MMU®
MULTIMEDIA UNIVERSITY

PROSPECTUS

INFORMATION TECHNOLOGY AND COMPUTER SCIENCE

Global.
Entrepreneurial.
Trendsetter.

#GoForIt with MMU

TM Education Group

Where Your Future Begins

www.mmu.edu.my

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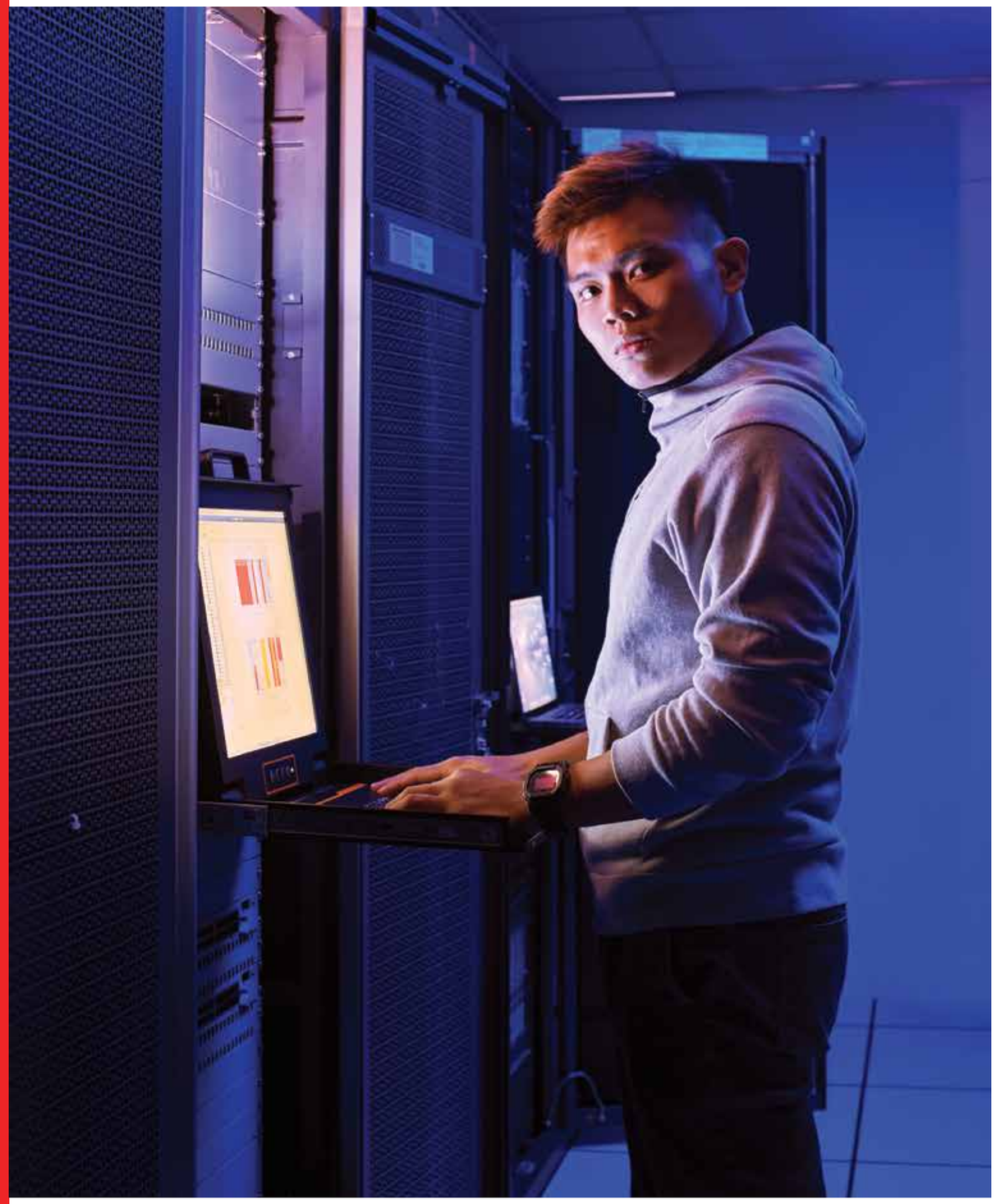
MULTIMEDIA UNIVERSITY

PROSPECTUS



Where Your Future Begins

www.mmu.edu.my

PROFESSOR DATUK DR. AHMAD RAFI MOHAMED ESHAQ
CEO/President, Multimedia University

"Education is the most powerful weapon used to change the world. Our greatest responsibility as educators is to teach our students to think both intensely and critically. By equipping our students with the right tools, knowledge and skills, they can go out into the world and shape their future.

As a Premier Digital Tech University and being a trendsetter of the private higher learning provider in Malaysia, we are steadfast in preparing our graduates for leadership roles in their respective disciplines and professions."

—
PROFESSOR DATUK DR. AHMAD RAFI MOHAMED ESHAQ
CEO/President, Multimedia University

INFORMATION TECHNOLOGY AND COMPUTER SCIENCE AT MMU

If you have your heart set on a career in Information Technology and Computer Science, MMU is the university for you. Listed in the **Top 300 QS World University Rankings** in Computer Science and Information Systems, 2017, MMU offers award-winning, practical and industry-ready degrees that will allow you to make a real and lasting impact as an ICT specialist.

Expertise and knowledge are what we seek to empower our students with. We are committed to offer programmes that will enhance your depth and perception as well as employability in the field of ICT.

Both our Faculty of Computing & Informatics and Faculty of Information Science & Technology incorporate industry-led curriculum so you will gain not only technical knowledge and skills, but also relevant soft and management skills. Many of your lecturers are professionals and specialists in their fields who will be able to impart real-life experience and solutions to your learning. We also have strong collaborations with global industry leaders who are ready to share their knowledge of cutting-edge innovative technologies to keep you up-to-the-minute with current and future industry needs.

PROMOTING INNOVATION AND ENTREPRENEURSHIP

MMU was the **first private university approved** by the Malaysian government. We adhere to the strictest requirements for a high quality degree; going beyond academic excellence to offer the best, complete and balanced university experience for our students.

A study by Gartner and MSC Malaysia found that MMU is among the **top five universities** preferred by major ICT players for graduate employment - a testament to the quality of our academicians, curriculum, student development programmes and our solid reputation with the industries.

One of the university's primary objectives is to be able to **inspire and innovate others**. We understand that the future lies in technology, and we are adamant to help shape people who will help make a better tomorrow.

TAN KIM HUI
First Class Honours Bachelor of Information Technology (Hons.) (Artificial Intelligence) 2015

MMU Alumni

"I've always been interested in seeing the world and meeting international peers; in challenging myself as a student, to grow and eventually, take my place in a global society."

—
TAN KIM HUI
Microsoft Services Executive at Petronas Group ICT.

AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK

- Be part of a globally ranked university that is listed in the **Top 200 QS World University Rankings** and continues to strive with solid breakthrough to be at the 179th spot in **QS Asia University Rankings**.
- Study alongside 1,500 **international students** from more than 70 countries.
- Experience the best and latest technologies from our collaborations with **major ICT players** such as ZTE, Nokia, Intel, Microsoft, Cisco and Motorola.
- Get exposure to some of the **best practices of the world's best universities** such as MIT, Stanford, Carnegie Mellon, Harvard, USC and Tokyo University.

Top 200 in QS Asia University Rankings 2018

Top 200 - QS World University Rankings
Electrical & Electronic Engineering, 2015 - 2017

Top 300 - QS World University Rankings
Computer Science & Information Systems, 2017

97% Employability within 6 months of graduation
Ministry of Higher Education (MoHE) Tracer Study & MOE Kemaskini Status Pekerjaan 2015

Tier 5 (Excellent) in SETARA Rating
Ministry of Higher Education (MoHE), Malaysia

Premier Digital Tech University Status, 2017
Ministry of Higher Education (MoHE) and Malaysia Digital Economy Corporation (MDEC)

AN **ENTREPRENEURIAL** UNIVERSITY WITH INDUSTRY-READY PROGRAMMES

A Well-rounded Education

Be empowered with the fundamentals of your field of study that also incorporate entrepreneurial skills and expertise which are relevant to your respective industries and job markets.

Industry in Campus

Be connected and gain benefit from our state-of-the-art labs established by our industry collaboration with ZTE, Microsoft, Intel and many more.

Ready for Industry

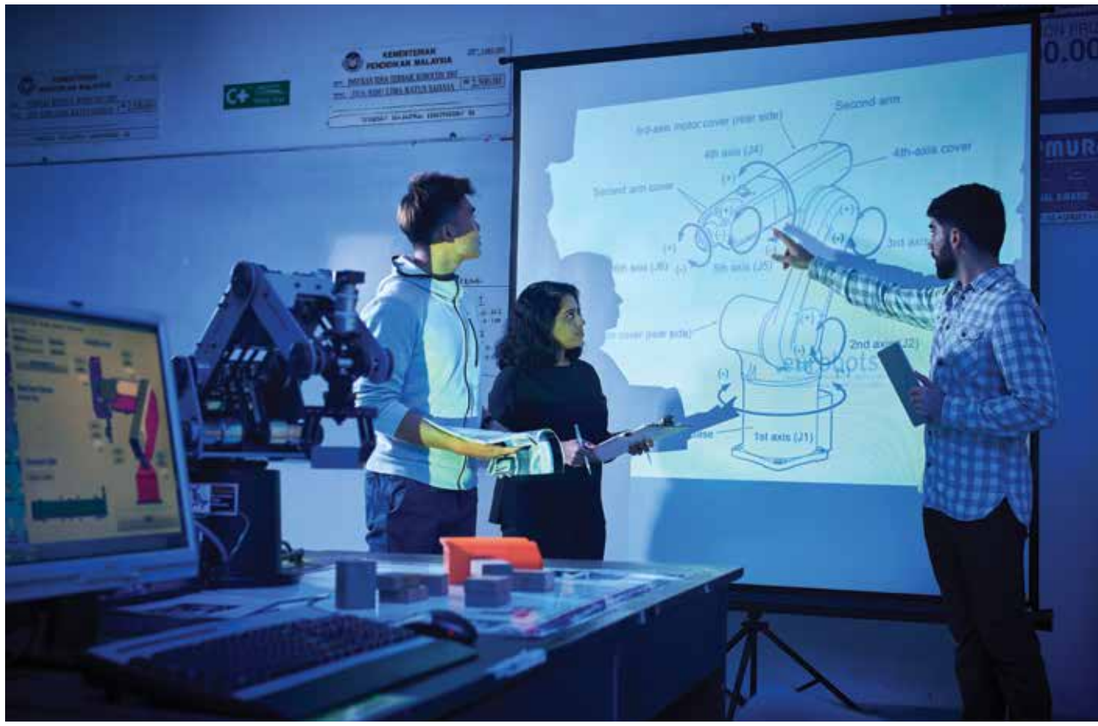
Be enthused with Start-up Schemes from the Entrepreneur Development Centre (EDC) to encourage innovation and entrepreneurship ventures.

EMIR PRATHAMA PUTRA
Bachelor of Information Technology (Hons.) (Information Systems Engineering) 2011, from Indonesia

MMU Alumni

"MMU's international atmosphere helped me to value diversity in the workplace. It was one of the most important benefits of studying in MMU. Most of my friends are in multi-national companies and they got it within months of their graduation. My HR colleagues also recognise MMU graduates for their preseverance."

—
EMIR PRATHAMA PUTRA
IT Project Manager, Credit Suisse Group



A UNIVERSITY THAT IS AN **INDUSTRY TRENDSETTER**

- We offer programmes which are tailored to industry's needs.
- Nearly 50% of our programmes are developed for fast growing industries.
- We produce graduates who are setting new standards in Malaysia's industries. Among our sucessful alumni are Mohd Nizam Abd Razak, the Creator of BoBoiBoy, who has boosted the animation industry in Malaysia and Tan Aik Keong, Director of Agmo Studio, a multi-award winning mobile app development company.

A **VIBRANT** AND **CONDUCIVE** CAMPUS LIFE.

- Convenient and comfortable accommodation – on-campus and off-campus.
- Intelligent and high-tech labs.
- Digital libraries.
- Set studio and post-production suite.
- Over 100 clubs and societies.
- Extensive infrastructure – campus-wide Wi-Fi, health clinics, mosques, 24-hour security, food & beverage outlets and more.
- Comprehensive Sports Centre – track & field, indoor sports arena, gym as well as an olympic-sized swimming pool.

Scan this code to view more on our facilities.

TOP 300 QS WORLD UNIVERSITY RANKINGS IN COMPUTER SCIENCE & INFORMATION SYSTEMS, 2017

In this constantly evolving digital world, Information and Communication Technology is more important than ever. As ICT continues to transform the way people communicate, learn, work and play, the career prospects for IT graduates are both diverse and rewarding. Whether it's Bioinformatics or Data Communication, Artificial Intelligence or Information Technology Management, a degree from MMU will definitely hold you in good stead for the future.

Our mission is to cultivate talents who are idea innovators, solution providers, and catalysts of change in computing and informatics.

WHY ICT AT MMU

Ranked **World's Top 300** University for **Computer Science & Information Systems**

One of the **best teaching labs** in private universities, equipped with world-class research and teaching facilities such as SMART and Innov8 labs

Academically and professionally certified lecturers (CCNA, CCNP, MCP, MCTS, MTA and Java)

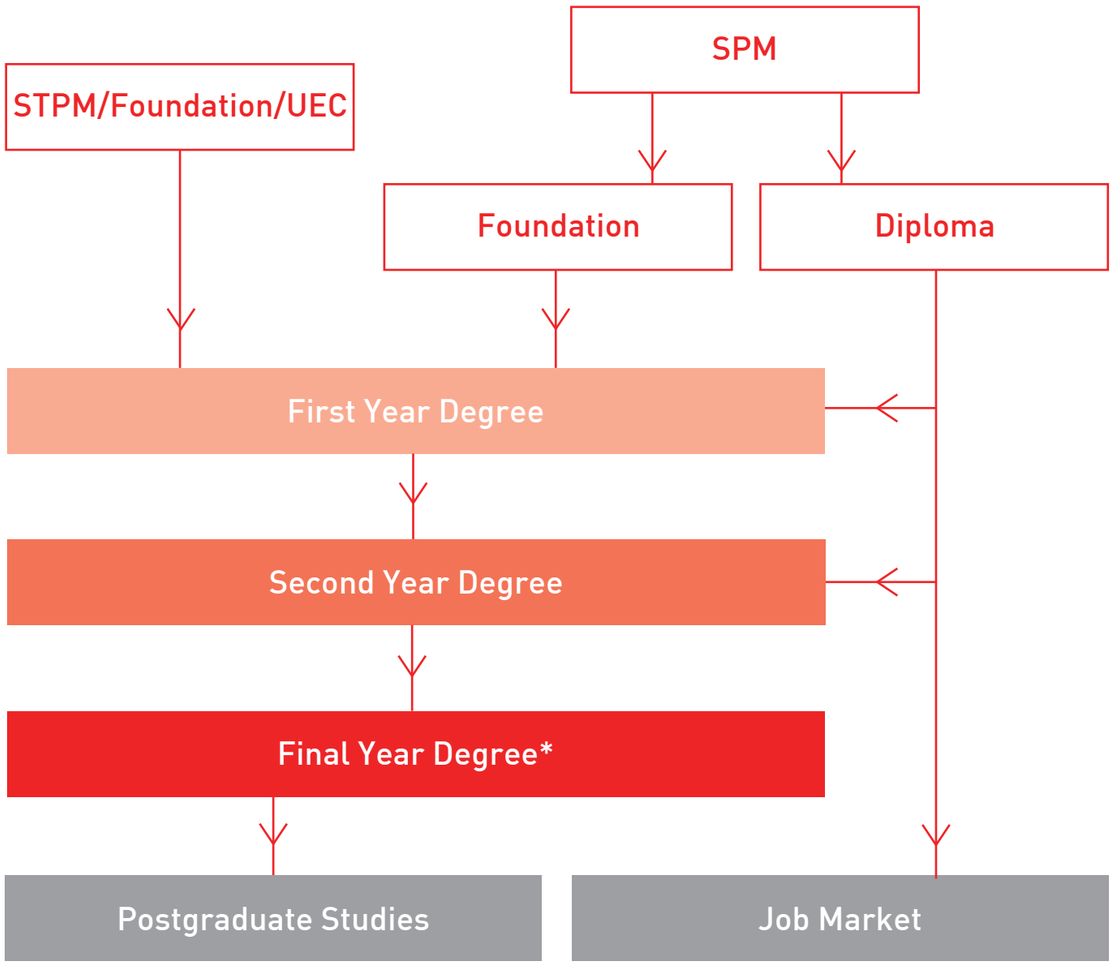
Strong collaborations with multi-national companies such as Cisco Networking Academy, Microsoft IT Academy, Oracle Workforce Development Program, Novell Academic Training Partner, Linux Professional Institute and EC-Council

ICT Knowledge Creation for fast growing industries

Forefront Curriculum Design and **Industry Placement Opportunities** to bridge academic studies with practical experience

STUDY ROUTE

There isn't just one route to discover and develop your true potential. At MMU, we cater to nearly every possibility.



* *Final year might differ depending on programme*

FACULTY OF COMPUTING AND INFORMATICS

Cyberjaya Campus

Located within Cyberjaya and built on an 80-hectare plot of land with all the advantages of high technology, MMU Cyberjaya is equipped with various intelligent features such as multimedia learning facilities, intelligent building systems, a digital library, and an integrated campus management system designed to nurture innovative ICT graduates.

Scan this code to view our faculty video.

Foundation in Information Technology

(R/010/3/0088) 12/17 (A8670)

In an ever-changing, technologically-dependent world, our one-year Foundation in Information Technology programme aims to produce students who are well-equipped with computer skills as well as mathematical and physics skills. The Foundation in Information Technology programme is delivered through engaging lectures and laboratory work which serve to build knowledge and help develop practical skills.

After completion of the foundation programme you can opt for a degree programme from either Faculty of Computing and Informatics (FCI) or Faculty of Information, Science and Technology (FIST).

PROGRAMME STRUCTURE FOR FOUNDATION IN INFORMATION TECHNOLOGY | FCI

Trimester 1

- Introduction to Business Management
- Introduction to Computing Technologies
- Communicative English
- Mathematics 1
- Problem Solving and Programme Design

Trimester 2

- Critical Thinking
- Introduction to Digital Systems
- Essential English
- Multimedia Fundamentals
- Mathematics II
- Principles of Physics

Trimester 3

- Academic English
- Mathetmatics III
- Mini IT Project

Bachelor of Computer Science (Hons.)

(R/481/6/0531) 02/20 (A5830)

This three-year programme equips students with fundamental computing knowledge and the latest technology. In year 1, all students learn common subjects before specialising in one of the following areas – Software Engineering, Information Systems, Game Development or Data Science - in the second year. Each designed specialisation prepares students with specific skills. Students will also complete a final year project and undergo industrial training to acquire practical industry experience.

Career Prospects: Researcher, Programmer, Software Development, Project Manager, System Analyst, Database Administrator, IS/SE Consultant, Game Producer, Game Artist & Visualiser, Data Analyst, Data Scientist, Data Engineer.

PROGRAMME STRUCTURE

Year 1

- Calculus
- Programming Fundamentals
- Discrete Structures & Probability
- Professional Development
- Computational Methods
- Object Oriented Programming & Data Structures
- Computer Architecture & Organisations
- Database Fundamentals
- Research Methodology in Computer Science
- U2
- U4

Year 2

- Software Engineering Fundamentals
- Operating Systems
- Computer Networks
- Object Oriented Analysis & Design
- Algorithm Design & Analysis
- Elective 1
- Industrial Training
- U3

Specialisation: Software Engineering
- Software Requirements Engineering
- Software Design

Specialisation: Information Systems
- Information Systems Planning & Development
- Specialisation Elective 1

Specialisation: Game Development
- Computer Graphics Fundamentals
- Game Design Fundamentals

Specialisation: Data Science
- Introduction to Data Science
- Data Mining

Year 3

- Final Year Project
- Elective 2
- Elective 3
- U1
- Workplace Communication

Specialisation: Software Engineering
- Software Reliability & Quality Assurance
- Software Verification & Validation
- Specialisation Elective 1
- Specialisation Elective 2

Specialisation: Information Systems
- Advanced Database
- Human-Computer Interaction
- Decision Support Systems
- Specialisation Elective 2

Specialisation: Game Development
- Game Algorithms
- 3D Game Programming
- Specialisation Elective 1
- Specialisation Elective 2

Specialisation: Data Science
- Statistical Data Analysis
- Data Visualisation
- Specialisation Elective 1
- Specialisation Elective 2

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Computer Science (Hons.)

(R2/481/6/0531) 02/20 (A5830)

Specialisations:

- **Software Engineering:** Focuses on designing and developing software systems with innovative methodologies and sophisticated tools. Students are exposed to various techniques of analysing user requirements and specifications, as well as the design, implementation and verification of software system.
- **Information Systems:** Emphasises on the design and development of computer-based systems to enhance the efficiency of business organisations. Students will gain knowledge in planning and auditing IT resources, as well as managing the security aspects of those resources.
- **Game Development:** Integrates fundamental concepts of software engineering with both technical and creative aspects of game design and development. Students are exposed to various types of game production - from 2D to 3D, and from virtual to augmented reality game projects.
- **Data Science:** Focuses on designing and developing solutions to draw useful insights from the availability of large volumes of data, known as Big Data. Students will receive fundamental training in computer science theories and learn techniques on the processing of Big Data for analytics that can be impactful to business.

Specialisation Elective Modules

TWO (2) subjects should be taken from the following based on specialisation:

Software Engineering
- Theory of Computation
- Programming Language Translation
- Introduction to Formal Methods
- Software Evolution Maintenance

Information Systems
- Web Application Development
- Systems Analysis & Design
- Computer Security
- Information System Auditing

Game Development
- Game Production
- Game Physics

Data Science
- Data Management
- Visual Information Processing
- Social Media Computing

Elective Modules

THREE (3) subjects should be taken from the following:

- Systems Analysis & Design
- Concepts of Programming Languages
- Programming Language Translation
- Theory of Computation
- Artificial Intelligence
- Parallel Processing
- Web Application Development
- Computer Security
- Introduction to Formal Methods
- Software Evolution & Maintenance
- Game Physics
- Game Design Fundamentals
- Introduction to Data Science
- Visual Information Processing
- Data Management
- Data Mining
- Social Media Computing

University Subjects

U1 – TITAS (Local) or Pengajian Malaysia III (International)
U1 – Hubungan Etnik (Local) or BM Komunikasi II (International)
U2 – Bahasa Kebangsaan or Foreign Language Beginners
U3 – Business and Entrepreneurship in Malaysia
U4 – Co-Curriculum

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY

Melaka Campus

Since 1997, the Faculty has been a trendsetter in ICT education and research, with a rigorous academic approach designed to produce innovative graduates who are well equipped to enact positive changes in society.

Scan this code to view our faculty video.

Foundation in Information Technology

(R2/481/3/0140) 02/22 (A7858)

In an ever-changing, technologically-dependent world, our one-year Foundation in Information Technology programme aims to produce students who are well-equipped with computer skills as well as mathematical and physics skills. The Foundation in Information Technology programme is delivered through engaging lectures and laboratory work which serve to build knowledge and help develop practical skills.

After completion of the foundation programme you can opt for a degree programme from either Faculty of Computing and Informatics (FCI) or Faculty of Information, Science and Technology (FIST).

PROGRAMME STRUCTURE FOR FOUNDATION IN INFORMATION TECHNOLOGY | FIST

Trimester 1	Trimester 2	Trimester 3
• Communicative English • Critical Thinking • Algebra • Trigonometry • Computer Applications • Introduction to Computer Architecture and Operating System	• Fundamentals of Business Management • Calculus • Introduction to Multimedia Technology • Physics • Essential English	• Academic English • Introduction to Probability and Statistics • Problem Solving and Programming Mini Project

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Foundation in Life Sciences

(R/010/3/0293) 04/20 (A6686)

The Foundation in Life Sciences programme is a one-year pre-university programme delivered through engaging lectures, designed to guide students to actively seek knowledge. In this programme, lectures are supplemented with laboratory work to help students develop their practical skills, working confidence and ability to work effectively in a group. Collectively, these subjects provide a holistic, inspiring and balanced educational experience which equip students with a solid foundation for higher levels of learning and nurture their potential for future academic excellence at the tertiary level.

After completion of the Foundation in Life Sciences programme you can opt for Bachelor of Science (Hons.) (Bioinformatics) degree programme.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3
• Communicative English • Algebra • Trigonometry • Cell and Function • Computer Applications • Critical Thinking	• Essential English • General Chemistry • Fundamentals of Business Management • Cellular Reproduction and Genetics • Problem Solving and Programming • Introduction to Probability and Statistics	• Academic English • Calculus • Organic Chemistry

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Information Technology (Hons.) (Data Communications and Networking)

(R/481/6/0440) 08/19 (A5313)

Data Communications and Networking graduates are expected to possess the knowledge and skills necessary to design, build, maintain and manage network and communication systems in any organisation. Therefore, this three-year programme will educate them on the core components of communication, such as Internet Computing, TCP/IP Programming, High-Speed Networks, Client Server Computing and Real-Time Systems.

Our Data Communications and Networking graduates would be able to branch into any area of communications and apply the knowledge they have acquired in network technology and telecommunications.

Career Prospects: System Programmer, Network Engineer, Network Administrator.

PROGRAMME STRUCTURE

Year 1

- Mathematical Techniques
- Computer Programming
- Database Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts

Year 2

- Data Structures and Algorithms
- Object Oriented Programming
- System Analysis and Design
- Computer Networks
- System Administration and Maintenance
- Technopreneur Venture
- Human Computer Interaction
- Information Assurance and Security
- Web Techniques and Application
- System Integration and Architecture
- Routing and Switching
- Industrial Training

Year 3

- Project
- TCP/IP Programming
- Network Security and Management
- Cloud Computing
- Integrative Programming and Technologies
- High Speed Networks
- Mobile and Wireless Communications
- Real-Time System

University Subjects Year 1

- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Kebangsaan A / Foreign Language

University Subjects Year 3

- Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia
- Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)

- IT Project Management Methods and Tools
- Organisational Behaviour
- Marketing and E-Commerce
- Applied Cryptography
- Information Theory
- Artificial Intelligence Fundamentals
- Expert Systems
- Information Systems Audit
- Knowledge Management

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Information Technology (Hons.) (Information Technology Management)

(R2/481/6/0079) 11/21 (A7498)

This three-year programme provides students with a strong foundation in information systems applications development and related management and organisational issues. This knowledge is essential not only in using information systems effectively, but also in planning, developing, operation and controlling information systems. The purpose is to produce graduates who are knowledgeable in the components of information technology, and are capable of planning, designing and managing the information technology resources necessary for any projects, teams or organisations.

Career Prospects: MIS Manager/Executive, IT Resource Manager/Executive, Management Consultant.

PROGRAMME STRUCTURE

Year 1

- Mathematical Techniques
- Computer Programming
- Database Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts

Year 2

- Data Structures and Algorithms
- Object Oriented Programming
- System Analysis and Design
- Technopreneur Venture
- Human Computer Interaction
- Organisational Behaviour
- Software Engineering Fundamentals
- Information Systems Development
- Management Information Systems
- Industrial Training
- Financial Accounting for Managers
- Management

Year 3

- Project
- Information Systems Audit
- Business Intelligence
- Technology Transfer
- Knowledge Management
- Enterprise Resource Planning
- Marketing and E-Commerce
- IT Project Management Method and Tools

University Subjects Year 1

- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Kebangsaan A / Foreign Language

University Subjects Year 3

- Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia
- Pengajian Malaysia 3 / Hubungan Etnik

Elective Modules

- Introduction to Microecnomics
- Critical Thinking in Organisation
- Fundamentals of Marketing
- Fundamentals of Finance
- Introduction to Macroeconomics
- Mobile and Wireless Communications
- Artificial Intelligence Fundamentals
- Computer Security

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Information Technology (Hons.) (Artificial Intelligence)

(R/340/6/0226) 08/18 (A4187)

As computer systems increase their complexity and sophistication, the demand for intelligent advanced applications also increases in proportion. It is now common practice to incorporate intelligent capabilities in the design of any computer application, from web-based intelligent search engines to standalone intelligent applications.

The objective of this three-year degree programme is to equip students with the necessary knowledge and skills required to be successful in building the much-needed intelligent computer systems.

Career Prospects: Data Scientist, Intelligent Software Developer, AI Consultant, Knowledge Engineer, Software Engineer, and Web Analyst.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Mathematical Techniques • Computer Programming • Database Systems • Discrete Mathematics and Probability • Computer Architecture and Organisation • Data Communications and Networking • Ethics and Professional Conducts	• Data Structures and Algorithms • Object Oriented Programming • System Analysis and Design • Technopreneur Venture • Human Computer Interaction • Computer Graphics • Software Engineering Fundamentals • Computational Science • Pattern Recognition • Industrial Training • Programming Language Concept • Artificial Intelligence Fundamentals	• Project • Computational Intelligence • Agent Technology • Expert Systems • Computer Vision • Natural Language Processing • Algorithm Design and Analysis • Semantic Web Technology

University Subjects Year 1	University Subjects Year 3
• Co-Curriculum • Business and Entrepreneurship in Malaysia • Bahasa Kebangsaan A / Foreign Language	• Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia • Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)

- IT Project Management Methods and Tools
- Computer Networks
- Organisational Behaviour
- Cloud Computing
- Marketing and E-Commerce
- Information Systems Audit
- Applied Cryptography
- Knowledge Management
- Information Theory

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Information Technology (Hons.) (Security Technology)

(R/481/6/0439) 08/19 (A5470)

The Security Technology programme is designed to develop knowledge and skills in the security management and technologies necessary for employment in areas such as government and corporate security, strategic facilities security, private sector and retail security, financial institutions and major security organisations.

The course emphasises the functions and management of security technology in the protection of assets and is supported by appropriate studies in cyber law and ethics. Graduates of this course will be equipped for a career in the security industry.

Career Prospects : Security Auditor, Security Penetration Tester, Computer Forensic Investigator, Software Engineer, Systems Analyst, and Programmer.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Mathematical Techniques • Computer Programming • Database Systems • Operating Systems • Discrete Mathematics and Probability • Computer Architecture and Organisation • Data Communications and Networking • Ethics and Professional Conducts	• Data Structures and Algorithms • Object Oriented Programming • System Analysis and Design • Computer Networks • System Administration and Maintenance • Technopreneur Venture • Human Computer Interaction • Information Assurance and Security • Web Techniques and Application • System Integration and Architecture • Computer Security • Industrial Training	• Project • Applied Cryptography • Information Theory • Integrative Programming and Technologies • Ethical Hacking and Security Assessment • Malware and Intrusion Detection • Digital Forensics • Password Authentication and Biometrics

University Subjects Year 1	University Subjects Year 3
• Co-Curriculum • Business and Entrepreneurship in Malaysia • Bahasa Kebangsaan A / Foreign Language	• Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia • Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)

- IT Project Management Methods and Tools
- Organisational Behaviour
- Marketing and E-Commerce
- Cloud Computing
- Artificial Intelligence Fundamentals
- Expert Systems
- Information Systems Audit
- Knowledge Management
- Network Security and Management

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Bachelor of Science (Hons.) (Bioinformatics)

(R/421/6/0708) 02/21 (A6684)

Bioinformatics is dynamic and evolving, representing one of the most rapidly growing and challenging areas in science and technology today.

The MMU Bioinformatics programme is a balance of IT and Life Sciences plus training in specific applications. A significant component of our programme is practical laboratory experience and problem-based learning, alongside student presentations and lectures in small classes. Projects and Industry experience add another dimension to the knowledge gained in lectures.

Career Prospects: Bioinformatician, Biology Researcher in the health care industry, biomedical, pharmaceutical and biotechnology companies, agricultural industry, environmental management industry, forensics centre, research institutions and universities.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Mathematical Techniques • Computer Programming • Database Systems • Cell Biology • Biochemistry I • Discrete Mathematics and Probability • Computer Architecture and Organisation • Data Communications and Networking • Bioinformatics Programming I • Biochemistry II	• Data Structures and Algorithms • Operating Systems • System Analysis and Design • Bioinformatics Programming II • Human Anatomy and Physiology • Bioinformatics Algorithms I • Parallel Computing • Basic Human Genetics • Basic Microbiology • Database Design and Management • Industrial Training	• Project • Data Mining and Machine Learning Systems • Bioinformatics Algorithms II • Introduction to Molecular Biology • Introductory course in Pharmacology • Legal, Moral and Ethical Issues in Life • Sciences

University Subjects Year 1	University Subjects Year 3
• Co-Curriculum • Business and Entrepreneurship in Malaysia • Bahasa Kebangsaan A / Foreign Language	• Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia • Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)

• Computer Security Introduction to Human Pathology • Computational Intelligence Web Techniques and Application • Human Computer Interaction Cloud Computing • Computer Graphics Information Systems Development	• Pattern Recognition Organisational Behaviour • Introduction to Human Pathology • Web Techniques and Application • Cloud Computing • Information System Development • Organisational Behaviour

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

Diploma in Information Technology

(R2/481/4/0010) 07/21 (A7461)

The programme provides students with computing knowledge in planning, implementation, configuration and maintenance of an organisation's computing infrastructure. Students will be exposed to various programming languages and web technologies with which they would be able to configure, integrate and deploy systems as well as provide technical support within an organisation.

The curriculum covers areas such as programming, database, software design, operating systems, data communication & networking, as well as mathematics. Apart from the technical subjects, students will also be exposed to soft skills such as writing and presentation skills to help enhance their interaction and communication and prepare them for real-life working environment.

After completion of the diploma programme, you can opt for a related degree programme from either FCI or FIST.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3	Trimester 4
• Mathematical Technique I • Computer Systems and Applications • Contemporary Management & Entrepreneurship • English	• Mathematical Technique II • Programme Design • Discrete Structures • Computer Architectures • U4	• Operating Systems • Systems Analysis & Design • U2	• Data Communications & Networking • Database Systems • Object Oriented Programming • Elective 1 • U3

Trimester 5	Trimester 6	Trimester 7
• Internet & Web Publishing • Programming in Java • Data Structures & Algorithms • Effective Communication Skills	• Industrial Training	• Computing Project • Elective 2 • Elective 3 • U1

Elective Subjects

- E-Commerce
- Management Information Systems
- Programming for Mobile Applications
- Multimedia Applications
- Introduction to Probability and Statistics

University Subjects

U1 – Hubungan Etnik / Pengajian Malaysia 3 / Tamadun Islam dan Tamadun Asia (TITAS)
U2 – Bahasa Kebangsaan A / Foreign Language
U3 – Introduction to multicultural studies in Malaysia / Stress and well-being among Malaysian / Islamic Institution in Malaysia
U4 – Co-Curriculum

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

MINIMUM ENTRY REQUIREMENTS

Foundation in Information Technology

- Pass SPM/ O-level or its equivalent with minimum of grade C in at least five (5) subjects, inclusive of Mathematics and English; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of Mathematics and English; OR
- Other equivalent qualification recognised by the Malaysian Government.

Foundation in Life Sciences

- Pass SPM/O-level or its equivalent with minimum of grade C in at least five (5) subjects, inclusive of Mathematics, English and any 2 Science subjects; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of Mathematics and one of the Science subjects; OR
- Other equivalent qualification recognised by the Malaysian Government.

Bachelor of Computer Science (Hons.)

- Pass Foundation / Matriculation in related field from a recognised institution, and a credit in Additional Mathematics at SPM Level or its equivalent; OR
- Pass STPM / A level or its equivalent with 3 Principals inclusive of Mathematics, and a credit in Additional Mathematics at SPM Level or its equivalent; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics and English; OR
- Pass Diploma in related field from recognised institution with minimum CGPA of 2.50 and a credit in Additional Mathematics at SPM Level or its equivalent; OR
  *Candidates with CGPA below 2.50 but above 2.00 may be admitted subject to a rigorous internal assessment process.
- Pass any other Diploma in science and technology from recognised institution with minimum CGPA of 2.50 and a credit in Additional Mathematics at SPM level or its equivalent may be admitted subject to a rigorous internal assessment process.
  *Candidates without a credit in Additional Mathematics at SPM level or its equivalent may be admitted if the qualification contains subjects in Mathematics and the achievement is higher or equivalent to the requirement of the subject at SPM level or its equivalent.

Bachelor of Information Technology (Hons.)

- Pass Foundation / Matriculation in a related field from a recognised institution, and a credit in Mathematics at SPM Level or its equivalent; OR
- Pass STPM / A level or its equivalent with 3 Principals inclusive of Mathematics, and a credit in Mathematics at SPM Level or its equivalent; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics and English; OR
- Pass Diploma in a related field from a recognised institution with minimum CGPA of 2.50, and a credit in Mathematics at SPM Level or its equivalent; OR
- Pass any other Diploma in science and technology or business studies from a recognised institution with a minimum CGPA of 2.50 and a credit in Mathematics at SPM level or its equivalent may be admitted subject to a rigorous internal assessment process.
  *Candidates with CGPA below 2.50 but above 2.00 may be admitted subject to a rigorous internal assessment process.

Bachelor of Science (Hons.) (Bioinformatics)

- Pass Foundation / Matriculation in related field from a recognised institution; OR
- Pass STPM / A level or its equivalent with 3 Principals inclusive of Mathematics, and one of the Science subjects, and a credit in English at SPM Level; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics, English, and one Science subject; OR
- Pass Diploma in related field from a recognised institution.

Diploma in Information Technology

- Pass SPM/O-level or its equivalent with minimum of grade C in at least four (4) subjects, inclusive of Mathematics, and a pass in English; OR
- Pass UEC with minimum of grade B in at least three (3) subjects inclusive of Mathematics, and a pass in English;OR
- Pass Certificate in related field from recognised institution and a credit in Mathematics at SPM level or its equivalent.
  *Candidates without a credit in Mathematics at SPM level or its equivalent may be admitted if the Certificate programme contains subjects in Mathematics that are equivalent to Mathematics at SPM Level.

English Entry Requirement for International Students:

- All programmes offered by Faculty of Computing & Informatics and Faculty of Information Science & Technology require a minimum score of 5.0 in IELTS or its equivalent.

Note: The above programme structure serves as a guide. Courses may differ according to intakes.

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