

A · P · I · I · T
ASIA PACIFIC INSTITUTE
OF INFORMATION TECHNOLOGY

Study in Malaysia for a UK Degree



3+0
UK Degree
Programmes

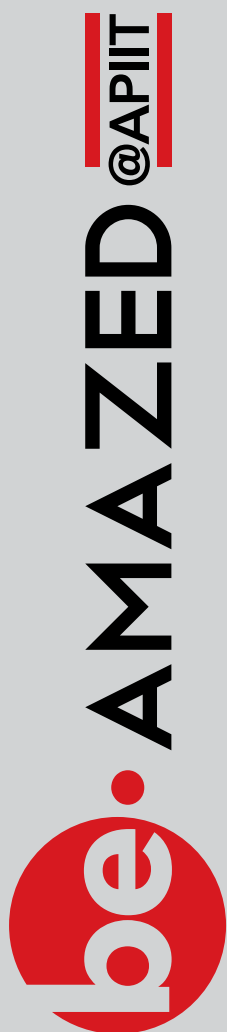
BEST
of both

www.apiit.edu.my | www.staffs.ac.uk



3+0 UK DEGREE programmes





INDUSTRIAL DESIGN & BRAND MANAGEMENT

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



ANIMATION & VISUAL EFFECTS

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



INTERNATIONAL RELATIONS

- BA (Hons) International Relations



COMPUTING & BUSINESS COMPUTING

- BSc (Hons) Business Information Technology
- BSc (Hons) Cyber Security
- BSc (Hons) Forensic Computing



APIIT among TOP 3 Institutions - MyQUEST 2014/2015

APIIT is rated as a 6-STAR institution by Ministry of Higher Education, Malaysia, receiving **6-STARs in the overall COLLEGE-BASED RATING and INTERNATIONAL STUDENT SERVICES** under the Malaysia Quality Evaluation System for Private Colleges (MyQUEST) 2014/2015. Only 9 Colleges out of over 200 in Malaysia were rated at 6-STARs, and APIIT is also among the Top 3 Institutions receiving multiple 6-STAR ratings. Specifically, APIIT was also awarded 6-STARs in the **ENGINEERING, MANUFACTURING AND CONSTRUCTION CLUSTER** as well as the **SCIENCE, MATHEMATICS AND COMPUTING CLUSTER**.





: Why Us

The Asia Pacific Institute of Information Technology offers a range of Technology-focused and creative programmes which are designed to produce highly employable graduates, by providing our students with an internationally benchmarked academic experience closely aligned to industry requirements.

NURTURING PROFESSIONALS FOR GLOBAL CAREERS

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



Established in 1993 / Part of APIIT Education Group

Purpose-built APIIT campus in Technology Park Malaysia

20⁺ years of partnership with Staffordshire University (UK)

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.



OUTSTANDING SUPPORT

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

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

With more than 11,000 students from over 110 countries, we ensure that you will gain memorable experiences alongside the diversified and colourful cultural environment.



Superb employability track record

WORK-READY, WORLD-READY

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

* Student Barometer Wave 2015, 'Studying with people from other cultures'

STAFFORDSHIRE UNIVERSITY (UK)

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



AMONG
THE FIRST
INSTITUTIONS
IN THE WORLD
TO OFFER A
COMPUTING
DEGREE,
DATING BACK
TO 1965.

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



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



Staffordshire University has the 4th best Teaching Quality for Accounting courses, ranked by The Sunday Times Good University Guide 2017. Staffordshire University' Accounting and Finance degrees is ranked 7th in the UK for overall satisfaction.



The 2014 National results from the Destination of Leavers in Higher Education also show Staffordshire University computing awards exceeding the national average for computing graduate employability / further study, six months after graduation.

— THE — STAFFORDSHIRE GRADUATE

our graduates

MAKE THE WORLD WHAT IT IS.



**You'll find
Staffordshire
graduates all
around the world
– in successful
careers across
business,
commerce,
industry, media,
the arts and the
professions.**



By studying a Staffordshire University award you will be able to graduate with more than the academic qualifications, skills and experience to hit the ground running in your chosen career, but with a good idea of what's expected of you in the real world.

Study on a Staffordshire University award and we'll help you to develop the skills and qualities necessary for success in the 21st Century.

By working together, we'll aim to equip you to become 'The Staffordshire Graduate' – an individual with the knowledge, personal attributes and expertise that employers look for, and the ability to stand out in the job market.

With a thorough understanding of your chosen field, you'll be a reflective, critical learner with a truly global perspective. Work-ready and highly employable, you'll also fully understand the importance of being enterprising and entrepreneurial – essential skills whether you go into employment or start your own business.

When you graduate with a Staffordshire University award you will be in good company. Graduates from Staffordshire University have gone on to become leading names in industry, successful stage and TV actors, coroners, lawyers and computer games designers.

The skills to help you succeed. Nowadays, it's more important than ever to ensure that the university you choose equips you for success in the world of work.

As a Staffordshire Graduate you will:

Have an understanding of the forefront of knowledge in your chosen field

Be work-ready and employable, and understand the importance of being enterprising and entrepreneurial

Have an understanding of global issues and of their place in a globalised economy

Be an effective communicator and presenter and be able to interact appropriately and confidently with a range of colleagues

Have developed the skills of independence of thought and, where appropriate, social interaction through teamwork

Have the ability to carry out inquiry-based learning and critical analysis

Be a problem solver and creator of opportunities

Be technologically, digitally and information literate

Be able to apply Staffordshire Graduate attributes to a range of life experiences – to facilitate life-long learning and life-long success



*Employability,
Enterprise and
Entrepreneurship
are the key
skills of a
Staffordshire
Graduate.*

Employability

We will help you develop the talents, knowledge and personal attributes necessary to be more likely to gain employment, have the capability to be effective in the workplace and successful in your chosen career.

Enterprise

Being enterprising involves having the skills and ability to identify opportunities and even find new solutions to old problems. With enterprising skills, you will be creative in your approach and understand both risk-taking and innovation. Employers value enterprising people.

Entrepreneurship

Being entrepreneurial often involves calling on enterprising skills to create new businesses and ideas and bring them to market. Being entrepreneurial also involves thinking and behaving in a way that enables you to come up with new methods of doing things well and having the foresight to change career direction.

— PORTFOLIO — DEVELOPMENT PROGRAMME

for

- INDUSTRIAL DESIGN & BRAND MANAGEMENT
- ANIMATION & VISUAL EFFECTS

What is a portfolio?

Portfolio is a compiled documentation of your artwork which might include sketches, drawings, illustration, painting, photography of your 3D artwork, writings, and many more.

Why do I need to submit Portfolio?

It is to measure how far you have learnt about art and design field, and it is also for the entry requirement for the BA (Hons) Product Design, BA (Hons) Transport Design, and BA (Hons) Advertising and Brand Management, BA (Hons) Animation, and BA (Hons) Visual Effect and Concept Design degree programmes.

Why do I also need to be interviewed to get into the degree programme?

Because we need to find out about your interest and potentiality related in design particular field.

I only have 'O' Level qualification and I don't have a portfolio, what should I do?

You have to take the Design Foundation Programme before enrolling into the Design Degree Programme.

What if I already have a qualification of 'A' Level, but I still don't have a portfolio?

We are offering a Portfolio Development Programme for students who require an insight to art & design field, and also needs to build their own portfolio.

How long is the duration of the short course?

The short course will be taking 6 weeks to finish.
(Please see the details)

This 6 weeks portfolio programme is a single module short course for students who have successfully achieved A levels but do not have the required portfolio to apply to Honours Degree courses in design related areas. This programme is specifically for students who are aiming for BA (Hons) Product Design, BA (Hons) Transport Design, BA (Hons) Advertising and Brand Management, BA (Hons) Animation, and BA (Hons) Visual Effect and Concept Design degree programmes.

MODULE NAME :

★
**DRAWING DEVELOPMENT
AND EXPLORATION**

SYNOPSIS

In this module you will be able to explore and expand a range of art and design drawing skills that will lead to the development of a good portfolio that demonstrates the use of a range of media and processes. You will be expected to continue the work developed during taught sessions through further tasks that will enable you to build and collate various artworks from other media besides drawing, such as: photography of 3D physical model, digital artwork, sketches, research, writing, illustration, painting, material research, and more.

You will need a variety of drawing media, your tutor will advise you, but it will typically comprise:

- A range of pencils of different grades
- Eraser
- Ruler (steel rule is best for cutting)
- Color pencils
- Watercolors and brushes
- Sketchbooks - A3 size minimum
- Cutter and cutting mat
- Glue and/or double-sided tape

CONTENT OUTLINE OF THE MODULE

| WEEK | TOPICS | CLASS PER WEEK | TOTAL HOUR PER WEEK |
|------|---|----------------|---------------------|
| 1 | Introduction and Exploration of Drawing Skills & Sketching Techniques | 2 | 6 Hours |
| 2 | Still Life Drawing and Perspective Drawing | 2 | 6 Hours |
| 3 | Introduction to Digital Imaging and Creative Study | 2 | 6 Hours |
| 4 | Human Figure Drawing and Rendering Still Life | 2 | 6 Hours |
| 5 | Drawing Project | 2 | 6 Hours |
| 6 | Submission and Presentation | 2 | 6 Hours |

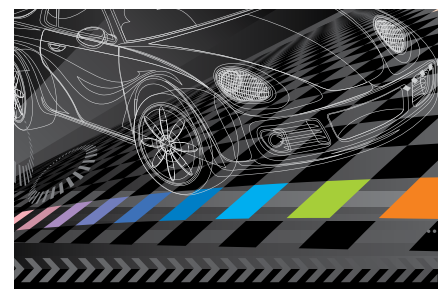
OBJECTIVES

The objectives of this module are to:

- Prepare for working in a design environment, observing health and safety requirements and understanding responsibilities when developing creative skills
- To create awareness about the importance of a portfolio when studying and working in creative areas – from degree to employment
- To provide the fundamental art and design skills for the entry requirement of the degree programs
- To enhance your knowledge of creative practice relating to art and design and associated employment routes
- To prepare you in the management of your own creative development

DESCRIPTION OF PROJECTS

- Your work should be presented in a professional way, with supporting written material that justifies your choices and contextualizes the work – this may be in the form of annotations, short case studies, essays or reports. Your tutor will guide you regarding the requirements for each brief.
- Your work must be put arranged in a portfolio suitable for presentation at interviews
- If you are aiming for Product Design, you will be required to create a drawing project of "New Personal Communication Device".
- If you are aiming for Transport Design, you will be required to create a drawing project of "New Personal Transportation Device".
- If you are aiming for Animation, you will be required to create a storyboard of "Thinking Outside of the Box". You should imagine a matchbox and a single match next to it. Visualize how the match gets back in the box. Remember the match is a character that has a need to get back into the box for a reason.
- If you are aiming for Visual Effect and Concept Design, you will be required to create a perspective drawing project of "Environment Design". The drawing must include an environment in a traditional market with people selling and buying on the scene. Please consider the use of perspective techniques for expressing your ideas.
- If you are aiming for Advertising and Brand Management, you will be required to create a concept drawing project of "Magazine Advertisement". The drawing must include an energy drink product and all the visual concepts associated with it.

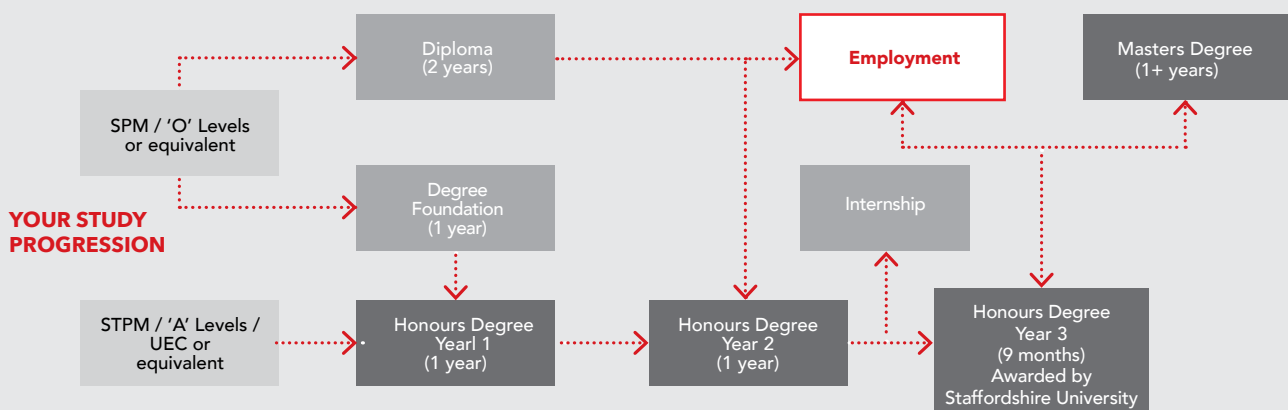




PATHWAYS AND ADMISSION REQUIREMENTS



PATHWAYS @ APIIT



ADMISSION REQUIREMENTS

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

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

** Some Degree Programmes may require a Credit pass in Mathematics as their entry requirements.*

DIPLOMA PROGRAMME For APU Diploma in Information & Communications Technology, APU Diploma in Information & Communications Technology with a specialism in Software Engineering and APU Diploma in Information Communications Technology with a specialism in Interactive Technology.

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

For Diploma in International Studies, Diploma in Design & Media and APU Diploma in Business with Information Technology.

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



APU FOUNDATION PROGRAMME

Flexibility of Choice

MODULES YOU STUDY

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

| SEMESTER 1 | COMMON SEMESTER 1 |
|--|--|
| | • English for Academic Purpose |
| ROUTES | BUSINESS & FINANCE |
| SEMESTER 2 | <ul style="list-style-type: none"> • Introduction to Business • Individual, State & Society • Global Business Trends • Public Speaking in English |
| SEMESTER 3 | <ul style="list-style-type: none"> • Academic Research Skills • Principles of Accounts • Economics for Business • Perspectives in Technology / Further Mathematics*** • Co-Curricular |
| You may then proceed to Level 1 of a Degree of your choice in the following pathways | |
| PRIMARY PATHWAYS | <ul style="list-style-type: none"> - Business & Management - Accounting, Finance, Banking & Quantitative Studies - Media & Mass Communications |
| SECONDARY PATHWAYS Students may also choose the following: | <ul style="list-style-type: none"> - Computing & Technology - Industrial Design & Brand Management - Animation & Visual Effects - International Studies |

YOUR FOUNDATION PATHWAY TO A DEGREE OF YOUR CHOICE

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

PATHWAYS TO STAFFORDSHIRE UNIVERSITY (UK) BACHELOR DEGREES

APU Foundation Students will also have the opportunity to pursue Bachelor Degrees at Staffordshire University in the areas of Computing & Technology, Engineering, Design, Animation & VFX, Brand Management, Mass Communication, Accounting, Banking, Finance & Quantitative Studies, Business & Management and International Relations. This is providing, applicants meet the stated admission criteria and English Language Requirements, as determined by Staffordshire University, UK.

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

Mathematics

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

Computing & Technology

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in
 - Information Systems Security
 - Database Administration
 - Cloud Computing
 - Network Computing
 - Mobile Technology
 - Business Information Systems
 - Internet of Things (IoT)
- BSc (Hons) in Software Engineering**
- BSc (Hons) in Computer Science**
- BSc (Hons) in Computer Science with a specialism in Data Analytics
- BSc (Hons) in Intelligent Systems
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Computer Games Development
- BSc (Hons) in Computer Games Development with a specialism in Games Concept Art
- BSc (Hons) Cyber Security*
- BSc (Hons) Forensic Computing*
- BSc (Hons) in Business Information Technology*

Accounting, Banking, Finance & Quantitative Studies

- BA (Hons) in Accounting and Finance
- BA (Hons) in Accounting and Finance with a specialism in Forensic Accounting
- BA (Hons) in Accounting and Finance with a specialism in Taxation
- BA (Hons) in Accounting and Finance with a specialism in Forex and Investments
- BA (Hons) in Accounting and Finance with a specialism in Internal Audit
- Bachelor in Banking and Finance (Hons)
- Bachelor in Banking and Finance (Hons) with a specialism in Financial Planning
- Bachelor in Banking and Finance (Hons) with a specialism in Investment and Risk Management
- Bachelor in Islamic Banking and Finance (Hons)
- BSc (Hons) in Actuarial Studies

* UK 3+0 Degrees offered through APIIT.

** Student who choose to progress to BSc (Hons) in Software Engineering or BSc (Hons) in Computer Science will require Foundation from Computing & Technology route or Engineering route.

*** Compulsory for Student who choose to progress to BSc (Hons) in Actuarial Studies.

| | | | | | | | |
|---|--|--|--|--|--|--|--|
| • Communication Skills | | • Personal Development & Study Methods | | • Essentials of Web Applications | | • Mathematics | |
| COMPUTING & TECHNOLOGY | | ENGINEERING | | DESIGN | | INTERNATIONAL STUDIES | |
| <ul style="list-style-type: none">• Introduction to Business• Individual, State & Society• Introduction to Visual & Interactive Programming• Public Speaking in English | | <ul style="list-style-type: none">• Introduction to Business• Introduction to Visual & Interactive Programming• Engineering Mathematics• Public Speaking in English | | <ul style="list-style-type: none">• Imaging/Production Skills for Design• Major Project 1• Design Theory and Practice 1• Public Speaking in English | | <ul style="list-style-type: none">• Introduction to International Relations• Individual, State & Society• Global Business Trends• Public Speaking in English | |
| <ul style="list-style-type: none">• Academic Research Skills• Further Mathematics• Introduction to Multimedia Applications• Perspectives in Technology• Co-Curricular | | <ul style="list-style-type: none">• Academic Research Skills• Mechanical Science• Engineering Science• Electrical and Electronic Principles• Co-Curricular | | <ul style="list-style-type: none">• Academic Research Skills• History of Design and Media• Major Project 2• Design Theory and Practice 2• Co-Curricular | | <ul style="list-style-type: none">• Academic Research Skills• Issues in Development Studies• Economics for Business• Critical International Film Studies• Co-Curricular | |
| | | | | | | | |
| - Computing & Technology | | - Engineering | | - Industrial Design & Brand Management - Animation & Visual Effects | | - International Studies | |
| <ul style="list-style-type: none">- Business & Management- Accounting, Finance, Banking & Quantitative Studies- Media & Mass Communications- Industrial Design & Brand Management- Animation & Visual Effects- International Studies | | <ul style="list-style-type: none">- Computing & Technology- Accounting, Finance, Banking & Quantitative Studies- Business & Management- Media & Mass Communications- Industrial Design & Brand Management- Animation & Visual Effects- International Studies | | <ul style="list-style-type: none">- Computing & Technology- Accounting, Finance, Banking & Quantitative Studies- Business & Management- Media & Mass Communications- International Studies | | <ul style="list-style-type: none">- Computing & Technology- Accounting, Finance, Banking & Quantitative Studies- Business & Management- Media & Mass Communications- Industrial Design & Brand Management- Animation & Visual Effects | |

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

 **Mathematics**

 **Physics OR Chemistry OR Technical Science**

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

Engineering

- B.Eng (Hons) in Electrical & Electronic Engineering
- B.Eng (Hons) in Telecommunication Engineering
- B.Eng (Hons) in Mechatronic Engineering
- B.Eng (Hons) in Petroleum Engineering

Leading from APU Foundation to your Choice of Degree Studies:

Business & Management

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

International Studies*

- BA (Hons) International Relations

Industrial Design and Brand Management*

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

Animation & Visual Effects*

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


PORTFOLIO REQUIRED

APU / APIIT DIPLOMA PROGRAMME

Our 2-year Diploma Programme is designed to prepare those with SPM, 'O' Levels or similar qualifications with academic aspect as well as the vocational aspect of various areas of studies. The programmes are designed to:

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

* Pathways after Diploma Programme vary accordingly.

Our Diploma Programmes:

- Diploma in International Studies
- Diploma in Design & Media
- APU Diploma in Business with Information Technology
- APU Diploma in Information & Communications Technology
- APU Diploma in Information & Communications Technology with a specialism in Software Engineering
- APU Diploma in Information & Communications Technology with a specialism in Data Informatics
- APU Diploma in Information & Communications Technology with a specialism in Interactive Technology

PATHWAYS AFTER DIPLOMA

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

DIPLOMA IN DESIGN AND MEDIA

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

Route A:

- BA (Hons) in Media Marketing

Route B:

- BA (Hons) Animation
- BA (Hons) in Media Marketing

Route C:

- BA (Hons) Advertising and Brand Management
- BA (Hons) in Media Marketing

Route D:

- BA (Hons) VFX: Visual Effects and Concept Design
- BSc (Hons) Digital Film and 3D Animation Technology
- BA (Hons) Animation
- BA (Hons) in Media Marketing

Route E:

- BA (Hons) Product Design
- BA (Hons) Transport Design
- BA (Hons) in Media Marketing

DIPLOMA IN INTERNATIONAL STUDIES

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

Route A:

- BA (Hons) International Relations
- BA (Hons) in International Business Management
- BA (Hons) in Business Management
- BA (Hons) in Business Management with specialism in E-Business
- BA (Hons) in Human Resource Management
- BA (Hons) in Marketing Management

| | |
|---|---|
| APU DIPLOMA IN INFORMATION & COMMUNICATIONS TECHNOLOGY | <p>Upon successful completion of this programme with CGPA of 2.5 and above; you will be eligible to progress into any of the following degree programmes offered at APU & APIIT:</p> <ul style="list-style-type: none"> • BSc (Hons) in Information Technology • BSc (Hons) in Information Technology with a specialism in: <ul style="list-style-type: none"> - Information Systems Security - Database Administration - Cloud Computing - Network Computing - Mobile Technology - Business Information Systems - Internet of Things (IoT) • BSc (Hons) in Business Information Technology • BSc (Hons) in Cyber Security • BSc (Hons) in Forensic Computing |
| APU DIPLOMA IN INFORMATION & COMMUNICATIONS TECHNOLOGY WITH A SPECIALISM IN SOFTWARE ENGINEERING | <p>Upon successful completion of this programme with CGPA of 2.5 and above; you will be eligible to progress into any of the following degree programmes offered at APU & APIIT:</p> <ul style="list-style-type: none"> • BSc (Hons) in Information Technology • BSc (Hons) in Information Technology with a specialism in: <ul style="list-style-type: none"> - Information Systems Security - Database Administration - Cloud Computing - Network Computing - Mobile Technology - Business Information Systems - Internet of Things (IoT) • BSc (Hons) in Software Engineering • BSc (Hons) in Computer Science • BSc (Hons) in Intelligent Systems • BSc (Hons) in Business Information Technology • BSc (Hons) in Cyber Security • BSc (Hons) in Forensic Computing |
| APU DIPLOMA IN INFORMATION & COMMUNICATIONS TECHNOLOGY WITH A SPECIALISM IN DATA INFORMATICS | <p>Upon successful completion of this programme with CGPA of 2.5 and above; you will be eligible to progress into any of the following degree programmes offered at APU & APIIT:</p> <ul style="list-style-type: none"> • BSc (Hons) in Information Technology • BSc (Hons) in Information Technology with a specialism in: <ul style="list-style-type: none"> - Database Administration - Cloud Computing - Mobile Technology - Business Information Systems - Internet of Things (IoT) • BSc (Hons) in Computer Science • BSc (Hons) in Computer Science with a specialism in Data Analytics • BSc (Hons) in Software Engineering • BSc (Hons) in Intelligent Systems • BSc (Hons) in Business Information Technology |
| APU DIPLOMA IN INFORMATION TECHNOLOGY WITH A SPECIALISM IN INTERACTIVE TECHNOLOGY | <p>Upon successful completion of this programme with CGPA of 2.5 and above; you will be eligible to progress into any of the following degree programmes offered at APU & APIIT.</p> <ul style="list-style-type: none"> • BSc (Hons) Computer Games Development • BSc (Hons) Multimedia Technology • BSc (Hons) in Information Technology • BSc (Hons) in Information Technology with a specialism in: <ul style="list-style-type: none"> - Database Administration - Cloud Computing - Network Computing - Mobile Technology - Business Information Systems • BSc (Hons) Business Information Technology |
| APU DIPLOMA IN BUSINESS WITH INFORMATION TECHNOLOGY | <p>Upon successful completion of this programme, you will be eligible to progress into any of the following degree programmes offered at APU and APIIT:</p> <ul style="list-style-type: none"> • BA (Hons) in Business Management • BA (Hons) in Business Management with a specialism in E-Business • BA (Hons) in International Business Management • BA (Hons) in Media Marketing <p>Upon successful completion of this programme with CGPA of 2.5 and above; you will be eligible to progress into any of the following degree programmes offered at APU & APIIT:</p> <ul style="list-style-type: none"> • BSc (Hons) in Information Technology with a specialism in Business Information Systems • BSc (Hons) in Business Information Technology • BSc (Hons) in Business Computing • BSc (Hons) in Business Computing with specialism in E-Commerce |

DESIGN : THE ESSENTIAL REQUIREMENT FOR SUCCESSFUL PRODUCTS AND PROMOTION

Design lies behind everything we buy, use and desire. Good design is attractive, useable and practical and also sells. Good designers combine aesthetics with functionality, communications with entrepreneurialism, visual communications capability with effective written and spoken communications and the ability to work and empathise with others.

Designers work on everything from household products to industrial ones, from advertisements to any visual communication, from small to massive projects, for themselves and for large corporations. Every time you buy something a designer has been involved in creating it and promoting it. What you buy may have been made in one country, but has usually been designed in UK, Europe or USA. The net flow of payments for licences and royalties of designs from manufacturing countries such



as China to UK is massive. British designers are amongst the leading designers in the world and have developed their expertise in UK Universities such as Staffordshire University. Now you can experience the advantages of studying design with Staffordshire University in Malaysia. The Degrees offered by APIIT have the same curriculum as at Staffordshire University in the UK. They will develop your abilities to work on your own and in a team in initiating and creating a wide range of products and promotional activities, including advertisements for print, broadcast, and online as well as display packaging and other promotional support tools.



Many of the world's most iconic and recognisable designs originate in the UK. Think of the UK Union Jack flag to be found on clothing and cars, the easily recognisable MINI car, the London Underground map which has been copied by rail systems around the world and London buses.

Fashion labels and furniture, electronics and vehicles, steam irons and kettles, toasters and tools; these are all the products of a designer with a vision and the ability to turn that into something people want to buy. Many well known designers are associated with Staffordshire University and the Staffordshire area. The designer of arguably the most iconic products of our age, the iPad and iPhone, is an Englishman called Sir Jonathan Ive who went to school in Stafford and has a UK Product Design degree. Bentley Motor Cars are made near to the University and their designers are visiting lecturers to the University. The designer and originator of Dyson products, Sir James Dyson is an honorary degree holder from Staffordshire University. Dyson are world famous for products such as vacuum cleaners and the innovative range of Dyson Fans and hand dryers.

Hemmingway Design builds brands (the iconic label Red or Dead was the first and Vintage is the latest) and works for such as John Lewis, G Plan, Hush Puppies, Taylor Wimpey Homes, Crown Paints, Sky TV, Sainsbury's, McDonalds, Coca Cola, and Nissan. Vehicles are represented by Staffordshire University honorary degree holder Wing Commander Andy Green who is the current Land Speed Record holder, and the only man EVER to have travelled at supersonic speed on land.



Staffordshire is also the home of the British Tableware industry where surface pattern and shape design have long been an essential part of the production of cups, mugs, plates and many other ceramic products. Perhaps the most well known is Jasper Ware by Wedgwood, ornamental products on sale in shops and airports worldwide. One of the most successful of contemporary designs is produced by and designed by Emma Bridgewater, founder of the company of the same name, who is also a Staffordshire University honorary degree holder.

Other Staffordshire University honorary degree holders include such famous designers as Tim Smit, founder of Yanko Design, Wayne and Gerardine Hemmingway founders of Hemmingway Design and originators of the famous Red or Dead brand of clothes and shops around the world.



PRODUCT & TRANSPORT DESIGN

CONCEPT innovation
SUCCESS DIGITAL **CAD** manufacture
CREATIVE

**STAFFORDSHIRE
UNIVERSITY**

idea user-experience
sketching INSPIRATION
ERGONOMICS **TALENT** EXPERTISE

STAFFORDSHIRE
UNIVERSITY

APIIT
ASIA PACIFIC INSTITUTE
OF INFORMATION TECHNOLOGY



Key Facts

Duration:
3 years full-time

Entry Requirements:

We welcome applications from people with a wide variety of qualifications, skills and experience. Applications are individually assessed. However typically you will have:

Route 1: Entry to Year 1

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0; or
- A qualification that APIIT accepts as equivalent to the above.

And

- A Portfolio of Art & Design work which can include:
 - Sketch work and finished drawings
 - Photographs of models or other 3D works Art, illustration, photography etc.
 - Examples of your computer skills
 - Please bring in sketch ideas for a "new personal communication device".

Route 2: Entry to year 2

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to the first year of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.

BA (Hons) **PRODUCT DESIGN**

KPT/JPS (N/214/6/0116)(PA4258)09/19



PORTFOLIO REQUIRED

At a glance

This degree will open up a whole world of career and consultancy opportunities. Graduates are working in areas including: computer, sports goods, gym equipment, watch design, automotive design and packaging. Some graduates set up their own businesses or go into marketing, model making, graphics, computer games design, design management and teaching.

This programme includes exciting and diverse projects like toys, domestic products, transport, fitness equipment and lighting. Access to excellent workshops, modelling facilities and software, will enable students to present their work to a professional standard.

Core skills are introduced through structured and practical design projects, involving idea generation, drawing and rendering, model making and computer work. Further modules include Concept Generation, Ergonomics and Usability, Materials and Manufacture and Aesthetics. The programme progresses to cover more advanced CAD projects and the role of Rapid Prototyping. When the opportunity arises students may work on collaborative projects with students and staff from Transport Design, Advertising and Brand Management and other programmes.

In Year 3, you will complete a major design project in an area of personal interest. This flexibility gives students the means to indulge in truly original thinking and be innovative. Students may also exhibit their designs to the general public and potential employers at the end of year show.

Graduate employment

Our exciting Product Design programme will equip you with all the skills necessary to work in both consultancies and manufacturing companies, whether they be consumer product or automotive. Graduates from this Staffordshire University programme work worldwide designing everything from cars to game peripherals, gym equipment to furniture, and toys to lighting! Other graduates are working in the related fields of marketing, computer games design, model making, graphic design and teaching.

During the programme we carefully introduce you to the key attributes of entrepreneurship, enterprise and employability. This gives you a real insight into what is required in industry and gives you important networking opportunities. Alongside this, live projects and visiting lecturers further reinforce this.

In the final year, during our Design Futures project, you will improve your self promotion skills, refine your portfolio and have a mock interview with an industry recruitment consultant. This will make you interview-ready and prepare you well for the challenges ahead. Further to this we also support you after graduation, with job-seeking support. We want you to succeed, and encourage graduates to visit and use our social networking sites for peer support.

Programme outline

Topics you will experience include:

Year 1

- Core Skills I
- Core Skills II
- Course Introduction I
- Course Introduction II
- Digital Design Project
- Industrial Design: History and Context
- Industrial Design: Style & Substance
- Trends and Visual Thinking
- Introduction to Graphic Design

Year 2

- Creativity & Innovation
- Design Concepts I
- Design Concepts II
- Design Realisation I
- Design Realisation II
- Ergonomics & Design I
- Ergonomics & Design II
- Lighting Concepts
- Creative Practice
- Digital Clay

Internship

Year 3

- Design Futures for Product and Transport Design
- Design Project Context
- External Brief for Product Design
- Professional Project 1
- Professional Project 2 I
- Professional Project 2 II

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



BA (Hons) **TRANSPORT DESIGN**

KPT/JPS (N/214/6/0115)(PA4260)07/19



PORTFOLIO REQUIRED

Key Facts

Duration:
3 years full-time

Entry Requirements:

We welcome applications from people with a wide variety of qualifications, skills and experience. Applications are individually assessed. However typically you will have:

Route 1: Entry to Year 1

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0 at SPM Level; or
- A qualification that APIIT accepts as equivalent to the above.

And

- A Portfolio of Art & Design work which can include:
 - Sketch work and finished drawings
 - Photographs of models or other 3D works Art, illustration, photography etc.
 - Examples of your computer skills
 - Please bring in sketch ideas for a "new personal transportation device".

Route 2: Entry to year 2

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to the first year of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.

At a glance

Exciting opportunities exist as interior and exterior designers in automotive and transport companies, and as design consultants. Some graduates choose to launch their own business. Students learn a range of transferable skills that can be applied to land, sea and air projects.

Students work on transport and industrial design projects in a creative and friendly studio environment. They have access to excellent workshops and modelling facilities, use industry-standard software, and are expected to present their work to a professional standard.

Core skills are developed through structured and practical design projects, involving idea generation, drawing and rendering, clay modelling and relevant software. The programme works closely with visiting designers who are involved throughout. Teaching and learning techniques are varied and include individual and group design workshops, tutorials, seminars and presentations. Students have important technical and CAD input throughout the programmes from the Faculty of Arts and Creative Technologies, and complete a major design project in Year 3 in an area of personal interest. This flexibility gives the means to engage indulge in truly original and innovative thinking.

Our aims are to equip students with a broad range of specialist and transferable skills. The programme provides an opportunity to take part in work placements and to enter national design competitions. Students also exhibit their designs to the general public and potential employers at the end-of-year show.

Graduate employment

During the programme we carefully introduce you to the key attributes of entrepreneurship, enterprise and employability. This gives you a real insight into what is required in industry and gives you important networking opportunities. Alongside this, live projects and visiting lecturers further reinforce this.

In the final year, during our Design Futures project, you will improve your self promotion skills, refine your portfolio and have a mock interview with an industry recruitment consultant. This will make you interview-ready and prepare you well for the challenges ahead. Further we also support you after graduation, with job-seeking assistance. We want you to succeed, and encourage graduates to visit and use our social networking sites for peer support.

Graduates from the Staffordshire University Transport Design degree are highly sought after across the design industry. They establish careers worldwide, designing everything from cars and trucks, to motorbike bike helmets. Graduates have gone on to work for companies such as BMW or Ford. Some run their own businesses and others progress onto postgraduate study.

Programme outline

Topics you will experience include:

Year 1

- Core Skills I
- Core Skills II
- Course Introduction I
- Course Introduction II
- Design Technologies - Surface Modelling
- Industrial Design: History and Context
- Industrial Design: Style & Substance
- Trends and Visual Thinking
- Introduction to Graphic Design

Year 2

- Advanced Design Technologies (Surface)
- Automotive Modelling
- Automotive Presentation Skills
- Digital Clay
- Ergonomics & Design
- Lighting Concepts
- Transport Design Concepts
- Transport Technology

Internship

Year 3

- Design Futures for Product and Transport Design
- Design Project Context
- Digital Styling Project 1
- Digital Styling Project 2
- Professional Project 1
- Professional Project 2

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

PERFECT PARTNERS

SPROUTS HAVE NO ODOUR

EASIER FOR DIGESTION

GLUCOSINOLATE

INFLAMMATION

HEALTHY FACTS

A COOKED BRUSSELS SPROUT CONTAINS ABOUT 60 CALORIES

IS A SPRING FOR LIFE

FOR CHRISTMAS

CHOLESTEROL

THE HIGH FIBER CONTENT OF BRUSSELS SPROUTS LOWERS OUR CHOLESTEROL BY BINDING WITH BILIRUBIN AT THE LIVER PRODUCES EASIER FOR DIGESTION

ADVERTISING & BRAND DESIGN

VISUAL COMMUNICATION

 **ideas** 
CREATIVE THINKING

branding and packaging
360 degree approach advertising



STAFFORDSHIRE
 **UNIVERSITY** 



PROBLEM SOLVING



CREATIVE *innovation*
employability STUDIO PRACTICE



Key Facts

Duration:
3 years full-time

Entry Requirements:

We welcome applications from people with a wide variety of qualifications, skills and experience. Applications are individually assessed. However typically you will have:

Route 1: Entry to Year 1

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0 at SPM Level; or
- A qualification that APIIT accepts as equivalent to the above.

And

- A portfolio may include:
 - Sketchbooks.
 - Photographs of models.
 - Art work.
 - Computer skills.
 - Research.
 - Ideas books, etc., and
- Three examples of advertisements that you have found in magazines or newspapers that you like and find interesting – these will be discussed at the interview.

Route 2: Entry to year 2

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to the first year of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.

BA (Hons) **ADVERTISING & BRAND MANAGEMENT**

KPT/JPS (N/342/6/0107)(PA4261)06/19



PORTFOLIO REQUIRED

IN PARTNERSHIP

At a glance

Our 360° approach to creative and strategic advertising and brand management develops professionals with a broad set of skills, developing your employability opportunities.

Our dynamic, ideas led advertising programme will equip you with the skills and understanding to develop a career in the creative industries. Whether you want to work in a creative team, be a copywriter, account planner or brand manager, you will gain vital hands-on experience that is highly attractive to future employers.

We place creative thinking and ideas at the centre of our 360° approach to advertising study via digital and traditional advertising platforms, explore social media, viral marketing and ambient advertising.

Industry placements and agency visits will add to your development. You'll learn how to create advertising campaigns by studying key areas of creative thinking, strategy and planning as well as idea generation, integrated communications, art direction and copywriting.

Programme outline

Year 1

- Client Brief Concept I
- Client Brief Concept II
- Course Introduction I
- Course Introduction II
- Informing the Masses
- Introduction to Graphics Design
- Marketing Fundamentals
- Trends and Visual Thinking
- An Introduction to Media Practices

Year 2

- Advertising and Packaging
- Brand Implementation I
- Brand Implementation II
- Digital and Experiential
- Account and Media Planning
- Professional Practice
- Copywriting and Creative Direction
- Creative Practice
- Creativity & Innovation

Internship

Year 3

- Future Thinking I
- Future Thinking II
- Major Project I
- Major Project II
- Major Project III
- Advertising and Brand Management Research Report I
- Advertising and Brand Management Research Report II
- Design Futures for ABM



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

Graduate employment





Because of our 360-degree creative and strategic approach to advertising to provide graduates of this programme with industry ready. Across all levels and modules we aim to provide our graduates with a critical awareness through inquiry-based learning, subject knowledge and skills acquisition. Throughout the three years of the degree, our students develop their understanding through reflective practice and problem solving and are increasingly encouraged and enabled to take ownership and responsibility for their own learning, both as individuals and as team members, where the ability to interact with confidence, communicate effectively and work with peers and colleagues is paramount.

Employers value the professional skills and work ethic demonstrated by our students, especially the opportunities throughout the programme for engagement with agencies in live briefs, client pitches, and internships, a cornerstone of the learning experience we offer here. Our enterprising and creative graduates are innovative thinkers who creatively seek solutions based on the experience, skills and knowledge developed in Advertising and Brand Management.

ANIMATION & VISUAL EFFECTS

COMMUNICATION **3D ANIMATION**
learn by doing teamwork
DESIGN 
CREATIVE   **MATCHMOVING**
CONCEPT ART EXCITING 

**STAFFORDSHIRE
UNIVERSITY**

compositing  **ROTOSCOPING**
 **GREEN SCREEN**  **FILM**  **CGI**
PRACTICAL  
SELF-REFLECTION **DIGITAL FILM**
visual effects **CONCEPT ART**





Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0; or
- A qualification that APIIT accepts as equivalent to the above.

And Portfolio

- You will be required to create a storyboard of "Thinking Outside of the Box". You should imagine a matchbox and a single match next to it. Visualize how the match gets back in the box. The match is a character that has a need to get back into the box for a reason.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to Year 1 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



BA (Hons) ANIMATION

KPT/JPS(N/213/6/0206)(PA4259) 09/19

At a glance

This programme aims to develop you as a creative animator. The animation route offers the opportunity to specialize in modeling, animation and composite-based applications in the creation of character film-making.

The programme focuses on the many aspects of the fundamental animation process and is supported by a series of specialist lecturers, demonstrations and seminars that introduce students to professional, design, and creative process.

Year 1 provides a structure for learning the major principles of animation. You will explore a range of techniques involving 2D and CG elements. Semester 2 builds on the principles of Animation with further development.

Year 2 involves the development of characters in greater depth. This includes enhancing audio dialogue and body gesture, an introduction to action integration, and advanced lighting and camera work for greater shot composition; as well as model making as a core module with a focus on set building. You will also have the option of studying experimental animation.

In Year 3 you will be expected to produce a series of short animations which display excellent performance-based animation. Emphasis is placed on professional practice in preparation for graduation and greater employment prospects through animation.



PORTFOLIO REQUIRED

Programme outline

Topics you will experience include:

Year 1

- Animation Fundamentals I
- Animation Fundamentals II
- Animation Fundamentals III
- Animation Fundamentals IV
- Applied Timing I
- Applied Timing II
- Cinema Film Analysis
- Sculpture for Animation
- Introduction to Graphic Design

Year 2

- Animation Debates
- Audio, Sound and Score for Animation I
- Audio, Sound and Score for Animation II
- Character Animation Implementation I
- Character Animation Implementation II
- Film Shorts & Stings I
- Film Shorts & Stings II
- From Script to Screen
- Creative Practice

Internship

Year 3

- Animation Futures
- Design Project Report
- Final Major signature Projects I
- Final Major signature Projects II
- Final Major signature Projects III
- Individual Animation Project I
- Individual Animation Project II

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

Graduate employment

During your time on the Animation programmes you are encouraged to form industry contacts through working on collaborative projects, live client-based briefs, attending and participating at film and animation festivals.

Whilst on the programme you will be encouraged to produce work that is of a standard to be screened at international events allowing for exposure to the wider animation community and potential employers. The animation programmes are well represented at annual film and animation festivals and competitions, both national and international.

Many Staffordshire University graduates in the UK have gone on to be employed by international studios, notably: Aardman Feature Animation, Mackinnon and Saunders, Cosgrove Hall Films, Chapman Entertainment Studios, Ragdoll Productions, Oktober Animation, Cinesite, Double Negative, Rushes Post-production, ITV Studios and Cubic Motion. Others have gained work experience with Granada Studios, Barry Purves and other independent studios.



Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0; or
- A qualification that APIIT accepts as equivalent to the above.

And Portfolio

- You will be required to create a perspective drawing project of "Environment Design". The drawing must include an environment in a traditional market with people selling and buying on the scene. Please consider the use of perspective techniques for expressing your ideas.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to Year 1 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.

BA (Hons) VFX: VISUAL EFFECTS AND CONCEPT DESIGN

KPT/JPS(N/213/6/0208)(PA4256/09/19



PORTFOLIO REQUIRED

At a glance

The VFX award is for applicants looking for a career in the film, post-production or games industries - although some graduates may move onto positions within architectural visualisation, re-touching/ advertising agencies or postgraduate study. VFX is predominantly about ideas and concept generation for film or games, covering characters, vehicles, products, clothing, sets and environments - ultimately taking those ideas through to finished concept artwork or 3D models.

More than ever, the film and games industries need tangible, exciting plots/scenarios with characters, environments and props to match them. Students develop ideas sometimes as 2D artwork concepts, complemented by accurate 3D digital modelling, coupled with green screen/compositing techniques. Design methodology, concept origination, speculative design, visualisation skills, life drawing, physical sketch and facsimile modelling provide traditional design skills.

Project work is undertaken individually or as part of a team. Our staff have good (and expanding) industrial links. Where possible they call on their research or commercial work to inform and shape the curriculum, resulting in more industry-savvy graduates.

Programme outline

Topics you will experience include:

Year 1

- Digital Presentation 1 I
- Digital Presentation 1 II
- Digital Pipeline 1 I
- Digital Pipeline 1 II
- Cinema: Film Analysis
- Introduction to VFX: Visual Effects & Concept Design I
- Introduction to VFX: Visual Effects & Concept Design II
- Digital Compositing for Film
- Introduction to Graphic Design

Year 2

- Future Lifestyles I
- Future Lifestyles II
- Digital Pipeline 2 I
- Digital Pipeline 2 II
- Digital Presentation 2 I
- Digital Presentation 2 II
- Set Design I
- Set Design II
- Creativity for Sound & Moving Image I
- Creativity for Sound & Moving Image II

Internship

Year 3

- Negotiated Programme of Study Part A
- Negotiated Programme of Study Part B
- Team Production Project I
- Team Production Project II
- Design Project Report
- Advanced 3D Modelling and Animation

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

Graduate employment

With a high degree of very transferable skills, VFX graduates are equipped to look beyond immediate employment within film or games industries, for example architectural visualisation, web media, advertising media, teaching etc.



Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0; or
- A qualification that APIIT accepts as equivalent to the above.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to Year 1 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



BSc (Hons) **DIGITAL FILM AND 3D ANIMATION TECHNOLOGY**

KPT/JPS (N/213/6/0207)(PA 4104) 09/19

At a glance

This award will equip you with the skills to work in film, TV and new media. Specialising in industry-standard products, from digital film and video editing to the animation skills required to produce broadcast-standard titling and effects, you'll also gain the post-production skills that all postproduction professionals need.

This programme combines the study of digital video production and post-production in a number of different fields, including film, video, television, animation, design and digital imaging. You will learn how to use industry-standard software including Final Cut Pro Studio and the Adobe Creative Suite. All the post-production skills are backed up with the film production knowledge all editors and post-production professionals require.

Year 1 covers all the basic post-production skills including graphics and the basics of film production and editing, with options to include sound recording and CGI.

In Years 2 and 3 you will study editing, animation and High Definition video production. These skills will be combined with colour grading for Film and TV, compositing (green screen) and match moving objects in animated and video scenes. This will be united with the opportunity to study other film related subjects, cinematography, audio production, mixing and design and music video production. The combination of the skills acquired give graduates the edge in the film, television and media industry.

Programme outline

Topics you will experience include:

Year 1

- Digital Animation for VFX I
- Digital Animation for VFX II
- Digital Compositing 1 I
- Digital Compositing 1 II
- Character Concept Design I
- Character Concept Design II
- Introduction to CGI I
- Introduction to CGI II

Year 2

- 3D Modelling for VFX I
- 3D Modelling for VFX II
- Digital Compositing 2 I
- Digital Compositing 2 II
- Junior VFX Team Project (Digital Film) I
- Junior VFX Team Project (Digital Film) II
- Character Concept Design I
- Character Concept Design II
- Documentary Production Technology I
- Documentary Production Technology II

Internship

Year 3

- FX Portfolio Project I
- FX Portfolio Project II
- FX Research Project I
- FX Research Project II
- Rigging for Games and VFX
- Scripting Concepts for VFX
- Senior Team VFX Project I
- Senior Team VFX Project II

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

Graduate employment

The BSc (Hons) in Digital Film and 3D Animation Technology aims to produce graduates who are reflective and critical learners, with a global perspective, and who are prepared for the world of work.

Digital Film and 3D Animation Technology, along with the related industries, is a rapidly evolving sector, with the development of high definition, digital distribution, multi-platform streaming, 3D TV and solid state recording. These emerging technologies continue to produce creative and commercial opportunities in an industry that requires technological skills and knowledge and individuals who are able to embrace, reflect and practice technologies. Career prospects includes visualizers, technical directors, 3D animators, matte painters, and concept designers for the games, TV and film industries.

INTERNATIONAL RELATIONS

Press Journalism Cooperation
CONFLICT
Current Affairs
International Relations *Earth Resources*
Reporting Presenter DIPLOMACY
POLITICS *social media*



HEADLINES *Leadership*
Bulletins *Broadcasting*
Television NEWSFLASH
GREEN CLIMATE CHANGE
Foreign News





BA (Hons) **INTERNATIONAL RELATIONS**

KPT/JPS (N/313/6/0013)(PA4058)09/19

Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programmes will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent; or
- Recognised Matriculation or foundation with CGPA 2.0; or
- A qualification that APIIT accepts as equivalent to the above.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to Year 1 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



At a glance

The BA (Hons) in International Relations aims to produce graduates who are reflective and critical learners, with a global perspective, and who are prepared for the world of work. This is achieved through a number of measures:

- In order to capitalize on the knowledge and understanding that the degree aims to develop, effective communication and an ability to work in teams and with diverse stakeholders, are seen as essential attributes of our graduates. The development of communication, presentation and team working skills lie at the heart of the degree and are nurtured from first principles to a high level of proficiency in many of the thematic modules and, especially, through tutorial programmes.
- Employers also value independence of thought and a creative ability to find solutions. The degree enables students to take ownership of their learning – whether individually or in groups – and encourages independence of thought and problem-solving across a spectrum of activities: in the conduct of a research dissertation; in critical reading and writing in thematic modules; or in tutorial discussions and presentations.

In addition the degree explores issues of sustainability and the environment. Atmospheric and many other pollutions are inevitably global issues as they know no boundaries and are included here because sustainability and the environment are increasingly important global issues, including the international competition for scarce resources such as oil and water.

Programme outline

Topics you will experience include:

Year 1

- Cinema Film Analysis
- Issues in World Politics
- Making History: Debating the Past
- Making History: Local & Global Perspectives
- Modern Political Ideas
- Philosophy, Life and Existence
- Sustainable Lifestyles & Communities
- War, Peace & Cooperation

Year 2

- Environmental Policy, Legislation & Regulation
- Concepts in International Relations
- Dissertation: Preparation Plan
- Money, Trade and Development
- Development of the Global System
- International Security
- Broadcast Journalism and Government
- South Asian History, Politics and Culture

Internship

Year 3

- Sustainability, Planning & Environmental Policy
- Dissertation in International Relations I
- Dissertation in International Relations II
- Governance & Global Policy
- Conflict and Journalism
- Government, Intelligence Agencies and the 21st Century World
- International Communications
- Transnational Organised Crime

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

Graduate employment

The award equips students with practical and academic skills attractive to employers. These include independent judgement, self-reflection and critical debate. Students may choose to use the specialist knowledge acquired, to work in one of the many international institutions, national foreign or defence ministries or internationally oriented organisations of many sorts. Graduates will find employment across a wide range of careers destinations including the education sector, government agencies, local authorities, political consultancies, or will enter the industrial or commercial sectors. Others will undertake further postgraduate training across a range of academic and vocational courses.

COMPUTING & BUSINESS INFORMATION TECHNOLOGY



STAFFORDSHIRE UNIVERSITY





BSc (Hons) **BUSINESS INFORMATION TECHNOLOGY**

KPT/JPS(R/481/6/0498)(A10570)06/19

Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent with credit in Mathematics; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent with credit in Mathematics; or
- Recognised Matriculation or foundation with CGPA 2.0 and credit in Mathematics at SPM Level; or
- A qualification that APIIT accepts as equivalent to the above.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to level 4 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



At a glance

In today's competitive business world, IT plays a major role in exploiting commercial potential. Your graduate destination from this programme is likely to be at a management level within an IT department, developing IT systems and servicing the needs of a number of business departments. You may take up a career in IT system development, IT systems analysis and design or IT network management.

During the first year you will be introduced to business and computing concepts, tools and techniques, Year 2 covers the development of IT systems for business, analysis, design and development of web based solutions, networks and professional issues in computing.

In the final year, you will concentrate on the strategic role of IT, including critical problems in using IT and the use of IT for innovation and entrepreneurship. You will also undertake a major project that will allow you to simulate the application of IT in a business situation.

Programme outline

Topics you will experience include:

Year 1

- Business Information Systems & Organisations
- Business Systems Analysis Design & Construction I
- Business Systems Analysis Design & Construction II
- Fundamentals of Computer Hardware and Software
- Learning for Success
- Publishing for the WWW
- Quantitative Tools for Computing
- Software Development

Year 2

- Applied Research Methods & Professional Development
- Developing Server Applications
- Electronic Commerce
- Information Systems Organisations and Management
- Marketing Principles
- Networked Computer Systems
- Object-Oriented Methods
- Relational Database Systems Development

Internship

Year 3

- Applied Communications Technology
- Applied Information Technology Project: Project Management and Communication
- Applied Information Technology Project: Research, Development and Artefact I
- Applied Information Technology Project: Research, Development and Artefact II
- Developing E-Commerce Applications with XML
- Group/Residential Case Study
- Information Systems Strategy
- Interactive and E-Marketing

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

Graduate employment

Graduates will be well suited to one of the many careers that use IT in business at a management level. 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. Graduate may take up a career in IT system development, IT systems analysis and design or IT network management.



Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent with credit in Mathematics; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent with credit in Mathematics; or
- Recognised Matriculation or foundation with CGPA 2.0 and credit in Mathematics at SPM Level; or
- A qualification that APIIT accepts as equivalent to the above.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to level 4 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



BSc (Hons) CYBER SECURITY

KPT/JPS (N/481/6/0449)(PA3831)07/19

At a glance

Cyber Security is an important and growing area of work for computing professionals. Any organisation that has a computer network or uses the Internet has a potential security risk and will need people with specialised skills to help protect their systems and data. You may also find yourself working for a specialist consultancy firm that provides such a service to smaller organisations.

Computer systems store, process and communicate a wide variety of data. Much of this data is private and improper access to it can result in significant costs to an organisation or the person that owns the data. Securing computer systems against malicious attack or even against inadvertent damage is vital to any computer system. This programme gives you the knowledge and skills to enable you to prevent attacks and inadvertent damage to computer systems.

The first year provides a general grounding in computing skills and introduces you to the fundamental aspects of computer security. You will gain technical skills in both computer networks and computer systems that you will build on in later years. In the following years, you will develop technical skills in network security, and hacking attacks and defences as well as in biometrics and biometric based security systems. In the final year, cryptography and malicious software are covered in some detail.

Practical work in the specialist modules and the final year project will involve the development of appropriate security software. As part of studying network security you will cover the CISCO networking syllabus for Cisco Certified Network Associate (CCNA) Routing and Switching and then the follow on CCNA Security syllabus. You will have an opportunity to take the industry-standard EC-Council Ethical Hacker Certification.

We have placement students in a variety of organisations, including Cyber Security and Digital Forensic businesses.

Graduate employment

Graduates will find employment across a wide range of careers destinations including government agencies, local authorities, banking industries, anti-virus companies, consultancies, specialist sectors of the cyber security industry such as virus analysis, anti-malware analysis, risk analysis, security IT auditing, malicious program detection development, vulnerability research, network security engineering and penetration testing or will enter the industrial or commercial sectors. Others will undertake further postgraduate training across a range of academic and vocational courses.

Programme outline

Topics you will experience include:

Year 1

- Algorithms & Data Structures in C
- Hardware & Software Systems & Graphics
- Introduction to Forensic Tools & Techniques
- Introduction to Networking with LANs & WANs
- Introduction to Security Technologies
- Introduction to Software Development
- Mathematics & Statistics for Computing
- Systems and Database Analysis

Year 2

- Computer Systems Low Level Techniques
- Information Systems Organisations and Management
- Ethical Hacking
- Biometrics 1
- LAN Switching and WAN Networks
- Professional & Enterprise Development
- Router Security Technologies
- System Programming and Computer Control

Internship

Year 3

- Computer Systems Security
- Malicious Software and Security Programming
- Image Processing
- Group Case Study
- Biometrics 2
- Project: Artefact Realisation, Testing & Evaluation
- Project: Planning, Management, Communication & Appraisal
- Project: Research, Analysis & Artefact Design

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



Key Facts

Duration:
3 years full-time

Entry Requirements:
Entry into the Programme will be via one of the following routes:

Route 1:

Entry to Year 1 Degree

- Successful completion of STPM with 2 full passes or equivalent with minimum CGPA of 2.0 and completion of SPM or equivalent with credit in Mathematics; or
- Successful completion of A-Level with at least a pass in 2 subjects and successful completion of O-Level or equivalent with credit in Mathematics; or
- Recognised Matriculation or foundation with CGPA 2.0 and credit in Mathematics at SPM Level; or
- A qualification that APIIT accepts as equivalent to the above.

Route 2:

Direct Entry to Year 2 Degree

- Successful completion of the relevant APIIT Diploma, or
- Successful completion of study in another recognised institution with academic credits equivalent to level 4 of an honours degree in relevant subjects

All students must demonstrate that they have met the equivalent of IELTS 6.0 either through formal English language assessment or through success in prior study at "A" level or equivalent in English.



BSc (Hons) FORENSIC COMPUTING

KPT/JPS (N/481/6/0480)(PA3832)06/19

At a glance

As computers are an intrinsic part of normal life, they are also important as a tool in criminal activity. Hence, they can provide a vital source of evidence. This award provides a solid grounding in the skills you need to follow a career in forensic investigation of computer systems and related areas of security. The same skills that enable you to track down evidence also equip you with the abilities necessary to help organisations and individuals recover data/information that may have been lost or corrupted as a result of accidental or malicious activity. You can not only detect criminal activity but also help to save people from the consequences of such activity.

The first year provides a general grounding in fundamental computing skills and introduces you to the use of standard software tools. In the following years, you will deepen your knowledge and skills required for the investigation, evidence gathering and forensic analysis of that evidence from computer systems (including mobile devices), as well as understanding the legal context and the role of expert witness testimony.

Related areas of computer security are studied to provide a fuller context to your forensic computing studies. You will also extend your underpinning knowledge of computer networks and the hardware and system software of computer systems.

Programme outline

Topics you will experience include:

Year 1

- Algorithms & Data Structures in C
- Hardware & Software Systems & Graphics
- Introduction to Forensic Tools & Techniques
- Introduction to Networking with LANs & WANs
- Introduction to Security Technologies
- Introduction to Software Development
- Mathematics & Statistics for Computing
- Systems and Database Analysis

Year 2

- Networked Computer System
- Computer Systems Low Level Techniques
- Cybercrime Forensic Analysis
- Ethical Hacking
- Forensic Data Recovery
- Hardware & Software Systems & Networks
- LAN Switching and WAN Networks
- Professional & Enterprise Development

Internship

Year 3

- Expert Witness Testimony and the Legal System
- Computer Systems Security
- Group Case Study
- Forensic Data Gathering, Reconstruction and Analysis
- Legal & Evidentiary Aspects of Forensic Computing
- Project: Artefact Realisation, Testing & Evaluation
- Project: Planning, Management, Communication & Appraisal
- Project: Research, Analysis & Artefact Design

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

Graduate employment

Graduates will find employment across a wide range of careers destinations including government agencies, local authorities – police department, court & legal firm, banking industries, consultancies, specialist sectors of the digital forensics industry such as cybercrime investigation, IT security consultation, IT security reporting analysis, reverse engineering, mobile security analysis and digital forensics investigation or will enter the industrial or commercial sectors. Others will undertake further postgraduate training across a range of academic and vocational courses.





WORLD-CLASS
FACILITIES ★★★★★★★★★★



BEING A LEADER HAS NEVER STOPPED US
FROM TRYING HARDER

AWARDS & ACCOLADES



APIIT Education Group is the proud recipient of **PRIME MINISTER'S AWARD**

and Export Excellence Award (Services) for Industry Excellence Awards - March 2011

The APIIT Education Group received the prestigious Prime Minister's Industry Excellence Award from the Prime Minister of Malaysia, Dato' Seri Mohd Najib Tun Razak. Only one organisation was selected to receive the Prime Minister's Industry Excellence Award from among nearly 30 other award recipients in 8 different categories.

The Industry Excellence Awards, organised by the Ministry of International Trade & Industry (MITI), recognises and rewards organisations for organisational excellence including competitiveness, innovativeness, market presence and export performance. Winning the Prime Minister's Industry Excellence Award is a significant milestone and an honour for APU as a leader in higher education. The award truly reflects our commitment and focus on quality, innovation, graduate employability and internationalisation.

MAKING HISTORY – AWARDS AND ACHIEVEMENTS



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

INSTITUTE OF ENGINEERS MALAYSIA (IEM) AWARD

2017 - Gold Award
2016 - Gold Award
2015 - Gold Award
2014 - Gold Award

INTERNATIONAL INVENTION, INNOVATION & TECHNOLOGY EXHIBITION (ITEX)

2017 - Silver Award for the Invention, Innovation and Technology category
2016 - Gold Award for the Invention, Innovation and Technology category
2016 - Silver Award for the Invention, Innovation and Technology category
2015 - Gold Award for the Invention, Innovation and Technology category
2015 - Bronze Award for the Invention, Innovation and Technology category
2014 - Gold Award for the Invention, Innovation and Technology category
2014 - Bronze Award for the Invention, Innovation and Technology category
2013 - Silver Medals for the Invention, Innovation and Technology category
2013 - Gold medals for the innovator category

DUTCH WORLD'S UNIVERSITY DEBATING CHAMPIONSHIP

2017 - 2nd Place in the World

HEP-IPTS DEBATE COMPETITION (MINISTRY OF HIGHER EDUCATION MALAYSIA)

2017 - 1st Runner-up of HEP- IPTS Debate Competition
2012 - Champion of HEP- IPTS Debate Competition
2012 - Best Speaker Award
2011 - Champion of HEP- IPTS Debate Competition

INTERNATIONAL ENERGY INNOVATION COMPETITION (EIC) SINGAPORE

2017 - Merit Prize
2015 - 1st Runner-up
2015 - 4th Place

ABB INTERVASITY INNOVATION CHALLENGE

2016 - Grand Prize

ANGELHACK GLOBAL HACKATHON (MALAYSIA)

2016 - Grand Prize

F-SECURE IT SECURITY CHALLENGE

2016 - Champion

GAMIFICATION HACKATHON

2016 - Champion
2016 - Gold Medal

BIG APP CHALLENGE

2016 - Champion
2016 - 1st Runner Up
2016 - 2nd Runner Up
2015 - Top 5 Finalist
2014 - 1st Runner-up

I-HACK

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

DIGITAL GAMES COMPETITION

2016 - Champion
2016 - 1st Runner Up

SEDEX (SCIENCE AND ENGINEERING DESIGN EXHIBITION CUM COMPETITION)

2016 - Gold Medal
2016 - Gold Medal
2016 - Bronze Medal

JOM HACK: SMART CITIES WITH LORA

2016 - Champion

ASIA PACIFIC ICT AWARDS (APICTA) MALAYSIA (MULTIMEDIA DEVELOPMENT CORPORATION)

2016 - Top Award for 'Best of Tertiary Student Project'
2013 - Top Award for 'Best of Tertiary Student Project'
2012 - Top Award for 'Best of Tertiary Student Project'
2011 - Winner of 'Special Jury Award' by the Prime Minister
2011 - Top Award for 'Best of Tertiary Student Project'
2011 - 2 Merit Awards for 'Best of Tertiary Student Project'
2010 - Top Award for 'Best of Tertiary Student Project'
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) MALAYSIA (MULTIMEDIA DEVELOPMENT CORPORATION)

2016 - Top Award for 'Best of Tertiary Student Project'
 2013 - Top Award for 'Best of Tertiary Student Project'
 2012 - Top Award for 'Best of Tertiary Student Project'
 2011 - Winner of 'Special Jury Award' by the Prime Minister
 2011 - Top Award for 'Best of Tertiary Student Project'
 2011 - 2 Merit Awards for 'Best of Tertiary Student Project'
 2010 - Top Award for 'Best of Tertiary Student Project'
 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'

E-GENTING PROGRAMMING COMPETITION (R&D DIVISION, EGENTING)

2015 - Distinction Award for 'Software Program Design and Development'
 2015 - Merit Award for 'Software Program Design and Development'
 2014 - Merit Award for 'Software Program Design and Development'
 2014 - Merit Award for 'Software Program Design and Development'
 2006 - First Prize for 'Software Program Design and Development'
 2004 - First Prize for 'Software Program Design and Development'
 2003 - First Prize for 'Software Program Design and Development'
 2002 - Merit Award for 'Software Program Design and Development'

INTERNATIONAL ENERGY INNOVATION COMPETITION (EIC) SINGAPORE

2015 - 1st Runner-up
 2015 - 4th Place

UTP-HAX NATIONAL HACKING COMPETITION

2015 - 1st Runner-up
 2014 - 1st Runner-up
 2014 - 4th Place
 2014 - 1st Runner-up

CIMA GLOBAL BUSINESS CHALLENGE MALAYSIA

2015 - Finalist
 2014 - 1st Runner-up

MALAYSIAN/MILO OPEN KARATE CHAMPIONSHIP

2015 - Merit Award

PATHFINDER ROBOT COMPETITION

2015 - 1st Runner-up
 2015 - Creativity Award

INTERNATIONAL CONFERENCE ON INFORMATION, SYSTEM AND CONVERGENCE APPLICATIONS (ICISCA)

2015 - 1 Gold Award
 2015 - 1 Bronze Award

E-GENTING BUG HUNT

2014 - First Prize
 2014 - Second Prize
 2014 - Third Prize

CME GLOBAL TRADING CHALLENGE

2014 - 4th Place

MAKEWEEKEND ROBOTICS CHALLENGE 2013

2013 - Winner of Water Drone Competition
 2013 - Winner of Awesomeness Challenge

MALAYSIA CYBERSECURITY AWARDS (CYBERSECURITY MALAYSIA)

2013 - Award for 'Information Security Training Provider of the Year'
 2012 - Award for 'Information Security Training Provider of the Year'
 2009 - Award for 'Information Security Training Provider of the Year'

THE BRANDLAUREATE – SMES BEST BRANDS AWARDS

2012 - Winner of Corporate Branding Award in Education

MICROSOFT IMAGINE CUP (MICROSOFT INC.)

2012 - Winner of Microsoft Imagine Cup (Malaysia)
 2012 - Top Award for 'MDeC Special Innovation'
 2011 - Winner of Microsoft Imagine Cup (Malaysia)
 2011 - 1st Runner-up of Microsoft Imagine Cup (Malaysia)
 2011 - 2nd Runner-up of Microsoft Imagine Cup (Malaysia)
 2011 - Top Award for 'MDeC Special Innovation'
 2011 - Top Award for 'Presentation Superstars'
 2010 - Winner of Microsoft Imagine Cup (Malaysia)
 2010 - Top 6 finalists at World Championship in Poland
 2010 - Top Award for 'Best Presentation Team'
 2010 - Top Award for 'Best Implementation of Multipoint'
 2004 - 3rd Prize Award for 'System Government Elections Software'

MALAYSIAN GREENTECH AWARDS 2012 (MINISTRY OF ENERGY, GREEN TECHNOLOGY & WATER)

2012 - Silver Award for 'GreenTech University'



MICROSOFT IMAGINE CUP (MICROSOFT INC.)

2012 - Winner of Microsoft Imagine Cup (Malaysia)
2012 - Top Award for 'MDeC Special Innovation'
2011 - Winner of Microsoft Imagine Cup (Malaysia)
2011 - 1st Runner-up of Microsoft Imagine Cup (Malaysia)
2011 - 2nd Runner-up of Microsoft Imagine Cup (Malaysia)
2011 - Top Award for 'MDeC Special Innovation'
2011 - Top Award for 'Presentation Superstars'
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2010 - Top 6 finalists at World Championship in Poland
2010 - Top Award for 'Best Presentation Team'
2010 - Top Award for 'Best Implementation of Multipoint'
2004 - 3rd Prize Award for 'System Government Elections Software'

MALYSIAN GREENTECH AWARDS 2012 (MINISTRY OF ENERGY, GREEN TECHNOLOGY & WATER)

2012 - Silver Award for 'GreenTech University'

MSC-IHL BUSINESS PLAN COMPETITION (INSTITUTIONS OF HIGHER LEARNING BUSINESS PLAN COMPETITION BY MULTIMEDIA DEVELOPMENT CORPORATION)

2012 - Merit prize for Business Idea Category
2005 - Grand prize for Business Idea Category
2005 - Merit prize for Business Plan Category

NAPEI AWARDS (NATIONAL ASSOCIATION OF PRIVATE EDUCATION INSTITUTIONS, MALAYSIA)

2011 - Award for Educational Excellence
2007 - Award for Educational Excellence
2004 - Award for Educational Excellence

WORLD UNIVERSITY DEBATES CHAMPIONSHIP 2010

2010 - Runner-up in the Grand Final

HACK IN THE BOX (HITB) INTERNATIONAL COMPETITION 2010

2010 - 2nd Prize for 'Weapon of Mass Destruction'

1MALAYSIA INNOVATION TOURNAMENT (1MIT) 2010

2010 - Winner for 'Best Animated Award'
2010 - Winner for 'Most Scariest Video Award'

ITEX 2009 AWARDS - WON BY APU GRADUATES (INTERNATIONAL INVENTION, INNOVATION & TECHNOLOGY EXHIBITION)

2009 - Gold Award for 'Best Invention - SmartSurface'
2009 - Special Award for Corporate Invention

MSC MALAYSIA CREATIVE INDUSTRY AWARDS 2009 (GAMES CATEGORY - STUDENT)

2009 - Award for 'Best Game Design'
2009 - Award for 'Best Technical'



MINISTRY OF HIGHER EDUCATION MALAYSIA AWARDS

2008 - Top Award for 'Best Website Design'

BUSINESS EXCELLENCE AWARD 2006 (MALAYSIA CANADA BUSINESS COUNCIL)

2006 - Bronze award for Industry Excellence for Education

DKSH-CSSC AWARD

2006 - First Prize for DKSH-CSSC Media Challenge 2006

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'

ASIAN INNOVATION AWARDS (FAR EASTERN ECONOMIC REVIEW, SINGAPORE)

2004 - Only Malaysian Finalist

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

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

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

DARE TO BE DIGITAL PROGRAMMING COMPETITION (BRITISH COUNCIL / UNIVERSITY OF ABERTAY, DUNDEE)

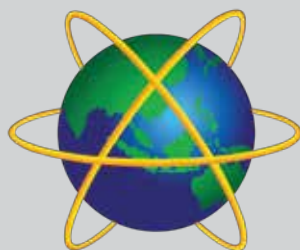
2003 - 1st Prize Award for a Multiplayer Online Game
2003 - 3rd Prize Award for a Role Playing Strategy Game

FORUM NOKIA MOBILE CHALLENGE JAVA COMPETITION (NOKIA INC.)

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



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ASIA PACIFIC INSTITUTE
OF INFORMATION TECHNOLOGY

APIIT EDUCATION GROUP

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