Computing & Technology

PRE-UNIVERSITY PROGRAMME

Degree Foundation Programme

DIPLOMA PROGRAMMES

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

DEGREE PROGRAMMES

Computing & IT Programmes BSc (Hons) in Information Technology BSc (Hons) in Information Technology with specialisms in: • Information Systems Security

- Information Systems
- Intelligent Systems
- Network Computing
 Forensic Computing
- Mobile Technology
- Business Information Systems

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

Interactive Entertainment Technology Programmes

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

Our Partner in Quality



Degrees awarded in association with Staffordshire University







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UCTI - An Award-Winning University

The Asia Pacific University College of Technology & Innovation (UCTI) stands tall among Malaysia's premier Institutions of Higher Learning - this is a University where a unique fusion of technology, innovation and creativity works effectively towards preparing graduates for significant roles in business and society globally.

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Originally established as the Asia Pacific Institute of Information Technology (APIIT) in 1993 and funded by the SAPURA Group, UCTI's sound approach to nurturing school leavers into qualified professionals has resulted in our graduates being highly sought after by employers. With an international student community from more than 70 countries studying in its Malaysian campus, UCTI offers a truly cosmopolitan learning environment which prepares students well for the global challenges which lie ahead.

UCTI offers a wide range of degrees with Technology as a common core. It is UCTI's aim to nurture and encourage innovation through our programmes of study, with the intention of producing individuals who will learn, adapt and think differently in new and better ways.

UCTI's achievements in winning a host of prestigious awards at national and regional levels over the years bear testimony to our commitment to excellence in higher education and training, as well as innovative research and development and comercialisation. UCTI (through APIIT) is Malaysia's first Institution to achieve Multimedia Super Corridor (MSC) Company Status, as well as the only Institution to have won the prestigious MSC Asia Pacific ICT Awards every year since the inception of the awards in 1999.

Through our network of APIIT branch campuses established in Sri Lanka, India and Pakistan, UCTI also reaches out to young aspiring professionals in these countries, providing them with a unique opportunity of experiencing international best practices in higher education using curricula, processes, resources and systems which have been developed in Malaysia.

UCTI's academic programmes are all approved by the Ministry of Higher Education of Malaysia and the qualifications are accredited by the Malaysian Qualifications Agency (MQA).



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Staffordshire University -Our Partner in Quality



Staffordshire University has over 17,000 students that make up a dynamic and vibrant community at their campuses in the United Kingdom. Over 5,000 students study overseas on Staffordshire University programmes in China, Malaysia, Singapore, the Middle East, Hong Kong, Pakistan, India, Sri Lanka, Greece, Spain and France.

Some facts about Staffordshire University are:

- A leader among English universities ahead of Oxford and Cambridge Universities in providing one of the best learning experiences for students in England (based on analysis of QAA Institutional Audit 2005)
- Ranked in the top 3 in England based on analysis of the UK Quality Assurance Agency (QAA) Audit on Good Practice & Recommendations
- Recognised for eight areas of 'good practice', placing the University among the very best performers in the whole of the UK's higher education sector
- Offers some of the most innovative courses including business, engineering, broadcast media, computer games design and football technology
- Rated as the best new University by employers Staffordshire University has a better rating than Oxford University

All of UCTI's programmes are Quality Assured by Staffordshire University. Our solid relationship with Staffordshire University is among the strongest and most successful foreign collaborations in Malaysia, and is particularly notable in our strong shared mission of producing highly employable graduates.

"Staffordshire's teaching and facilities are designed to equip you for the world of work; the proportion getting graduate-level jobs is high, ranking the university in the top 25 in the UK." - The Sunday Times, September 2009

The aims of the UCTI Computing & Technology Programmes are to:

Learning for Employability

- Facilitate your progression, both academic and vocational, 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

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

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

The Five "I"s Model™

- Innovation through the design of curriculum, the module content and the learning approaches
- Integration through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams
- Information through developing your knowledge and also your abilities to communicate effectively and persuasively
- **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
- Imagination in relation to new products, ideas, applications and solutions

Careers in Computing & Technology



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

BSc (Hons) in Information Technology	Mainstream functional roles such as systems analysts, analyst programmers, IT executives, information systems analysts and IT consultants. Needs exist in virtually all industries.
While all students on the IT programme will be prepared for mainstream functional roles as IT professionals, the specialisms will allow greater emphasis on a particular area of IT, which would most likely influence the choice of careers.	
Information Systems Security	Functional roles as IT security officers / analysts / consultants, involved in designing and implementing security infrastructure / solutions for organisations.
Intelligent Systems	Functional roles in designing and developing solutions involving Artificial Intelligence and Decision Support, Knowledge Engineering and Data Mining.
Network Computing	Functional roles in network design, implementation and troubleshooting. Typical jobs include network analysts, network consultants and systems engineers.
Forensic Computing	Functional roles within IT security requiring the ability to analyse computerised logs, dumps and other sources of data for purposes of auditing and investigating cases of security breaches and possible computer-related crimes.
Mobile Technology	Your specialist knowledge of design issues in the mobile communications sector, with its developing needs for hardware, software and systems will make you highly sought after in the fast-moving and growing sector.
Business Information Systems	You will be well suited to one of the many careers that use IT in business at a management level. Your graduate destination is likely to be within an IT department, developing IT systems and servicing the IT needs of a number of business departments such as finance, marketing or human resources. You may take up a career in IT systems development, IT systems analysis and design or IT network management.
BSc (Hons) in Software Engineering	You will have acquired the knowledge and techniques to be employed as an application development and software engineer as required by a wide variety of companies and organisations.
BSc (Hons) in Internet Technology	You will be able to master appropriate design, development and implementation skills to design and implement multimedia applications using appropriate platforms, tools and techniques. The degree will assist you to gain employment as a web designer or developer.
BSc (Hons) in Enterprise Computing	Functional roles in the design of enterprise-wide applications and infrastructure for medium-to-large scale organisations. Typical jobs include Solutions Architects, Enterprise Systems Consultants and others.
BSc (Hons) in E-Commerce Technology	You will be suited to working within a traditional organisation that wishes to develop its online presence. You may also find yourself as an entrepreneur developing your own marketing venture. E-commerce jobs are often very similar to those of a traditional organisation other than that the majority of the interaction with customers is online. Your job roles can include market research, product buying decisions, and web design or maintenance.
BSc (Hons) in Technopreneurship	Likely to join an innovative IT or technopreneur organisation or start their own similar business. This includes the capacity to act as entreprenuer leaders, champions of new ideas, coordinators of business plans or promoters of new innovations in a variety of technological environments. Ideally placed as the bridge between business people and innovators, for example investors, government agencies and venture capitalist.
BSc (Hons) in Computer Games Development	Primarily involved in designing and developing interactive games to be deployed over a wide variety of platforms, using a wide range of techniques. Jobs include Games Programmers, Games Developers and others.
BSc (Hons) in Multimedia Technology	This qualification will assist you to gain employment as a multimedia practitioner and you will enter the employment market with the advantages of strong technical skills in software design and information systems development in the context of building quality interactive multimedia applications.
BSc (Hons) in Web Media Technology	Primarily focused on the design, development and deployment of interactive Multimedia over the Web and related platforms. Jobs include Webmasters, Web Developers and others.
BSc (Hons) in Media Informatics	Employment options include advertising, promotions and PR, as well as the press and broadcast organisations. Functional areas include creative, media production (pre and post), sales and customer service.

Pathways @ UCTI

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

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

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

Your Study Progression



Overall Programme Structure

Foundation

3 semesters / 1 year full-time

Honours Degree

6 semesters / 3 years full-time

Diploma

6 semesters / 2+ years full-time

Admission Requirements*



Foundation Programme

The Foundation programme gives you an opportunity to sample your future areas of study. This helps you choose which Degree programme to pursue.

ADMISSION REQUIREMENTS:

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

Diploma Programmes

ADMISSION REQUIREMENTS:

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

Bachelors (Hons) Degree Programmes

ADMISSION REQUIREMENTS:

Direct Entry to Level 1 of the Degree:

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

Direct Entry to Level 2 of the Degree:

- Successful completion of the UCTI Diploma; or
- Successful completion of studies in another recognised institute with academic credits equivalent to Level 1 of an Honours degree.
 (Subject to the approval of the UCTI Academic Board)

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

The Foundation Programme

Flexibility of Choice

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

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

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

SPM / 'O' Levels



UCTI Foundation Programme

Semester 1

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

ROUTE A

Degree Programmes

ROUTE B

Degree Programmes

- Business Media

- Services & Tourism Accounting & Finance

ROUTE C

Degree Programmes

- Engineering
- Computing / IT
- Games Development

The Foundation Programme

Modules You Study

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

LEARNING OUTCOMES

You will be able to:

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

The modules studied help develop your study skills, introduce you to what you can expect on your degree and also allow you to discover what you can study depending on whether you choose a degree in Business, Technology, Media, Information Technology or Engineering. The modules are:

Semester 1	English (4 credits)Mathematics (3 credits)	 Personal Development & Study Methods (4 Organisational and Social Environments (4 	ecredits) • MQA Compulsory 1 credits)	
Semester 2	Communication Skills (4 credits) MQA Compulsory 2	 IT Applications (4 credits) and choose Route A, B or C 		
	ROUTE A	ROUTE B	ROUTE C	
	Global Business Trends (3 credits) Research Methods for Degree Study (4 credits)	Further Mathematics (3 credits) Research Methods for Degree Study (4 credits)	Further Mathematics (3 credits) Electrical and Electronic Principles (3 credits)	
	*You must have previously s	tudied science based subjects to select the Elec	trical and Electronic Principles module	
Semester	ROUTE A	ROUTE B	ROUTE C	
3	 Introduction to Business (4 credits) Computing & IT (4 credits) Perspectives in Technology (4 credits) MQA Compulsory 3 	 Introduction to Business (4 credits) Computing & IT (4 credits) Perspectives in Technology (4 credits) MQA Compulsory 3 	Research Methods for Degree Study (4 credits) Engineering Science (3 credits) Mechanical Science (3 credits) Engineering Mathematics (3 credits) MQA Compulsory 3	
	You may then p	proceed to LEVEL 1 of a Degree of your choice in	n the following pathways.	
	ROUTE A	ROUTE B	ROUTE C	
Programme Pathways	 Business Business Management E-Business International Business Management Marketing Human Resource Management Tourism Management Services Management Accounting & Finance Media Marketing Technopreneurship Media Informatics 	 Information Technology Information Systems Security Intelligent Systems Network Computing Forensic Computing Mobile Computing Business Information Systems Software Engineering Internet Technology Enterprise Computing Ecommerce Technology Technopreneurship Computer Games Development Multimedia Technology Web Media Technology Media Informatics Business Business Management E-Business International Business Management Marketing Human Resource Management Services Management Accounting & Finance Media Marketing 	 Engineering Electrical & Electronic Engineering Electronic Engineering with IT Telecommunication Engineering Mechatronic Engineering Information Technology Information Systems Security Intelligent Systems Network Computing Forensic Computing Mobile Computing Business Information Systems Software Engineering Internet Technology Enterprise Computing E-Commerce Technology Computer Games Development Multimedia Technology Web Media Technology 	
MQA Co (only appl	mpulsory Modules licable for Malaysian Students)	• Bahasa Melayu (Malay Language) • Pengajian Malaysia (Malaysian Studies)	 Pendidikan Moral (Moral Studies); or Pendidikan Islam (Islamic Studies) 	

School of Computing & Technology





COMPUTING & IT PROGRAMMES

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

INTERACTIVE ENTERTAINMENT TECHNOLOGY PROGRAMMES

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

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

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

Computing & Technology Study Pathways



DIPLOMA

(Diploma awarded by UCTI & Quality Assured by Staffordshire University, UK)

Common Part 1	Programmes
Common Part 1 (Also common part 1 with Diploma in Business Administration & Accounting)	Diploma in Information & Communications Technology Diploma in Information & Communications Technology with specialism in Software Engineering Diploma in Business with Information Technology

DEGREES

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

Common Level 1	Programmes
Common Level 1	 BSc (Hons) in Information Technology BSc (Hons) in Information Technology with specialisms in: Information Systems Security Intelligent Systems Network Computing Forensic Computing Mobile Technology Business Information Systems BSc (Hons) in Software Engineering BSc (Hons) in Interprise Computing
Specialised Level 1	BSc (Hons) in E-Commerce Technology
Specialised Level 1	BSc (Hons) in Technopreneurship
Specialised Level 1	BSc (Hons) Computer Games Development
Specialised Level 1	BSc (Hons) in Multimedia Technology
Specialised Level 1	BSc (Hons) in Web Media Technology
Common Level 1 with BA (Hons) in Media Marketing	BSc (Hons) in Media Informatics



Diploma in Information & Communications Technology

This programme provides:

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

PART 1	Modules studied
This curriculum has been designed to provide the groundwork in study skills, basic IT and Business. It will build on these to enable the student to use a variety of computer software packages and develop simple applications. It also explores Business Functions and the context IT and Business operate within. The use of IT in business is also considered.	 Computer Technology Information Systems Practical IT Skills Internet Applications Professional Communications Business Environment Quantitative Methods Managing Business Numerical Skills Practical English (Plus 3 MQA subjects. Only applicable for Malaysian students.)
PART 2	
Networks and Networking will provide insight into the basic concepts of data communications, an understanding of networking using both Local and Wide area networks. Students will be introduced to standards and protocols used in data communication and networking with the principals of the ISO-OSI Reference Model. The Telecommunication module covers the fundamental concepts and terminology of telecommunications. Students are able to understand design considerations of telecommunication systems, international standardisation efforts in the area of telecommunications and managerial aspects of telecommunications within a business environment.	 Problem Solving & Program Design using C Operating Systems Systems Analysis & Design Numerical Methods & Logic Visual Basic.Net Multimedia Applications Databases & Data Structures Computer Systems Architecture Software Development Project Java Programming Networks & Networking Telecommunications
FURTHER STUDIES	
Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at UCTI:	
 BSc (Hons) in Information Technology BSc (Hons) in Information Technology with specialisms in: Information Systems Security Intelligent Systems Network Computing Forensic Computing Mobile Technology Business Information Systems 	

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



Diploma in Information & Communications Technology with specialism in Software Engineering

This programme provides:

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

PART 1

This curriculum has been designed to provide the groundwork in study skills, basic IT and

Modules studied

Computer Technology

Business. It will build on these to enable the student to use a variety of computer software packages and develop simple applications. It also explores Business Functions and the context IT and Business operate within. The use of IT in business is also considered.	 Information Systems Practical IT Skills Internet Applications Professional Communications Business Environment Quantitative Methods Managing Business Numerical Skills Practical English (Plus 3 MQA subjects. Only applicable for Malaysian students.) 	
The Introduction to Software Engineering module introduces students to the basic principles of software engineering, the various phases of the development life cycle and concepts of software project management. Students will develop an understanding of various techniques used to design software and explain the concepts of software verification and	 Problem Solving & Program Design using C Operating Systems Systems Analysis & Design Numerical Methods & Logic 	
validation. In the Introduction to Artificial Intelligence module, students will be taught the basic representation and reasoning paradigms used in Al. Areas of coverage will include the introduction to the essential characteristics of Al problems, investigating practical applications such as Natural Language Processing and Robotics. Students will also have practical experience of building knowledge based systems and will be provided with an understanding of knowledge representation, logic, reasoning with uncertainty and planning.	 Visual Basic.Net Multimedia Applications Databases & Data Structures Computer Systems Architecture Software Development Project Java Programming Introduction to Artificial Intelligence Introduction to Software Engineering 	

FURTHER STUDIES

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

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

with Information Technology

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

PART 1	Modules studied
This curriculum has been designed to provide the groundwork in study skills, basic IT and Business. It will build on these to enable the student to use a variety of computer software packages and develop simple applications. It also explores Business Functions and the context IT and Business operate within. The use of IT in business is also considered.	 Managing Business Professional Communications Business Environment Information Systems Quantitative Methods Computer Technology Practical IT Skills Internet Applications Practical English Numerical Skills (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
It is expected that on completion of the Diploma students will be able to demonstrate knowledge and understanding in a number of areas such as Business Environment, Markets, Customers, Finance, People, Operations, Information Systems, Communication and IT, Business Policy and Strategy and Contemporary & pervasive issues Graduates are expected to be able to demonstrate a range of cognitive and intellectual skills together with techniques specific to business, management and information technology.	 Marketing Accounting Legal Framework of Business Managing Services Business Statistics Business Economics Organisational Behaviour Multimedia Applications Managing Information Systems Visual Basic.Net System Analysis & Design Networks & Networking
 FURTHER STUDIES Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at UCTI: BA (Hons) in Business Management BA (Hons) Business Management with specialism in E-Business BA (Hons) in International Business Management BSc (Hons) in Technopreneurship BSc (Hons) in Information Technology with specialisms in Business Information Systems BSc (Hons) in E-Commerce Technology 	

Diploma in Business This programme provides:





BSc (Hons) in Information Technology

This programme provides:

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

LEVEL 1

These modules provide an appropriate platform for any IT professional in the Systems Analysis & Design, Hardware, Software Systems & Networks and Solving & Programming. In addition, a thorough grounding in principles of in computing & multimedia, with emphasis on the Internet is provided. Modules Mathematics & Statistics provide the basic academic skills required. General under of the work environment and aspects of personal and organisational develop provided by relevant modules. Important and relevant skills for independent lea also introduced.

Modules studied

areas of Problem- nteractive such as rstanding ment are arning are	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
gramming elopment Database nnovative g of how Business n suitable rement in	 Object Oriented Development with Java Human Computer Interaction Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Web Applications Research Methods Programming Concepts in C++ Creativity & Innovation Systems Programming & Computer Control Managing Business Mathematics For Technology II
ability to	Investigations in Information Technology

LEVEL 2

Further in-depth computing skills are developed here with modules such as Prog Concepts in C++, Object-Oriented Development with Java, Systems Development Methods, Hardware, Software Systems & Networks II and Database & Web Systems. A common theme that underlies all awards is the development of ir thinking with the Creativity & Innovation module. Also, a thorough understandin computing supports modern organisational activity is instilled by the Managing module. Specific computing technical skills are also developed at this level with modules.

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

LEVEL 3

At this level, there is further development of relevant technical skills and the apply these skills with strong critical thinking and analysis. Your personal & professional development is enhanced by the module in Project Management. In addition both the Entrepreneurship and Enterprising Management modules ensure that you will have the right understanding and appreciation of relevant issues whether you go into employment or set up your own business. You will enhance your technical capabilities and understand how to innovate, generate and manage the creation of new ideas.

The Information Technology Project develops your academic and practical abilities. This is where you will demonstrate higher level critical thinking, analysis and solutions development skills which will enhance your employability.

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



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

This programme provides:

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

LEVEL 1

Modules studied

These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.) 	
LEVEL 2		
The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Information Systems Security. Network Security introduces to you the consideration of the security needs of an organisation and examines some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module. Remote Access Networks introduces you to WAN access technologies where you learn to use modems, ISDN lines, Frame Relay Connections and ADSL technologies. Systems Programming and Computer Control offers the introduction to the concepts associated with computer control and data acquisition that is required for computer automation. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Object Oriented Development with Java Fundamentals of Mobile Computing Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Network Security Research Methods E-Commerce Creativity & Innovation Systems Programming & Computer Control Remote Access Networks Mathematics For Technology II 	
LEVEL 3		
The specialism develops skills and applications required for you to function as a professional	Investigations in Information Systems Security	

LEVEL 3

The specialism develops skills and applications required for you to function as a profe in the field of Information Systems Security. Computer Systems Security covers the fundamental ideas behind computer systems security, both at the technical level, and also at the level of general policy / strategy. You will examine computer system security both in stand-alone computer systems and very importantly over networks. Through Data Recovery, you will gain knowledge of how to use appropriate tools to recover data in addition to formatting and presenting discovered evidence in a professional and nonpartisan format.

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

- Project Management
- Advanced Database Systems
- Entrepreneurship
- Data Recovery
- Computer Systems Security
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations
- Design of Corporate Communication Systems
- Enterprising Management
- Information Systems Security Project



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

This programme provides:

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

LEVEL 1

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

Modules studied

onal in the areas & Networks and and Introduction eractive computing ch as Mathematics derstanding of the ment are provided learning are also	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
essary underlying introduces you to r programmes that ge, reasoning and an introduction to that are required for iety of probabilistic e characterised by ences to be drawn and requirement in	 Object Oriented Development with Java Mathematics For Technology II Systems Development Methods Database & Web Database Systems AI Methods Human Computer Interaction Research Methods Programming Concepts in C++ Creativity & Innovation Systems Programming & Computer Control Probability & Statistical Modelling Managing Business
n as a professional ines many of the hine learning. Also ncluding symbolic amming Language ogic programming	 Investigations in Intelligent Systems Project Management Entrepreneurship Further Artificial Intelligence Advanced Programming Language Concepts Cognitive Science

- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations
- Enterprising Management
- Knowledge Discovery
- Intelligent Systems Project

LEVEL 2

The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Intelligent Systems. Artificial Intelligence introduces you to the basic concepts and techniques relevant to the building of computer programmes that perform intelligent tasks and focuses on the importance of knowledge, reasoning and problem solving. Systems Programming and Computer Control offer an introduction to the concepts associated with computer control and data acquisition that are required for computer automation. Probability and Statistical Modelling provide a variety of probabilistic techniques which enable predictions to be made about problems that are characterised by uncertainty and introduces methods of data analysis which allow inferences to be drawn about large populations from much smaller samples.

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

LEVEL 3

The specialism develops skills and applications required for you to function as a professional in the field of Intelligent Systems. Further Artificial Intelligence examines many of the practical implementations of AI in the field of robotics, games and machine learning. Also covered are some of the more advanced areas of Neural Networks including symbolic manipulation, and training Neural Nets without weights. Advanced Programming Language and Concepts introduces different programming paradigms such as logic programming paradigm, e.g. Prolog – that includes queries to a database of facts and rules as well as Haskell, which can be used to write extremely concise and powerful programs. The focus of Cognitive Science will be on your own formation of a stance on the contentious problem of how the mind works. Knowledge Discovery introduces you to the fundamental concepts of knowledge discovery and to current techniques available to extract knowledge and identify patterns from raw data.

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



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

This programme provides:

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

LEVEL 1

development skills which will enhance your employability.

Modules studied

Inese modules provide an appropriate platform for any II professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Network Computing. LAN Switching and WAN Networks introduces you to the key concepts in LAN and WAN networks and provides an understanding of data communication. Remote Access Networks introduces you to WAN access technologies where you learn to use modems, ISDN lines, Frame Relay Connections and ADSL technologies. Network Security introduces to you the consideration of the security needs of an organisation and enables you to study some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Object Oriented Development with Java Mathematics For Technology II Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II LAN Switching & WAN Networks Research Methods Programming Concepts in C++ Creativity & Innovation Remote Access Networks Network Security Managing Business
LEVEL 3	Investigations in Network Computing
In the field of Network Computing. Fundamentals of Wireless LANs introduces and develops you in the areas of intellectual communication, problem-solving and technical and practical knowledge of wireless networking. Network Troubleshooting provides the knowledge and understanding to analyse and troubleshoot problems in various environments as well as adapt and apply efficient troubleshooting methods for documenting internetwork problems. Distributed Computer Systems focuses on aspects of distributed systems such as IPC, DNS programming, Distributed Objects and Remote Invocation. The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Network Computing. This is where you will demonstrate higher level critical thinking analysis and solutions	 Project Management Entrepreneurship Network Troubleshooting Fundamentals of Wireless LANs Computer Systems Security Innovation Mgmt. & New Product Development Critical Issues in Managing IS in Organisations Enterprising Management Distributed Computer Systems Network Computing Project

• Network Computing Project



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

This programme provides:

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

LEVEL 1

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

Modules studied

in the areas letworks and d Introduction ve computing Mathematics anding of the are provided ning are also	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
ng knowledge Legal Issues ts of property eses you to the vacy and how consideration of the popular sessment and requirement in	 Object Oriented Development with Java Mathematics For Technology II Systems Development Methods Database & Web Database Systems Systems Programming & Computer Control Intellectual Property, Ethics & Legal Issues Research Methods Programming Concepts in C++ Creativity & Innovation Network Security Computer Systems-Low Level Techniques Managing Business
a professional ry Aspects of Gathering in ng around the mal standards vill master the estigation and rch in domain c Computing. and solutions	 Investigations in Forensic Computing Project Management Entrepreneurship Legal & Evidentiary Aspects of Forensic Computing Data Recovery Data Tracing & Evidence Gathering in Compute Systems Innovation Mgmt. & New Product Developmen Critical Issues in Managing IS in Organisations Digital Evidence

- Cyberlaw
- Forensic Computing Project

LEVEL 2

The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Forensic Computing. Intellectual Property, Ethics and Legal Issues will provide you with an understanding of the legal background to concepts of property and ownership and the legal frameworks that govern them. It also introduces you to the appreciation of ethical issues pertaining to Intellectual Property, Data and Privacy and how these apply in practical situations. Network Security introduces you to the consideration of the security needs of an organisation and enables you to study some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module.

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

LEVEL 3

The specialism develops skills and applications required for you to function as a professional in the field of Forensic Computing. Modules such as Legal and Evidentiary Aspects of Forensic Computing, Digital Evidence and Data Tracing and Evidence Gathering in Computer Systems address issues and introduce appropriate tools revolving around the gathering and analysis of digital evidence that need to conform to the normal standards and requirements of legal evidence gathering. Through these modules you will master the necessary investigative, logical thinking and analytical skills in the area of investigation and presentation of evidence.

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



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

This programme provides:

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

LEVEL 1

Modules studied

These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics for Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Mobile Computing. Fundamentals of Mobile Computing introduces special development and deployment techniques required for mobile devices, and understanding of mobile communication infrastructure, operating systems and standards available for mobile devices and such issues such as security and fraud. In Human Computer Interaction, you will be presented with approaches to designing and evaluating systems that emphasise on usability, that are effective and that can be cost-justified. Remote Access Networks introduces you to WAN access technologies where you learn to use moderns, ISDN lines, Frame Relay Connections and ADSL technologies. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Object Oriented Development with Java Human Computer Interaction System Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Fundamentals of Mobile Computing Research Methods Programming Concept in C++ Creativity & Innovation Systems Programming & Computer Control Remote Access Networks Mathematics for Technology II
The specialism develops skills and applications required for you to function as a professional in the field of Mobile Computing. XML and Web Services offers an understanding of	 Investigations in Mobile Computing Project Management

Advanced Database Systems

- Fundamentals of Wireless LANs
- Ubiquitous Computing
- Enterprise Programming for Distributed Applications
- Innovation Management & New Product Development
- Software Development for Mobile Devices
- Distributed Computer Systems
- XML & Web Services
- Mobile Computing Project

technologies, a web service, and an effective valid XML document and the transformation of the XML document using XLS. Fundamentals of Wireless LANs introduces and develops you in the areas of intellectual communication, problem-solving and technical and practical knowledge of wireless networking. Software Development for Mobile Devices considers more advanced issues when dealing with applications for deployment on cellular phones and PDAs. You will get an in-depth coverage of the issues involved in the area of Ubiquitous Computing and its implications for organisations and systems designers and developers. The practical work will focus on aspects of creating a prototype ubiquitous application.

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

XML to enable the creation of an appropriate graphical representation of data using xml



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

This programme provides:

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

LEVEL 1

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

Modules studied

e areas ks and duction nputing ematics g of the rovided re also	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics for Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
derlying nmerce support anaging IT both ns and a better develop security	 Object Oriented Development Human Computer Interaction Systems Development Methods Database & Web Database Systems Managing Information Systems in Organisation Web Applications Research Methods E-Commerce Creativity & Innovation

LEVEL 2

The specialism contains specific modules that develop the necessary underlying knowledge and basic skills in Business Information Systems. Electronic Commerce provides a framework for understanding how the technology can be used to support business applications with the focus on Customer-Business relationships. Managing Information Systems in Organisations examines issues related to the integration of IT both within organisations and with their external relationships. It also considers problems and challenges as well as opportunities for management. E-Business helps you gain better understanding of opportunities and challenges for the use of E-Business as well as develop E-Business solutions. Network Security introduces to you the consideration of the security needs of an organisation and enables you to study some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module.

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

LEVEL 3

The specialism develops skills and applications required for you to function as a professional in the field of Business Information Systems. E-Business Strategy offers the knowledge and understanding of the key concepts of using the Internet as a key component of business strategy and of analytic models and frameworks. Information Systems Development Trends provides the means to understand the impact of current trends on Information Systems Development methods, tools and techniques, explore the frameworks for methodology comparison and selection of methods and tools as well as understand current trends in IS tool development and architecture.

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

- Investigations ion Business Information Systems
- Project Management
- Advanced Database Systems
- Entrepreneurship

Network Security

• E-Business

Managing Business

- Computer Systems Management
- E-Business Strategy
- Innovation Management & New Product
 Development
- Critical Issues in Managing Information Systems in Organisations
- Cyberlaw
- Information Systems Development Trends
- Business Information Systems Project



BSc (Hons) in Software Engineering

This programme provides:

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

LEVEL 1	Modules studied
These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics for Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
Specific technical skills in relation to Software Engineering are developed at this level. Requirements Engineering covers the principles, practical skills for software life cycle, methodologies and tools for the specification, design, development, testing, evaluation, and maintenance of software systems. In Software Architecture & Testing you will be provided with the opportunity to analyse the software architecture in terms of its scope, style and dynamism as well as work in a group to develop a software system using middleware technologies. Systems Programming and Computer Control offer an introduction to the concepts associated with computer control and data acquisition that are required for computer automation. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Object Oriented Development with Java Mathematics for Technology II Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Web Applications Research Methods Programming Concept in C ++ Creativity & Innovation Software Architecture & Testing Systems Programming & Computer Control Requirements Engineering
At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. In Software Quality Engineering you will be able to device, describe, apply and critically evaluate various software metrics. In Software Development for Mobile Devices you will be able to consider more advanced issues when dealing with applications for deployment on cellular phones and PDAs. Advanced Programming Language Concepts offers an introduction to different programming paradigms, those that include queries to a database of facts and rules as well as those that can be used to write extremely concise and powerful programs. The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Software Engineering. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.	 Investigations in Software Engineering Project Management Advanced Database Systems Software Quality Engineering Critical Issues in Managing Information Systems in Organisations Advanced Programming Language Concepts Innovation Management & New Product Development Software Development for Mobile Devices Information Systems Development Trends Distributed Computer Systems

Software Engineering Project



BSc (Hons) in Internet Technology

This programme provides:

- The necessary computing as well as other underlying and ancillary skills and knowledge to enable students to demonstrate an appreciation of current technologies and emergent concepts and practices in the area of Internet and Intranet technologies.
- A coherent knowledge and understanding of application design and development for internet based problems.
- The requisite skills and practical knowledge to enable graduates to differentiate between domain technologies and to critically evaluate and select appropriate domain technologies to address real world problems in Internet Technology.
- Skills to enable graduates to master the appropriate design, development and implementation skills to design and implement Multimedia applications using appropriate platforms, tools and techniques.

LEVEL 1	Modules studied
These modules provide an appropriate platform for any IT professional in the areas of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics for Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
Specific technical skills in relation to Internet Technology are developed at this level. Web	Object Oriented Development with Java
Applications introduces web modelling concepts and tools to develop web applications for both client and server environments. In Web Multimedia you will be introduced to the different types of technologies and components used to develop and build web based multimedia applications. Network Security introduces you to the consideration of the security needs of an organisation and enables you to study some of the popular countermeasures used to deter malicious attacks upon networks. Risk assessment and mitigation strategies will also be a part of the module. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Mathematics for Technology II Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Web Applications Research Methods Programming Concept in C ++ Creativity & Innovation Systems Programming & Computer Control Network Security Web Multimedia
At this level there is further development of relevant technical skills and the ability to apply	Investigations in Internet Technology
these skills with strong critical thinking and analysis. Enterprise Web Applications introduces you to the issues and concerns of commercial Web applications where you would be able to discuss the economic significance of Web Applications. Developing E-Commerce Applications with XML provides practical experience of how the Internet can be used for electronic trade particularly focusing on small and medium sized (SME) business solutions. XML and Web Services offers an understanding of XML to enable the creation of an appropriate graphical representation of data using xml technologies, a web service, and an effective valid XML document and the transformation of the XML document using XLS. The major project that you are expected to complete, entails extensive research in domain knowledge and the acquisition of skills in using tools and methods in Internet Technology. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.	 Project Management Entrepreneurship Ubiquitous Computing Enterprise Web Applications XML & Web Services Innovation Management & New Product Development Critical Issues Managing IS in Organisations Enterprising Management Developing E-Commerce Applications with XML Internet Technology Project



BSc (Hons) in **Enterprise Computing**

This programme provides:

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

LEVEL 1

These modules provide an appropriate platform for any IT professional in the are of Systems, Analysis and Design, Hardware, Software Systems & programming modules such as Fundamentals of Software Development an to C Programming. In addition a thorough grounding in principles of interact and multimedia, with emphasis on the Internet is provided. Modules such as for Technology provide the basic academic skills required. General unders work environment and aspects of personal and organizational developmen by relevant modules. Important and relevant skills for independent lear introduced.

Modules studied

of Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment and aspects of personal and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.	 Computing & H in the Workplace Fundamentals of Software Development Mathematics For Technology Hardware, Software Systems & Networks Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Artificial Intelligence Systems Analysis & Design (Plus 3 MQA subjects. Only applicable for Malaysian students.)
LEVEL 2	
Specific technical skills in relation to Enterprise Computing are developed at this level. Web Applications introduces web modelling concepts and tools to develop web applications for both client and server environments. Electronic Commerce provides a framework for understanding how the technology can be used to support business applications with the focus on Customer-Business relationships. In Human Computer Interaction, you will be presented with approaches to designing and evaluating systems that emphasise on usability, that are effective and that can be cost-justified. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Object Oriented Development with Java Mathematics For Technology II Systems Development Methods Database & Web Database Systems Hardware, Software Systems & Networks II Web Applications Research Methods Programming Concepts in C++ Creativity & Innovation E-Commerce Human Computer Interaction Managing Business
LEVEL 3	
At this lough there is further douglesment of relevant technical shifts and the shifts to each	Investigations in Enterprise Computing

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Enterprise Programming for Distributed Applications provides an understanding in the area of Distributed Object Communication, Database Connectivity, Resource Factories, Component Models, Java Server Pages and Servlet programming. Enterprise Systems introduces you to the issues and concerns of ICT used in large-scale organisations in terms of the infrastructure, and systems. Enterprise Web Applications introduces you to the issues and concerns of commercial Web applications where you would be able to discuss the economic significance of Web Applications.

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

- Investigations in Enterprise Computing
- Project Management
- Enterprise Web Applications
- Computer Systems Management
- Enterprise Systems
- Contemporary Management
- Enterprising Management
- Innovation Mgmt. & New Product Development
- Critical Issues in Managing IS in Organisations • Enterprise Programming for Distributed
- Applications
- Enterprise Computing Project

orks



BSc (Hons) in E-Commerce Technology

This programme provides:

- Students with an understanding of the relevant principles of E-Commerce Technology and the ability to evaluate the viability of different approaches to the design and deployment of appropriate E-Commerce infrastructures.
- Graduates with the ability to demonstrate an understanding of the principles underlying the design of appropriate technologies that can form a support infrastructure for E-Commerce operations given specific design objectives.
- Requisite knowledge and skills to evaluate, in a competitive environment, recommend and apply appropriate design, development, deployment and maintenance strategies for the development of an E-Commerce application.
- Graduates with the ability to manage the complete process from design to deployment with the relevant resources required to support a viable and efficient E-Commerce support infrastructure.

LEVEL 1

These modules provide the understanding of the relevant principles in the design, development and deployment of E-Commerce through Systems Analysis & Design, Hardware, Software Systems & Networks and Fundamentals of Software Development. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Modules such as Mathematics for Technology provide the basic academic skills required. General understanding of the work environment, marketing issues, and aspects of personal, communication and organizational development are provided by relevant modules. Important and relevant skills for independent learning are also introduced.

Modules studied

the elevant principles in the design, through Systems Analysis & Design, indamentals of Software Development. interactive computing and multimedia, as such as Mathematics for Technology understanding of the work environment, nication and organizational development relevant skills for independent learning	 Fundamentals of Software Development Computing & IT in the Workplace Introduction to Management Hardware, Software Systems and Network Interactive Media & Web Design Business & Communication Skills Professional and Enterprise Development Mathematics for Technology Systems Analysis & Design Marketing (Plus 3 MQA subjects. Only applicable for Malaysian students.)
b E-Commerce Technology at this level. Inding the issues and trends relating to we technology can be used to support her Value you will understand customer measure customer value. In Delivering delivery mechanisms and understand Technical skills and knowledge with and techniques needed to develop real- s Design Methods and Further Design is a particular focus and requirement in	 E-Commerce Managing Customer Value Creativity & Innovation Network Security E-Tourism Design Methods Research Methods Delivering Customer Value E-Marketing E-Business Managing Business Further Design Methods

LEVEL 2

You will develop deeper knowledge with regards to E-Commerce Technology at this level. E-Commerce provides a framework for understanding the issues and trends relating to electronic commerce with its overall focus on how technology can be used to support business applications. Through Managing Customer Value you will understand customer expectation and plan how to deliver, manage and measure customer value. In Delivering Customer Value you will be introduced to various delivery mechanisms and understand how to maintain and control customer value. Technical skills and knowledge with regards to design strategies, theories, methods and techniques needed to develop realtime applications are covered in modules such as Design Methods and Further Design Methods.

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

LEVEL 3

At this level there is further development of relevant technical skills and the ability to apply these skills with strong critical thinking and analysis. Through Internet Payment Systems you will have an understanding of the problems and solutions related to the application of smart card technology and micropayments. Technology & Society helps you to understand and critically appraise the role of technology and technologist in society. Ensuring Quality and Design for Quality provide you with the deeper understanding of Quality Systems, in technological environments. You will appreciate the principles underlying the design of appropriate technologies through Design of Corporate Communication Systems.

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

- Investigations in E-Commerce
- Design for Quality
- Project Management
- Internet Payment Systems
- Entrepreneurship
- Technology & Society
- Design of Corporate Communication Systems
- Ensuring Quality
- Enterprising Management
- Innovation Management & New Product
 Development
- E-Commerce Technology Project





BSc (Hons) in Technopreneurship

This programme provides:

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

LEVEL 1

The modules that provide the IT study to help you expose your technical innovation include Systems, Analy programming modules to C Programming. In a and multimedia, with e Introduction to Manage Accounting Skills will h of management and f capabilities. Important a

Modules studied

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Include Systems, Analysis and Design, Hardware, Software Systems & Networks and programming modules such as Fundamentals of Software Development and Introduction to C Programming. In addition a thorough grounding in principles of interactive computing and multimedia, with emphasis on the Internet is provided. Business modules such as Introduction to Management, People Management, Marketing, Quantitative Skills and Accounting Skills will help you to understand the context, nature, role and significance of management and finances that underpin the development of your entrepreneurial capabilities. Important and relevant skills for independent learning are also introduced.	 Computing & IT in the Workplace Quantitative Skills Interactive Media & Web Design Technology Introduction to Management Fundamentals of Software Development Systems Analysis and Design Accounting Skills Marketing People Management (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
LEVEL 2	
The combination of Business and IT modules provide strong grounding in both technical and business areas. In Marketing Intelligence and Research you will examine and apply techniques used in marketing to identify sources of information trends in customer demand and the wider competitive environment. Electronic Commerce provides a framework for understanding how the technology can be used to support business applications with the focus on Customer-Business relationships. In Multimedia for Presenting and Promoting you will be able to demonstrate knowledge of design theory via the creation of promotional materials for a product or idea, using relevant IT applications. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Hardware, Software Systems and Networks II System Development Methods Creativity and Innovation Marketing Intelligence and Research Managing Finance Managing Business Object-Oriented Development with Java Fundamentals of Mobile Computing Programming Concepts in C++ Research Methods E-Commerce Multimedia for Presenting and Promoting
LEVEL 3	
At this level, you develop skills and applications required for you to function as a professional in the field of Technopreneurship. Entrepreneurship helps you to understand entrepreneurial management in addition to developing a capacity for informed critical understanding of environmental conditions and the ability to analyze current trends. In Business Idea Generation you would be provided with the ability and skills to generate innovative and commercially viable business ideas. Strategic Entrepreneurship and the Entertainment Industry will help you to demonstrate systematic understanding and critical evaluation of the application of modern day entrepreneurial processes to business development. The major project that you are expected to complete, entails extensive research in domain	 Innovation Mgmt. & New Product Development Emergent Technology Managing People and Performance Entrepreneurship Business Ideas Generation Investigations in Technopreneurship Critical Issues in Managing IS in Organisations Advanced Multimedia Enterprising Management

The major project that y knowledge and the acquisition of skills in using tools and methods in Technopreneurship. This is where you will demonstrate higher level critical thinking analysis and solutions development skills which will enhance your employability.

- Strategic Entrepreneurship in the Entertainment Industry
- Technopreneurship Project



BSc (Hons) in Computer Games Development

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

	Modules studied
The Level 1 modules for this award provide an appropriate structure for a technical professional in the field of Computer Games Development, whether in the technical aspects of creation of computer games or in the design and development of interactive computer games. It is not intended to focus on 'creative' design elements. Level 1 forms the foundation with modules in areas of games engines & physics, games logic design as well as interactive media & web design along with a thorough grounding in principles of interactive computing & multimedia. This award also includes a module in Mathematics and C Programming to provide the requisite prior knowledge for other levels. The C Programming module will equip you with relevant programming and technical skills in developing games. General understanding of the work environment and aspects of personal and organisational development are provided by relevant modules. In all modules that allow it, important and relevant skills for independent learning are introduced.	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics & Statistics Computer Games Design Documentation Games Engines Professional & Enterprise Development Introduction to C Programming Introduction to Management Computer Games Level Design Games Physics (Plus 3 MQA subjects. Only applicable for Malaysian students.)
Further in-depth skills required for this award are developed at Level 2 with modules such as Computer Games Design in the areas of concept / pre-production and production / testing as well as modules in Imaging & Special Effects together with Basic 3D Computer Character Modelling. Technical and programming skills are strengthened with Computing Concepts in C++. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Specific technical skills in more advanced animation and game-related areas are also developed at this level. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Managing Business Believable Models for Games & Virtual Reality Mathematics and Algorithmics Imaging & Special Effects Computer Graphics Computer Games Design: High Concept and Pre-production Research Methods Creativity & Innovation Programming Concepts in C++ Web Applications Basic 3D Computer Character Modelling Computer Games Design: Production and Testing
LEVEL 3	
Specialised knowledge and skills in the area of Audio, Advanced Animation and 3D Computer Graphics are a critical focus of this level. There is further development of the ability to apply relevant technical skills with strong critical thinking and analysis. Your personal and professional development is enhanced by the module in Project Management. You will enhance your technical capabilities and understand how to innovate, generate and manage the creation of new ideas. The Computer Games Development Project also develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills. This is where you will demonstrate higher level critical thinking, analysis and solutions development skills which will enhance your employability.	 Project Management Multimedia Techniques for Animation, Games & Film Effects Mobile Multimedia & Gaming Advanced 3D Character Modelling and Animation Audio for Computer Games Investigations in Computer Games Development Innovation Management & New Product Management HCI and Usability Programming Techniques for Animation & Computer Games 3D Computer Graphics Computer Games Development Development



BSc (Hons) in Multimedia Technology

This programme provides:

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

LEVEL 1

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

Modules studied

e field of tion and systems ardware, entals of ematics g of the provided are also	 Computing & IT in the Workplace Fundamentals of Software Development Mathematics for Technology Introduction to Management Professional & Enterprise Development Introduction to C Programming Interactive Media & Web Design Technology Introduction to Graphics and Basic 3D Applications Digital Image Production Audio Visual Technology (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
is level. options hensive, . In Web ponents ition are ion and echnical litimedia porithms rrithms. ement in	 Managing Business Synthesiser Technology Icon Based Multimedia Computer Graphics Digital Audio and Video Web Multimedia Research Methods Creativity & Innovation Time Based Multimedia Developing Interactive Multimedia Multimedia Applications Human Computer Interaction

LEVEL 2

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

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

LEVEL 3

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

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

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

- Project Management
- 3D Computer Graphics
- Multimedia Streaming
- Advanced Multimedia
- Multimedia Scripting
- Investigations in Multimedia Technology
- Innovation Management & New Production
 Development
- Enterprising Management
- DVD Technology
- Advanced Web Multimedia
- Multimedia Technology Project



BSc (Hons) in Web Media Technology

This programme provides:

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

LEVEL 1

The Level 1 modules for this award provide an appropriate structure for a technical professional in the field of creation of web media ele applications. In common platform with modules in image production as well as of interactive computing & to provide the requisite prio environment and aspects relevant modules. In all mo learning are introduced.

Modules studied

• Computing & IT in the Workplace

professional in the field of Web Media Technology, whether in the technical aspects of creation of web media elements or in the design and development of interactive web applications. In common with the Multimedia Technology award, Level 1 provides the platform with modules in areas of audio visual technology, interactive scripting, digital image production as well as interactive media along with a thorough grounding in principles of interactive computing & multimedia. This award also includes a module in Mathematics to provide the requisite prior knowledge for other levels. General understanding of the work environment and aspects of personal and organisational development are provided by relevant modules. In all modules that allow it, important and relevant skills for independent learning are introduced.	 Introduction to Management Interactive Media & Web Design Technology Mathematics & Statistics Introduction to Interactive Scripting Professional & Enterprise Development Systems Analysis & Design Digital Image Production Introduction to Graphics and Basic Audio Visual Technology (Plus 3 MQA subjects. Only applicable for Malaysian students.)
Further in-depth skills required for this award are developed at Level 2 with modules such as Developing Interactive Multimedia, Digital Sound & Image Manipulation, Web Multimedia & Authoring and Database & Web Database Systems to provide the relevant skills in back- end systems to support Web applications. A common theme that underlies all awards is the development of innovative thinking with the Creativity & Innovation module. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Managing Business Database and Web Database Systems Web Applications Network Security E-Commerce Developing Interactive Multimedia Research Methods Creativity & Innovation Systems Development Methods Web Multimedia Principles of Creative Animations Digital Audio and Video
LEVEL 3	
Specialised knowledge and skills in the area of Web Technology such as Advanced Web Multimedia, XML & Web Services are a critical focus of this level. There is further development of the ability to apply relevant technical skills with strong critical thinking and analysis. Your personal and professional development is enhanced by the module in Project Management. You will enhance your technical capabilities and understand how to innovate, generate and manage the creation of new ideas. The Web Media Project also develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills. This is where you will demonstrate higher level critical thinking, analysis and solutions development skills which will enhance your employability.	 Project Management Advanced Web Multimedia XML & Web Services Enterprise Web Applications Multimedia Streaming Investigations in Web Media Technology Innovation Management & New Product Development Entrepreneurship HCI & Usability Simulation, Visualisation & Virtual Reality

• Web Media Project



BSc (Hons) in Media Informatics

This programme provides:

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

LEVEL 1	Modules studied
Level 1 is common to both Media awards and is designed to enable you to make an informed choice between these alternatives at Level 2. This Level introduces you to new media, aspects of Management & Marketing and Multimedia. The skills relevant for business and IT in the workplace are also covered. Important and relevant skills for independent learning are introduced.	 Introduction to Theories of Media and Culture Introduction to Management Business and Communications Skills Computing and IT in the Workplace Interactive Media and Web Design Technology Mass Media to Multimedia Marketing Understanding the Press Introduction to Interactive Scripting Audio Visual Technology (<i>Plus 3 MQA subjects. Only applicable for Malaysian students.</i>)
Compared with Media Marketing there is a greater emphasis on multimedia. The essential aspects of Marketing Communications are studied alongside more detailed consideration of media techniques. There is particular emphasis on writing and the use of modern media for communications and promoting. Independent learning continues in all modules but is a particular focus and requirement in Research Methods.	 Media Culture and Society Advertising Multimedia for Presenting and Promoting Icon and Time-Based Multimedia Broadcasting Technology Creativity and Innovation New Creative Media Industries Public Relations Research Methods Visual Communication Developing Interactive Multimedia Script Writing for Radio & TV
Emphasis is placed on Multimedia modules and their use in communications and the media. Modules consider different aspects of Multimedia such as animation, scripting & HCI. Alongside these you will study Marketing Communications and Copywriting to provide an in-depth understanding of the practical uses and problems of Multimedia. The Media Informatics Project further develops the academic and practical aspects of your chosen areas of study and reinforces your independent learning skills.	 Audiences, Consumption and Technology Strategic Marketing Planning Integrated Marketing Communications Copywriting Video Recording & Production Investigations in Media Informatics Media, Ethics and Politics HCI & Usability Advanced Multimedia Multimedia Techniques for Animation, Games & Film Effects Media Informatics Project

UCTI World Class R&D and Innovation

Academic Research



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

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

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

World Class Facilities









Accolades for UCTI



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

Asia Pacific ICT Awards (APICTA) Malaysia (Multimedia Development Corporation)

- 2008 Top Award for 'Best of e-Inclusion & e-Community'
- 2005 Top Award for 'Best of Applications & Infrastructure Tools'
- 2004 Top Award for 'Best of Education & Training'
- 2004 Top Award for 'Best of Applications & Infrastructure Tools'
- 2004 Merit Award for 'Best of Research & Development'
- 2003 Merit Award for 'Best of Research & Development'
- 2002 Merit Award for 'Best of Smart Learning Applications'
- 2001 Merit Award for 'Best of Smart Learning Applications'
- 2000 Merit Award for 'Best of Smart Learning Applications'
- 2000 Top Award for 'Best of Student Projects'
- 1999 Merit Award for 'Best of Student Projects'

Asia Pacific ICT Awards (APICTA) Hong Kong

2004 - Merit Award for 'Best of Education & Training' 2004 - Merit Award for 'Best of Applications & Infrastructure Tools'

Asian Innovation Awards

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

Prime Minister's Golden Hands Award

(Ministry of Works, Malaysia) 2004 - Top Award in Network and PC Maintenance category

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

2004 - Product of the Year Award for 'Screenshield Suite'

Business Excellence Award 2006

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

Ministry of Education Excellence Awards

(Ministry of Education, Malaysia)

2003 - Award of Excellence in Research & Development 2003 - Award of Excellence for Development of Overseas Centres

DKSH-CSSC Award

2006 - First Prize for DKSH-CSSC Media Challenge 2006

Enterprise 50 Award

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

Microsoft Imagine Cup

(Microsoft Inc.)

2004 - 3rd Prize Award for 'System Government Elections Software' software application

Asia Student .NET Awards

(Microsoft Inc.)

- 2003 3rd Prize Award for 'Automobile Manufacture Service' software application
- 2003 5th Prize Award for 'i-Mall' software application

MSC Malaysia Creative Industry Awards 2009

(Games Category - Student) 2009 - Award for 'Best Game Design'

2009 - Award for 'Best Technical'

Malaysia Cybersecurity Awards

(Cybersecurity Malaysia) 2009 - Award for 'Information Security Training Provider of the Year'

ITEX 2009 Awards - Won by UCTI Graduates

(International Invention, Innovation & Technology Exhibition) 2009 - Gold Award for 'Best Invention - SmartSurface' 2009 - Special Award for Corporate Invention

Stanford University's Global Innovation Tournament 2009 (Won by UCTI Student)

2009 - Winner for Global Innovation Tournament Global Challenge

Ministry of Higher Education Malaysia Awards

2008 - Top Award for 'Best Website Design'

NAPEI Awards

(National Association of Private Education Institutions, Malaysia)

2007 - Award for Educational Excellence (UCTI) 2004 - Award for Educational Excellence (APIIT)

e-Genting Programming Competition (R&D Division, eGenting)

- 2006 First Prize for 'Software Program Design and Development'
- 2004 First Prize for 'Software Program Design and Development'
- 2003 First Prize for 'Software Program Design and Development'
- 2002 Merit Award for 'Software Program Design and Development'
- HSBC Young IT Entrepreneur Awards

(Hong Kong Bank)

- 2004 Gold Award for 'Universal Wireless Charging' solution
- 2004 Judges Award for 'Security Transmitter & Detector' device
- 2002 Silver Award for 'Business Edutainment Access Medium' Business Plan

MSC-IHL Business Plan Competition

(Institutions of Higher Learning Business Plan Competition by Multimedia Development Corporation)

2005 - Grand prize for Business Idea Category

2005 - Merit prize for Business Plan Category

Dare to be Digital Programming Competition

(British Council / University of Abertay, Dundee)

2003 - 1st Prize Award for a Multiplayer Online Game 2003 - 3rd Prize Award for a Role Playing Strategy Game

Forum Nokia Mobile Challenge Java Competition (Nokia Inc.)

2002 - Top 3 winner worldwide for a Java-based e-mail client application for Nokia devices using J2ME (Java 2 Micro Edition)



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Technology Park Malaysia, Bukit Jalil, 57000 Kuala Lumpur. Tel : +603-8996 1000 Fax : +603-8996 1001 Email : info@ucti.edu.my Website : www.ucti.edu.my