A · P · U
ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

COMPUTING, TECHNOLOGY
& GAMES DEVELOPMENT

# i can

transform passion into action
@ APU

# COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT

INNOVATIVE
**THINKING**
CAN CHANGE
**YOUR WORLD**

MSC
MALAYSIA
Status Institution

STAFFORDSHIRE
UNIVERSITY
IN PARTNERSHIP

# INSPIRING YOU
## TOWARDS EXCELLENCE & DIGITAL FUTURE

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


## COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT PROGRAMMES

### APU COMPUTING & IT PROGRAMMES

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information System Security
  - Database Administration
  - Cloud Computing
  - Network 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 Internet Technology
- BSc (Hons) in Multimedia Technology
- BSc (Hons) in Computer Games Development
- BSc (Hons) in Computer Games Development with a specialism in Games Concept Art

### APIIT 3+0 UK DEGREE PROGRAMMES

*(Awarded by Staffordshire University)*

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

## APU among the Highest Rated Universities in Malaysia

Being rated at TIER 5 (EXCELLENT) under the SETARA 2011 Ratings by the Ministry of Higher Education (MOHE) and Malaysian Qualifications Agency (MQA), and has maintained this Excellent rating in the latest SETARA 2013 Ratings announced on 17th November 2014.

# : Why Us

6 STAR RATING
OUTSTANDING
MyQuest 2014/15

APIIT amongst the Highest Rated Colleges

TIER 5
EXCELLENT RATING

APU amongst the Highest Rated Universities

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

## 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'


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

## APU'S CAMPUS OF THE FUTURE

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

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

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

*(All illustrations are artist impressions)*

**Rated No:1** in Asia and Malaysia for multicultural learning experience*

MALAYSIA'S AWARD WINNING UNIVERSITY

Engineering Degrees Accredited under **WASHINGTON ACCORD** (accepted Worldwide)

95%+ Employed by Graduation

11,000 STUDENTS on campus from 110 COUNTRIES

MORE THAN **30,000** GRADUATES & ALUMNI

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

# Our Partner in Quality

## 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.

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).

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.

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.

# DUAL DEGREE PROGRAMMES

## The 3-Year Dual Degree Programmes (DDP)

SCHOOL OF COMPUTING & TECHNOLOGY
SCHOOL OF MANAGEMENT
SCHOOL OF ACCOUNTING, FINANCE & QUANTITATIVE STUDIES
SCHOOL OF MARKETING & MEDIA

The 3-years dual degree Programmes are offered through a unique collaborative partnership between APU and Staffordshire University, United Kingdom, through which Staffordshire accredits 3-year undergraduate programmes that are designed and delivered by APU. On completion of the programme, students will be awarded two undergraduate Degree Certificates and Transcripts: one from APU and one from Staffordshire University.

The programme provides students with enhanced opportunities for further study and career development, especially since both degrees are earned from reputed and quality institutions from two different countries. The most obvious benefit of the partnership is the opportunity for students to gain degrees from Malaysian and UK higher education institutions that are recognised locally and internationally.

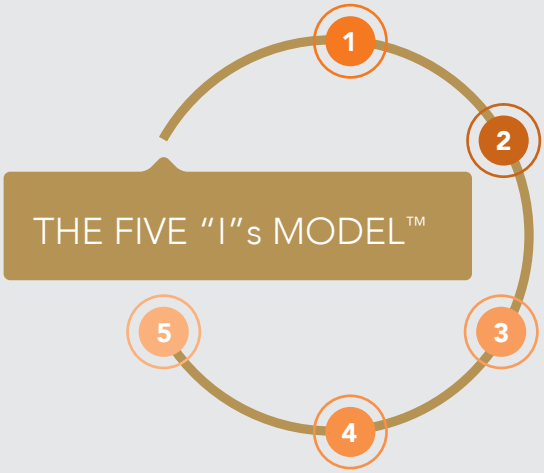
The APU-Staffordshire Dual Degree Programmes are offered under an approved collaboration in accordance with the code of Practice for the Assurance of Academic Quality and standards in Higher education as published by the United Kingdom Quality Assurance Agency's (QAA). APU's academic programmes are approved by the Ministry of Education of Malaysia and the qualifications are accredited, or provisionally accredited by the Malaysian Qualifications Agency (MQA).

# COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT @ APU

- OLDEST & MOST ESTABLISHED SCHOOL
- WIDE VARIETY OF SPECIALISE PROGRAMMES
- INDUSTRY-READY GLOBAL GRADUATES
- STRONG INDUSTRY PRESENCE
- SIGNIFICANT ALUMNI IN MULTINATIONAL COMPANIES

## THE AIMS OF THE APU COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT PROGRAMMES ARE TO:

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




**1- INNOVATION**

through the design of curriculum, the module content and the learning approaches

**2: INTEGRATION**

through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams

**3: INFORMATION**

through developing your knowledge and also your abilities to communicate effectively and persuasively

**4: INTERACTIVITY**

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

**5: IMAGINATION**

in relation to new products, ideas, applications and solutions

# ADMISSION REQUIREMENTS

## BACHELORS (HONS) DEGREE PROGRAMMES

| Programmes | | General Requirements |
|---|---|---|
| **DIRECT ENTRY TO LEVEL 1 OF THE DEGREE:** | | |
| **STPM** | All Bachelors (Hons) Degrees except for SE / IS / CYS / FC | 2 Full Passes or equivalent with minimum CGPA of 2.0 in STPM and a Credit in Mathematics at SPM. |
| | Software Engineering / Intelligent Systems / Cyber Security / Forensic Computing | 2 Full Passes or equivalent with minimum CGPA of 2.0 in STPM and a Credit in Additional Mathematics at SPM. |
| **A-LEVEL** | All Bachelors (Hons) Degrees except for SE / IS / CYS / FC | 2 Passes in A-Level and a Credit in Mathematics at O-Level/SPM. |
| | Software Engineering / Intelligent Systems / Cyber Security / Forensic Computing | 2 Passes in A-Level and a Credit in Additional Mathematics at O-Level/SPM OR 2 Passes in A-Level including Mathematics and a Credit in Mathematics at O-Levels.<br><br>(Overseas qualification maybe accepted if Mathematics in 12th Grade/ A-Level is comparable to Additional Mathematics at SPM/O-Level. Students can be given preferential entry for ICT related subject in SPM/O-Level) |
| **UEC** | All Bachelors (Hons) Degrees except for SE / IS / CYS / FC | Pass UEC with Grade B in five (5) subjects including Mathematics. |
| | Software Engineering / Intelligent Systems / Cyber Security / Forensic Computing | 5 Grade B's in UEC, including Additional Mathematics. |
| **MATRICULATION/ FOUNDATION** | All Bachelors (Hons) Degrees except for SE / IS / CYS / FC | Pass in Foundation / Matriculation with a minimum CGPA of 2.0, with Credit in Mathematics at SPM or O-Levels and equivalent. |
| | Software Engineering / Intelligent Systems / Cyber Security / Forensic Computing | Pass in APU Foundation with "Further Mathematics" subject with a minimum CGPA of 2.0, with a Credit in Mathematics at SPM/O-Level or equivalent.<br><br>Pass in Foundation / Matriculation with a minimum CGPA of 2.0, with a Credit in Additional Mathematics at SPM/O-Level or equivalent.<br><br>(Student who do not have Credit in Additional Mathematics in SPM/ O-Level but have passed Mathematics subjects during Foundation which may be equivalent to SPM additional Mathematics can be accepted into Degree Programmes) |
| **DIRECT ENTRY TO LEVEL 2 OF THE DEGREE:** | | |
| **ICT RELATED DIPLOMAS** | All Bachelors (Hons) Degrees except for SE / IS / CYS / FC | Diploma with minimum CGPA of 2.5 and credit in Mathematics at SPM level. |
| | Software Engineering / Intelligent Systems / Cyber Security / Forensic Computing | APU Diploma with minimum CGPA of 2.5 and credit in Additional Mathematics or Mathematics at SPM level.<br><br>Diploma from other institutions with minimum CGPA of 2.5 and credit in Additional Mathematics at SPM level.<br><br>(Student who have passed Mathematics Subjects equivalent to SPM Additional Mathematics in Diploma may be accepted for entry to these programmes) |

Any qualification that APU accepts as equivalent to the above.

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

## ENGLISH REQUIREMENTS (only applicable to International Students)

| Programmes | Requirements |
|---|---|
| Foundation and Diploma Programmes | • IELTS – 5.5<br>• TOEFL – 65 (Internet Based Test) I 513 (Paper-Based Test) I 183 (Computer-Based Test)<br>• Any qualification that APU accepts as equivalent to the above. |
| Bachelor (Hons) Degree Programmes | • IELTS – 6.0<br>• TOEFL – 79-80 (Internet Based Test) I 550 (Paper-Based Test) I 213 (Computer-Based Test)<br>• Any qualification that APU accepts as equivalent to the above. |

Applicants who do not possess the above will be required to sit for the APU English Placement Test, and based on the outcome of the test may be required to attend APU Intensive English Programme (IEP) prior to commencement of the Degree Programme.

** Candidates not having achieved for the required IELTS/TOEFL/MUET competency may still be accepted into the programme with the condition that the candidates MUST appear for the relevant examination prior to the completion of their studies/graduation.*

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

# APU FOUNDATION PROGRAMME

## FLEXIBILITY OF CHOICE

### MODULES YOU STUDY

The modules studied help to 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, Creative Media Technology and International Studies. The modules are:

| | | |
|---|---|---|
| **SEMESTER 1** | **COMMON SEMESTER 1**<br>• English for Academic Purpose • Communication Skills | |
| **ROUTES** ▶ | **BUSINESS & FINANCE** | **COMPUTING & TECHNOLOGY** |
| **SEMESTER 2** | • Introduction to Business<br>• Individual, State & Society<br>• Global Business Trends<br>• Public Speaking in English | • Introduction to Business<br>• Individual, State & Society<br>• Introduction to Visual & Interactive Programming<br>• Public Speaking in English |
| **SEMESTER 3** | • Academic Research Skills<br>• Principles of Accounts<br>• Economics for Business<br>• Perspectives in Technology / Further Mathematics****<br>• Co-Curricular | • Academic Research Skills<br>• Further Mathematics<br>• Introduction to Multimedia Applications<br>• Perspectives in Technology<br>• Co-Curricular |
| **You may then proceed to Level 1 of a Degree of your choice in the following pathways** | | |
| **PRIMARY PATHWAYS** ▶ | **- Business & Management**<br>**- Accounting, Finance, Banking & Quantitative Studies**<br>**- Media & Mass Communications** | **- Computing & Technology** |
| **SECONDARY PATHWAYS** ▶<br>Students may also choose the following: | - Computing & Technology<br>- Industrial Design & Brand Management<br>- Animation & Visual Effects<br>- Creative Media Technology<br>- International Studies | - Business & Management<br>- Accounting, Finance, Banking & Quantitative Studies<br>- Media & Mass Communications<br>- Industrial Design & Brand Management<br>- Animation & Visual Effects<br>- Creative Media Technology<br>- International Studies |

## 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, Creative Media, 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.

## YOUR FOUNDATION PATHWAY TO A DEGREE OF YOUR CHOICE

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

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

**Mathematics**

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

**Computing & Technology**

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

** Commencement from 2018 onwards. For further details, kindly refer to our Course Counselors at Student Services Office.

- Personal Development & Study Methods
- Essentials of Web Applications
- Mathematics

| ENGINEERING | DESIGN | CREATIVE MEDIA [ Commencement from 2018 onwards ] | INTERNATIONAL STUDIES |
|---|---|---|---|
| • Introduction to Business<br>• Introduction to Visual & Interactive Programming<br>• Engineering Mathematics<br>• Public Speaking in English | • Imaging/Production Skills for Design<br>• Major Project 1<br>• Design Theory and Practice 1<br>• Public Speaking in English | • Writing Skills for Journalists<br>• Introduction to Journalism History & Practice<br>• Global Business Trends<br>• Public Speaking in English | • Introduction to International Relations<br>• Individual, State & Society<br>• Global Business Trends<br>• Public Speaking in English |
| • Academic Research Skills<br>• Mechanical Science<br>• Engineering Science<br>• Electrical and Electronic Principles<br>• Co-Curricular | • Academic Research Skills<br>• History of Design and Media<br>• Major Project 2<br>• Design Theory and Practice 2<br>• Co-Curricular | • Academic Research Skills<br>• Critical International Film Studies<br>• Journalism and Society<br>• English for Journalist<br>• Co-Curricular | • Academic Research Skills<br>• Issues in Development Studies<br>• Economics for Business<br>• Critical International Film Studies<br>• Co-Curricular |
| | | | |
| **- Engineering** | **- Industrial Design & Brand Management**<br>**- Animation & Visual Effects** | **- Creative Media Technology** | **- International Studies** |
| - Computing & Technology<br>- Accounting, Finance, Banking & Quantitative Studies<br>- Business & Management<br>- Media & Mass Communications<br>- Industrial Design & Brand Management<br>- Animation & Visual Effects<br>- Creative Media Technology<br>- International Studies | - Computing & Technology<br>- Accounting, Finance, Banking & Quantitative Studies<br>- Business & Management<br>- Media & Mass Communications<br>- Creative Media Technology<br>- International Studies | - Computing & Technology<br>- Accounting, Finance, Banking & Quantitative Studies<br>- Business & Management<br>- Media & Mass Communications<br>- Industrial Design & Brand Management<br>- Animation & Visual Effects<br>- International Studies | - Computing & Technology<br>- Accounting, Finance, Banking & Quantitative Studies<br>- Business & Management<br>- Media & Mass Communications<br>- Industrial Design & Brand Management<br>- Animation & Visual Effects<br>- Creative Media Technology |

**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
- BSc (Hons) CGI and Digital Effects

**Creative Media Technology***

- BA (Hons) Advertising and Commercial Film Production**
- BA (Hons) Media (Film) Production**
- BSc (Hons) Film Production Technology**

**PORTFOLIO REQUIRED**

*** 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.

# APU / APIIT DIPLOMA PROGRAMMES

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

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

* Pathways after Diploma Programme vary accordingly.

## OUR DIPLOMA PROGRAMMES:

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

# PATHWAYS AFTER DIPLOMA TO COMPUTING & TECHNOLOGY DEGREES

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.

### APU Diploma in Information & Communications Technology

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information Systems Security
  - Database Administration
  - Cloud Computing
  - Network Computing
  - Mobile Technology
  - Business Information Systems
  - Internet of Things (IoT)
- BSc (Hons) in Internet Technology
- 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

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - Information Systems Security
  - Database Administration
  - Cloud Computing
  - Network Computing
  - Mobile Technology
  - Business Information Systems
- BSc (Hons) in Software Engineering
- BSc (Hons) in Computer Science
- BSc (Hons) in Intelligent Systems
- BSc (Hons) in Internet Technology
- 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

Students who undertake this programme will be eligible to progress into Year 2 of:

- BSc (Hons) in Information Technology
- BSc (Hons) in Information Technology with a specialism in:
  - 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 Internet Techonlogy
- BSc (Hons) in Business Information Technology

### APU Diploma in Business with Information Technology

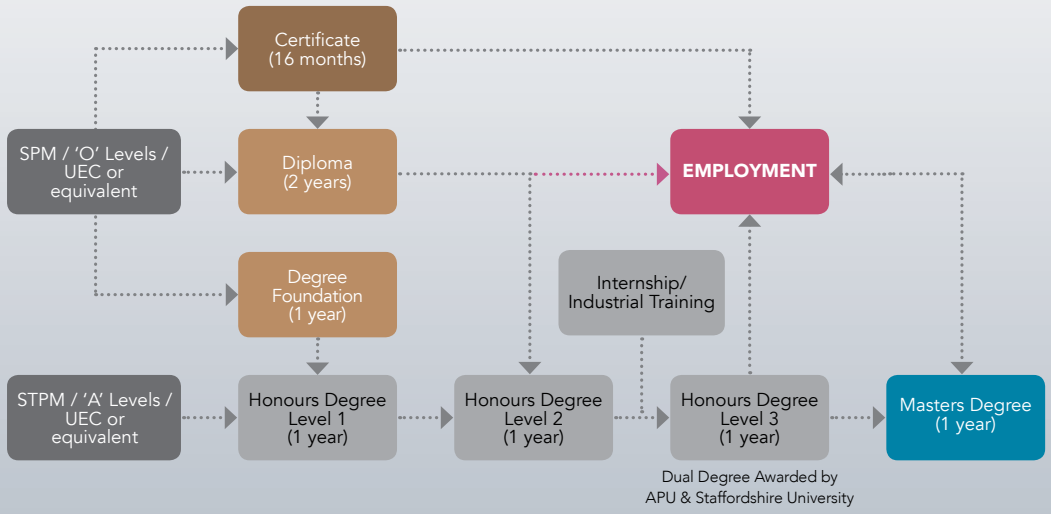
Students who undertake this programme will be eligible to progress into Year 2 of:

- BA (Hons) in Business Management
- BA (Hons) in Business Management with a specialism in E-Business
- BA (Hons) in International Business Management
- BSc (Hons) in Information Technology with a specialism in Business Information Systems
- BSc (Hons) in Business Information Technology

* For the full listing of our Diploma Programmes, please refer to the Pre-University programme brochure.

# COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT @ APU

## YOUR STUDY PROGRESSION





# DEGREE PROGRAMMES

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

## COMPUTING, TECHNOLOGY & GAMES DEVELOPMENT STUDY PATHWAYS

| COMMON SEMESTER 1 / LEVEL 1 | PROGRAMMES |
|---|---|
| All the programmes have similar modules in semester 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Networking Fundamentals of Software Development, and introductory programming. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organizational development are provided by Computing and IT in the Workplace, Professional and Enterprise Development, and Introduction to Management. | • BSc (Hons) in Information Technology<br>• BSc (Hons) in Information Technology with a specialism in:<br>- Information System Security<br>- Database Administration<br>- Cloud Computing<br>- Network Computing<br>- Mobile Technology<br>- Business Information Systems<br>- Internet of Things (IoT)<br>• BSc (Hons) in Computer Science<br>• BSc (Hons) in Computer Science with a specialism in Data Analytics<br>• BSc (Hons) in Software Engineering<br>• BSc (Hons) in Intelligent Systems<br>• BSc (Hons) in Internet Technology |
| **SPECIALISED LEVEL 1*** | • BSc (Hons) in Multimedia Technology |
| **SPECIALISED LEVEL 1*** | • BSc (Hons) in Computer Games Development<br>• BSc (Hons) in Computer Games Development with a specialism in Games Concept Art |

Note: *Although Semester 1 at Level 1 is common for some programmes, students who are on scholarships or loans (e.g. PTPTN, MARA etc) are required to decide on your degree upon commencement and are not allowed to change to another programme unless approved by the Loan/Scholarship provider. International Students are required to re-apply for a new Student Pass (visa) should they decide to change the programme.

# COLLABORATIVE INDUSTRIAL PARTNERS

Industry-academia collaboration is a strategic necessity in today's challenging and turbulent economy. Asia Pacific University of Technology and Innovation is always looking for ways to ensure that its programmes continue to be at the leading edge. Apart from forming an Industry Advisory Panel (IAP) which is a key enabler of systematic industry-academic engagement, APU collaborates with industry in various forms that include Internships, Job fairs, joint final year projects (FYPs), technology workshops, industrial visits, seminars, webinars, competitions etc.

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

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

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

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

APU joined MyUniAlliance UNITY Learning System Programme that include benefits such as curriculum review and updates for existing courses, embedding new syllabus for the latest technology versions, training for academicians via Train-the-Trainer (TTT) Programme and creating Unity Learning centres accredited by Unity Technologies.

APU became authorized training partner for Salesforce. Salesforce provides APU students with industry trend to build agile enterprise solutions rapidly using Salesforce as a platform. It promotes APU to be the 1st University in shaping DevOps Culture Shift among IT students.

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

APU joined MSC Malaysia MyUniAlliance Google Web Academy Programme and integrated Google E-Business contents in its curriculum.

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

APU established Oracle Academy partnership which makes available CS education resources that are up-to-date, industry-relevant, and engaging. It also provides support in curriculum, Faculty Professional Development, Certifications and community building.

## COLLABORATIVE INDUSTRIAL PARTNERS

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

APU-ISACA Student Group is officially recognized by ISACA International Headquarters. It is the first officially recognized ISACA Student Group in Malaysia.ISACA Student Groups (ISGs) encourage education beyond the classroom by allowing students to network and learn from each other, and connect with a supportive group of professionals. Upon the establishment of this group, APU is accessible to ISACA's material, tools as well as a range of other benefits.

APU has signed a MoA with HILTI allowing for HILTI to sit in our industrial advisory panel for curriculum development. HILTI is where many of APU graduates are currently working having established OJTs in Liechtenstein and Switzerland. Traditionally APU academicians have been judges and students as participants in HILTI industrial competitions in which APU has done well constantly.

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

APU and SAS have signed an MoA in partnership to develop Data Scientists in Malaysia. SAS also has endorsed the UG and PG level programmes in Data Analytics by providing tools and educational material support for learning and research purposes. All UG and PG Data Analytics graduates will received a Joint Professional Certificate from SAS.

MoU between APU and Fusionex has been signed during the Big Data Week in 2016. Fusionex has been supportive in providing Post Graduate case studies, UG final year projects and UG internships. Fusionex has guided and allowed the GIANT analytics tools to used for educational and learning purposed at the UG level Data Analytics courses.

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

APU signs Amazon's Global Initiative AWS Educate programme that incorporates the provision of AWS Credits, AWS Training, Curated Content and Collaboration Tools to APU staff and students.

# BSc (Hons) in INFORMATION TECHNOLOGY

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of information technologies.

**Career options**

- Systems Analyst
- IT Executive
- IT Consultant
- Information Systems Analyst
- Chief Technology Officer (CTO)
- Technical Support Manager
- IT Sales Manager
- IT Application Developer
- IT Auditor
- IT Project Manager
- IT Helpdesk Manager
- System Administrator
- Systems Consultant

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, programming languages and techniques, and further analysis and design skills. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will make use of their previous studies and industrial experience to extend their familiarity in a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

## Module outline

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

**Specialised Modules**
- Introduction to C Programming
- Fundamentals of Web Design and Development

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Mobile & Wireless Technology
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Human-Computer Interaction

**Elective Modules (choose 3)**
- Probability & Statistical Modelling OR System Programming & Computer Control
- Enterprise Systems OR System & Network Administration
- Further Web Design & Development OR Data Centre Infrastructure

**INTERNSHIP** (12 weeks)

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

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

**Elective Modules (choose 2)**
- Internet of Things: Concepts & Applications OR Distributed Computer Systems
- Designing & Developing Applications on Cloud OR Knowledge Discovery & Big Data Analytics

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INFORMATION SYSTEM SECURITY

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

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

**Career options**

- IT Security Officer
- IT Security Analyst
- IT Security Consultant
- IT Security Infrastructure Designer
- IT Security Solutions Designer
- IT Security Engineer
- IT Security Specialist
- Chief Technology Officer (CTO)
- Information Security Engineer
- Information Security Analyst
- Information Security Manager
- Technical Support Manager
- Network Security Engineer
- System Administrator

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, along with specialised skills and knowledge required to critically evaluate and refine information systems security strategies and programmes. Students will gain solid technical knowledge of computer systems security with the appreciation to human security policies and actions. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will will make use of their previous studies and industrial experience to extend their familiarity in a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

## Module outline

**LEVEL 1**
**Common Modules**

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

**Specialised Modules**

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

**LEVEL 2**
**Common Modules**

- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**

- System & Network Administration
- Mobile & Wireless Technology
- Network Security
- Ethical Hacking & Incident Response
- Human-Computer Interaction
- Web Applications
- Probability & Statistical Modeling

**INTERNSHIP** (12 weeks)

**LEVEL 3**
**Common Modules**

- Innovation Management & New Product Development
- Project Management

**Specialised Modules**

- Computer Systems Management
- Computer Systems Security
- Designing & Developing Applications on Cloud
- Wireless and Mobile Security
- Database Security
- Enterprise Programming for Distributed Applications
- Penetration Testing
- Investigations in Information Systems Security
- Information Systems Security Project

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN DATABASE ADMINISTRATION

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of data and information in organisations.
- The technical skills necessary to evaluate, design, configure, and maintain the data management infrastructure.

**Career options**

- Data Centre Operations Executive
- Data Support Engineer
- Enterprise Solutions Consultant
- Chief Technology Officer (CTO)
- Database Administrator
- Database Engineer
- Data Warehouse Manager
- Enterprise Database Administrator
- System Administrator
- Application Support Engineer
- Data Storage Manager
- Global Business Solution Specialist
- Operation Support System Manager
- Database Architect
- Data Warehouse Administrator

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, along with technical skills to evaluate, design, configure and maintain data management structures. They will gain solid understanding of database design, data integrity, database programming and basic knowledge of "big data". We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will will make use of their previous studies and industrial experience to extend their familiarity in the field of database administration and to refine their personal and professional development. Students will move further into advanced computing skills needed to manage enterprise databases and large data management infrastructure. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

## Module outline

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

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

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Probability & Statistical Modeling
- System Programming and Computer Control
- Human-Computer Interaction
- Web Applications
- Integrated Business Processes with SAP ERP Systems
- Database Design & Development
- Data Management

**INTERNSHIP** (12 weeks)

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

**Specialised and Option Modules**
- Cloud Infrastructure & Services
- Enterprise Programming for Distributed Applications
- Computer Systems Security
- Database Administration
- Critical Issues in Managing IS in Organisations
- Information Storage and Management
- Knowledge Discovery & Big Data Analytics
- Investigations in Database Administration
- Database Administration Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN CLOUD COMPUTING

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of cloud-based information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of cloud computing technologies.

**Career options**

- Chief Technology Officer (CTO)
- Server Developer
- Cloud Solution Consultant
- Technical Support Manager
- IT Cloud Test Engineer
- Cloud Platform Developer
- IT Solution Manager
- Cloud Solution Development Engineer
- IT Cloud Application Developer
- Application Platform Services Specialist
- Cloud Architect
- Cloud Software Engineer
- Cloud Network Engineer
- Cloud Product Manager
- Cloud Consultant

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of organisation computing resources, along with technical skills to evaluate, design, configure and maintain shared computing infrastructure. They will gain solid understanding of the importance of enterprise systems and network administration in virtual computing environments. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of cloud computing and to refine their personal and professional development. Students will move further into programming skills, management and planning techniques to develop and manage cloud-based systems in organisations. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

## Module outline

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

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

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

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

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Enterprise Programming for Distributed Applications
- Advanced Database Systems
- Computer Systems Management
- Computer Systems Security
- Information Storage & Management
- Internet of Things, Concepts & Applications
- Designing & Developing Applications on Cloud
- Investigations in Cloud Computing
- Cloud Computing Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN NETWORK COMPUTING

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with a broad range of information technologies and how they are used.
- A specialised and focused emphasis on data communications and networking technologies.
- The skills and knowledge required to develop and critically evaluate network architectures and networked computing applications.

**Career options**

- Network Analyst
- Network Consultant
- Systems Engineer
- Network Designer
- Chief Technology Officer (CTO)
- Network Engineer
- Management Information System (MIS) Manager
- Technical Support Manager
- Quality Assurance (QA) Analyst
- System Network Consultant
- Data Centre Operator
- Network Administrator
- Network Planning Specialist
- Network Defense Analyst

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of network architectures and networked computing applications. They will gain solid understanding of programming skills needed in systems administration, network technologies, network design, and systems security. They will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of network computing and to refine their personal and professional development. Students will move further into in-depth understanding of network computing components, environments and techniques in appreciation of relevant issues. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

## Module outline

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

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

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Principles of Networks & Network Design
- System & Network Administration
- Mobile & Wireless Technology
- Switching Technologies
- Network Security
- Data Centre Infrastructure
- Web Applications

**INTERNSHIP** (12 weeks)

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

**Specialised and Option Modules**
- Network Troubleshooting
- Cloud Infrastructure & Services
- Advanced Wireless Technology
- Computer Systems Security
- Distributed Computer Systems
- Critical Issues in Managing IS in Organisations
- Entrepreneurship
- Investigations in Network Computing
- Network Computing Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN MOBILE TECHNOLOGY

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

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

**Career options**

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

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

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

**Specialised Modules**
- Introduction to Object-Oriented Programming
- Fundamentals of Web Design and Development

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Probability & Statistical Modeling
- IOS Mobile App Development
- Mobile & Wireless Technology
- Computer Games Design: High Concept and Preproduction
- System Programming and Computer Control
- Further Web Design & Development
- Web Applications

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Advanced Mobile Computing with Android
- Advanced Wireless Technology
- Mobile Multimedia & Gaming
- XML & Web Services
- Internet of Things: Concepts & Applications
- HCI & Usability
- Critical Issues in Managing IS in Organisations
- Investigations in Mobile Technology
- Mobile Technology Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN BUSINESS INFORMATION SYSTEMS

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of business information systems.

**Career options**

- IT Business Systems Developer
- IT Systems Analyst
- E-Commerce Consultant
- Chief Technology Officer (CTO)
- Management Information System (MIS) Manager
- Global Business Solution Specialist
- Global Business Solution Consultant
- IT Business Development Manager
- IT Quality Assurance (QA) Analyst
- IT Business Engagement Manager
- SAP Business Analyst
- Technical Business Analyst
- Business Systems Analyst
- System Analyst
- Business Intelligence Manager
- CRM Business Analyst

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of the broad range of information technologies, and the specialised skills to apply frameworks and planning techniques for the strategic management of information systems. They will gain solid understanding of the support of business information systems in modern organisational operations. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

**LEVEL 1**
**Common Modules**

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

**Specialised Modules**

- Introduction to Object-Oriented Programming
- Web Design and Development

**LEVEL 2**
**Common Modules**

- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**

- E-Commerce
- E-Business
- Probability & Statistical Modeling
- Integrated Business Processes with SAP ERP Systems
- Enterprise Systems
- Human-Computer Interaction
- Web Applications

**INTERNSHIP** (12 weeks)

**LEVEL 3**
**Common Modules**

- Innovation Management & New Product Development
- Project Management

**Specialised and Option Modules**

- Information Systems Development Trends
- Knowledge Discovery & Big Data Analytics
- Developing E-Commerce Applications with XML
- E-Business Strategy
- Building Customer Relationships
- Computer Systems Management
- Entrepreneurship
- Investigations in Business Information Systems
- Business Information Systems Project

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INTERNET OF THINGS

KPT/JPS(R/481/6/0636)(A6210)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

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

**Career options**

- Microcontroller Programmer
- Machine Learning Programmer
- Cloud Security Specialist
- Embedded Device Developer
- Data Scientist
- Network Developers
- Mobile Application Developer
- Web Developer
- Big Data Analysts
- Technology Consultant
- Web Development Engineer
- Project Manager – IoT
- IoT Innovation Manager
- IoT Software Developer
- Infrastructure and Test Engineer

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain better understanding of the broad range of Internet of Things technologies, which include networking, systems programming and security. They will gain solid understanding of IoT as an enabler for an organisation. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of Internet of Things (IoT) and to refine their personal and professional development. Students will move further into the frameworks and planning techniques for strategic management of cloud-based IoT systems in organisations. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

## Module outline

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

**Specialised Modules**
- Introduction to C Programming
- Introduction to IoT
- Instrumentation & Measurement

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Mobile & Wireless Technology
- Web Applications
- Probability & Statistical Modelling
- System Programming & Computer Control
- Network Security
- LoWPAN & Ad-hoc Networking
- Enterprise Internet of Things

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Distributed Computer Systems
- Developing IoT Applications
- Computer Systems Management
- Cloud Infrastructure & Services
- Ubiquitous Computing
- Knowledge Discovery & Big Data Analytics
- HCI & Usability
- Investigations in Internet of Things
- Internet of Things Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in **COMPUTER SCIENCE**

KPT/JPS (N/481/6/0506)(PA4622)06/19

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Technical knowledge, skills and background in the design and organization of computer systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies.

**Career options**

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

## Module outline

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

**Specialised Modules**
- Introduction to Artificial Intelligence
- Introduction to C Programming

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

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

**Elective Modules (choose 2)**
- Mobile & Wireless Technology OR System Programming & Computer Control OR Introduction to Virtualization OR Computer Graphics
- Virtual Computing OR Imaging & Special Effects OR Network Security OR Web Applications

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Algorithmics
- Real-Time Systems
- Emergent Technology
- HCI & Usability
- Investigations in Computer Science
- Computer Science Project

**Elective Modules**

**(Choose 2)**
- Advanced Wireless Technology
- 3D Computer Graphics
- Distributed Computer Systems
- Computer Systems Security
- Programming Techniques for Animation & Computer Games
- Image Processing, Computer Vision & Pattern Recognition

**(Choose 1)**
- Information Storage & Management
- Designing & Developing Applications on Cloud
- Ubiquitous Computing
- Wireless & Mobile Security

# BSc (Hons) in COMPUTER SCIENCE WITH A SPECIALISM IN DATA ANALYTICS

KPT/JPS (N/481/6/0506)(PA4622)06/19

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- The ability to develop technical knowledge, skills and background in the design and organisation of computer systems with an emphasis on data analytics.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies with data analytics concepts and tools.

**Career options**

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

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

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

**Specialised Modules**
- Introduction to Artificial Intelligence
- Introduction to C Programming

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Computing Theory
- Data Structures
- Concurrent Programming
- Data Management
- Business Intelligence Systems
- Data Mining and Predictive Modelling
- Probability & Statistical Modelling

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Algorithmics
- Real-Time Systems
- Behavioral Science and Marketing Analytics
- Text Analytics and Sentiment Analysis
- Emergent Technology
- Optimisation Concepts for Data Science
- Database Security
- Investigations in Data Analytics
- Data Analytics Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in **SOFTWARE ENGINEERING**

KPT/JPS (R/481/6/0714)(FA0366)04/21

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with the tools and rigorous methodologies used to develop mission-critical and safety-critical software systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.
- A deep appreciation of the importance of software architecture, testing, documentation, and maintainability.

**Career options**

- Software Engineer
- Systems Analyst
- Project Manager
- Software Consultant
- Programmer
- Chief Technology Officer (CTO)
- Application Engineer
- Software Test Engineer
- Software Quality Assurance (QA) Specialist
- R&D Specialist
- Software Architect
- Systems Integration Engineer
- Senior Technical Lead
- Product Manager
- Solutions Architect
- Development Manager
- Senior System Designer

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

## Module outline

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

**Specialised Modules**
- Introduction to Object Oriented Programming

**Elective Modules (choose 1)**
- Introduction to Artificial Intelligence
- Fundamentals of Web Design & Development

**LEVEL 2**
**Common Modules**
- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Computer Theory
- Data Structures
- Design Methods
- Requirements Engineering
- Software Architecture
- Enterprise Systems

**Elective Modules (choose 1)**
- Concurrent Programming
- Further Web Design & Development
- iOS Mobile App Development

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- Advanced Programming Language Concepts
- Algorithmics
- Design Patterns
- Software Quality Engineering
- Designing & Developing Applications on Cloud
- Investigations in Software Engineering
- Software Engineering Project

**Elective Modules (choose 2)**
- Advanced Database Systems
- Distributed Computer Systems
- Enterprise Programming for Distributed Applications
- HCI & Usability
- Advanced Mobile Computing with Android

# BSc (Hons) in **INTELLIGENT SYSTEMS**

KPT/JPS (N/481/6/0505)(PA4621)06/19

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- The ability to design and develop systems that exploit artificial intelligence techniques such as machine learning, fuzzy logic, natural language processing, etc.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new applications of artificial intelligence.

**Career options**

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Bahasa Malaysia
- Moral Studies
- Co-curriculum
- Tamadun Islam dan Tamadun Asia (TITAS)
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

## Module outline

**LEVEL 1**
**Common Modules**

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

**Specialised Modules**

- Introduction to Artificial Intelligence

**Elective Modules (choose 1)**

- Introduction to Object-Oriented Programming
- Introduction to C Programming

**LEVEL 2**
**Common Modules**

- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**

- AI Methods
- Probability & Statistical Modeling
- Human-Computer Interaction
- Data Structures
- Imaging & Special Effects
- System Programming & Computer Control
- Management Science

**INTERNSHIP** (12 weeks)

**LEVEL 3**
**Common Modules**

- Innovation Management & New Product Development
- Project Management

**Specialised Modules**

- Further Artificial Intelligence
- Image Processing, Computer Vision & Pattern Recognition
- Emergent Technology
- Optimisation Concepts for Data Science
- Investigations in Intelligent Systems
- Intelligent Systems Project

**Elective Modules (choose 3)**

- Distributed Computer Systems OR Text Analytics & Sentiment Analysis
- Algorithmics OR Games & Design Theory
- Ubiquitous Computing OR Critical Issues in Managing IS in Organisations

# BSc (Hons) in INTERNET TECHNOLOGY

KPT/JPS(R/481/6/0728)(FA0367)04/21

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Familiarity with the full range of technologies that characterise the Internet from an applications perspective.
- A coherent knowledge and understanding of application design and development for internetbased systems.
- The ability to create and critically evaluate innovative new applications of internet technologies.

**Career options**

- Chief Technology Officer (CTO)
- Website Developer
- Mobile Platform Developer
- Technical Support Manager
- System Engineer
- Web Applications Consultant
- Service Desk Manager
- Global Internet Solution Consultant
- Cross-Platform Specialist
- Internet Operations Manager
- Technology Consultant
- Internet Strategy Analyst
- Interaction Designer

## At a glance

**LEVEL 1**

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

**LEVEL 2**

A broader range of skills will be learnt, in which students will gain a better understanding of the skills and thorough understanding of how mobile technology supports modern lifestyles and organisational activity. They will gain solid understanding of specific technical skills related to Internet Technology, such as network security, web-based applications and more. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of internet technology and to refine their personal and professional development. Students will move further into technical ideas based on the latest technology innovations. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

**MOHE Compulsory Subjects ***

- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

## Module outline

**LEVEL 1**
**Common Modules**

- Computing & IT in the Workplace
- Introduction to Management
- System Analysis & Design
- Fundamentals of Software Development
- Operating Systems & Computer Architecture
- Introduction to Networking
- Introduction to Databases
- Mass Media to Multimedia

**Specialised Modules**

- Introduction to Object-Oriented Programming
- Fundamentals of Web Design and Development

**LEVEL 2**
**Common Modules**

- Object Oriented Development with Java
- System Development Methods
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods For Computing and Technology

**Specialised Modules**

- Principles of Creative Animation
- Intellectual Property, Ethnics & Legal Issues
- E-Commerce
- Further Web Design & Development
- Web Applications

**Elective Modules (choose 2)**

- Multimedia for Presenting and Promoting OR E-Business Management
- IOS Mobile App Development OR Web Multimedia

**INTERNSHIP** (12 weeks)

**LEVEL 3**
**Common Modules**

- Innovation Management & New Product Development
- Project Management

**Specialised Modules**

- Investigations in Internet Technology
- Internet Technology Project
- HCI & Usability
- Advanced Web Programming
- Developing E-Commerce Applications with XML
- Internet Payment Systems
- Entrepreneurship

**Elective Modules (choose 2)**

- Advanced Mobile Computing with Android OR Mobile & Web Multimedia
- Designing & Developing Applications on Cloud OR Ubiquitous Computing

# BSc (Hons) in **MULTIMEDIA TECHNOLOGY**

KPT/JPS (R/481/6/0713)(FA0364)04/21

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

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

**Career options**

- Multimedia Designer
- Animator
- Multimedia Content Designer
- Digital Media Specialist
- Video Editor
- Creative Director
- 2D/3D Graphic Designer
- Multimedia Artist
- Web Designer
- Graphic Designer

## At a glance

**LEVEL 1**

Students will learn fundamental skills required by technical Multimedia professionals, and the basic understanding of programming and systems design. Some specialised modules will provide them basic knowledge of multimedia techniques such as graphics, 3D, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

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

**Specialised Modules**
- Mass Media to Multimedia
- Web Design and Development
- Audio Visual Technology
- Introduction to Graphics & Basic 3D Applications
- Digital Image Production

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

**LEVEL 2**
**Common Modules**
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods for Computing and Technology

**Specialised Modules**
- Multimedia Applications
- Developing Interactive Multimedia
- Icon and Time Based Multimedia
- Basic 3D Computer Character Modelling
- Digital Audio and Video
- Synthesiser Technology
- Principles of Creative Animation
- Intellectual Property, Ethics & Legal Issues

**Elective Modules (choose 1)**
- Web Applications
- Web Multimedia

**INTERNSHIP** (12 weeks)

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

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

**Elective Modules (choose 1)**
- Mobile & Web Multimedia
- Advanced Web Multimedia

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# COMPUTER GAMES DEVELOPMENT @ APU

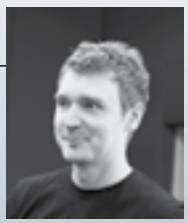
The BSc (Hons) in Computer Games Development programmes equip students with the necessary technical skills and knowledge needed for a professional within the computer games industry.

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

Our Success Stories, Our Pride in the Computer Games industry

**WAN HAZMER** - Lead Game Designer of Final Fantasy XV, Square Enix

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



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

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

# BSc (Hons) in **COMPUTER GAMES DEVELOPMENT**

KPT/JPS(R/213/6/0245)(A6216)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Knowledge, skills, and abilities required by a technical professional in the field of computer games.
- The ability to critically evaluate the design, logic, and implementation of computer games.
- Facility with advanced techniques for computer graphics and 3D digital animation.

**Career options**

- Games Programmer
- Games Developer
- Games Quality Assurance Tester
- Technical Director
- Game Producer
- Team Manager
- Mobile Game Developer
- Game Server Programmer
- Game Designer
- Level Editor
- Games Producer
- Gameplay Programmer
- Engine Programmer
- Games Community Manager

## At a glance

**LEVEL 1**

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

**LEVEL 2**

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

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

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

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

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

**LEVEL 2**
**Common Modules**
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods For Computing and Technology

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

**INTERNSHIP** (12 weeks)

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

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

**Elective Modules (choose 2)**
- Mobile Multimedia & Gaming OR MMOG Services & Communities
- HCI & Usability OR Experimental Gameplay

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

# BSc (Hons) in COMPUTER GAMES DEVELOPMENT WITH A SPECIALISM IN GAMES CONCEPT ART

KPT/JPS(R/213/6/0245)(A6216)08/20

**Duration:**
3 years full-time

**This programme is specifically designed to provide students with:**

- Knowledge, skills, and abilities required by a technical professional in the field of computer games.
- The ability to critically evaluate the design, logic, and implementation of computer games.
- Facility with advanced techniques for computer graphics and 3D digital animation.

**Career options**

- Games Modeller
- Concept Artist
- 2D & 3D Animator
- Technical Artist
- Character Designer
- Technical Director
- Game Producer
- Team Manager
- Game Designer
- Motion Graphic Artist
- Animator
- Lead Artist (Games)
- Visual Designer

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

## At a glance

**LEVEL 1**

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

**LEVEL 2**

In-depth games analysis and design skills will be learnt, in which students will gain a better understanding of the complete computer games production lifecycle, with specialisation in games concept art that includes character modelling, special effects, computer graphics, 2D & 3D design, animation, mathematics and more. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

**INTERNSHIP**

Students will undertake an Internship/Industrial Training for a minimum period of 12 weeks to prepare them for a smooth transition from the classroom to the working environment.

**LEVEL 3**

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

## Module outline

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

**Specialised Modules**
- Computer Games Design: Documentation
- Computer Games Level Design
- Introduction to Graphics & Basic 3D Applications
- Introduction to Scripting for 3D Applications
- Introduction to C Programming

**LEVEL 2**
**Common Modules**
- Professional & Enterprise Development
- Creativity & Innovation
- Research Methods For Computing and Technology

**Specialised Modules**
- 2D Games Texturing
- 3D Facial & Body Modelling
- Basic 3D Computer Character Modelling
- Computer Games Design: High Concept and Preproduction
- Computer Games Design: Production and Testing
- Computer Graphics
- Mathematics for Computer Graphics
- Games Shaders & Effects
- Visual Communication

**INTERNSHIP** (12 weeks)

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

**Specialised Modules**
- 3D Computer Graphics
- Advanced 3D Character Modelling and Animation
- Character Rigging for Games
- Experimental Animation
- HCI and Usability
- Programming Techniques for Animation & Computer Games
- Special Effects & 3D Technology
- Investigations in Games Concept Art
- Games Concept Art Project

**MOHE Compulsory Subjects ***
- Malaysian Studies
- Moral Studies
- Tamadun Islam dan Tamadun Asia (TITAS)
- Bahasa Malaysia
- Co-curriculum
- Ethic Relations

*(*All students are required to successfully complete the General Studies modules as stipulated by the Malaysian Qualification Agency upon graduation)*

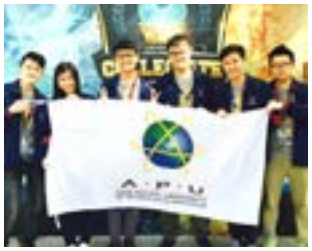
# APU ESPORTS MALAYSIA ACADEMY –
## FIRST-OF-ITS-KIND IN MALAYSIA

In February 2017, we launched the first eSports academy among Malaysian universities, in collaboration with eSports Malaysia (eSM). As the pioneer of such establishment, we strive to establish a platform for students to develop and channel their passion for competitive gaming. APU and eSM will partner in giving support, training and proper guidelines to the students, in order to equip them with essential skills to be a professional gamers, eSports shoutcasters, team managers and so on, thus creating new opportunities and talents within the Malaysian eSports industry.


The launch was officiated by Deputy Minister of Higher Education, YB Datuk Dr. Mary Yap Kain Ching

This has certainly set a benchmark for the involvement of Malaysian universities within the eSports industry. Some of APU's notable achievements in global eSports include:

- Champion of League of Legends (LoL) Malaysia Campus League (MYCL), 2016
- 2nd Runner-Up of EA FIFA Online 3 Intercampus Competition 2016
- Represented Malaysia at IEF International Collegiate eSports League 2016, held in PyeongChang, Korea
- Represented Malaysia at League of Legends (LoL) International Collegiate Championship 2016, held in Taipei, Taiwan



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

A PROUD PARTNERSHIP IN LEARNING

STAFFORDSHIRE UNIVERSITY

# 3+0 UK DEGREE


## COMPUTING & BUSINESS INFORMATION TECHNOLOGY

Degrees awarded by Staffordshire University (UK)

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

# BSc (Hons) BUSINESS INFORMATION TECHNOLOGY

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

## Key Facts

**Duration:**
3 years full-time

**Career options**

- Business Information Security Executive
- Business Solution Analyst
- Digital Transformation Manager
- E-Commerce Manager
- IT Business Analyst
- IT Business Consultant
- IT Business Development Manager
- IT Business Engagement Manager
- IT Business Solutions Executive
- IT Operations Manager

## 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.*

APIIT 3+0 UK Degree Programmes Awarded by Staffordshire University

# BSc (Hons) CYBER SECURITY

STAFFORDSHIRE UNIVERSITY
IN PARTNERSHIP

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

## Key Facts

**Duration:**
3 years full-time

**Career options**

- Cyber Security Consultant
- Cyber Security Incident Handler
- Cyber Systems Engineer
- Ethical Hacker
- Incident Response Specialist
- Information Security Engineer
- IT Auditor
- IT Risk Management Consultant
- IT Security Analyst
- Network Security Engineer
- Cybersecurity Engineer
- Cybersecurity Specialist
- Security Engineer
- Cryptographer
- Security Software Developer
- Security Architect
- Cryptanalyst
- Intrusion Detection Specialist
- Vulnerability Assessor
- Cyber Forensic Investigator

## 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.

## 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
- Hardware and Software Systems and Networks
- 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, Computer Vision and Pattern Recognition
- 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.*

APIIT 3+0 UK Degree Programmes Awarded by Staffordshire University

# BSc (Hons) FORENSIC COMPUTING

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

## Key Facts

**Duration:**
3 years full-time

**Career options**

- Computer Forensics Analyst
- Computer Network Defence Analyst
- Cyber Incident Analyst
- Digital Forensics Incident Response Analyst
- Digital Forensics Investigator
- Forensic Technology Data Analyst
- IT Security Auditor
- IT Security Engineer
- Security Computer and Forensics Investigator
- Security Risk Analyst
- Vulnerability Security Research Engineer
- Cyber Forensic Investigator
- Forensic Technology Data Analytics
- Forensic Consultant
- Computer Forensics Investigator
- Computer Forensics Specialist
- Digital Forensics Specialist
- Forensic Computer Examiner

## 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**

- Object Oriented Methods
- Computer Systems Low Level Techniques
- Cybercrime Forensic Analysis
- Ethical Hacking
- Forensic Data Recovery
- Hardware & Software Systems & Networks
- Information Systems Organisations and Management
- 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.*

APIIT 3+0 UK Degree Programmes Awarded by Staffordshire University

# LEADING YOUR WAY TO INNOVATION

APU'S SCHOOL OF COMPUTING & TECHNOLOGY, OUR ULTIMATE FORMULA TO SUCCESS:

OUTCOME BASED CURRICULUM

+

VALUE ADDED SKILLS TRAINING

+

STUDENT INDUSTRIAL ACTIVITIES

+

PROFESSIONAL DEVELOPMENT

# COMPUTING & TECHNOLOGY PROGRAMME STRENGTHS



## OUTCOME BASED EDUCATION

Our curriculum is a collaborative effort, between our team of dedicated academicians and our credible Industry Advisory Panel (IAP). We design our curriculum based on the needs of the industry, to ensure Employability Edge among our students, while maintaining our standards, by ensuring our programmes are full-accreditation compliant.

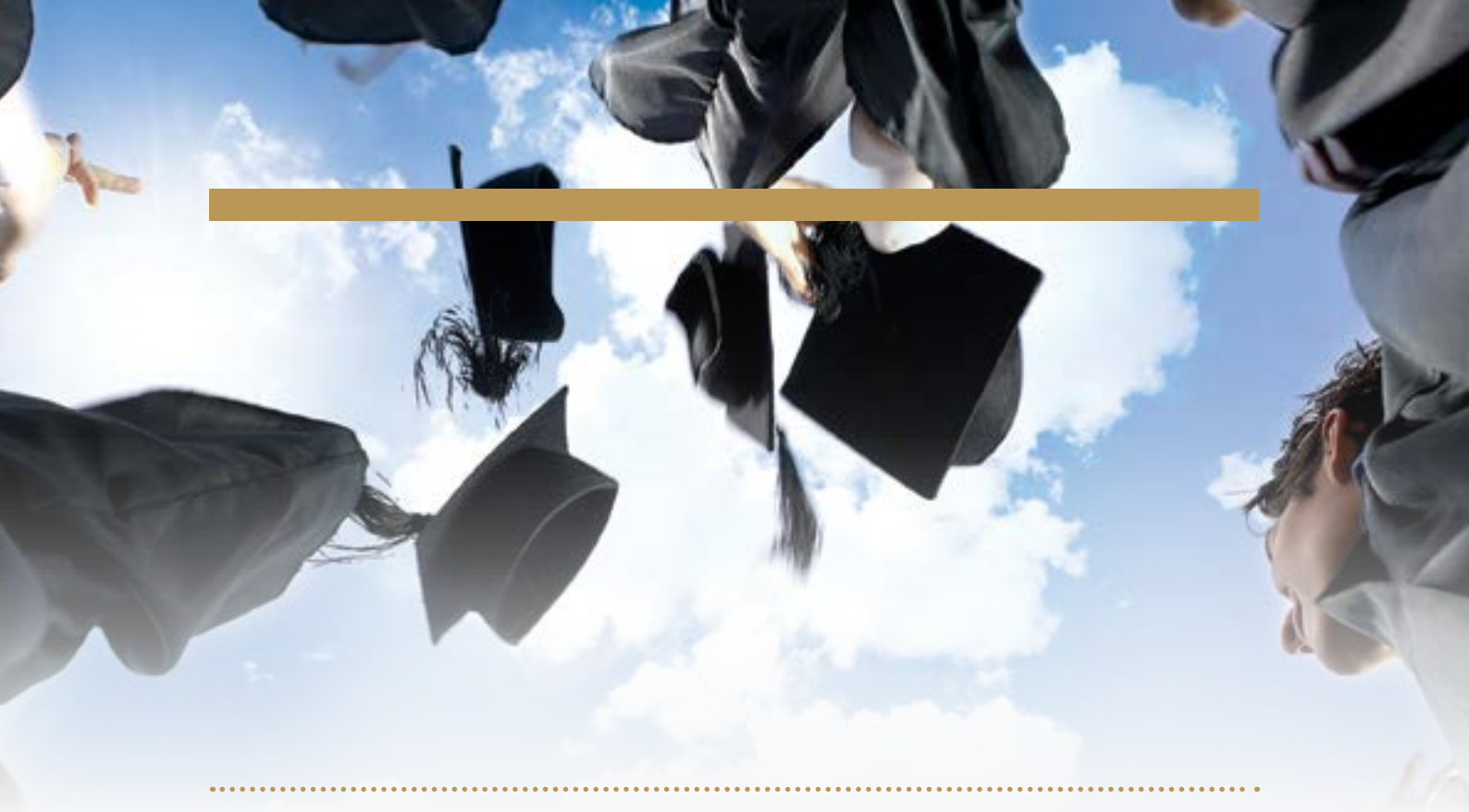
The trend of our programme delivery is based on Outcome Based Education (OBE), in which high graduates' employability is our end result.

## VALUE-ADDED SKILLS TRAINING

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

## STUDENT EXPERIENCES

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

# 95%+ OF OUR GRADUATES ARE EMPLOYED BY GRADUATION

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

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

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

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

## WHAT DO OUR ALUMNI SAY...

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

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

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

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

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

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

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

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

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

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

# APU WORLD-CLASS R&D AND INNOVATION

## Academic Research

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

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

# INNOVATIVE INDUSTRY-BASED RESEARCH CENTRES @ APU

## Asia Pacific Centre of Analytics (APCA)

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

## Centre for Research and Development of IoT (CREDIT)

The establishment of Centre for Research and Development of IoT (CREDIT) is a significant milestone that supports the objectives of the Malaysia National IoT Strategic Roadmap initiative4. CREDIT aims to provide students and academic staff the opportunities to access IoT-related knowledge and know-how through various activities. It also acts as a hub to support commercialising potential state-of-the-art solutions resulting from R&D projects. Additionally it allows students to be engaged in a current key requirement sector which will increase employability rates.

## APU IEEE Student Branch

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

Following three student technical chapters namely Computer Society, Communication Society and Computational Intelligence are also established under the Student Branch which offer the opportunity for APU student members to network with peers, develop activities for professional development, and share expertise through technical exchange.

## Forensic and Cyber Security Research Centre (FSEC)

The establishment of Forensics & Cyber Security (FSec) center is to be a recognized Forensics and Cyber Security Research and Development Centre which acts as an international resource for government, industry and academia. This vision has kept us on the toe and with the closing of all cases including expert testimonies given by our dedicated analysts. The centre continues the current efforts in enhancing the cyber security and forensics research and education by exploring new opportunities in interdisciplinary research areas. The focus surrounds APU's advancement in cyber security research.

## FINAL YEAR PROJECTS (FYP)

FYPBaNK – An online facility to support students' development of their final year project to meeting industry standards, to enhance employability and to assist student in ensuring projects are fit for purpose at the final year of study.

It is a facility web-based integrated system that facilitates the project management responsibilities carried out by the APU FYP students, supervisors, second markers, FYP administrators and project managers.

The companies who have and are contributing to FYPBaNK are INFOPRO SDN BHD, Bank Negara Museum and Art Gallery, DLoop Empeiria Sdn Bhd, Everly Group, GCA, Hilti, LOW Health Care Services, MAD Incubator, MIMOS Wireless Innovation Lab, Neruti Technology Sdn Bhd, REDtone, Signal Transmission (M) Sdn Bhd and Top Glove Sdn Bhd. Students are allowed to work on an industrial FYP proposals selected from the FYPBaNK. Our FYP students have successfully completed the industrial projects selected from the FYPBaNK. The end-product of each industrial project is being used by the real users.

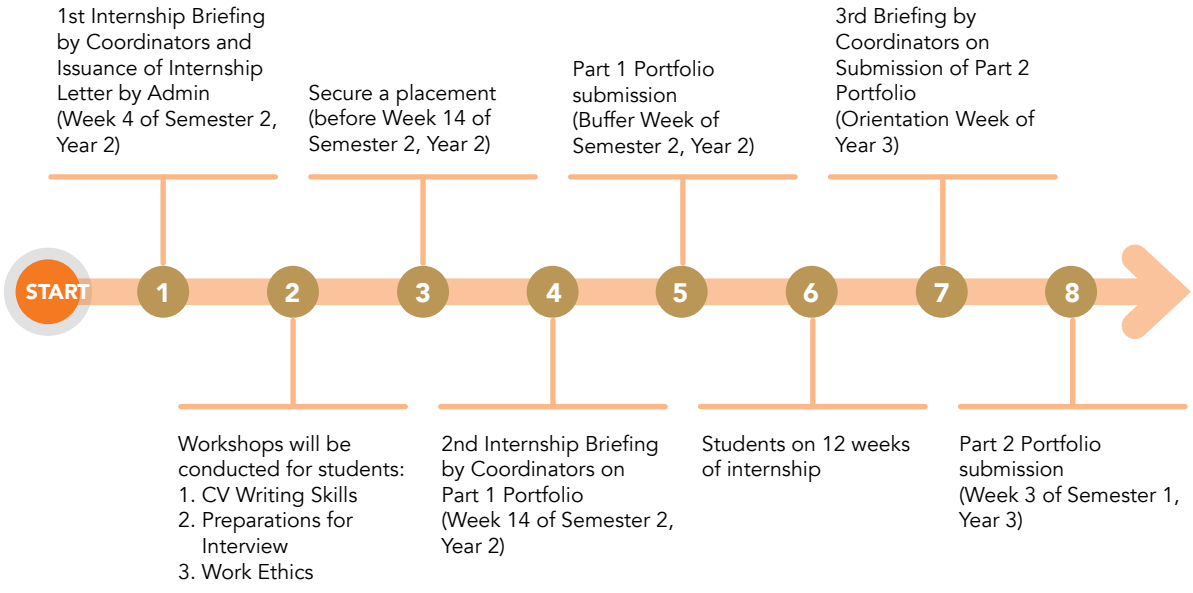
## INTERNSHIPS & INDUSTRIAL TRAINING

Prior to starting the final year of study APU students will do internship or industrial training placements for 12 weeks. This is to enable students to gain industrial or professional learning experiences to develop transferable skills for employability so as to enhance their future value to employers. Familiarity with all common processes is essential and exposure at a practical level to a wide variety of processes is required at a level appropriate to young professional. Whilst it is clearly desirable for students to get a feel for the skills involved, the central aim is to achieve appreciation. Industrial training is a key component of learning in an integrated academic curriculum.

Taking this exposure as an important element in the curriculum APU ensures the smooth process of facilitation by starting the process a semester by guiding and nurturing the students via workshops and classes dedicated to;

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

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



# 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

**NTERNATIONAL 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

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

**GAMIFICATION HACKATHON**
2016 - Champion
2016 - Gold Medal

**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'

con't >

# MAKING HISTORY - AWARDS AND ACHIEVEMENTS




**INTERNATIONAL FEDERATION FOR INFORMATION PROCESSING (IFIP) INTERNATIONAL YOUNG IT AWARDS**
2016 - Best Student IT Project award

**INDONESIA CAPITAL MARKET STUDENT STUDIES (ICMSS) INTERNATIONAL CONFERENCE**
2016 - Best Presenter Award

**INVENTION & INNOVATION COMPETITION FOR PRIVATE INSTITUTIONS OF HIGHER LEARNING (PERINTIS)**
2016 - Silver Award
2016 - Bronze Award
2016 - Bronze Award
2016 - Bronze Award

**GREENTECH YOUTH INNOVATION CHALLENGE**
2016 - 2nd Place

**ATOS GLOBAL IT CHALLENGE**
2016 - 1st Runner Up

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

**INNOVATIVE PRACTICES IN EDUCATION & INDUSTRY EXHIBITION (I-PEINX)**
2016 - Bronze Award

**INTERNATIONAL ASIA PACIFIC ICT AWARDS (APICTA)**
2016 - Merit Award for 'Best of Tertiary Student Project'
2012 - Merit Award for 'Best of Tertiary Student Project'
2011 - Merit Award for 'Best of Tertiary Student Project'
2010 - Merit Award for 'Best of Tertiary Student Project'
2004 - Merit Award for 'Best of Education & Training'
2004 - Merit Award for 'Best of Applications & Infrastructure Tools'

**HILTI INTERNATIONAL INDUSTRIAL MOBILE APPLICATION COMPETITION**
2016 - Top 10 Finalist

**1WORLD CULTURE FESTIVAL**
2016 - Judges Special Award of Nusantara Singing Category
2016 - 1st Runner Up of International Category
2015 - Champion of Nusantara Singing Category
2015 - 1st Runner Up of Nusantara Singing Category
2015 - Best Performance Award of Nusantara Singing Category
2015 - 2nd Runner Up of International Singing Category

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

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

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

**UTP-HAX NATIONAL HACKING COMPETITION**
2015 - 1st Runner-up
2014 - 1st Runner-up
2014 - 4th Place
2014 - 1st Runner-up

**E-GENTING BUG HUNT**
2014 - First Prize
2014 - Second Prize
2014 - Third Prize

**CME GLOBAL TRADING CHALLENGE**
2014 - 4th Place

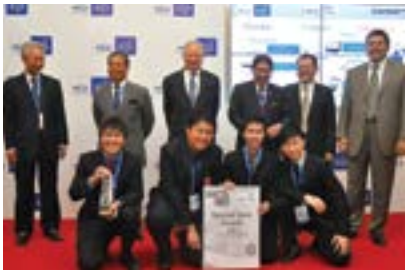
**MAKEWEEKEND ROBOTICS CHALLENGE 2013**
2013 - Winner of Water Drone Competition
2013 - Winner of Awesomeness Challenge

**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

con't >

# MAKING HISTORY - AWARDS AND ACHIEVEMENTS

**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'

**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)


APIIT EDUCATION GROUP

**Asia Pacific University of Technology & Innovation (APU)** Company no. 672203-A
**Asia Pacific Institute of Information Technology (APIIT)** Company no. 260744-W
(A Member of the APIIT Education Group)

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

DU030(W) | W4P0035

072017