Innovative thinking can change your world.
APU achieves Global Quality Accreditation from QAA UK

Asia Pacific University of Technology & Innovation (APU), a leading Malaysian University has achieved a significant milestone by securing accreditation from the Quality Assurance Agency for Higher Education (QAA) in the United Kingdom. This accreditation underscores APU’s commitment to excellence, rigorous quality assurance processes, and student-centered education.

The Quality Assurance Agency (QAA) carries out Quality Assurance for UK higher education institutions.

- APU underwent a thorough review process conducted by independent reviewers appointed by QAA. This involved almost a year of intense preparation and preparation of documentation.
- A comprehensive physical Audit was held at APU in March 2024. Based on the Audit, APU has been deemed to have achieved Accreditation by the QAA - the FIRST ever Malaysian University to have achieved this.
- The Audit Panel confirmed that APU meets all ten UK and European Quality Assurance standards covering areas such as teaching & learning, student support, research, facilities, resources and governance.
- APU Degrees will now be recognised an equal basis with Degrees from UK universities due to QAA Accreditation of APU as an QAA Accredited Institution.
- APU graduates will benefit from this prestigious recognition of their qualifications in Malaysia, the UK and beyond.

APU’s commitment to continuous improvement and adherence to international best practices played a pivotal role in achieving this accreditation. QAA accreditation enhances APU’s global reputation and validates its commitment to quality education. APU will continue to uphold the QAA standards and strive for further excellence with pride.
Malaysian University
1 of 23 in the world

MOSTLY Malaysian University
to achieve both
QS 5-Stars Plus+ Rating & being
Ranked in QS World Rankings 2024

Facts regarding APU’s achievements in the latest
QS World University rankings:
- Ranked TOP 2.2% in the World
- Ranked #621-630 in the World
- Ranked No. 179 in Asia
- Ranked No. 1 for International Students in Malaysia
- Ranked No. 16 in the World for International Students
- Ranked Top 200 for International Faculty in the World
- Ranked among Top 13 Universities in Malaysia
- Ranked among Top 6 Private Universities in Malaysia

APU EMERGES AS THE FIRST QS 5-STARS PLUS UNIVERSITY IN MALAYSIA
APU is the First Malaysian University to achieve an overall rating of Five Stars Plus in the latest QS Stars Rating awards that were presented at the QS Agile Conference on 1st Nov 2021. Five Stars Plus institution must achieve five stars across all categories in addition to achieving minimum highest benchmark score by QS STARS. APU is amongst 23 universities worldwide to achieve this honour.

RANKED NO.1 FOR INTERNATIONAL STUDENTS IN MALAYSIA AND NO.16 IN THE WORLD
APU is the ONLY Malaysian University to achieve the double distinction of achieving the QS 5-Stars Plus Rating as well as being Ranked in the QS World University Ranking 2024, where APU is ranked in the Top 2.2% in the World. APU is Ranked No.1 for International Students in Malaysia and No. 16 for International Students in the World.

APU IS AWARDED 2024 EMPLOYERS’ CHOICE OF UNIVERSITY
Renowned for its 100% employability rate among graduates, APU underlined its strengths by being selected as the 2024 Employers’ Choice of University in Talentbank’s annual survey of employers. Talentbank also announced that APU graduates were voted Champions of Employers’ Top Choice in the fields of Computing & IT, Game Design and Development, Animation, and Finance & Islamic Finance. Additionally, graduates of Actuarial Science, Mechatronic Engineering, Multimedia and Communication & Broadcasting are also employers’ preferred options with 6 Star Ratings.

APU IS AWARDED BEST TECH UNIVERSITY & BEST FUTURE READY UNIVERSITY FOR 2024 - PC.COM AWARDS
The PC.com Awards are prestigious accolades that recognise organisations that demonstrate excellence and leadership in the field of technology and innovation. In the 2024 Awards, Asia Pacific University of Technology & Innovation (APU) shone brightly, winning both the Best Tech University and Best Future Ready University awards, as voted by PC.com readers. This recognition reflects APU’s unwavering commitment in offering cutting-edge digital technology programmes & preparing students for the future. APU is a repeat winner, having also won the PC.com Best Tech University Award in 2023.

APU’S LIST OF FIRSTS:
1st Malaysian University to achieve Five Stars Plus in the latest QS Stars Rating
1st Local Institute awarded Multimedia Super Corridor Status
1st Institute awarded the MSC Research & Development Grant
1st Institute awarded MS ISO 9002 Quality Certification
1st Institute appointed Novell Education Academic Partner
1st Institute appointed Authorised Sun Education Centre
1st Institute appointed Microsoft Training Partner
1st Institute listed in Enterprise 50 Award Programme
1st Institute appointed University Alliance Partner by SAP
1st XR Studio - Mixed & Extended Reality Infrastructure in Asia
1st Integrated Cybersecurity Talent Zone in Malaysia

ONLY Malaysian University
to achieve both
QS 5-Stars Plus+ Rating & being
Ranked in QS World Rankings 2024

APU is the ONLY Malaysian University to achieve both QS 5-Stars Plus+ Rating & being Ranked in QS World Rankings 2024.
QS defines rating as “The system evaluates universities across a wide range of important performance indicators as set against pre-established international standards. By covering a broader range of criteria than any world ranking exercise, QS Stars™ shines a light on both the excellence and the diversity of the rated institution”.

“The QS Stars university rating system audits and rates over 600 universities globally in a broader range of criteria than any world ranking exercise. Comprehensive audits are also independently carried out as part of the rating exercise. QS Stars™ shines a light on both the excellence and the diversity of the rated institution. Congratulations to Asia Pacific University (APU) for being the first-ever QS 5-Stars Plus rated institution in Malaysia and being 1 amongst 20 in the world.”

Leigh Kamolins - Head of Evaluation, QS Intelligence Unit

Rated for Excellence
Asia Pacific University of Technology & Innovation

The QS Intelligence Unit has, through rigorous and independent data collection and analysis of performance metrics as set out in the QS Stars™ methodology, rated Asia Pacific University of Technology & Innovation as a Five Stars Plus institution.
Inspiring

COMPUTING, TECHNOLOGY, MULTIMEDIA & GAMES DEVELOPMENT PROGRAMMES

DEGREE PROGRAMMES

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

APU - FIRST EVER MALAYSIAN UNIVERSITY WITH QAA UK ACCREDITATION

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

APU was among the first institute in Malaysia awarded Premier Digital Tech Institution status by the Malaysia Digital Economy Corporation (MDEC) and Ministry of Higher Education (MOHE). APU is recognised for its commitment to offer top-notch digital technology courses and ensuring our highly-skilled graduates continue to flourish and fill future digital job demands locally and globally.

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APU - A 5-STAR (EXCELLENT) RATED INSTITUTION

APU has consistently received the highest ratings among emerging Universities through the SETARA Ratings exercise conducted by the Ministry of Higher Education, ever since the SETARA Ratings system was introduced, including having attained 5 STARS in the latest ratings announced in Dec 2020. The SETARA ratings system employs a rigorous assessment methodology to rate an education institution’s three core functions, namely teaching, research and services.
Experience
APU’s iconic campus

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

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

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

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

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

Malaysia’s Award Winning University

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

* Latest Graduate Tracer Study by Ministry of Higher Education, Malaysia

Ranked No.1 for International Students in Malaysia
US World University Rankings 2023

Malaysia’s Award Winning University
Engineering Degrees Accredited by Washington Accord

100% Employability*
More than 80,000 Graduates & Alumni

First in Malaysia to Achieve 5-Stars Plus in QS Ratings

* Latest Graduate Tracer Study by Ministry of Higher Education, Malaysia
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.

**Outstanding Support**

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

* Latest Graduate Tracer Study by Ministry of Higher Education, Malaysia.

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**Industry Ready Graduates**

The APU Career Centre connects and engages with over 12,000 Employers to ensure that our graduates are highly employable 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’ll equip you to become a world-ready professional, with the knowledge, attributes, skills and expertise that employers look for.

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

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

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

A Hub of Cultural Diversity

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

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

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 Industry Revolution 4.0.

Cutting-Edge Technologies
The Campus blends technology, integration, innovation and creativity under one roof. It provides not just a 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. APU, as Malaysia’s leading technological university, is the incubator for self-starting and innovative APU graduates. Our educational technology environment supports the development of graduates of this calibre, in which well-equipped computing and engineering laboratories with advanced software, hardware and technologies place students at the forefront of technological excellence.

Social Interaction Platforms
Fitness Sweatzone, student lounges, sports facilities and breakout rooms provide spaces for relaxation and 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.
De Montfort University Leicester (DMU) is a dynamic, 21st-century UK university with a global outlook based in the city of Leicester which is a great place to be a student.

Find your new home at DMU

At DMU, our supportive and nurturing community will empower you to realise your dreams. Our courses are carefully designed and taught by expert academics to help you gain the skills needed to enter today's competitive jobs market and succeed in your career.

The university is organised into four faculties; Arts, Design and Humanities, Business and Law, Health and Life Sciences and Computing, Engineering and Media.

Our award-winning careers and employability service, DMU Works provides guaranteed work experience opportunities, including placements, internships and career mentoring.

About DMU

- DMU has over 150 years of history in providing higher education to students from around the globe.
- Leicester offers everything students could need and it has been named the fourth most vibrant city in the UK (Top Cities Vibrancy Report, 2022), as well as the best city in the East Midlands region to live and work (Good Growth for Cities Index, 2022).
- De Montfort University is the only higher education institution in Britain to be a global hub for one of the Sustainable Development Goals – SDG 16 to promote peace, justice and strong institutions.
- Each year, international students from more than 150 countries choose to study at DMU.
- DMU is rated a 5-star ‘excellent’ institution by QS, a world leader in evaluation higher education performance.
- DMU facilities have been shortlisted among the UK's best in the 2023 Whatuni Student Choice Awards, as voted for by students.
Double your Advantage

APU-DMU Dual Degree Programme

- APU’s partnership with DMU enables students to be awarded Dual Awards – separate degree certificates from each institution – and enhances not just teaching and learning experiences, but also career prospects.
- Upon graduation, students will receive 2 Degree Certificates & Transcripts: 1 from APU, Malaysia and 1 from DMU, UK.
- Both degrees are recognised locally & internationally.
- The APU-DMU Dual Degree Programmes are offered under an approved collaboration in accordance with the QAA UK Quality Code for Higher Education for the Assurance of Academic Quality and Standards in Higher Education as published by the United Kingdom Quality Assurance Agency (QAA).
Pathways & Admission Requirements

YOUR STUDY PROGRESSION

| Certificate (16 months) | Diploma, 2 years/2+ years | Degree Foundation, 1 year | Internship/ Industrial Training | Employment |

STPM, A/Levels / O-Level or its equivalent

| Foundation and Diploma Programmes | Diploma with a minimum CGPA of 2.50 | Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent | Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent | Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent | Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent |

| Bachelors (Hons) Degree Programmes | Diploma (1 year) | Diploma (1 year) | Diploma (1 year) | Diploma (1 year) |

| Masters Degree | 1 year | 1 year | 1 year | 1 year |

**BACHELORS (HONS) DEGREE PROGRAMMES**

**STPM**

- 2 passes in STPM in Science stream with minimum Grade C (2.0) in Mathematics and one Science or ICT subject.
- 2 passes in STPM with minimum Grade C (2.0) in any subject.
- 2 passes in STPM with minimum Grade C (2.0) in any subject.

**A-LEVEL**

- 2 passes in A-Level in Science stream with a pass in Mathematics and one Science or ICT subject.
- 2 passes in A-Level in any subject.
- 2 passes in A-Level in any subject.

**UEC**

- 5 Grade B Passes in UEC in any subject including Mathematics and one Science or ICT subject.
- 5 Grade B Passes in UEC in any subject including Mathematics and one Science or ICT subject.
- 5 Grade B Passes in UEC in any subject including Mathematics and one Science or ICT subject.

**FOUNDATION/ SATURATION**

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

**ICT-RELATED DIPLOMAS**

- Diploma with a minimum CGPA of 2.50.
- Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent.
- Diploma with a minimum CGPA of 2.00 or a pass in Mathematics at SPM/ O-Level or its equivalent.

**ENGLISH REQUIREMENTS**

- BSc (Hons) in Multimedia Technology OR a pass in Mathematics at SPM.
- BSc (Hons) in Computer Games Development OR a pass in Mathematics at SPM.

- Pass an interview or a portfolio review.

- *Strong Mathematics would be an added advantage.*

Note: Students who do not have a Credit in Additional Mathematics in STPM/ O-Level or its equivalent, must have an acceptable alternative in Mathematics related subjects during the foundation which may be equivalent to SPM O-Level/IGCSE Additional Mathematics. Students can be given preferential entry for ICT related subjects in BSc (Hons) in Multimedia Technology or in Computer Games Development.

Any qualification that APU accepts as equivalent to the above.

**ADMISSION REQUIREMENTS**

**ENTRY QUALIFICATIONS**

- Computer Science/ Software Engineering/ Cyber Security/ Artificial Intelligence
- Information Technology
- Multimedia Technology/ Computer Games Development

**STPM**

- 2 passes in STPM in Science stream with minimum Grade C (2.0) in Mathematics and one Science or ICT Subject.
- 2 passes in STPM with minimum Grade C (2.0) in any subject.
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- 2 passes in A-Level in Science stream with a pass in Mathematics and one Science or ICT subject.
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- BSc (Hons) in Multimedia Technology OR a pass in Mathematics at SPM.
- BSc (Hons) in Computer Games Development OR a pass in Mathematics at SPM.

- Pass an interview or a portfolio review.

- *Strong Mathematics would be an added advantage.*
## Foundation Programme – Flexibility of 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, Actuarial Studies, Psychology, Business & Management, Computing & Technology, Engineering, Industrial Design, Animation & Visual Effects.

### Enriching Experiences - More Than Just Your Foundation

The APU Foundation Programme lays the pathway towards professional tertiary education. It is a real transformation point for students’ soft skills, general knowledge and preparatory subject fundamentals acquired at the Foundation level to excel in the latter academic performance, as well as career readiness as they move on as 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 consists of helpful academic mentors who are committed in ensuring academic achievements, providing pastoral care advice, motivational meetings, motivating students to take ownership of their learning and to ensure that they undergo a smooth transition from secondary education to tertiary learning.

### Admission Requirements

- 5 Credits in at least 5 subjects at SPM level with a minimum of a pass in Bahasa Melayu & Sejarah (History).
- 5 Credits (Grade A or above) in at least 5 subjects at S PM/O-Level/IGCSE.
- 3 Credits (Grade B & above) in at least 5 subjects at SPM/O-Level/IGCSE.
- A qualification that APU accepts as equivalent to the above.

Some Degree Programmes may require a Credit in Mathematics or SPM/O-Level/IGCSE level or equivalent

### Credit / Grade C in SPM/O-Level/IGCSE is required in:

#### Mathematics
- Algebra
- Geometry
- Trigonometry
- Calculus

#### Physics
- Mechanics
- Electricity
- Magnetism
- Waves

#### Chemistry
- Acids and Bases
- Oxidation and Reduction
- Organic Chemistry

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

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

#### Common Semester 1

<table>
<thead>
<tr>
<th>Routes</th>
<th>Business, Finance &amp; Psychology</th>
<th>Computing &amp; Technology</th>
<th>Engineering</th>
<th>Architecture &amp; Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEMESTER 1</td>
<td>- English for Academic Purposes</td>
<td>- Introduction to Business</td>
<td>- Mechanics for Engineers</td>
<td>- Fundamentals of Drawing</td>
</tr>
<tr>
<td></td>
<td>- Public Speaking in English</td>
<td>- Public Speaking in English</td>
<td>- Public Speaking in English</td>
<td>- Public Speaking in English</td>
</tr>
</tbody>
</table>

#### Common Semester 2

<table>
<thead>
<tr>
<th>Routes</th>
<th>Business, Management &amp; Tourism</th>
<th>Computing &amp; Technology</th>
<th>Engineering</th>
<th>Architecture &amp; Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEMESTER 2</td>
<td>- Business, Management &amp; Tourism</td>
<td>- Introduction to Business</td>
<td>- Engineering</td>
<td>- Fundamentals of Drawing</td>
</tr>
<tr>
<td></td>
<td>- Media, Communication &amp; Psychology</td>
<td>- Introduction to Computer Architecture &amp; Networking</td>
<td>- Design Studio</td>
<td>- Design Studio</td>
</tr>
</tbody>
</table>

#### Alternative Pathways

Students may alternatively choose the following:

<table>
<thead>
<tr>
<th>Routes</th>
<th>Business, Management &amp; Tourism</th>
<th>Computing &amp; Technology</th>
<th>Engineering</th>
<th>Architecture &amp; Design</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEMESTER 3</td>
<td>- Business, Management &amp; Tourism</td>
<td>- Computing &amp; Technology</td>
<td>- Engineering</td>
<td>- Fundamentals of Drawing</td>
</tr>
<tr>
<td></td>
<td>- Accounting, Finance, Banking &amp; Actuarial Studies</td>
<td>- Multimedia &amp; Games Development</td>
<td>- Life Drawing</td>
<td>- Life Drawing</td>
</tr>
<tr>
<td></td>
<td>- Industrial Design, Visual Effects, Animation &amp; Digital Advertising</td>
<td>- International Relations</td>
<td>- Design Studio</td>
<td>- Design Studio</td>
</tr>
<tr>
<td></td>
<td>- International Relations</td>
<td>- Architecture</td>
<td>- Public Speaking in English</td>
<td>- Public Speaking in English</td>
</tr>
</tbody>
</table>

### Credit / Grade C in SPM/O-Level/IGCSE is required in:

#### Mathematics
- Algebra
- Geometry
- Trigonometry
- Calculus

#### Physics
- Mechanics
- Electricity
- Magnetism
- Waves

#### Chemistry
- Acids and Bases
- Oxidation and Reduction
- Organic Chemistry

### Credit / Grade C in SPM/O-Level/IGCSE is required in:

#### Science
- Biology
- General Science
- Physics
- Chemistry

### Leading from APU Foundation to Your Choice of Degree Studies

#### Business, Management, Marketing, Digital Marketing & Tourism
- Bachelor of Arts (Honours) in Business Management
- Bachelor of Arts (Honours) in Business Management with a specialization in:
  - Digital Marketing
- Bachelor of Arts in Digital Marketing & Tourism

#### Industrial Design, Animation & Visual Effects
- Bachelor of Arts (Honours) in Industrial Design
- Bachelor of Arts (Honours) in Animation
- Bachelor of Arts in Digital Advertising
The Foundation in Computing (ODL) allows young students the opportunity to gain a solid Pre-University qualification from the comforts of their home or country.

Open Distance Learning (ODL) as practiced at APU provides a high-quality and flexible learning experience for students utilising state-of-the-art technological innovations & pioneering teaching and learning practices.

This flexibility is also an ideal option for families who wish for their children to obtain an innovative and high quality education yet remain connected to their communities of origin.

METHOD OF DELIVERY - Synchronous & Asynchronous Learning

Synchronous Learning
- Operates very much like conventional classrooms, with scheduled study times and live discussions conducted for 3 hours per week.
- Allows the student to engage with class materials at the same time as their peers.
- Provides the student with a structured and immersive learning environment.
- Uses web & video-conferencing technologies for classrooms via Microsoft Teams.

Asynchronous Learning
- Allows the student to study at his/her own pace and time, adapted to their personal preferences.
- Provides the student with the flexibility to study in a self-paced manner.
- Is well designed to track the student’s progress and provide immediate feedback.
- Gives the student the flexibility to revise, progress and challenge themselves according to their own strengths.
- Provides learning support to the student through discussion forums and personalised chat sessions.

Upon successful completion of this programme, you will be eligible to progress into any of the following degree pathways offered at APU. Students will also have the option to opt-in for the APU-DMU Dual Degree Scheme.

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology with a specialism in:
  - Information System Security
  - Cloud Computing
  - Internet of Things (IoT)
  - Digital Transformation
  - Financial Technology (FinTech)
  - Business Information Systems
  - Sustainable Computing

- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science (Cyber Security)
- Bachelor of Computer Science (Hons) (Artificial Intelligence)
- Bachelor of Science (Honours) in Computer Science with a specialism in:
  - Data Analytics
  - Digital Forensics

Alternative Pathways:
- Business, Management, Marketing & Tourism
- Accounting, Finance, Banking & Actuarial Studies
- Industrial Design, Visual Effects, Animation & Digital Advertising
- International Relations
- Media, Communication & Psychology*  
  *Leading from APU Foundation to Psychology programme; please note that a Credit Pass in Mathematics and Science at SPM / O-Level / IGCSE is required.

In summary, these are the modules you will be taking during your Foundation in Computing (ODL) programme:
THE AIMS OF THE APU COMPUTING, TECHNOLOGY, MULTIMEDIA & GAMES DEVELOPMENT PROGRAMMES ARE TO:

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

THE FIVE “I”s MODEL™

1: INNOVATION through the design of curriculum, the module content and the learning approaches
2: INTEGRATION through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams
3: INFORMATION through developing your knowledge and also your abilities to communicate effectively and persuasively
4: INTERACTIVITY through the use of group work to develop your teamwork skills and through the use of technology to achieve interactivity of devices and people
5: IMAGINATION in relation to new products, ideas, applications and solutions

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

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

PROGRAMMES

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

Programmes

- Diploma in Information & Communication Technology
- Diploma in Information & Communication Technology with a specialization in Software Engineering
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- Diploma in Information & Communication Technology with a specialization in Interactive Technology
- Diploma in Business Information Technology
PATHWAYS AFTER DIPLOMA TO COMPUTING, TECHNOLOGY, MULTIMEDIA & GAMES DEVELOPMENT DEGREES

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

### Diploma in Information & Communication Technology

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

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

### 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:
- Bachelor of Science (Hons) in Information Technology
- Bachelor of Science (Hons) in Information Technology with a specialism in:
  - Internet of Things Security
  - Cloud Engineering
  - Digital Transformation
  - Business Information Systems
  - Internet of Things (IoT)
  - Sustainable Computing
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Hons) in Computer Science (Cyber Security)
- Bachelor of Science (Hons) in Computer Science
- Bachelor of Science (Hons) in Computer Science with a specialism in:
  - Data Analytics
  - Digital Forensics
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

### 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:
- Bachelor of Science (Hons) in Information Technology
- Bachelor of Science (Hons) in Information Technology with a specialism in:
  - Internet of Things Security
  - Cloud Engineering
  - Digital Transformation
  - Business Information Systems
  - Internet of Things (IoT)
  - Sustainable Computing
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Hons) in Computer Science (Cyber Security)
- Bachelor of Science (Hons) in Computer Science
- Bachelor of Science (Hons) in Computer Science with a specialism in:
  - Data Analytics
  - Digital Forensics
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

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

### 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:
- Bachelor of Science (Hons) in Information Technology
- Bachelor of Science (Hons) in Information Technology with a specialism in:
  - VR/AR
  - Interactive Technology
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Hons) in Computer Science (Cyber Security)
- Bachelor of Science (Hons) in Computer Science
- Bachelor of Science (Hons) in Computer Science with a specialism in:
  - Data Analytics
  - Digital Forensics
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

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

### Diploma in Business Information Technology

Students who undertake this programme will be eligible to progress into Year 2 of:
- Bachelor of Science (Hons) in Business Management
- Bachelor of Science (Hons) in Business Management with a specialism in:
  - E-Business
  - Digital Leadership
- Bachelor of Arts (Hons) in International Business Management
- Bachelor of Arts (Hons) in Marketing Management
- Bachelor of Arts (Hons) in Marketing Management with a specialism in Digital Marketing
- BA (Hons) Human Resource Management
- Bachelor of Arts (Hons) in Tourism Management
- Bachelor of Arts (Hons) in Tourism Management with a specialism in Hospitality

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

Note: Student with CGPA above 2.0 and below 2.5 may be accepted using rigorous assessment conducted by APU and subject to the approval of the Academic Board.

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

**Partners**

**Industrial Collaborative**

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

**APU’s Industry-Academia Collaboration (IAC) Model**

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

**Industry Advisory Panel (IAP)**

- Engagement
- Joint Final Year Projects
- Industrial Visits
- Webinars
- Seminars
- Guest Lectures
- Workshops
- Internship Opportunities

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

**Microsoft has been an APU industrial partner for over two decades. APU is one of the frontier universities on the Microsoft Talent Development programme. Students at APU have continued to engage directly with professionals from Microsoft via workshops and 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.**

**INDUSTRY REVOLUTION 4.0 @ APU**

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

In the era of IR 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 IR4.0 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), Artificial Intelligence (AI), Digital Leadership, Digital Transformation, Sustainable Computing, VR/AR, Financial Technology (FxTech), Accounting Technology (AccTech), Digital Marketing, E-Business, Mechatronics, Computer Engineering, Cloud Engineering 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 13,000 students from over 130 countries.
APU has signed a MoA with HILTI allowing for HILTI to sit in our industrial advisory panel for curriculum development. HILTI is where many of APU graduates are currently working having established OTJs in Liechtenstein and Switzerland. Traditionally APU academics have been judges and students as participants in HILTI industrial competitions in which APU has done well constantly.

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.

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

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

COLLABORATIVE INDUSTRIAL PARTNERS

APU’s Industry-Academia Collaboration (IAC) Model

GOVERNMENT

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

APU joined MyUniAlliance SAP UAP in 2012. This alliance allows APU program to offer its students the opportunity to be involved in industry-based projects for a whole year in their senior project. This is a great opportunity for students to work with professionals from SAP on real-world projects. Furthermore, APU and SAP have signed a MoA in partnership to develop Data Analytics graduates. APU and SAP Data Analytics graduates will receive a Joint Professional Certificate from SAS.

Cyber Test Systems is a French company composed of experts with more than 20 years of experience in the field of cyber defense training. The Cyber Test Systems introduced the first of its kind cyber 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.

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

Under the Elevating IT Education (ELITE) program, a unique Education Outreach Program set up by Tecforte 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 skillsets that would meet the expectation from the industry. By manning the live industry-grade Security Operations Centre, students get to have practical hands-on & Industry-like experience from the People, Process and Technology perspectives.
APU established Oracle Academy partnership which makes available CS education resources that are up-to-date, industry-relevant, and engaging. It also provides support in curriculum, Faculty Professional Development, Certifications and community building.

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

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

APU became CompTIA’s First Academic Partner in Malaysia. It provided an excellent opportunity for APU students to get vendor-neutral IT education embedded in their curriculum through CompTIA.

APU became EMC’s First University Partner in Malaysia to partner with EMC under its successful EAA initiative and introduced courses on Data Science and Big Data Analytics, Cloud Infrastructure and Services, Information Storage & Management to undergraduate students.

APU has joined Supercharger to develop future talents and academicians that are proficient in financial technology via FinTech Specialization Centre by allowing exchange of knowledge and expertise and to ensure talents are well prepared to enter the financial services industry.

APU and Wizlynx have partnered to facilitate the industrial relationship and collaboration for research & development and for collaborative activities in IT Security and technology development.

LuxTag have agreed to work mutually to facilitate opportunities for consultancy and development services to benefit the growing need for technology and innovation in the current ICT industry. As the main focus, LuxTag will provide knowledge-sharing services on Blockchain Technology to the students of APU, starting with seminars and workshops that could be embedded as part of the curriculum. In addition, this would provide opportunities for students and lecturers to participate in Research & Development activities.

Metronomik is a video game company founded and has been one of the APU Industrial Advisory Panel (IAP) members in providing industrial input and feedback on our Computer Games Development (CGD) programme. Besides, various activities such as the industrial visits, talks and seminars have been co-organised with Metronomik since 2018.

Xhinobi is a game development studio established in Kuala Lumpur since 2018. Besides gamification for enterprises, they also provide solutions in video-game development and VR & AR projects. APU and Xhinobi have been in collaboration by providing industrial experience opportunities such as internship and industrial talks for our students in the area of computer games development.

SAP University Alliances

APU joined MyUniAlliance SAP UAP in 2012. This alliance allows students to access SAP curriculums, demos, webinars, recorded videos and other learning platforms.
PROFESSIONAL CERTIFICATION PARTNERS

AWS ACADEMY MEMBER INSTITUTION

The rapid rise of computing is creating a growing number of high-quality jobs at organizations around the world, and the technical skills that students develop through this program will position them well for their careers today and in the future.

Career Options:
- Cloud Architect
- Systems Engineer
- DevOps Engineer
- Reliability Engineer
- Build Engineer
- Software Developer
- System Architect
- Software Development Manager
- IT Manager
- Data Innovation Manager
- Machine Learning Scientist
- Business Process Engineer
- Data Wrangler / Munger / Miner
- Business Intelligence Manager
- Analytics & Reporting Manager
- Decision Analytics Manager

Amazon Leads $130-Billion Cloud Market

Worldwide market share of leading cloud infrastructure service provider in Q4 2020*:

<table>
<thead>
<tr>
<th>Provider</th>
<th>Market Share</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWS</td>
<td>32%</td>
</tr>
<tr>
<td>Google Cloud</td>
<td>20%</td>
</tr>
<tr>
<td>Microsoft Azure</td>
<td>9%</td>
</tr>
<tr>
<td>Alibaba Cloud</td>
<td>6%</td>
</tr>
<tr>
<td>IBM Cloud</td>
<td>5%</td>
</tr>
<tr>
<td>OrangeCloud</td>
<td>3%</td>
</tr>
<tr>
<td>DigitalOcean</td>
<td>2%</td>
</tr>
<tr>
<td>Oracle Cloud</td>
<td>2%</td>
</tr>
</tbody>
</table>

* includes platform as a service (PaaS) and infrastructure as a service (IaaS) as well as hosted private cloud as services

FY 2020 cloud infrastructure service revenue

$ 129 billion

Source: Synergy Research Group

CISCO CERTIFIED CCNA

CISCO is the worldwide leader in IT and networking. Achieving CISCO CCNA certification is the first step in preparing for a career in IT technologies. To earn CCNA certification, you pass one exam that covers a broad range of fundamentals for IT careers, based on the latest networking technologies, software development skills, and job roles.

The undergraduate APU students who enlist under this programme, will get an opportunity to get the CISCO CCNA certification which follows CCNA v7 prospectus. There are 4 modules under this programme that were designed following CCNA syllabus. This going benefits to students as they have access to various resources and simulation software through the learning platform to facilitate their learning. As a CISCO Academy partner, APU had a dedicated CISCO lab with all CISCO devices. This facility is provided to ensure our students are exposed to the real physical configuration of network devices such as routers and switches in their lab sessions at level 2 and level 5 of their undergraduate program. With the best facility and skilled certified instructors, the students should be fully ready to sit for their CCNA certification exam during their final semester of undergraduate study.

Bachelor of Science (Honours) in Information Technology with a specialization in Cloud Engineering

COMPUTING, TECHNOLOGY, MULTIMEDIA & GAMES DEVELOPMENT

STUDY PATHWAYS

<table>
<thead>
<tr>
<th>Degree</th>
<th>Scholarship provider</th>
<th>Note</th>
</tr>
</thead>
</table>
| 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.

PROGRAMMES

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology with a specialization in:
  - Information System Security
  - Cloud Engineering
  - Internet of Things (IoT)
  - Digital Transformation
  - Financial Technology (FinTech)
  - Business Information Systems
  - Sustainable Computing
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science
- Bachelor of Science (Honours) in Computer Science with a specialization in:
  - Data Analytics
  - Digital Forensics
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

SPECIALISED LEVEL 1*

- Bachelor of Science (Honours) in Computer Science (Cyber Security)

SPECIALISED LEVEL 2*

- Bachelor of Science (Hons) in Multimedia Technology
- Bachelor of Science (Hons) in Multimedia Technology with a specialization in VR/AR

SPECIALISED LEVEL 3*

- Bachelor of Science (Honours) in Computer Games Development
Bachelor of Science (Honours) in INFORMATION TECHNOLOGY

At a glance

**LEVEL 1**

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

**LEVEL 2**

- A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, programming languages and techniques, and further analysis and design skills. 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 a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. 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**

- Appreciation of Ethics and Civilisation
- Malay Communication Language (for international students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

**Specialised Modules**

- Internet of Things: Concepts and Applications
- Blockchain Development
- Cloud Infrastructure and Services
- Venture Building

**Common Modules**

- System Software and Computing Concepts
- Object-Oriented Development with Java
- Mobile and Wireless Technology
- Fundamental of Database Technology
- System Software and Operating Systems

**Career options**

- Systems Consultant
- System Administrator
- IT Helpdesk Manager
- IT Application Developer
- IT Sales Manager
- Information Systems Analyst
- IT Consultant
- IT Executive

**Career options (Information System Security)**

- Information Security Manager
- Information Security Engineer
- IT Security Solutions Designer
- Information Security Analyst
- Information Security Specialist
- Chief Technology Officer (CTO)

**Career options (Information System Security)**

- Familiarity with a broad range of information technologies and how they are used.
- A specialised and focused emphasis on information systems security strategies and programmes.
- The skills and knowledge required to critically evaluate and refine information systems security strategies and programmes.

**Duration**

- 3 years full-time

**Certification by:**

AWS Academy

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

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Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISIM IN INFORMATION SYSTEM SECURITY

At a glance

**LEVEL 1**

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

**LEVEL 2**

- A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, along with specialised skills and knowledge required to critically evaluate and refine information systems security strategies and programmes. Students will gain solid technical knowledge of computer systems security with the appreciation to computer security policies and actions. 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 a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. 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**

- Appreciation of Ethics and Civilisation
- Malay Communication Language (for international students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

**Specialised Modules**

- Cloud Infrastructure and Services
- Venture Building

**Common Modules**

- System Software and Operating Systems
- Object-Oriented Development with Java
- Cloud Infrastructure and Services
- Ethics and Forensics

**Career options**

- Systems Consultant
- System Administrator
- IT Helpdesk Manager
- IT Application Developer
- IT Sales Manager
- Information Systems Analyst
- IT Consultant
- Information Security Manager
- Chief Technology Officer (CTO)

**Career options (Information System Security)**

- Information Security Manager
- Information Security Engineer
- IT Security Solutions Designer
- Information Security Analyst
- Information Security Specialist
- Chief Technology Officer (CTO)

**Career options (Information System Security)**

- Familiarity with a broad range of information technologies and how they are used.
- A specialised and focused emphasis on information systems security strategies and programmes.
- The skills and knowledge required to critically evaluate and refine information systems security strategies and programmes.

**Duration**

- 3 years full-time

**Certification by:**

AWS Academy

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

---
Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISIM IN CLOUD ENGINEERING

At a glance

Duration: 5 years full-time

This programme is specifically designed to provide students with:

- An understanding of frameworks and planning techniques for the strategic management of cloud-based information systems in organisations.
- The ability to critically evaluate and apply cloud computing technologies, networking technologies and tools, as well as the skills and expertise required for cloud-focused engineering roles.
- The skills and knowledge required to develop and assess network architectures and networked computing applications.

Career options
- Cloud Consultant
- Cloud Network Engineer
- Cloud Software Engineer
- Server Developer
- Chief Technology Officer (CTO)

Common Modules
- Cloud Infrastructure and Services
- Cloud Engineering Project
- Cloud Architecture
- Investigations in Cloud Engineering
- Cloud Engineering Project

Specialised Modules
- MQA Compulsory Subjects: - Appreciation of Ethics and Civilisation (M Aisan Students)
- Malaysian Communication Language (M Tamil Students)
- Philosophy and Critical Currents
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

Certification by:

Member Institution

 Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISIM IN INTERNET OF THINGS

At a glance

Duration: 5 years full-time

This programme is specifically designed to provide students with:

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

Career options
- IoT Software Developer
- IoT Innovation Manager
- Technology Consultant
- Mobile Application Developer
- Data Scientist
- Embedded Device Developer
- Microcontroller Programmer

Common Modules
- Programming for Data Analysis
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Switching and Routing Essentials
- Data Center Infrastructure

INTERNSHIP (16 weeks)

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

LEVEL 1

Common Modules
- Cloud Computing
- System Administration
- Collaboration in Multi-Tier Systems
- Cloud Infrastructure and Services
- Cloud Networking
- Cloud Computing
- Cloud Engineering Project

Specialised Modules
- Cloud Networking
- Cloud Computing
- Cloud Engineering Project

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

Certification by:

Member Institution

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency.)
Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN DIGITAL TRANSFORMATION

At a glance

Module outline

LEVEL 1
- Common Modules
  - Introduction to Databases
  - Introduction to Networking
  - System Software and Computing Concepts
  - Databases
  - Digital Thinking and Innovation
  - Systems Analysis and Design
  - Integrated Computer Systems
  - Mathematical Concepts for Computing
  - Introduction to Security and Forensic Technologies
  - Fundamentals of Entrepreneurship

Specialised Module
- Fundamentals of Web Design and Development

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Digital Finance
- Digital Strategy and Analytics
- Emerging Technology
- Digital Execution
- Investigations in Digital Transformation
- Digital Transformation Project

Duration: 5 years full-time

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

Career options
- Financial Technology Project
- Investigations in Financial Technology
- Fintech Risk Management and Regulations
- Distributed Computer Systems
- Project Management
- Advanced Database
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)

LEVEL 2
- Common Modules
  - Programming for Data Analysis
  - System Development Methods
  - Object Oriented Development with Java
  - Innovation Process
  - Mobile and Wireless Technology
  - Concurrent Programming
  - Human Computer Interaction
  - Web Applications
  - Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Leading Digital Business Transformation
- Digital Marketing

INTERNSHIP (8 weeks)

LEVEL 3
- Common Modules
  - Project Management
  - Advanced Database
  - Critical Issues in Managing Information Systems in Organisations
  - Cloud Infrastructure and Services
  - Venture Building

Specialised Modules
- Financial Technology
- Financial Management
- Web Applications
- Research Methods for Computing and Technology

INTERNSHIP (8 weeks)
At a glance

**Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN BUSINESS INFORMATION SYSTEMS**

**Duration:** 3 years full-time

**LEVEL 1**
Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. Some specialised modules will provide 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 broad range of information technologies, and the specialised skills to apply frameworks and planning techniques for the strategic management of information systems. They will gain solid understanding of the support of business informatic systems in modern organisational operations. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

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

**LEVEL 3**
Students will make use of their previous studies and industrial experience to extend their familiarity in the field of business information systems and to refine their personal and professional development. Students will move further into the development of business proposals that introduce the development, deployment and business impact of information systems. 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**
- Appreciation of Ethics and Civilisation (M/M'sian Students)
- Malay Communication Language (int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

**Module outline**

**Common Modules**
- Introduction to Databases
- System Design
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies

**Specialised Module**
- Introduction to Information Systems

**Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN SUSTAINABLE COMPUTING**

**Duration:** 3 years full-time

**LEVEL 1**
Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through computer architecture, operating systems, networks, and databases. The specialised module will provide students with basic knowledge of web design and development. 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 sustainable computing principles, focusing on the environmental, social, and economic aspects of computing technology. This will further delve into advanced concepts of sustainable computing, exploring topics such as green computing, sustainable technologies, policies, and implementing sustainable practices in an enterprise resource planning environment.

**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 with the field of sustainable computing and to refine their personal and professional development. Students will focus on emerging trends in sustainable computing by exploring topics like renewable energy, digital strategies, and leadership roles in fostering sustainable business practices in organizations. 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**
- Appreciation of Ethics and Civilisation (M/M'sian Students)
- Malay Communication Language (int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

**Module outline**

**Common Modules**
- Introduction to Databases
- System Design
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies

**Specialised Module**
- Introduction to Information Systems

Note: The specialism will appear only in the academic transcript.
Bachelor of Science (Honours) in SOFTWARE ENGINEERING

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

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

**LEVEL 3**

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

**MQA Compulsory Subjects**

- Appreciation of Ethics and Civilisation
- Investigations in Software Engineering
- Ethics
- Art and Culture

**Elective Modules (Choose 2)**

- Distributed Systems
- User Experience
- Software Engineering
- Cloud Engineering

**At a glance**

- Duration: 5 years full-time
- Career options: Senior System Designer, Development Manager, Product Manager, Software Quality Assurance (QA), Application Engineer, Programmer, Software Consultant, Software Engineer

**Module outline**

- Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship
- Specialised Modules
- Digital Thinking and Innovation
- Introduction to Object-Oriented Programming
- Mathematical Concepts for Computing
- Elective Modules (Choose 1)
- Introduction to Artificial Intelligence
- Fundamentals of Web Design & Development

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

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

**LEVEL 3**

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

**MQA Compulsory Subjects**

- Appreciation of Ethics and Civilisation
- Investigations in Software Engineering
- Ethics
- Art and Culture

**Elective Modules (Choose 2)**

- Distributed Systems
- User Experience
- Software Engineering
- Cloud Engineering

**At a glance**

- Duration: 5 years full-time
- Career options: Senior System Designer, Development Manager, Product Manager, Software Quality Assurance (QA), Application Engineer, Programmer, Software Consultant, Software Engineer

**Module outline**

- Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship
- Specialised Modules
- Digital Thinking and Innovation
- Introduction to Object-Oriented Programming
- Mathematical Concepts for Computing
- Elective Modules (Choose 1)
- Introduction to Artificial Intelligence
- Fundamentals of Web Design & Development

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

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

**LEVEL 3**

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

**MQA Compulsory Subjects**

- Appreciation of Ethics and Civilisation
- Investigations in Software Engineering
- Ethics
- Art and Culture

**Elective Modules (Choose 2)**

- Distributed Systems
- User Experience
- Software Engineering
- Cloud Engineering

**At a glance**

- Duration: 5 years full-time
- Career options: Senior System Designer, Development Manager, Product Manager, Software Quality Assurance (QA), Application Engineer, Programmer, Software Consultant, Software Engineer

**Module outline**

- Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship
- Specialised Modules
- Digital Thinking and Innovation
- Introduction to Object-Oriented Programming
- Mathematical Concepts for Computing
- Elective Modules (Choose 1)
- Introduction to Artificial Intelligence
- Fundamentals of Web Design & Development
This programme is specifically designed to provide students with:

- The ability to develop technical knowledge, skills and background in the design and organisation of computer systems with an emphasis on data analytics.
- 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 with data analytics concepts and tools.

**Career options**

- Software Tool Developer
- Data Analyst
- Data Scientist
- Data Wrangler/Munge/Miner
- Chief Technology Officer (CTO)
- Data Analyst Manager
- Business Process Engineer
- Business Analyst Manager
- Data Innovation Manager
- Business Intelligence Developer
- IT Risk Analyst
- Advanced Analytics Professional
- Data Engineer
- Business Intelligence Analyst
- Machine Learning Scientist
- Business Intelligence Solutions Architect
- Analytics Manager
- Data Visualization Developer

**Common Modules**

- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Object-Oriented Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

**Specialised Module**

- Digital Thinking and Innovation
- Mathematical Concepts for Computing
- Introduction to Artificial Intelligence
- Introduction to C Programming

**LEVEL 2**

**Common Modules**

- Innovation Process
- Research Methods for Computing and Technology

**Specialised Modules**

- Systems and Network Administration
- System Development Methods
- Object-Oriented Development with Java
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique

**INTERNSHIP**

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

**LEVEL 3**

**Common Modules**

- Introduction to Management
- Building and Construction
- Security Management

**Specialised Modules**

- Data Management
- Project Management
- Systems and Network Administration
- Database Security
- Data Mining and Predictive Modelling

**INTERNSHIP** (6 weeks)

- Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer systems and to refine their personal and professional development. Students will move further into the focus on advanced analytics through business analytics and intelligence modules. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

**LEVEL 1**

**Common Modules**

- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Object-Oriented Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

**Specialised Module**

- Digital Thinking and Innovation
- Mathematical Concepts for Computing
- Introduction to Artificial Intelligence
- Introduction to C Programming

**LEVEL 2**

**Common Modules**

- Innovation Process
- Research Methods for Computing and Technology

**Specialised Modules**

- Systems and Network Administration
- System Development Methods
- Object-Oriented Development with Java
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique

**INTERNSHIP** (6 weeks)

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

**LEVEL 3**

**Common Modules**

- Introduction to Management
- Building and Construction
- Security Management

**Specialised Modules**

- Data Management
- Project Management
- Systems and Network Administration
- Database Security
- Data Mining and Predictive Modelling

**INTERNSHIP** (6 weeks)

- Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer systems and to refine their personal and professional development. Students will move further into the focus on advanced analytics through business analytics and intelligence modules. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.
Bachelor of Science (Honours) in Computer Science (Cyber Security)

At a glance

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

Duration: 3 years full-time

Module outline

LEVEL 1
- Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. A sound grasp of mathematical techniques and skills in algorithms: thinking are important pre-requisites for their second and third year of studies in this area. Computer Architecture, operating systems, networks, databases, security and forensic technologies are the underlying platforms in cyber security. Introduction to management introduces the third key area understanding personal and organisational development, along with independent learning and team working skills.

LEVEL 2
- A broader range of skills will be learnt, in which students will gain better understanding in Cyber Security related areas. The students should be flexible in performing a range of computing tasks using extended theories and practice related to Cyber Security. In the second year, the core modules deepen the understanding of platform technology, while specialised modules allow them to go further into system & network administration, computing, cyber systems & low level techniques and implementation of secure systems.

LEVEL 3
- 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 4
- 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 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 5
- A broader range of skills will be learnt, in which the students 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 5
- Students will make use of their previous studies and industrial experience to refine their professional and personal development in the field of computer science mapping in Cyber Security. Students will move further into Cyber Security by learning the core and specialised modules to enhance new skills and advanced knowledge on the current and future technologies. Elective modules are offered to strengthen their essential skills and knowledge. A final year project requires them to investigate and develop a solution for a real-world problem. They will demonstrate the ability to combine technical knowledge, critical thinking and analytical skills to produce personal achievement portfolio.

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation
- Media Studies
- Malay Communication Language (IrI Students)
- Malay Communication Language (FrI Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

Bachelor of Computer Science (Hons) (Artificial Intelligence)

At a glance

- Career options
  - Deep Learning Scientist
  - Machine Learning Engineer
  - Robotics R&D Engineer
  - AI Platform Architect
  - Artificial Intelligence (AI) Engineer
  - Algorithm Specialist
  - Machine Vision Engineer
  - NLP Engineer
  - Venture Building
  - Business Decision Support Engineer
  - Artificial Intelligence (AI) Specialist
  - Business Process Improver

Duration: 3 years full-time

Module outline

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 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 students 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 refine their professional and personal development in the field of computer science mapping in Artificial Intelligence. Students will move further into Artificial Intelligence by learning the core and specialised modules to enhance new skills and advanced knowledge on the current and future technologies. Elective modules are offered to strengthen their essential skills and knowledge. 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*
- Appreciation of Ethics and Civilisation
- Media Studies
- Malay Communication Language (IrI Students)
- Malay Communication Language (FrI Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete three modules as stipulated by the Malaysian Qualification Agency)
Bachelor of Science (Hons) in MULTIMEDIA TECHNOLOGY

LEVEL 1
Students will learn fundamental skills required by technical multimedia professionals, and the basic understanding of programming and system design. Some specialised modules will provide them basic knowledge of multimedia techniques such as 3D graphics, digital image and animation. The modules will also help them develop personal and organisational skills as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the introduction to VRAR.

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

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

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

MQA Compulsory Subjects
- Appreciation of Ethics and Civilization
- Malay Communication Language
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

Module outline

At a glance

LEVEL 1
Common Modules
- System Analysis & Design
- Programming with Python
- Mathematical Concepts for Computing
- Fundamental of Entrepreneurship

Specialised Modules
- Introduction to VRAR and Metaverse
- Web Design and Development
- Audio-Visual Technology
- Introduction to Graphics & Basic 3D Applications
- Digital Image Production

Elective Modules (Choose 2)
- Intercultural Awareness and Cultural Diversity
- Digital Thinking and Innovation
- Principles of Creative Animation
- Intellectual Property, Ethics & Legal Issues
- Web Multimedia

LEVEL 2
Common Modules
- Programming for Data Analysis
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Multimedia Applications
- Interactive Content Development
- Basic 3D Computer Character Modelling
- Digital Audio and Video
- Synthesizer Technology
- Principles of Creative Animation
- Intellectual Property, Ethics & Legal Issues
- Web Multimedia

Elective Modules (Choose 1)
- Web Applications
- Human Computer Interaction

INTERNSHIP (8 weeks)

LEVEL 3
Common Modules
- Venture Building
- Project Management

Specialised Modules
- Advanced Multimedia
- HCI and Usability
- Advanced 3D Character Modelling and Animation
- Multimedia Scripting

Elective Modules (Choose 1)
- Mobile and Web Multimedia
- VR/AR Design Project

ASIA’S 1ST XR (META) STUDIO INFUSED WITH A BUILT-IN MIXED AND EXTENDED REALITY INFRASTRUCTURE

This programme by APU is designed to cater a vast spectrum of technologies VR, AR, Mixed Reality (MR) and Extended Reality (XR). In 2020, APU established Malaysia’s first XR (Meta) Studio among universities, in collaboration with our industry partner, Ministry XR. The APU XR Studio is a first-of-its-kind facility that comprises technologies capable of developing Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR) applications. Developed in partnership with Ministry XR Malaysia, the studio is equipped with a Volumetric Video Capture Station, EDEX Station and Mixed Reality Smart Glasses in the form of Microsoft HoloLens, Oculus Quest and HTC Vive.

The equipment and the functionalities of the XR (Meta) Studio uplifts APU as a pioneer, game changer and trailblazer in education, research and project development within the AI domain.
VR, AR, MR & XR - Endless Possibilities for a Creative Future

"Extended reality" (XR) describes a full spectrum of enhanced digital and physical experiences augmented reality (AR), virtual reality (VR), and mixed reality (MR). It refers to all real-and-virtual combined environments and human-machine interactions generated by computer technology and wearables.

XR is gaining tremendous demand and due to the global Covid-19 pandemic, growth is expected to be exponential. XR technology is building its momentum across industries such as gaming, movie & entertainment, healthcare, retail and tourism, etc.

"The global augmented reality (AR), virtual reality (VR), and mixed reality (MR) market is forecast to reach 30.7 billion U.S. dollars in 2021, rising to close to 350 billion U.S. dollars by 2024." - Statista

"The Asia Pacific region is estimated to record the Highest Growth Rate for the Extended Reality (XR) Market within 2019 - 2024." - Mordor Intelligence

"The Extended Reality (XR) Market is expected to Grow with Explosive CAGR(Compound Annual Growth Rate) of 48.5% between 2020 and 2030." - P&S Intelligence

"Leading global corporations, including Facebook, Google, Microsoft, Sony and Samsung, are already spending hundreds of millions of dollars on the development of both AR and VR. And the AR market alone is estimated to $1.4b, $1.6b and $2.6b respectively. And the MR market is estimated to reach $18.9b by 2025." - Forbes

"VR and AR technology will benefit all industries by creating more efficient processes, enhancing training, and offering more ways for people to collaborate and work together." - Pricewaterhouse Coopers, PwC

VR & AR - Rapid Development in Various Industries

The Diverse Potential of VR & AR Applications

Predicted market size of VR/AR software for different use cases in 2025*

<table>
<thead>
<tr>
<th>Total</th>
<th>Consumer</th>
<th>Enterprise and Public Sector</th>
</tr>
</thead>
<tbody>
<tr>
<td>$35b</td>
<td>$18.9b</td>
<td>$16.1b</td>
</tr>
<tr>
<td>$4.7b</td>
<td></td>
<td></td>
</tr>
<tr>
<td>$1.6b</td>
<td></td>
<td></td>
</tr>
<tr>
<td>$0.7b</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

**LEVEL 1**

Students will learn fundamental skills required by technical multimedia professionals, and the basic understanding of programming and system design. Some specialised modules will provide them basic knowledge of multimedia techniques such as 3D graphics, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the Introduction to VR/AR.

**LEVEL 2**

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

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of multimedia technology and to refine their personal and professional development. Students will become further into multimedia scripting technology and more advanced multimedia development and techniques. Furthermore, you are required to learn and analyse the perceptions and feedback of your users, for example, socio-economic factor, cultures and regional considerations in User Experience and HCI and Usability. In this year, you have an opportunity to develop the academic and practical aspects of your areas of study via project. Additionally, you will gain some skills and knowledge based on your area of studies such as the generation of virtual environment and superimpose of computer-generated images in a user's view of the real world.

**MQA Compulsory Subjects**

- Appreciation of Ethics and Civilization (M'sian Students)
- Malay Communication Language (IrI Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

Game Development is the processes, techniques, theories and practices related to the creation of predominantly digital games but can also extend to non-digital games as well as game-based applications. It is a process that involves a combination of multi-disciplinary sets of knowledge and skills ranging from programming to psychology; and from artistic flair to business acumen. The game development process may involve just a single individual or a team of people working for a large development studio.

Game Development is a fusion of three major disciplines, namely Game Technology, Game Art and Game Design. The industry can also be extended to a broad umbrella of serious games, educational games and table-top games.

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

In December 2017, with aims to contribute to the Malaysian gaming industry scene, Hazmer returned to Malaysia and founded Metronomik Sdn Bhd. With his contribution, we anticipate the formation of a new 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 was also the developer of Flail Rider, a game inspired by his Ludum Dare project. To date, the game has been downloaded for more than 2 million copies on App Store and Google Play. In January 2017, Jussi participated the Taipei Game Show, in which he demonstrated his creation to over 400,000 computer games enthusiasts.

Through his contribution, we anticipate the formation of a new realm of games development within the country.
Bachelor of Science (Honours) in COMPUTER GAMES DEVELOPMENT

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.

MQA Compulsory Subjects
- Appreciation of Ethics and Civilisation (Malay Students)
- Malay Communication Language (Int’l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

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

Module outline

LEVEL 1
Common Modules
- System Analysis & Design
- Programming with Python
- Mathematical Concepts for Computing
- Fundamental of Entrepreneurship

Specialised Module
- Computer Games Design: High Concept and Preproduction
- Computer Games Design: Production and Testing
- Computer Graphics
- Games Engines
- Imaging & Special Effects

LEVEL 2
Common Modules
- Programming for Data Analysis
- Innovation Process
- 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
- Venture Building
- 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
- HCI and Usability

Elective Modules (Choose 1)
- Mobile Multimedia and Gaming OR MMOG Services & Communities
- Digital Thinking and Innovation
WHAT DO OUR ALUMNI SAY...

WONG MUN CHOONG, ALEXANDER (Malaysia)
Diploma in Information Technology (2010)
BSc (Hons) in Computing with a specialism in Software Engineering, Class of 2012
Technical Manager - Standard Chartered Global Business Services

“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 APUian and prepped 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.”

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

“APU is a great university to attend. You can connect with people from all across the world. In APU, learning will not be just in the lecture hall since students are given chances to new hands-on experience in the industrial training. Graduating from APU gives you the edge when applying for a job and show people that you are more than just a student.”
WHAT DO OUR ALUMNI SAY...

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

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

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

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

BIBI JEHAN NAAILAH CHASEETA (Mauritius)
BSc (Hons) in Information Technology specialism in Forensic Computing, Class of 2016
Agile Coach - SWIFT Malaysia

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

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

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

KEE HONG CHENG (Malaysia)
BSc (Hons) in Software Engineering, Class of 2014
MSc in Technology Management (2018)
Lead Developer - Sitecore Malaysia Sdn Bhd

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

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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 analyze occurrences of cyber-attacks and plan countermeasures towards cyber threats through real-time data.

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

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

APU’s European Centre of Analytics (APCA)

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

Centre for Research and Development of IoT (CREDIT)

The establishment of Centre for Research and Development of IoT (CREDIT) is a significant milestone that supports the objectives of the Malaysia national IoT Strategic Roadmap Initiative. CREDIT aims to provide students and academic staff the opportunity to acquire cutting-edge knowledge and know-how through various activities. It also acts as a hub to support commercialization 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 Pacific (Asia Pacific) was formulated in 2014. As a member of IEEE, APU students have a wide variety of resources and valuable opportunities to advance their knowledge and future career. APU Student Branch provides numerous educational, technical, and professional development for its members through special projects, activities, meetings, tours and field trips.

Forensic and Cyber Security Research Centre (FSEC)

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

Centre for Innovation and Entrepreneurship (CIE)

The Centre provides resources for staff and student to innovation and entrepreneurship. It is in a form of a sandbox supports curricular and co-curricular programming, including workshops, networking events, speakers, talks and internship and start-up programs. Students have access to laboratory space, and other resources to meet their entrepreneurial needs.

Integrated Sustainability & Urban Creativity Centre (ISUC)

ISUC is committed to the mission of cultivating "sustainable shaping and innovating" leading us to be needed by the new era. The overall goal of the research centre is to establish an international, innovative, forward looking, and research-oriented world-class of Think Tank comprising of students and academic staff researchers with great sense of mission of the era, international perspective and native characteristics.

APU 5G Research Lab

The APU 5G research lab was established to serve as a platform for members from academia, business and industry to collaborate on 5G research to create market ready, innovative 5G technology solutions, applications and business ventures. The APU 5G research lab facilitates research at circuit, system and network level in 5G technologies and also is focused to the pathway for 5G technology to develop a powerful, faster, greener, sustainable network which will be smarter with infusion of AI and IoT, and Reinforcement learning.

The research lab aims at exploring the cutting-edge technologies such as SDN, NFV, mm/THz Wave Band, Radio Access, Massive MIMO, D2D Communication, Ultra-Densification, IoT, Big Data, Mobile Computing and fusion of AI and IoT, for development of 5G core and Radio Access Network Infrastructure. The developed 5G Network Infrastructure will be a platform to develop and test a range of use cases of primary, secondary and tertiary industries and business that are built on communication infrastructure. The 5G Lab in association with the other research centers of APU will facilitate research in 5G network security, Network Data Collection and Analysis for Smarter 5G/6G Network and Highspeed Sensor Networks for Autonomous Industry.
**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, DLoop Empiria Sdn Bhd, Evenly Group, QCA, HILLI LOW Health Care Services, MAD Incubator, MIMOS Wireless Innovation Lab, Nenuri Technology Sdn Bhd, RE Dome, Signal Transmission (M) Sdn Bhd and Top Glove Sdn Bhd. Students are allowed to work on an industrial FYP proposals selected from the FYPBank. Our FYP students have successfully completed the industrial projects selected from the FYPBank. The end product of each industrial project is being used by the real users.

**Internships & Industrial Training**

Prior to starting the final year of study APU students will do internship or industrial training placements for 16 weeks. This is to enable students to gain industrial or professional learning experiences to develop transferable skills for employability so as to enhance their future value to employers. Familiarity with all common processes is essential and exposure at a practical level to a wide variety of processes is required at a level appropriate to young professionals. 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.

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**It’s all going on**

@APU Students from over 130 countries ★

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

**Secure a placement**

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

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

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

**Students on 16 weeks of internship**

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

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Workshops will be conducted for students

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

HAIRY MAKING EXCELLENCY - 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.

TALENTBANK’S EMPLOYERS’ CHOICE AWARD
2024 - Employer of Choice of University
2014 - 1 Bronze Award
2015 - 1 Gold Award
2016 - 1 Gold Award
2017 - 1 Silver Award
2018 - 1 Bronze Award
2019 - 1 Silver Award
2020 - 1 Bronze Award
2021 - 1 Gold Award
2022 - 1 Gold Award
2023 - 6 Silver Awards

INTERNATIONAL INVENTION, INNOVATION & TECHNOLOGY COMETITION
2018 - 2 Gold Awards
2019 - 2 Gold Awards
2021 - 2 Silver Awards
2021 - Gold Award
2022 - 2 Silver Awards 1 Bronze Award

INTERNATIONAL UNIVERSITY CARNIVAL ON E-LEARNING (UCEL) COMPETITION
2023 - 1st Place & 3rd Place
2023 - Best Project of the Year: Returns Reduction in E-commerce

DATA MINING CUP
2023 - First Place & Second Runner Up

WORLD OF ROBOTICS CHAMPIONSHIP (WRC)
2023 - National Champion

ADOBE CERTIFIED PROFESSIONAL (ACP) CHAMPIONSHIP MALAYSIA
2023 - 1st Place

APU-AWS DEEPRACER COMPETITION
2023 - Winners

MICROSOFT’S CODE; WITHOUT BARRIERS HACKATHON
2023 - First Place Winner

ETHEREUM BLOCKCHAIN HACKATHON AT ETH SEOUL 2023
2023 - 3rd Place
2023 - 2nd Place

ASEAN-REPUBLIC OF KOREA (ROK) YOUTH METAVERSE IDEA CONTEST
2023 - Second Prize Winner (Individual Category)

IEM STUDENT RESEARCH E-POSTER COMPETITION
2023 - Silver Prize Winner (Industrial Design Category)

INTERNATIONAL INNOVATION, TECHNOLOGY & RESEARCH EXHIBITION AND CONFERENCE (ITREXC)
2023 - 2nd Place
2023 - 3rd Place

ASIAN-REPUBLIC OF KOREA (ROK) YOUTH METAVRE IDEA CONTEST
2023 - Second Prize Winner (Individual Category)

ODYSSEY HACKFEST: ONLINE CATEGORY
2022 - Champion

INTEL & CREST INDUSTRY-UNIVERSITY CHALLENGE
2022 - Grand Prize

NATIONAL SYMPOSIUM ON HUMAN COMPUTER INTERACTION - FUSION
2022 - 1st Place
2022 - Best Project: Security and Privacy Enhancements in IoT

NATIONAL SYMPOSIUM ON ARTIFICIAL INTELLIGENCE (NAI)
2022 - 1st Place

NATIONAL SYMPOSIUM ON HUMAN COMPUTER INTERACTION - FUSION
2022 - 1st Place
2022 - Best Project: Security and Privacy Enhancements in IoT

ITEC-MICRA MUNICIPALITY RESEARCH CONTEST
2022 - 1st Place

INAUGURAL INTERVARSITY CAPTURE THE FLAG (CTF) COMPETITION
2023 - 1st Place & 2nd Runner Up

SIBER SIAC’S CAPTURE THE FLAGS (CTF) CODE BATTLE
2023 - 2nd Place
2023 - 3rd Place
2023 - 4th Place

INTERVARSITY CORPORATE STRATEGY CHALLENGE (ICSC) 2023 - 1st Runner Up

TAPRI DESIGN AWARD
2023 - Silver Prize Winner (Industrial Design Category)

THE APIIT EDUCATION GROUP received the prestigious Prime Minister’s Industry Excellence Award from the Prime Minister of Malaysia. Only one organisation was selected to receive the Prime Minister’s Industry Excellence Award 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 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.

For more awards listing, please visit APU website.