YOU TOWARDS EXCELLENCE & DIGITAL FUTURE

IT STARTS NOW....... IT STARTS HERE

DEGREE PROGRAMMES

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

APU AWARDED 5-STAR (EXCELLENT) RATING

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

APIIT RATED 5-STARS (EXCELLENT) RATING

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

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

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

We nurture our students as professionals to ensure that we prepare you for the global challenges ahead. Your success is our best testimony; over 95% of our graduates are employed by graduation.

OUTSTANDING SUPPORT

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

INDUSTRY READY GRADUATES

The APU Career Centre connects and engages with over 10,000 Employers to ensure that our graduates are highly employed in both local and international corporations, as it closely supports APU students in both internship and career placement activities.

WORK-READY, WORLD-READY

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

RATED NO.1 IN ASIA AND MALAYSIA FOR MULTICULTURAL LEARNING EXPERIENCE*

With more than 12,000 students from over 130 countries, we ensure that you will gain memorable experiences alongside the diversified and colourful cultural environment.

* Student Barometer Wave 2017, ‘Studying with people from other cultures’

APU’S CAMPUS OF THE FUTURE

An ultra-modern campus built today for the needs of tomorrow

- A STYLISH BLEND OF FUNCTIONALITY & ACCESSIBILITY
- A UNIQUE FUSION OF TECHNOLOGY, INNOVATION AND CREATIVITY
- CUTTING-EDGE TECHNOLOGIES
- A WIDE VARIETY OF SPACES TO LEARN, ENGAGE & TRANSFORM

India Pacific University of Technology & Innovation (APU) is amongst Malaysia’s Premier Private Universities, and is where a unique fusion of technology, innovation and creativity works effectively towards preparing professional graduates for significant roles in business and society globally. APU has earned an enviable reputation as an award-winning University through its achievements in winning a host of prestigious awards at national and international levels.

* Student Barometer Wave 2017, ‘Studying with people from other cultures’
The Campus blends technology, integration, innovation and creativity under one roof. It provides not just a university learning environment, but also a lively community spot for our students to formulate new ideas, gain intellectual growth and discover new adventures. It is not only a university campus, but also the nurturing ground for world-changing global ideas. All spaces are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, while enabling professional learning and cultivating global mindsets.

Cutting-Edge Technologies

APU, as Malaysia’s leading technological university, is the incubator for self-starting and innovative APU graduates. Our educational technology environment supports the development of graduates of this calibre, in which well-equipped computing and engineering laboratories with advanced software, hardware and technologies place students at the forefront of technological excellence.

An Integrated Community

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

Social Interaction Platforms

Fitness Sweatzone, student lounges, sports facilities and breakout rooms provide spaces for relaxation and socialisation throughout the day. They are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, especially for students who are studying away from home.
THE AIMS OF THE APU COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT PROGRAMMES ARE TO:

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

THE FIVE “I”s MODEL™

1. INNOVATION
   Through the design of curriculum, the module content and the learning approaches.

2. INTEGRATION
   Through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams.

3. INFORMATION
   Through developing your knowledge and also your abilities to communicate effectively and persuasively.

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

5. IMAGINATION
   In relation to new products, ideas, applications and solutions.

COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT

THE MOST WELL-ESTABLISHED COMMERCE PROGRAMMES
WIDE VARIETY OF SPECIALISED PROGRAMMES
INDUSTRY-READY GLOBAL GRADUATES
STRONG LINK WITH INDUSTRY PARTNERS
HEAVY FOCUS ON INNOVATION

ADMISSION REQUIREMENTS

BACHELORS (HONS) DEGREE PROGRAMMES

<table>
<thead>
<tr>
<th>Programmes</th>
<th>General Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DIRECT ENTRY TO LEVEL 1 OF THE DEGREE:</strong></td>
<td></td>
</tr>
<tr>
<td>Information Technology</td>
<td>A Pass in STPM with a minimum Grade C (OP 2.0) in any 2 subjects and a Credit in Mathematics at SPM Level or its equivalent.</td>
</tr>
<tr>
<td>Computer Science / Software Engineering / Cyber Security / Intelligent Systems</td>
<td>A Pass in STPM with a minimum Grade C (OP 2.0) in any 2 subjects and a Credit in Additional Mathematics at SPM Level or its equivalent.</td>
</tr>
<tr>
<td>Multimedia Technology / Computer Games Development</td>
<td>A Pass in STPM with a minimum Grade C (OP 2.0) in any 2 subjects and a Pass in Mathematics at SPM Level or its equivalent.</td>
</tr>
<tr>
<td><strong>DIRECT ENTRY TO LEVEL 2 OF THE DEGREE:</strong></td>
<td></td>
</tr>
<tr>
<td>Information Technology</td>
<td>Passed the APU Foundation programme (minimum CGPA of 2.0) with an acceptable achievement in “Further Mathematics” module and a Credit in Mathematics at SPM/O-Level/IGCSE or equivalent.</td>
</tr>
<tr>
<td>Computer Science / Software Engineering / Cyber Security / Intelligent Systems</td>
<td>Passed the APU Foundation/Faculties programme (minimum CGPA of 2.0) with a Credit in Mathematics at SPM/O-Level/IGCSE or equivalent.</td>
</tr>
<tr>
<td>Multimedia Technology / Computer Games Development</td>
<td>Passed a Foundation/Faculties programme with a minimum CGPA of 2.0, with a Credit in Mathematics at SPM/O-Level/IGCSE or equivalent.</td>
</tr>
</tbody>
</table>

**ENGLISH REQUIREMENTS**

- **For International Students:**

  - **BACHELOR (HONS) DEGREE PROGRAMMES**
    - **Foundation and Diploma Programmes**
      - IELTS : 4.0
      - TOEFL PBT : 397
      - TOEFL IBT : 30-31
      - MUET : Band 2
    - **Bachelor (Hons) Degree Programmes**
      - IELTS : 4.0
      - TOEFL PBT : 410-417
      - TOEFL IBT : 35-45
      - MUET : Band 3

Please note that under Ministry of Education regulations, only students who have achieved the minimum requirement in the English Language proficiency assessment as indicated above will be allowed to continue their studies in the main study programme. Students who do not have the required English Language achievement may apply for a student visa on conditional basis and are allowed to enrol in an English Language Certification programme at APU upon arrival in Malaysia and, subsequently, appear for the IELTS/TOEFL/MUET assessment.

Students who are unable to obtain the required level of English Competency during the maximum 12 months period, will not be allowed to pursue their studies in the main programme and will have to return to their home country.

Students from English speaking countries and those with qualifications taught in English (IGCSE, A-Levels, IB, American High School Diploma etc) are exempted from English requirements. Applications for exemption must be accompanied by supporting documents.

Note: The above entry requirements may differ for specific programmes based on the latest programme standards published by Malaysian Qualifications Agency (MQA).
### APU FOUNDATION PROGRAMME

**FLEXIBILITY OF CHOICE**

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

**ENRICHING EXPERIENCES > MORE THAN JUST A FOUNDATION**

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

- Leadership & Teamwork
- Problem Solving Skills
- Social Skills & Responsibilities
- Practical Skills

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

### MODULES YOU STUDY

<table>
<thead>
<tr>
<th>SEMESTER 1</th>
<th>COMMON SEMESTER 1</th>
<th>SEMESTER 2</th>
<th>SEMESTER 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>- English for Academic Purpose</td>
<td>- Communication Skills</td>
<td>- Introduction to Business</td>
<td>- Academic Research Skills</td>
</tr>
<tr>
<td>- Public Speaking in English</td>
<td>- Mathematics</td>
<td>- Perspectives in Technology</td>
<td>- Further Mathematics**</td>
</tr>
</tbody>
</table>

### PRIMARY PATHWAYS

- Business & Management, Accounting, Banking & Actuarial Studies
- Computing & Technology
- Engineering

### SECONDARY PATHWAYS

Students may also choose the following:

- Computing & Technology
- Industrial Design, Animation & Visual Effects
- International Relations

### YOUR FOUNDATION PATHWAY TO A DEGREE OF YOUR CHOICE

(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
    - Cloud Computing
    - Network Computing
    - Mobile Technology
    - Internet of Things (IoT)
    - Business Information Systems
  - BSc (Hons) in Software Engineering*
  - BSc (Hons) in Computer Science (Cyber Security)*
  - Bachelor of Computer Science (Hons) (Intelligent Systems)*
  - BSc (Hons) in Multimedia Technology
  - BSc (Hons) in Multimedia Technology with a specialism in:
    - VR/AR
    - Game Development

  **Accounting, Banking, Finance & Quantitative Studies**
  - BA (Hons) in Accounting and Finance
  - BA (Hons) in Accounting and Finance with a specialism in:
    - Financial Accounting
  - BA (Hons) in Accounting and Finance with a specialism in:
    - Taxation
  - BA (Hons) in Accounting and Finance with a specialism in:
    - Forensic Accounting
  - BA (Hons) in Accounting and Finance with a specialism in:
    - International Finance
  - Bachelor in Banking and Finance (Hons)
  - Bachelor of Computer Science (Hons) (Intelligent Systems)*
  - BSc (Hons) in Multimedia Technology
  - BSc (Hons) in Multimedia Technology with a specialism in:
    - VR/AR
    - Game Development

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

- **Physics OR Chemistry OR Technical Science**

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

  **Engineering**
  - Bachelor of Engineering in Electrical & Electronic Engineering with Honours
  - Bachelor of Engineering in Telecommunication Engineering with Honours
  - Bachelor of Engineering in Mechatronic Engineering with Honours
  - Bachelor of Computer Engineering with Honours
  - B.Eng (Hons) in Petroleum Engineering

### LEADING FROM APU FOUNDATION TO YOUR CHOICE OF DEGREE STUDIES:

- **Business & Management**
  - BA (Hons) in Business Management
  - BA (Hons) in International Business Management
  - BA (Hons) in Marketing Management
  - BA (Hons) in Tourism Management
  - BA (Hons) in International Relations

- **Industrial Design, Animation & Visual Effects**
  - BA (Hons) Industrial Design
  - BA (Hons) Advertising Design
  - BA (Hons) Animation
  - BA (Hons) Visual Effects
Our Diploma Programmes are designed to prepare those with SPM, ‘O’ Levels or similar qualifications with academic aspect as well as the vocational aspects of various areas of studies. The programmes are designed to:

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

* Pathways after Diploma Programme vary accordingly.

Our Diploma Programmes:

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

APU/DPIIT Diploma Programmes

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

APU Diploma in Information & Communication Technology

Students who undertake this programme will be eligible to progress into Year 2 of:
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: - Information Systems Security - Cloud Computing - Network Computing - Mobile Technology - Internet of Things (IoT)* - Business Information Systems
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics*
- BSc (Hons) in Computer Science with a specialism in Digital Forensics

APU Diploma in Information & Communication Technology with a Specialism in Software Engineering

Students who undertake this programme will be eligible to progress into Year 2 of:
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: - Information Systems Security - Cloud Computing - Network Computing - Mobile Technology - Internet of Things (IoT)* - Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics*
- BSc (Hons) in Computer Science with a specialism in Digital Forensics

APU Diploma in Information & Communication Technology with a Specialism in Data Informatics

Students who undertake this programme will be eligible to progress into Year 2 of:
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: - Information Systems Security - Cloud Computing - Network Computing - Mobile Technology - Internet of Things (IoT)* - Business Information Systems
- BSc (Hons) in Computer Science (Cyber Security)
- BSc (Hons) in Computer Science
- BSc (Hons) in Computer Science with a specialism in Data Analytics*
- BSc (Hons) in Computer Science with a specialism in Digital Forensics
- Bachelor of Computer Science (Hons) (Intelligent Systems)

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

Students who undertake this programme will be eligible to progress into Year 2 of:
- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in: - Information Systems Security - Cloud Computing - Network Computing - Mobile Technology - Internet of Things (IoT)* - Business Information Systems
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Computer Games Development
- Bachelor of Computer Science (Hons) (Intelligent Systems)

APU Diploma in Business with Information Technology

Students who undertake this programme will be eligible to progress into Year 2 of:
- BA (Hons) in Business Management
- BA (Hons) in Business Management with a specialism in E-Business
- BA (Hons) in International Business Management
- BA (Hons) in Marketing Management

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

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

* Bridging modules needed before progress into Year 2
- For the full listing of our Diploma Programmes, please refer to the Pre-University programme brochure.

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

YOUR STUDY PROGRESSION

Certificate (18 months)

SPM / 'O' Levels / IEC 'O' equivalent

Diploma (2 years)

Degree Foundation (1 year)

Bachelor of Computer Science (Hons) (Intelligent Systems)

Honours Degree Level 1 (1 year)

Honours Degree Level 2 (1 year)

Honours Degree Level 3 (1 year)

Internship/Industrial Training

Employment

STPM / 'A' Levels / IEC 'A' equivalent

BSc (Hons) in Computer Games Development

BSc (Hons) in Computer Science

BSc (Hons) in Computer Science with a specialism in:
- Data Analytics
- Digital Forensics
- Bachelor of Computer Science (Hons) (Intelligent Systems)

Masters Degree (1 year)

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 their 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.
EMBRACING THE WAVE OF INDUSTRY
REVOLUTION 4.0
FUTURE-PROOFING THE WORKFORCE OF THE FUTURE

New waves of technological disruptions and the emergence of advanced technologies have resulted in the Fourth Industrial Revolution (Industry 4.0), where robotics, Artificial Intelligence (AI), machine learning, virtual learning (VR), cloud computing, data science are going to transform the way businesses operate – routine, mundane jobs will be replaced and there is a need to develop "smarter" talents that can ride along the wave of transformation.

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

INNOVATIVE TEACHING & LEARNING
STATE-OF-THE-ART INFRASTRUCTURE

In the era of Industry 4.0, learning is no longer confined within the classroom. Our iconic campus houses world-class facilities that aim to nurture Creativity & Innovation. Industrial-grade infrastructure are built to provide real-life exposure to our students, cultivating their practical skills aside from academic knowledge. We have also redesigned our teaching & learning methods to stimulate critical thinking, decision making, teamwork and build confidence.

REVOLUTIONARY PROGRAMMES DESIGNED FOR THE FUTURE

New technologies mean new expertise, while this translates into a new need of talents in new areas. We address the needs of the industry, to help to build talents who can manage, operate and innovate under the new IR 4.0 environment, by carefully designing new programmes of the future. Our programmes are first-of-its-kind, such as in Cyber Security, Data Science, Internet of Things (IoT), Intelligent Systems, Financial Technology (FinTech), Digital Marketing, E-Business, Mechatronics, Cloud Computing and more.

INDUSTRY-ACADEMIC PARTNERSHIP

Industry 4.0 is all about the "industry". Our close relationship with our industry partners allows students to be exposed to real-life case studies, enabling them to formulate innovative solutions even before they graduate. Innovative accelerators such as GrowthX Academy and Supercharger create a platform for students to realize their world-changing ideas, inspiring them to build startups and develop world-changing solutions.

PROFESSIONAL DEVELOPMENT WITH GLOBAL OUTLOOK

Communication skills, professionalism and cultural sensitivity are ‘people’ element skills that cannot be replaced by machines and automation. Under our unique formula to nurture professionalism, we create an ecosystem that simulates the workplace on campus. Global outlook, international understanding and respect are nurtured through continuous immersion in multicultural discourse, as our campus houses a community of 12,000 students from over 130 countries.
Industry-academia collaboration is a strategic necessity in today’s challenging and turbulent economy. Asia Pacific University of Technology and Innovation is always looking for ways to ensure that its programmes continue to be at the leading edge. Apart from forming an Industry Advisory Panel (IAP) which is a key enabler of systematic industry-academic engagement, APU collaborates with industry in various forms that include Internships, Job fairs, joint final year projects (FYPs), technology workshops, industrial visits, seminars, webinars, competitions etc.

APU follows a structured Industry-Academia Collaboration (IAC) model that associates the concerned parties involving industry, academia, and government. The main considerations include enhancing the employability of graduates, necessary information on the employability outlook, areas of growth within the ICT industry and how various programmes offered by APU assist in talent development.

Over the years, APU has focused on establishing collaborations with the key international and national IT industries. With these collaborations, APU students are able to graduate with both an academic degree from APU and international standard and vendor neutral IT skills credentials from industry. Some of these collaborations include:

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

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

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

APU also collaborates with cyber security experts with more than 20 years of experience in the field of cyber defense training. F-Secure’s prominent industrial level competitions have been constantly participated by APU students and they have traditionally done extremely well.

Under the Elevating IT Education (ELITE) program, a unique Education Outreach Program set up by Techfie Group, a Security Operation Centre (SOC) is set up in APU to produce career-ready graduates that are able to “hit the ground running” upon graduation and are equipped with relevant cybersecurity skills that would meet the expectation from the industry. By means of the live industry-grade Security Operations Centre, students get to have practical hands-on & industry-like experience from the People, Process and Technology perspectives.

The APU Cloud Lab is equipped with SAP curriculums, demos, webinars, recorded videos and other learning platforms. It allows students to access SAP curriculums, demos, webinars, recorded videos and other learning platforms.

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The Microsoft Azure Educator Grant Award was received by APU to enhance SMS platform. This award allows students to network and learn from each other, and connect with a supportive group of professionals. Upon the establishment of this group, APU is accessible to ISACA’s material, tools as well as a range of other benefits.

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

SAS is an APU industrial partner in the field of Data Analytics. APU established Oracle Academy partnership which makes available 450 IT education resources that are up-to-date, industry-relevant, and engaging. It also provides support in curriculum, Faculty Professional Development, Certifications and community building.

Fusionex is an APU industrial partner in the field of Data Science. Fusionex is also a university partner in the field of Data Science. Fusionex has guided and allowed the GIANT analytics tools to used for educational and learning purposes at the UG level Data Analytics courses.

Traditionally APU academicians have been judges and students as participants in HILTI industrial competitions in which APU has done well constantly.

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

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LEVEL 1
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 C Programming
- Fundamentals of Web Design and Development

LEVEL 2
Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Internet of Things Concepts
- Research Methods for Computing and Technology

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

INTERNSHIP (16 weeks)

LEVEL 3
Common Modules
- Innovation Management & New Product Development
- Project Management

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

Elective Modules (choose 2)
- Information Systems Management & New Product Development
- Project Management

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

INTERNSHIP (16 weeks)
At a glance

MODULE OUTLINE

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

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

LEVEL 2
Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- Introduction to Virtualisation
- Virtual Computing
- Mobile & Wireless Technology
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Systems & Network Administration
- Data Centre Infrastructure

INTERNSHIP (16 weeks)

LEVEL 3
Common Modules
- Innovation Management & New Product Development
- Project Management
- Specialised Modules
- Entrepreneurship for Distributed Applications
- Advanced Database Systems
- Computer Systems Management
- Computer Systems Security
- Information Storage & Management
- Internet of Things, Concepts & Applications
- Designing & Developing Applications on Cloud
- Investigations in Cloud Computing
- Cloud Computing Project

MQA Compulsory Subjects *
- Ethnics Relations (Malay Students)
- Islamic & Asian Civilisation (Malay Students)
- Malay Studies (S1T Students)
- Malay Communication Language (S1T Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

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

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

LEVEL 2
Common Modules
- Object Oriented Development with Java
- System Development Methods
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods for Computing and Technology

Specialised Modules
- Introduction to Virtualisation
- Virtual Computing
- Mobile & Wireless Technology
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Systems & Network Administration
- Data Centre Infrastructure

INTERNSHIP (16 weeks)

LEVEL 3
Common Modules
- Innovation Management & New Product Development
- Project Management
- Specialised Modules
- Entrepreneurship for Distributed Applications
- Advanced Database Systems
- Computer Systems Management
- Computer Systems Security
- Information Storage & Management
- Internet of Things, Concepts & Applications
- Designing & Developing Applications on Cloud
- Investigations in Cloud Computing
- Cloud Computing Project

MQA Compulsory Subjects *
- Ethnics Relations (Malay Students)
- Islamic & Asian Civilisation (Malay Students)
- Malay Studies (S1T Students)
- Malay Communication Language (S1T Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)
At a glance

This programme is specifically designed to provide students with:

- Familiarity with a broad range of information technologies and how they are used.
- The ability to specify and manage the implementation of a range of mobile communications systems to support various activities.
- The ability to design, develop, and implement viable mobile technology solutions using appropriate platforms, tools, and techniques.

Career options

- Mobile Application Developer
- Mobile iOS Developer
- Mobile Application Designer
- Android Mobile Developer
- M-Commerce Consultant
- Mobile Programmer
- Telecommunications Solutions Consultant
- Application Engineer
- Chief Technology Officer (CTO)
- Mobile Application Specialist
- Technical Support Manager
- Mobile Solutions Consultant
- M-Commerce Consultant
- Mobile Application Designer

Module outline

LEVEL 1

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

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of the platforms, tools and techniques needed to design, develop and implement viable mobile technology solutions. They will gain solid understanding of mobile and wireless technologies and mobile app development. This will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

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

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of mobile computing and to refine their personal and professional development. Students will move further into advanced programming skills for full range of mobile computing applications such as games, multimedia and enterprise-level mobile applications. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

Duration:

3 years full-time
BSc (Hons) in INFORMATION TECHNOLOGY
WITH A SPECIALISM IN BUSINESS INFORMATION SYSTEMS

At a glance

Career options
- CRM Business Analyst
- Technical Business Analyst
- Global Business Solution Consultant
- E-Commerce Consultant
- IT Systems Analyst

This programme is specifically designed to provide students with:
- Familiarity with a broad range of Information Systems and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and recommend appropriate information systems to fit the organisation’s needs.
- An understanding of the importance of software systems.
- A deep appreciation of the importance of software architecture, testing, documentation, and maintainability.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.
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Module outline

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

Specialised Modules
- Integration of Business Processes with SAP
- Analysis & Statistical Modelling

LEVEL 2
Common Modules
- Programming for Data Analysis
- Object-Oriented Development with Java
- System Development Methods
- Creativity & Innovation
- Research Methods for Computing and IT
- Human-Computer Interaction
- Web Applications
- Enterprise Systems
- Integrated Business Processes with SAP

Specialised Modules
- Management Information System
- Modern Operating Systems

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

LEVEL 3
Common Modules
- Development of New Product Development
- Project Management
- Internet of Things Concepts & Applications
- Project In Information Systems
- Computer Systems Management
- Entrepreneurship
- Investigations in Information Systems

Specialised Modules
- Developing E-Commerce Applications with XML
- Information System Development Trends
- Building Customer Relationships
- Designing & Developing Applications on Cloud

MQA Compulsory Subjects
- Ethics Relations (Win Students)
- Islamic & Asian Civilisation (Win Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

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

Duration: 3 years full-time

BSc (Hons) in SOFTWARE ENGINEERING

At a glance

Career options
- Senior System Designer
- Senior Technical Lead
- R&D Specialist
- Application Engineer
- Software Consultant
- Project Manager

This programme is specifically designed to provide students with:
- Familiarity with the costs 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.
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- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.

Module outline

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

Specialised Modules
- Integration of Business Processes with SAP
- Analysis & Statistical Modelling

LEVEL 2
Common Modules
- Programming for Data Analysis
- Object-Oriented Development with Java
- System Development Methods
- Creativity & Innovation
- Research Methods for Computing and IT
- Human-Computer Interaction
- Web Applications
- Enterprise Systems
- Integrated Business Processes with SAP

Specialised Modules
- Management Information System
- Modern Operating Systems

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

LEVEL 3
Common Modules
- Development of New Product Development
- Project Management
- Internet of Things Concepts & Applications
- Project In Information Systems
- Computer Systems Management
- Entrepreneurship
- Investigations in Information Systems

Specialised Modules
- Developing E-Commerce Applications with XML
- Information System Development Trends
- Building Customer Relationships
- Designing & Developing Applications on Cloud

MQA Compulsory Subjects
- Ethics Relations (Win Students)
- Islamic & Asian Civilisation (Win Students)
- Malay Communication Language (Int'l Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

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

Duration: 3 years full-time

26 | COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT

27 | COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT
### At a glance

**LEVEL 1**
- Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. Some specialised modules will provide them basic knowledge of underlying computer systems such as computer architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

**LEVEL 2**
- A broader range of skills will be learnt, in which students will gain better understanding of designing and implementing new software, and solving new computing problems through theoretical and algorithmic foundations. They will gain solid understanding of software platform technology through modules in application development. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

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

**LEVEL 3**
- Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the development of advanced programming techniques and algorithms, interface design, networking, and/or multimedia. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

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

**Duration:** 3 years full-time

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**LEVEL 1**
- **Common Modules**
  - Computing & IT in the Workplace
  - Introduction to Management
  - System Analysis & Design
  - Computer System 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

**LEVEL 2**
- **Common Modules**
  - Object-Oriented Development with Java
  - System Development Methods
  - Programming for Data Analysis

- **Specialised Modules**
  - Data Structures
  - Concurrent Programming
  - System & Network Administration
  - Computer Systems & Low Level Techniques

**LEVEL 3**
- **Common Modules**
  - Innovation Management & New Product Development
  - Project Management

- **Specialised Modules**
  - Real-Time Systems
  - Emergent Technology
  - HCI & Usability

**INTERNERSHIP**
- (16 weeks)

**LEVEL 1**
- **Common Modules**
  - Probability & Statistical Modelling
  - Data Mining and Predictive Modelling
  - Data Management
  - Business Intelligence Analyst
  - Machine Learning Scientist

**LEVEL 2**
- **Common Modules**
  - Business Intelligence Solutions Architect
  - Analytics Manager
  - Data Visualization Developer

**LEVEL 3**
- **Common Modules**
  - Innovation Management & New Product Development
  - Project Management

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**Co-Curriculum**
- Employee & Employment Trends
- Malaysian Studies (International Students)
- Islamic & Asian Civilisation (Malaysian Students)
- Islamic & Asian Civilisation (Malaysian Students)
- Malay Communication Language (1st Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

**MOA Compulsory Subjects**
- Ethical Relations (International Students)
- Islamic & Asian Civilisation (Malaysian Students)
- Malay Communication Language (1st Students)
- Workplace Professional Communication Skills
- Employee & Employment Trends
- Co-Curriculum

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

3 years full-time

This programme is specifically designed to provide students with:

• Chief Information Security Officer
• Cybersecurity Professional
• Computer Security Analyst
• Information Security Analyst / Secure Applications Engineer
• Intrusion Detection Analyst
• Computer Forensics Analyst
• Digital Forensics Investigator
• Cyber Threat Intelligence Advisor
• Cyber Security Consultant/ Specialist
• The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop advanced software systems related to cyber security.
• The ability to evaluate and respond to opportunities for developing and exploiting new technologies and applications in cyber security.
• The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop- advanced software systems related to cyber security.
• The ability to evaluate and respond to opportunities for developing and exploiting new technologies and applications in cyber security.

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

Specialised Modules
- Introduction to Security Technologies
- Introduction to Forensic Tools & Techniques

 LEVEL 2
Common Modules
- Programming for Data Analysis
- Creativity & Innovation
- System Development Methods
- Object Oriented Development with Java
- Data Structures
- Research Methods For Computing & Technology

Specialised Modules
- System & Network Administration
- Computing Theory
- Computing Systems & Low Level Techniques
- Advanced Forensic Methods
- Ethical Hacking & Incident Response
- Practical CTF Strategies

INTERNSHIP
(16 weeks)

 LEVEL 3
Common Modules
- Project Management
- Innovation Management & New Product Development
- Enterprise Systems
- Security Policy
- Cyber Security Governance & Compliance Management

Specialised Modules
- Algorithmics
- Advanced Cyber Security
- Penetration Testing
- Mobile Forensics
- Deep Learning for Intrusion Detection
- Legal & Professional Practice in Cyber World
- Cyber Forensics
- Investigative Techniques in Digital Forensics
- Mathematical Concepts for Computing

MQA Compulsory Subjects *
- Malaysian Studies (Ir1 Students)
- Technology
- Workplace Professional Communication Skills

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

At a glance

3 years full-time

This programme is specifically designed to provide students with:

• Chief Information Security Officer
• Cybersecurity Professional
• Computer Security Analyst
• Information Security Analyst / Secure Applications Engineer
• Intrusion Detection Analyst
• Computer Forensics Analyst
• Digital Forensics Investigator
• Cyber Threat Intelligence Advisor
• Cyber Security Consultant/ Specialist
• The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop advanced software systems related to cyber security.
• The ability to evaluate and respond to opportunities for developing and exploiting new technologies and applications in cyber security.
• The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop- advanced software systems related to cyber security.
• The ability to evaluate and respond to opportunities for developing and exploiting new technologies and applications in cyber security.

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

Specialised Modules
- Introduction to Security Technologies
- Introduction to Forensic Tools & Techniques

 LEVEL 2
Common Modules
- Programming for Data Analysis
- Creativity & Innovation
- System Development Methods
- Object Oriented Development with Java
- Data Structures
- Research Methods For Computing & Technology

Specialised Modules
- System & Network Administration
- Computing Theory
- Computing Systems & Low Level Techniques
- Advanced Forensic Methods
- Ethical Hacking & Incident Response
- Practical CTF Strategies

INTERNSHIP
(16 weeks)

 LEVEL 3
Common Modules
- Project Management
- Innovation Management & New Product Development
- Enterprise Systems
- Security Policy
- Cyber Security Governance & Compliance Management

Specialised Modules
- Algorithmics
- Advanced Cyber Security
- Penetration Testing
- Mobile Forensics
- Deep Learning for Intrusion Detection
- Legal & Professional Practice in Cyber World
- Cyber Forensics
- Investigative Techniques in Digital Forensics
- Mathematical Concepts for Computing

MQA Compulsory Subjects *
- Malaysian Studies (Ir1 Students)
- Technology
- Workplace Professional Communication Skills

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

• NLP Engineer
• Artificial Intelligence Analyst
• Artificial Intelligence (AI) Specialist
• Deep Learning Scientist
• Backend Game Developer

This programme is specifically designed to provide students with:

• The ability to design and develop systems that utilise 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.

Career options:

• Business Decision Support Engineer
• Robotics R&D Engineer
• Backend Game Developer
• Machine Learning Engineer
• Deep Learning Scientist
• Artificial Intelligence (AI) Specialist
• Algorithm specialist
• Machine Vision Engineer
• AI Platform Architect
• Artificial Intelligence Analyst
• NLP Engineer

Duration:

3 years full-time

LEVEL 1

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

LEVEL 2

A broader range of skills will be learnt, in which the student will gain a better understanding of artificial intelligence techniques such as machine learning, fuzzy logic, and natural language processing. They will gain solid understanding of techniques used to develop complex software systems that include data acquisitions via various sensors. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

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

LEVEL 3

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

MQA Compulsory Subjects:

• Ethnic Relations (Malay Students)
• Islamic & Asian Civilisation (Malay Students)
• Malay Language (INT1 Students)
• Malay Communication Language (INT1 Students)
• Workplace Professional Communication Skills
• Employee & Employment Trends

*(All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)*
At a glance

- Interactive Developer/Creative
- Graphics and Multimedia Executive
- Multimedia Designer (Video Editing)
- VR Video Engineer
- Motion Graphic Designer
- Visual Developer

Career options

- The specific skills required to create 3D models and animation, digital music, video, and similar creative assets.
- The knowledge and skills required to work in the multimedia industry as an author, animator, or modeller.

Duration:
3 years full-time

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

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

**MULTIMEDIA TECHNOLOGY WITH A SPECIALISM IN VR/AR**

**LEVEL 1**

- The foundation in the field of Multimedia Technology is built especially in Audio Visual Technology, Introduction to Graphics & Basic 3D Applications, Digital Image Production and the Web Design & Development. The introduction to Object Oriented Programming are to introduce programming in an appropriate language which is a skill needed by every IT professional. On the other hand, an exciting delivery approach of multimedia content is highlighted in the Introduction to Virtual Reality/Augmented Reality.

**LEVEL 2**

- Multimedia Applications, Interactive Content Development and other specialized modules enhance your skills in a range of techniques and components such as producing animation, 3D models and the importance of copyright. In the Digital Audio & Video which emphasises on video editing, you are given opportunity to learn post-production techniques in video creation. Besides, you dive in to the context of virtual reality (VR) and augmented reality (AR) with principles and technology of VR and AR used theoretically and practically in the market and projects.

**INTERNSHIP**

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

**LEVEL 3**

- In Multimedia Techniques for Animation, Games and Film Effects, you will learn about common techniques in visual effects that will enhance the visual appearance of your video and films. Your prior skills are further enhanced in Year 3. Furthermore, you are required to learn and analyse the perceptions and feedback of your users, for example, socio-economic factor, cultures and regional considerations in User Experience and Human Computer Interaction & Usability. In this year, you have an opportunity to develop the academic and practical aspects of your areas of study via a student project. Additionally, you will again equip yourself based on your area of studies such as the generation of virtual environment and superimpose of computer generated images on a user’s view of the real world.

**MODULE OUTLINE**

**LEVEL 1**

- Common Modules
  - Introduction to Management
  - System Analysis & Design
  - Fundamentals of Software Development
  - Mathematical Concepts for Computing

- Specialised Modules
  - Introduction to VR/AR
  - Web Design and Development
  - Audio Visual Technology
  - Introduction to Graphics & Basic 3D Applications
  - Digital Image Production
  - Introduction to Object Oriented Programming

**LEVEL 2**

- Common Modules
  - Programming for Data Analysis
  - Creativity & Innovation
  - Research Methods For Computing and Technology

- Specialised Modules
  - Multimedia Applications
  - Interactive Content Development
  - Basic 3D Computer Character Modelling
  - Digital Audio and Video
  - Design Project
  - Web Multimedia
  - Intellectual Property, Ethics & Legal Issues

**Elective Modules (choose 2)**

<table>
<thead>
<tr>
<th>Module</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Synthesiser Technology OR Advance VR</td>
<td>Design Principles &amp; Synthetic Technology OR Advance VR Technology</td>
</tr>
<tr>
<td>Principle of Creative Animation OR VR/AR</td>
<td>&quot;</td>
</tr>
<tr>
<td>Intellectual Property, Ethics &amp; Legal Issues</td>
<td>&quot;</td>
</tr>
<tr>
<td>Design Project</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

**LEVEL 3**

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

- Specialised Modules
  - HCI and Usability
  - Advanced 3D Character Modelling and Animation
  - User Experience
  - Multimedia Scripting
  - Multimedia Techniques For Animation, Games & Film Effects
  - Investigations in Multimedia Technology
  - Multimedia Technology Project

**Elective Modules (choose 2)**

<table>
<thead>
<tr>
<th>Module</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mobile Multimedia OR Simulation, Visualisation and Virtual Reality</td>
<td>&quot;</td>
</tr>
<tr>
<td>Advance Multimedia OR Stereoscopic Vision System</td>
<td>&quot;</td>
</tr>
</tbody>
</table>

**COMPUTER GAMES DEVELOPMENT**

The BSc (Hons) in Computer Games Development programmes equip students with the necessary technical skills and knowledge needed for a professional within the computer games industry.

Based on the statistical data provided by newzoo.com, an online market research company, it has been reported that in year 2014, there was a total of 81.5 billion dollar of revenue generated in the global games market. In Malaysia, there was a revenue of 293 million dollars of revenue generated by the games industry. The significant development within the computer games industry has inspired us to incorporate elements of creativity and innovation within our programmes, not forgetting the values of professionalism and good communication skills.

**Our Success Stories, Our Pride in the Computer Games industry**

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

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

- In December 2017, with aims to contribute to the Malaysian gaming industry scene, Hazmer returned to Malaysia and founded Metronomik Sdn Bhd. With his contribution, we anticipate the formation of a new realm of games development within the country.

**JUSSI PEKKA TUOMI - Developer of Flail Rider and Super Flail Rider**

- Jussi graduated from the BSc (Hons) in Computer Games Development at APU. When he was a full-time student from Finland, Jussi is also the Developer of Flail Rider, a game inspired by his Liidum Dare project. To date, the game has been downloaded for more than 2 million copies on App Store and Google Play. In January 2017, Jussi participated at the Taipei Game Show, in which he demonstrated his creation to over 400,000 computer games enthusiasts.
At a glance

LEVEL 1
Students will learn fundamental skills required by technical Games Development professionals, and the basic understanding of programming and systems design. Some specialised modules will provide them basic knowledge of interactive computer games development, such as logic design, graphics and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2
In-depth games analysis and design skills will be learnt, in which students will gain a better understanding of the complete computer games production lifecycle, that includes character modelling, special effects, computer graphics, animation, mathematics and more. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

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

LEVEL 3
Students will make use of their previous studies and industrial experience to extend their familiarity in the field of Computer Games Development and to refine their personal and professional development. Students will move further into advanced techniques for computer graphics and animation. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

Module outline

LEVEL 1
Common Modules
- Introduction to Management
- System Analysis & Design
- Fundamentals of Software Development
- Mathematical Concepts for Computing

Specialised Modules
- Computer Games Design: Documentation
- Computer Games Level Design
- Introduction to Graphics & Basic 3D Applications
- Introduction to Scripting for 3D Applications
- Digital Imaging Production

Elective Modules (choose 1)
- Introduction to Object-Oriented Programming
- Introduction to C Programming

LEVEL 2
Common Modules
- Programming for Data Analysis
- Creativity & Innovation
- Research Methods For Computing and Technology

Specialised Modules
- Analogue Games
- Basic 3D Computer Character Modelling
- Believable Models for Games & Virtual Reality
- Computer Games Design: High Concept and Preproduction
- Computer Games Design: Production and Testing
- Computer Graphics
- Games Engines
- Imaging & Special Effects
- Mathematics for Computer Graphics

INTERNSHIP (16 weeks)

LEVEL 3
Common Modules
- Innovation Management & New Product Development
- Project Management

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

Elective Modules (choose 2)
- Mobile Multimedia & Gaming OR MMOG
- Digital Imaging Production
- HCl & Usability OR Experimental Gameplay
OUTCOME BASED EDUCATION
Our curriculum is a collaborative effort, between our team of dedicated academicians and our credible Industry Advisory Panel (IAP). We design our curriculum based on the needs of the industry, to ensure Employability Edge among our students, while maintaining our standards, by ensuring our programmes are full-accreditation compliant. The trend of our programme delivery is based on Outcome Based Education (OBE), in which high graduates’ employability is our end result.

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

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

95%+ OF OUR GRADUATES ARE EMPLOYED BY GRADUATION

ROSHAN SINGH MALLI (Malaysia)
BSc (Hons) Computing in Internet Technology, Class of 2005
Technical Support Engineer - Hewlett Packard (HP)

“APU helped me gain the necessary experience both curricular and academically in a realistic corporate environment, enabling a smooth transition between the academic & working environment. APU also helped greatly in developing myself professionally and gave me the drive to strive for excellence in all undertakings.”

MAHYAR ESTEKI (Iran)
BSc (Hons) in Software Engineering, Class of 2012
Senior Software Quality Engineer - Caspco, Iran

“I learnt so much about professional attitude for high-level job positions at Asia Pacific University. Moreover, APU taught me about respect to job commitment. I think these kind of soft skills are much more significant than any hard skills.”

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WHAT DO OUR ALUMNI SAY...

WONG MUN CHOONG, ALEXANDER (Malaysia)
BSc (Hons) in Computing with a specialism in Software Engineering, Class of 2012
Software Engineer - Fusionex International

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

ADRI AHMAD BIN ABDUL (Malaysia)
BSc (Hons) in Computer Games Development, Class of 2014
QA Tester - Streamline Studios

“Studying in APU has been an unforgettable experience. I entered APU with such hopes of becoming a video game developer but what I got instead were something more than that. Throughout my years in APU, I did a lot of things. Being a librarian in the library, joined various Homestay events, became president for the APIU Malay Cultural Society, co-founded an anime club called Manga, Anime and Games (M.A.G.) Club, join more fun events and so much more! I’ve encountered many people and hold many positions but those accumulated into a huge experience that I will never forget. I can say that not only I learn the fundamentals of video game development from the classes APU provides but I learn the fundamentals of life from the people I meet here in APU.”

BIBI SOOMAJA HAZAREE (Mauritius)
BSc (Hons) in Software Engineering, Class of 2013
Business System Analyst - Ceridian Mauritius Ltd.

“Being in APU is absolutely wonderful! It feels like you are a part of something big and exciting! The best part of it all is that you are in an international environment where you can see students from different walks of life and they come from different background, education and culture. Not only do you get education but also, experiencing and learning other cultures.”

CHONG ZHAO XIAN (Malaysia)
BSc (Hons) in Software Engineering, Class of 2015
IT Project Manager - KK Metal Processing Sdn Bhd

“The most precious value I had learnt in APU is communication, and this carries me to be a motivated individual in my career. During my degree life, the nature in the class was so diversified, we are from different countries, different societies and different ethics. It might be some misunderstandings at the beginning, however, everything went alright after we talked to each other. And then, we started to build our shared value. The same thing applies to my career. I’m now implementing IT project in my company, and I found that understanding each other is so important for a business nature. In other words, communication makes me being clear of how to make my project success and enjoy my career life.”

BIBI JEHAAN NAAILAH GHASEETA (Mauritius)
BSc (Hons) in Information Technology with a specialism in Forensic Computing, Class of 2016
Social Engineering Program Coordinator - SWIFT Malaysia

“APU has not only given me the chance to study what I wanted but it has also helped me develop the essential skills I needed to secure my dream job right after graduation! Studying and working alongside with people from all over the world was a knowledge-and-exposure enriching experience. My lecturers and other staffs were very friendly and helpful. The excellent study resources and facilities provided to us were top-notch and APU always encouraged me to think “outside-the-box” and opened my eyes into a whole new horizon.”

APU WORLD-CLASS R&D AND INNOVATION

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

- Embedded Systems & RFID
- Biometrics
- Games Engines
- 3D Graphics and Virtual Reality
- Security
- New Media Technologies
- Knowledge Management
- Mobile Learning
- Wireless Networks and Internet of Things (IoT)
- Adding Facial Expressions to Talking Head Models
- Two and Three Dimension Audio-Visual Speech Synthesis
- Handwritten Signature Verification Using a Single Master Signature
- Visual Analytics
- Healthcare Informatics
- Gamification
- Sociotechnology
- Ram-Less Computers
- Deep Learning
INNOVATIVE INDUSTRY-BASED RESEARCH CENTRES @ APU

MALAYSIA’S FIRST INTEGRATED CYBERSECURITY TALENT ZONE IS LOCATED WITHIN APU’S CAMPUS

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

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

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

Asia Pacific Centre of Analytics (APCA)

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

Centre for Research and Development of IoT (CREDIT)

The establishment of Centre for Research and Development of IoT (CREDIT) is a significant milestone that supports the objectives of the Malaysia National IoT Strategic Roadmap Initiative4. CREDIT aims to provide students and academic staff the opportunities to access IoT-related knowledge and know-how through various activities. It also acts as a hub to support commercialising potential state-of-the-art solutions resulting from R&D projects.

APU IEEE Student Branch

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

Forensic and Cyber Security Research Centre (FSEC)

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

STUDENT ACADEMIC AND LEARNING SUPPORT

FINAL YEAR PROJECTS (FYP)

FYPBaNK – An online facility to support students’ development of their final year project to meeting industry standards, to enhance employability and to assist student in ensuring projects are fit for purpose at the final year of study. It is a facility web-based integrated system that facilitates the project management responsibilities carried out by the APU FYP students, supervisors, second markers, FYP administrators and project managers. The companies who have and are contributing to FYPBaNK are INFOPRO SDN BHD, Bank Negara Museum and Art Gallery, DZoop Emparia Sdn Bhd, Everly Group, OCA, HHI, LW Health Care Services, MAD Incubator, MIMOS Wireless Innovation Lab, Netuti Technology Sdn Bhd, REDtone, Signal Transmission (M) Sdn Bhd and Top Glove Sdn Bhd. Students are allowed to work on an industrial FYP proposals selected from the FYPBaNK. Our FYP students successfully completed the industrial projects selected from the FYPBaNK. The end-product of each industrial project is being used by the real users.

INTERNSHIPS & INDUSTRIAL TRAINING

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

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

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

INTERNSHIP & INDUSTRIAL TRAINING

1st Internship Briefing by Coordinators and Issuance of Internship Letter by Admin (Week 4 of Semester 2, Year 2)

Part 1 Portfolio submission (Before Week 14 of Semester 2, Year 2)

Secure a placement

Part 2 Portfolio submission (Buffer Week of Semester 2, Year 2)

3rd Briefing by Coordinators on Submission of Part 2 Portfolio (Orientation Week of Year 3)

START

1. CV Writing Skills
2. Preparations for Interview
3. Work Ethics

Part 1 Portfolio submission

Part 2 Portfolio submission

Students on 16 weeks of internship

2nd Internship Briefing by Coordinators on Part 1 Portfolio (Week 14 of Semester 2, Year 2)

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

3. Developing an Industry Ready Internship Program

APU 2018 – APU’s vision is to become a world-class university that will produce and nurture the best talents for nation’s economic development: Creating new area in BDA studies, Embedding BDA ecology, in line with National vision to make Big Data Analytics the catalyst for nation’s economic development.
Awards received by the university and our students at local, regional and international competitions are a testimony to their knowledge, skills and professional attributes.

**INTERNATIONAL UNIVERSITY CARNIVAL ON E-LEARNING (UCEL)**
- 2019: Gold
- 2019: Gold
- 2018: Gold
- 2018: Silver
- 2018: Silver

**WORLD SKILLS MALAYSIA (CLOUD COMPUTING) LEAGUE**
- 2019: Champion

**CYBER HEROES COMPETITION**
- 2019: Champion
- 2019: Most Valuable Player (MVP)
- 2017: 3rd Place
- 2017: 4th Place

**ERNST & YOUNG (EY) ASIA-PACIFIC CYBER HACKATHON CHALLENGE**
- 2019: Champion

**CYBERSECURITY EXCELLENCE AWARDS**
- 2019: Gold Winner (Best Cybersecurity Education Provider)

**OPEN GOV ASIA RECOGNITION FOR EXCELLENCE**
- 2019: Recognition for Excellence

**INTERNATIONAL INNOVATION, CREATIVITY AND TECHNOLOGY EXHIBITION (I2CREA TE)**
- 2019: Gold Medal
- 2019: Silver Medal

**INSTITUTE OF ENGINEERS MALAYSIA (IEM) AWARD**
- 2019: Gold Award
- 2018: Gold Award
- 2018: Gold Award
- 2017: Gold Award
- 2016: Gold Award
- 2015: Gold Award
- 2014: Gold Award

**INTERNATIONAL ENERGY INNOVATION COMPETITION (EIC) SINGAPORE**
- 2019: Merit Prize
- 2019: Merit Prize
- 2019: Merit Prize
- 2016: 4th Place
- 2015: 1st Runner-up
- 2015: 4th Place

**FUSIONEX DATA CHALLENGE**
- 2019: 1st Runner up

**KPMG CYBER SECURITY CHALLENGE**
- 2018: Top University Award
- 2018: Champion (“APT, Malware & Cyber – powered by FireEye” track)
- 2018: Champion (“Engineering & Cyber – powered by IET” track)
- 2018: 2nd Runner Up (Cyber Security Challenge 2018 - National Finals)

**HACK@10 CYBERSECURITY COMPETITION**
- 2018: Champion
- 2018: 2nd Runner Up
- 2018: 10th Place

**HACKING, DEFENSE & FORENSIC COMPETITION**
- 2018: Champion

**NXDEFENDER CYBER SECURITY COMPETITION**
- 2018: Champion

**NASA SPACE APPS CHALLENGE (KUALA LUMPUR)**
- 2018: Champion
- 2018: 1st Runner Up
The APIT Education Group received the prestigious Prime Minister’s Industry Excellence Award from the Prime Minister of Malaysia. Only one organisation was selected to receive the Prime Minister’s Industry Excellence Award from among nearly 300 other award recipients in 8 different categories.

The Industry Excellence Awards, organised by the Ministry of International Trade & Industry (MITI), recognises and awards 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 APIU as a leader in higher education. The award truly reflects our commitment and focus on quality, innovation, graduate employability and internationalisation.

F-SECURE INTERVARSITY CYBERSECURITY CHALLENGE
2018 - Champion
2017 - 2nd Place
2016 - Champion
2015 - 2nd Runner-up

CIBM 3D CONQUEST
2018 - Champion (Data Science)
2018 - 3rd Runner-Up (Coding)
2018 - 4th Runner-Up (Coding)
2016 - Champion

PRIDE INNOVATION AND TRANSFORMATION CHALLENGE
2018 - Champion

SINCHEW EDUCATION AWARD
2018 - Outstanding Educational Institution: Private University
2018 - Product Award

INTERNATIONAL INVENTION & INNOVATIVE COMPETITION
2018 - Gold Medal (Science, Engineering & Technology)
2018 - Silver Medal (Science, Engineering & Technology)
2018 - Bronze Medal (Science, Engineering & Technology)

PROTON DRB-HICOM CREATIVE CAR CHALLENGE
2018 - Champion
2018 - 3rd Place (Design Battle)

SAS NATIONAL FINTECH CHALLENGE
2018 - Winner

INNOVATE MALAYSIA FINALS
2018 - Winner

ASEAN VIRTUAL BUSINESS PLAN COMPETITION
2018 - Champion

MALAYSIA TECHNOLOGY EXPO - INVENTION & INNOVATION AWARDS 2018
2018 - Silver

SCHNEIDER ELECTRIC’S ‘GO GREEN IN THE CITY’ COMPETITION - MALAYSIA
2018 - 1st Runner-up
2016 - 1st Runner-up
2016 - 2nd Runner-up
2015 - 1st Runner-up
2014 - 1st Runner-up

FISHERTON
2018 - 2nd Place
2018 - 3rd Place

HINDOS
2017 - Best of the Best Award
2017 - Gold Award
2017 - Gold Award

VAI GLOBAL IT CHALLENGE
2016 - 1st Runner-Up

WORLD ASIAN BUSINESS CASE COMPETITION
2018 - Top 10
2017 - Top 10

INTERNATIONAL INTELLECTUAL EXPOSITION (IEX)
2017 - Gold Medal
2017 - Best Poster Prize
2017 - Bronze Medal
2017 - Bronze Medal

ABR INTERVARSITY INNOVATION CHALLENGE
2017 - Champion
2016 - Grand Prize

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

YOUNG INTERNATIONAL INNOVATION EXHIBITION (YII)
2017 - Silver Medal
2017 - Silver Medal
2017 - Silver Medal
2017 - Bronze Medal

SEDEX (SCIENCE AND ENGINEERING DESIGN EXHIBITION & COMPETITION)
2017 - Silver Medal
2017 - Silver Medal
2017 - Bronze Medal
2016 - Gold Medal
2016 - Bronze Medal

ASIA PACIFIC ICT AWARDS (APICTA) MALAYSIA (MULTIMEDIA DEVELOPMENT CORPORATION)
2016 - Top Award for ‘Best of Tertiary Student Project’
2013 - Top Award for ‘Best of Tertiary Student Project’
2013 - Winner of Special Jury Award by the Prime Minister
2011 - Top Award for ‘Best of Tertiary Student Project’
2010 - Top Award for ‘Best of Tertiary Student Project’
2008 - Top Award for ‘Best of Inclusion & e-Community’
2005 - Top Award for ‘Best of Inclusion & e-Community’
2004 - Top Award for ‘Best of Applications & Infrastructure Tools’
2004 - Top Award for ‘Best of Education & Training’
2004 - Top Award for ‘Best of Smart Learning Applications’
2004 - Merit Award for ‘Best of Research & Development’
2003 - Merit Award for ‘Best of Research & Development’
2002 - Merit Award for ‘Best of Smart Learning Applications’
2000 - Merit Award for ‘Best of Smart Learning Applications’
2000 - Top Award for ‘Best of Student Projects’
1999 - Merit Award for ‘Best of Student Projects’

CIMA GLOBAL BUSINESS CHALLENGE MALAYSIA
2015 - Finalist
2014 - 1st Runner-up

MAKEMEWEKEND ROBOTICS CHALLENGE 2013
2013 - Winner of Water Drone Competition
2013 - Winner of Awesomeness Challenge

MALAYSIA CYBERSECURITY AWARDS (CYBERSECURITY MALAYSIA)
2013 - Award for ‘Information Security Training Provider of the Year’
2012 - Award for ‘Information Security Training Provider of the Year’
2009 - Award for ‘Information Security Training Provider of the Year’

MALAYSIA GREEN TECH AWARDS 2012 (MINISTRY OF ENERGY, GREEN TECHNOLOGY & WATER)
2012 - Silver Award for ‘GreenTech University’

THE BRANDLAUREATE – SMES BEST BRANDS AWARDS
2012 - Winner of Corporate Branding Award in Education

MSc-HL BUSINESS PLAN COMPETITION (INSTITUTIONS OF HIGHER LEARNING BUSINESS PLAN COMPETITION BY MULTIMEDIA DEVELOPMENT CORPORATION)
2012 - Merit prize for Business Idea Category
2005 - Grand prize for Business Idea Category
2005 - Merit prize for Business Plan Category

MICROSOFT IMAGINE CUP (MICROSOFT INC.)
2012 - Winner of Microsoft Imagine Cup (Malaysia)
2012 - Top Award for ‘MDAC: 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 ‘MDAC: Special Innovation’
2010 - Top Award for ‘Presentation Superstars’
2010 - Winner of Microsoft Imagine Cup (Malaysia)
2010 - Top 6 finalists at World Championship in Poland
2010 - Top Award for ‘Best Presentation Team’
2009 - Top Award for ‘Best Implementation of Multisim’
2004 - 3rd Place Award for ‘System Government E-Library Software’

INTERNATIONAL CONFERENCE ON INFORMATION, SYSTEM AND CONVERGENCE APPLICATIONS (ICISCA)
2015 - 1 Gold Award
2015 - 1 Bronze Award

PATHFINDER ROBOT COMPETITION
2015 - 1st Runner-up
2015 - Creativity Award

CME GLOBAL TRADING CHALLENGE
2014 - 4th Place

I-HACK
2016 - Champion (Forensic Challenge)
2016 - Champion (Hack & Defence)

GAMEFICATION HACKATHON
2015 - Champion
2016 - Gold Medal

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

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

INTERNATIONAL ASIA PACIFIC ICT AWARDS (APICTA)
2016 - Merit Award for ‘Best of Tertiary Student Project’
2011 - Merit Award for ‘Best of Tertiary Student Project’
2010 - Merit Award for ‘Best of Tertiary Student Project’
2004 - Merit Award for ‘Best of Education & Training’
2004 - Merit Award for ‘Best of Applications & Infrastructure Tools’

S-GENISS PROGRAMMING COMPETITION (R&D DIVISION, EGENTING)
2015 - Distinction Award for ‘Software Program Design and Development’
2015 - Merit Award for ‘Software Program Design and Development’
2014 - Merit Award for ‘Software Program Design and Development’
2014 - Merit Award for ‘Software Program Design and Development’
2006 - First Prize for ‘Software Program Design and Development’
2004 - First Prize for ‘Software Program Design and Development’
2003 - First Prize for ‘Software Program Design and Development’
2002 - Merit Award for ‘Software Program Design and Development’

MICROSOFT IMAGINE CUP (MICROSOFT INC.)
2012 - Winner of Microsoft Imagine Cup (Malaysia)
2012 - Top Award for ‘MDAC: 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 ‘MDAC: Special Innovation’
2010 - Top Award for ‘Presentation Superstars’
2010 - Winner of Microsoft Imagine Cup (Malaysia)
2010 - Top 6 finalists at World Championship in Poland
2010 - Top Award for ‘Best Presentation Team’
2009 - Top Award for ‘Best Implementation of Multisim’
2004 - 3rd Place Award for ‘System Government E-Library Software’

ITEX 2009 AWARDS - WON BY APIU GRADUATES (INTERNATIONAL INVENTION, INNOVATION & TECHNOLOGY EXHIBITION)
2009 - Gold Award for ‘Best Invention - SmartSurface’
2009 - Special Award for Corporate Invention.

APIIT EDUCATION GROUP
AWARDS AND ACHIEVEMENTS

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