UOW MALAYSIA KDU

PART OF THE UNIVERSITY OF WOLLONGONG AUSTRALIA GLOBAL NETWORK

Computing & Creative Media

Selangor

R/010/3/0269(08/24) MQA/FA 4477

Foundation in Arts

Intakes January, March, June and September

Duration 1 Year (Full-Time)

Course Location DJ UOW Malaysia KDU College, Damansara Jaya

The Foundation in Arts aims to produce all-rounded graduates to meet the vigorous demand of tertiary education. The program curriculum is designed to allow students to acquire theoretical knowledge as well as practical skills in the respective courses. The program is an entry qualification for degree programs in the areas of business, management, accounting, finance, economics, marketing, mass communication, media studies, and law. It is also ideal for those interested to pursue a double degree major undergraduate program.

COURSE STRUCTURE

CORE (6 COMPULSORY MODULES) Total of 16 Modules

- Academic Writing, Presentation Skills and Research Skills
- Intro to Sociology
- Introduction to Communication Studies
- Introduction to Business
- Critical Thinking & Problem Solving
- Introduction to Information Technology

ELECTIVES (CHOOSE 7 MODULES)

- Statistics
- Fundamental of English Legal System
- Fundamental of Contract Law
- Introduction to Accounting
- Microeconomics
- Macroeconomics
- Introduction to Psychology
- Principle of Accounting

R/010/3/0111(02/23) MQA/FA 2523

Foundation Studies (Art and Technology)

Intakes January, March, June and September

Duration 1 Year (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

This one-year multidisciplinary foundation program aims to prepare students for further study in the fields of Game Development, Business, Communication, Computing, Hospitality and Digital Media Production.

This flexible program ensures students are grounded with a strong grasp of core subjects according to their choice of program at degree level, as well as a variety of other subjects to give them a broad-based education platform. It also helps them to explore new methods and ideas, as well as skills and concepts, to encourage independent and critical thinking. Upon completion, students will be able to articulate seamlessly into various degree programs offered at UOW Malaysia KDU.

COURSE STRUCTURE

CORE (6 COMPULSORY MODULES) Total of 17 Modules

- Creative Studies
- Critical Writing and Referencing
- Fundamentals of Information Technology
- Introduction to Business
- Social Science
- Introduction to Communication

STREAM (7 MODULES ACCORDING TO STREAM)

GAME ART / DIGITAL MEDIA PRODUCTION

- Design Practice
- Design Studies
- Drawing 1, 2 & 3
- Media Appreciation
- Introduction to Marketing

BUSINESS / HOSPITALITY

- Information System
- Introduction to Accounting
- Introduction to Economics
- Introduction to Management
- Introduction to Marketing
- Introduction to Quantitative Methods
- Introduction to Multimedia

GAME DESIGN / COMMUNICATION

- Design Practice
- Digital Photography
- Design Studies
- Introduction to Management
- Introduction to Multimedia
- Media Appreciation
- Introduction to Marketing

GAME TECHNOLOGY / COMPUTING

- Design Studies
- Information System
- Introduction to Multimedia
- Mathematics 1, 2 & 3
- Programming Logic and Design

R2/481/4/0118(05/22) A 7983

Diploma in Computer Studies

Intakes January, March, June and September

Duration 2 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

This diploma provides students with a solid, well-rounded foundation in the theory and application of general computing plus the basics of programming. It also covers information technology concepts, the practical operation of hardware and software, and the awareness of how computers affect work, home and play. Based on real-world industry requirements, students also gain the relevant skills and experience sought by today's top technology employers.

COURSE STRUCTURE

YEAR 1

- Pengajian Malaysia 2 (Malaysian Students)
- Bahasa Melayu Komunikasi 1 (International Students)
- Computer Fundamentals
- Fundamentals of Programming
- Internet & Web Technologies
- Database Systems
- Malaysia Culture and Life
- Tertiary English 1
- Computing Mathematics
- Object Oriented Systems Analysis & Design
- User Interface Design
- Tertiary English 2
- VB Net Programming
- Computer Security
- Fundamentals of Object-Oriented Programming

YEAR 2

- Co-curricular Activities and Community
- Professional Development Planning
- Multimedia Authoring
- Java Programming
- System Administration & Management
- Technoprenuership
- Networking & Operating System
- Mobile Technology
- Creative Computing
- Cloud Computing
- Professional Placement

N/213/4/0336(04/23) MQA/PA 9586

Diploma in Sequential Art

Intakes January, March, June and September

Duration 2 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

Developed in collaboration with the Japanese publishing conglomerate, KADOKAWA, this diploma is meant to cultivate visual artists and storytellers with a high work standard synonymous with the Japanese with a flair for localised Malaysian content. Sequential Art is a term used to describe an art form using images deployed in a specific order for the purpose of graphic storytelling or conveying information. Examples of these art forms are comics and manga.

COURSE STRUCTURE

YEAR 1

- Tertiary English 1
- Fundamentals of Drawing
- Fundamentals of Design
- Comic Culture and History
- Traditional Art Media
- Pengajian Malaysia 2 (Malaysian Students)
- Bahasa Melayu Komunikasi 1 (International Students)
- Perspective and Environments
- Figure Drawing and Anatomy
- Introduction to Comic Writing
- Typography and Desktop Publishing
- Malaysia Culture and Life
- Digital Illustration
- Adaptation and Scriptwriting
- Layout and Lettering
- Creature Visualisation

YEAR 2

- Eastern & Western Sequential Art Studies
- Digital Imaging
- Mechanical Visualisation
- Visual Storytelling
- Comic Studio 1
- Project Proposal Development
- Character Design for Production
- Acting and Staging
- Merchandising
- Comic Studio 2
- Co-Curricular Activities and Community
- Business Management for Artists
- Publishing
- Studio Project

Collaboration with

KADOKAWA Contents Academy

R/481/6/0691(07/21) MQA/FA 0432

Bachelor of Computer Science (Hons)

Computer Science focuses on a range of area from the theory through programming to cutting-edge development of computing solutions. This is an area that offers a strong foundation that allows for the adaption of new technologies and new ideas. It deals with the understanding, designing, and developing programs and computers. UOW Malaysia KDU's program emphasises the critical areas of the dynamic computing industry through its specialisations in Computer Security, Mobile Computing and Data Science.

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

COURSE STRUCTURE

YEAR 1

- Tamadun Islam & Tamadun Asia (Malaysian Student)
- Hubungan Etnik (Malaysian Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Pengajian Malaysia 3 (International Student)
- Academic English 1
- Computing Mathematics
- Fundamentals of Programming
- Database Systems
- Discrete Mathematics
- Object Oriented System Analysis & Design
- Computer Architecture
- Data Communication & Networking
- Entrepreneurship
- Introduction to Security
- Java Programming

YEAR 2

- Specialisation Subjects (3 Subjects)
- Elective Subjects (1 Subject)
- Life in Malaysia
- Principles of Software Engineering
- Operating Systems
- Corporate Social Responsibility
- Intelligent Systems
- Computer Ethics & Law
- Research Methodology
- Designing for Usability and User Experience

YEAR 3

- Specialisation Subjects (3 Subjects)
- Elective Subjects (2 Subjects)
- Integrative Consultancy Project
- Final Year Project
- Data Structures & Algorithms
- Internship

SPECIALISATION: DATA SCIENCE

- Introduction to Data Science
- Knowledge Discovery & Data Mining
- Data Science Toolbox
- Data Visualization and Interactive Design
- Image Processing and Computer Vision
- Natural Language Processing

SPECIALISATION: COMPUTER SECURITY

- Computer System Security
- Wireless & Mobile Security
- Ethical Hacking & Countermeasures
- Penetration Testing
- Network Security
- Computer Forensics

SPECIALISATION: MOBILE COMPUTING

- Computer System Security
- Wireless & Mobile Security
- Wireless and Mobile Technology
- Mobile Programming and Screen Design 1
- Internet & Web Development
- Mobile Programming and Screen Design 2

R/481/6/0633(04/25) MQA/FA 5265

Bachelor of Software Engineering (Hons)

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

The expanding integration of internet technologies coupled with the growth in e-commerce has resulted in a rising demand for software engineers. As computer systems become increasingly sophisticated, software engineers are expected to design, implement, safeguard and update systems. Students are exposed to valuable insights in utilising systematic and disciplined approaches to creating quality software products. They also gain core software development knowledge, which includes skills and techniques in modelling and analysis, software design, development, verification and validation, maintenance and management systems.

COURSE STRUCTURE

YEAR 1

- Hubungan Etnik (Malaysian Student)
- Pengajian Malaysia 3 (International Student)
- Computing Mathematics
- Fundamentals of Programming
- Database Systems
- Discrete Mathematics
- Data Communication & Networking
- Academic English 1
- Object Oriented System Analysis & Design
- Data Structures & Algorithms
- Entrepreneurship
- Principles of Software Engineering
- Computer Architecture
- Introduction to Security
- Java Programming

YEAR 2

- Tamadun Islam & Tamadun Asia (Malaysian Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Elective Subjects (1 Subject)
- Designing for Usability and User Experience
- Operating Systems
- Computer Ethics & Law
- Software Design
- Corporate Social Responsibility
- Formal Methods
- Software Requirements Engineering
- Research Methodology
- Integrative Consultancy Project

YEAR 3

- Elective Subjects (2 Subjects)
- Final Year Project
- Software Project Management
- Intelligent Systems
- Software Testing & Quality Assurance
- Life in Malaysia
- Internship

N/213/6/0333(05/23) MQA/PA 9096

Bachelor of Arts (Hons) Digital Media Production

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

Malaysia has earmarked the entertainment industry as a catalyst for increased growth in the economy. There is a constant need for digital content consumption for individuals and brands as we push for digital technology to play bigger roles in our lives. This gives an impetus for the opportunity of continual production of local talent pool. This program focuses on three aspects of the digital content industry - Animation, Visual Effects and Digital Video Production.

COURSE STRUCTURE

YEAR 1

- Tamadun Islam & Tamadun Asia (Malaysian Student)
- Hubungan Etnik (Malaysian Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Pengajian Malaysia 3 (International Student)
- Academic English 1
- Media Psychology
- Narrative Studies
- Life in Malaysia
- Graphic Design for Digital Media
- Digital Imaging 1
- Digital Imaging 2
- Digital Illustration
- Principles of Animation
- Cinematography
- Mass Media and Society
- Production for Time Based Media
- Digital Pre-Production

YEAR 2

- Elective Subjects (1 Subject)
- Entrepreneurship
- Corporate Social Responsibility
- 3D Visualisation 1
- Digital Video Editing
- Acting and Movement for Digital Media
- Studio Practice 1
- Digital Video Studio Techniques
- 3D Visualisation 2
- Digital Media Project Management
- Studio Practice 2
- 3D Animation
- Motion Graphic Design

YEAR 3

- Elective Subjects (1 Subject)
- Research Methodology
- Digital Audio for Creative Media
- Graduate Production Project
- Digital Media Management and Distribution
- Internship

R/481/6/0144(01/22) MQA/FA 1196

Bachelor of Game Development (Hons)

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location UG UOW Malaysia KDU University College, Utropolis, Glenmarie

Digital games are one of the fastest growing industries in the world economy with net earnings surpassing that of the entire entertainment industry. Considering this incredible growth and with the pressing need for game developers with very specialised skills, this degree program is designed to cultivate high quality graduates familiar with production processes and aware of what is needed to produce successful games. UOW Malaysia KDU is one of the top universities in the region for game development talents.

One of two fully equipped MSI Vortex Game Development Studios

COURSE STRUCTURE

YEAR 1

- Specialisation Subjects (4 Subjects)
- Tamadun Islam & Tamadun Asia (Malaysian Student)
- Hubungan Etnik (Malaysian Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Pengajian Malaysia 3 (International Student)
- Academic English 1
- Corporate Social Responsibility
- Fundamentals of Game Design
- Fundamentals of Game Technology
- Fundamentals of Game Development
- Fundamentals of Game Art
- Life in Malaysia
- Entrepreneurship
- Professional Development and Leadership Skills

YEAR 2

- Specialisation Subjects (6 Subjects)
- Elective Subjects (2 Subjects)
- Game Project Studio 1
- Game Project Studio 2
- Human Computer Interaction for Games
- Game Business & Marketing

YEAR 3

- Specialisation Subjects (2 Subjects)
- Research Methodology
- Final Year Project
- Internship

SPECIALISATION: GAME ART

- Digital Drawing
- Digital Imaging
- Animation Principles
- Introduction to 3D Modeling
- 3D Game Modeling and Texturing 1
- 3D Game Modeling and Texturing 2
- 3D Game Animation 1
- 3D Game Animation 2
- 2D Game Art Development
- 3D Game Art Development
- Concept Art for Games
- Advance 3D Game Art

SPECIALISATION: GAME DESIGN

- Game Systems Analysis and Design
- Game Social & Culture Studies
- Game Level Design
- Game World Creation
- Game Genre Studies 1
- Games Narrative
- Game Genre Studies 2
- Multiplayer Game Design
- Game QA and Testing
- Game Support Documentation & Review

SPECIALISATION: GAME TECHNOLOGY

- Logic, Math & Physics for Games
- Data Structures & Algorithms
- Fundamentals of Programming
- Object Oriented Programming
- Game Programming
- Graphics Programming
- Mobile Game Development
- Object Oriented System Analysis and Design
- 3D Game Programming
- Artificial Intelligence for Games
- Data Communication & Networking
- Game Engine Architecture and Design

N/482/6/0123(09/21) MQA/PA 8306

Bachelor of Information Systems (Hons) Enterprise Information Systems

Intakes	January, June and September
Duration	3 Years (Full-Time)
Course Location	UOW Malaysia KDU University College, Utropolis, Glenmarie

Advances in computer-based information technology in recent years have influenced how business managers make and implement decisions. Computing graduates with an aptitude for business organisations are being southt-after. Students are taught in-depth in the analysis and management of information within the context of the business environment to enable them to exploit the capabilities of today's technologies by equipping them with skills to design, develop and manage systems involving business data to provide solutions to organisational problems.

COURSE STRUCTURE

YEAR 1

- Tamadun Islam & Tamadun Asia (Malaysian Student)
- Hubungan Etnik (Malaysian Student)
- Bahasa Melayu Komunikasi 2 (International Student)
- Pengajian Malaysia 3 (International Student)
- Computing Mathematics
- Principles of Management
- Financial Accounting
- Programming Concepts
- Statistics
- Academic English 1
- Data Communication and Networking
- Foundation of Information Systems
- Database Systems
- Principles of Software Engineering
- Introduction to Security
- Object Oriented System Analysis & Design

YEAR 2

- Elective Subjects (1 Subject)
- Life in Malaysia
- HCI & User Experience
- Fundamentals of Object-Oriented Programming
- IT Infrastructure
- IT Project Management
- Corporate Social Responsibility
- Data Science
- E-Commerce
- Computer Ethics & Law
- Research Methodology
- Enterprise Architecture

YEAR 3

- Elective Subjects (2 Subjects)
- Entrepreneurship
- Final Year Project
- Enterprise System
- Business Intelligence
- Internship

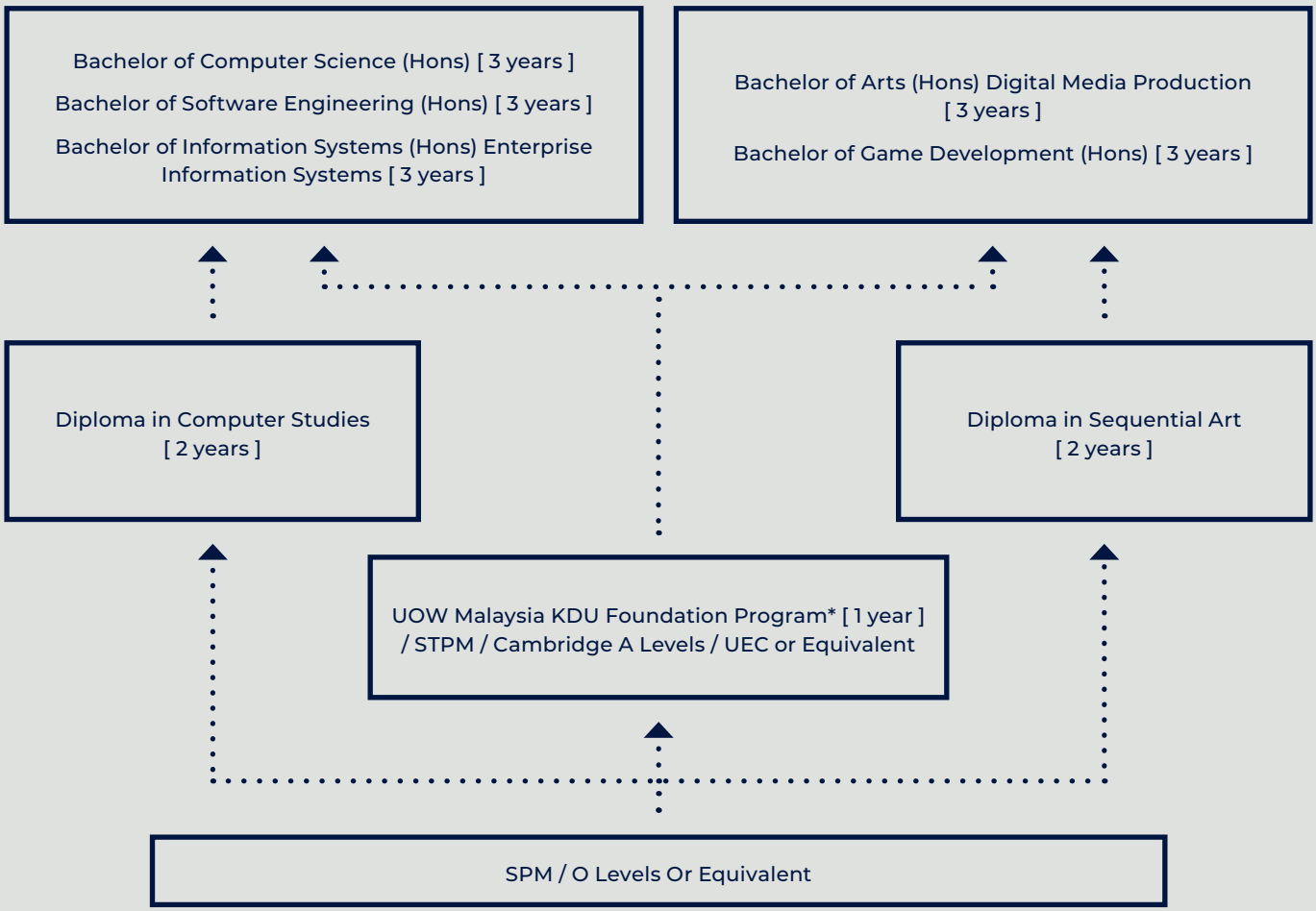
UOW MALAYSIA KDU

PART OF THE UNIVERSITY OF WOLLONGONG AUSTRALIA GLOBAL NETWORK

Computing & Creative Media

Selangor

Study Route



* Specific foundation programs that meet the entry requirement

Entry Requirement

– DIPLOMA IN COMPUTER STUDIES

Academic Qualification	Requirement
SPM/ O-Levels or equivalent	Minimum 3 Credits with one of the credits being in Mathematics

– DIPLOMA IN SEQUENTIAL ART

Academic Qualification	Requirement
SPM/ O-Levels or equivalent	Minimum 3 Credits

ENTRANCE REVIEW

Upon fulfilling the entry requirement, a prospective student MUST submit a 2 (TWO) page comic panel (free topic) and 1 (ONE) character drawing. Include your name and email address clearly on the submissions. Non- submission of review work may result in non-acceptance into the program. Please forward your entrance review work during the application process. You will be notified of the review results via the email address provided.

– BACHELOR OF GAME DEVELOPMENT (HONS)
– BACHELOR OF ART (HONS) DIGITAL MEDIA PRODUCTION

Academic Qualification	Requirement
GCE A Levels / STPM or equivalent	Two principal passes or CGPA 2.0
Foundation Studies	CGPA 2.0
Relevant Diploma Program	CGPA 2.0

For students wishing to enter the Bachelor of Game Development program(Game Art or Game Design), a Pass in SPM Mathematics is recommended.

For students wishing to enter the Game Technology track, a Credit in SPM Mathematics is required.

– BACHELOR OF COMPUTER SCIENCE (HONS)
– BACHELOR OF SOFTWARE ENGINEERING (HONS)

Academic Qualification	Requirement
GCE A Levels / STPM or equivalent	Two principal passes or CGPA 2.0
Foundation Studies	CGPA 2.0
Relevant Diploma Program	CGPA 2.5

A credit in SPM Additional Mathematics is also required. Students without this requirement must ensure that the entry qualification must have Mathematic modules which are equivalent or higher than SPM Additional Mathematics

– BACHELOR OF INFORMATION SYSTEMS (HONS) ENTERPRISE INFORMATION SYSTEMS

Academic Qualification	Requirement
GCE A Levels / STPM or equivalent	Two principal passes or CGPA 2.0
Foundation Studies	CGPA 2.0
Relevant Diploma Program	CGPA 2.5

A credit in SPM Mathematics is also required.

* Any other qualifications is subject to review and approval of certified transcripts. For a full listing of the entry requirements and other details on the respective programs, please scan the QR Code above or check with the counsellor.

** Bahasa Kebangsaan A is compulsory for all Malaysian students that do not fulfil the following requirements:
- without a credit in SPM Bahasa Malaysia.
- without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

UOW MALAYSIA KDU

PART OF THE UNIVERSITY OF WOLLONGONG AUSTRALIA GLOBAL NETWORK

Computing

Penang

R2/482/4/0193(08/24) A 5031

Diploma in Information Technology

Intakes January, March, June and September

Duration 2 Years 4 Months (Full-Time)

Course Location
- GP UOW Malaysia KDU Penang University College, George Town
- BKP UOW Malaysia KDU Penang University College, Batu Kawan

The purpose of the Diploma in Information Technology is to equip students with the necessary skills to find employment as computer practitioners. It is appropriate to the work in the fields of programming, web programming, systems analysis and design, and operations. Together with the four professional certifications is a value added to a wide range of advanced professional and higher educational courses.

COURSE STRUCTURE

YEAR 1

- Fundamentals Of Object-Oriented Programming
- Computing Mathematics
- User Interface Design
- Database Systems
- Object-Oriented Systems Analysis And Design
- Multimedia Authoring
- Cloud Computing
- Data Structures And Algorithms
- Networking And Operating Systems
- VB Programming
- Personal Development and Leadership Skills
- Ethics and Moral 2

YEAR 2

- Mobile Technology
- Fundamentals Of Security In Ethical Hacking
- System Administration And Management
- Java Programming
- Creative Computing
- Internet Technology And Application
- Oral Communication / Bahasa Kebangsaan A
- Pengajian Malaysia 2 / Bahasa Melayu Komunikasi 1
- Internship

YEAR 3

- Technopreneurship
- Project

N/213/4/0262(07/20) MQA/FA 5804

Diploma in Digital Animation

Intakes January/March, June and September

Duration 2½ Years (Full-Time)

Course Location
- GP UOW Malaysia KDU Penang University College, George Town

Our Diploma in Digital Animation is catered to deliver proficient animators to the industry. Students will be exposed to the real-life Animation Production Line i.e. Pre-Production, Production and Post-Production processes, trained by local and international specialists. This course will teach you with Design Fundamental, Fundamental of Drawing & Painting, Digital Media Production, 2D & 3D Animation, Conceptual Art, Digital Audio & Video Design, 3D Modelling, Animation & Sculpting, Visual Effects, etc. The course covers animation movie making idea from conceptualization to project prototyping to production.

COURSE STRUCTURE

YEAR 1

- Pengajian Malaysia 2
- Ethics & Moral
- Writing and Referencing
- Fundamental of Painting
- Design Fundamental
- Fundamental of Drawing
- History of Animation
- Conceptual Art
- Bahasa Kebangsaan A /Oral Communication 2
- Digital Media Production
- Digital Storytelling
- Personal Development & Leadership Skills
- Digital Character Conceptual Drawings
- Writing and Referencing

YEAR 2

- Computer Graphic Communication
- 2D Animation
- 3D Modelling
- Motion Graphic Design
- Holistic Personal Development
- Digital Audio Production
- Digital Video Production
- 3D Digital Sculpting
- Visual Effects
- 3D Animation
- Game Design and Development
- Integrative Creative Media Project
- Professional Practice and Management

YEAR 3

- Practical Training

COMING SOON

Bachelor of Software Engineering (Hons)

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location BKP UOW Malaysia KDU Penang University College, Batu Kawan

Software Engineering focuses on building and maintaining large-scale software systems. It is more applied than computer science, placing greater emphasis on the entire software development process, from idea to final product. It also applies more systematic practices to help ensure that the finished software systems are reliable and safe.

COURSE STRUCTURE

YEAR 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Writing & Referencing
- Computer Network
- Object-Oriented Programming
- Data Structures & Algorithms
- Foundation of Human Computer Interaction
- Principles of Software Engineering
- Hubungan Etnik/Bahasa Melayu Komunikasi 2
- TITAS/Pengajian Malaysia 3
- Public Speaking Skills
- Holistic Professional Development

YEAR 2

- Software Requirements Engineering
- Algorithm Design & Analysis
- Software Process & Methodology
- Business English
- Software Design & Architecture
- Software Testing
- Software Quality Assurance
- Principles of Management
- Mobile Application Development
- Field Elective 1
- Field Elective 2
- Bahasa Kebangsaan A/IELTS
- Ethics and Moral 3
- Operating Systems and Concurrency
- Professional and Ethical Practice

YEAR 3

- Individual Project 1
- Individual Project 2
- Software Project Management
- Industrial Training
- Software Maintenance & Re-Engineering
- Entrepreneurship & Innovation
- Field Elective 3
- Field Elective 4

ELECTIVE: DATA ANALYTICS

- Introduction to Business Analytics
- Predictive Analytics
- Descriptive Analytics
- Big Data Analytics

ELECTIVE: INTERNET OF THINGS

- Introduction to Internet of Things (IoT)
- Sensor Technology & Instrumentation
- Wireless Sensor Network & IOT Standard
- Analytics for Internet of Things (IoT)

N/481/6/0755(09/21) MQA/FA 8050

Bachelor of Computer Science (Hons)

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location GP UOW Malaysia KDU Penang University College, George Town

BKP UOW Malaysia KDU Penang University College, Batu Kawan

Computer Science focuses on a range of area from the theory through programming to cutting-edge development of computing solutions. This is an area that offers a strong foundation that allows for the adaption of new technologies and new ideas.

COURSE STRUCTURE

YEAR 1

- -Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Computer Networks
- Hubungan Etnik (Malaysian students)
- TITAS (Malaysian students)
- Bahasa Melayu Komunikasi 2 (International students)
- Writing and Referencing
- Pengajian Malaysia 3 (International students)
- Public Speaking Skills
- Object-Oriented Programming
- Foundation of Human Computer Interaction
- Data Structures & Algorithms
- System Analysis and Design
- Holistic Professional Development

YEAR 2

- Elective (2 subjects)
- System Fundamentals
- Database Programming
- Software Engineering
- Principles of Management
- Introduction to Artificial Intelligence
- Operating Systems and Concurrency
- Bahasa Kebangsaan A/IELTS (Malaysian students)
- IELTS (International students)
- Ethics and Moral 3
- Computer Graphics
- Intelligent Systems
- Internet of Things
- Social and Current Issues in Computing

YEAR 2 ELECTIVE (CHOOSE ANY 2)

- Introduction to Web Design
- Data Visualisation for Web
- Mobile Application Development
- Distributed Computing

YEAR 3

- Elective (1 subject)
- Individual Project 1
- Individual Project 2
- Big Data Analysis
- Cyber Security
- Entrepreneurship and Innovation
- Machine Learning
- Parallel Computing
- Industrial Training

YEAR 3 ELECTIVE (CHOOSE ANY 1)

- Image Processing
- Autonomous Mobile Robotics

N/481/6/0755(09/21) MQA/FA 8050

Bachelor of Computer Science (Hons)
(Dual Award Program)

Computer Science focuses on a range of area from the theory through programming to cutting-edge development of computing solutions. This is an area that offers a strong foundation that allows for the adaption of new technologies and new ideas.

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location GP UOW Malaysia KDU Penang University College, George Town

COURSE STRUCTURE

YEAR 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Computer Networks
- Hubungan Etnik (Malaysian students)
- TITAS (Malaysian students)
- Bahasa Melayu Komunikasi 2 (International students)
- Writing and Referencing
- Pengajian Malaysia 3 (International students)
- Public Speaking Skills
- Object-Oriented Programming
- Foundation of Human Computer Interaction
- Data Structures & Algorithms
- System Analysis and Design
- Holistic Professional Development

YEAR 2

- Elective (2 subjects)
- System Fundamentals
- Database Programming
- Software Engineering
- Principles of Management
- Introduction to Artificial Intelligence
- Operating Systems and Concurrency
- Bahasa Kebangsaan A/IELTS (Malaysian students)
- IELTS (International students)
- Ethics and Moral 3
- Computer Graphics
- Intelligent Systems
- Internet of Things
- Social and Current Issues in Computing

YEAR 2 ELECTIVE (CHOOSE ANY 2)

- Introduction to Web Design
- Data Visualisation for Web
- Mobile Application Development
- Distributed Computing

YEAR 3

- Elective (1 subject)
- Individual Project 1
- Individual Project 2
- Big Data Analysis
- Cyber Security
- Entrepreneurship and Innovation
- Machine Learning
- Parallel Computing
- Industrial Training

YEAR 3 ELECTIVE (CHOOSE ANY 1)

- Image Processing
- Autonomous Mobile Robotics

Educational partners:

UNIVERSITY OF LINCOLN UNITED KINGDOM

Graduates of a dual award degree program receive a degree award from both UOW Malaysia KDU Penang University College and our partner university. A dual award degree program constitutes completion of a single program of study and is differentiated from a double-degree.

N/481/6/0769(09/21) MQA/FA 8180

Bachelor of Computer Science (Hons) in Computer and Network Technology (Dual Award Program)

Computer Science (Hons) in Computer and Network Technology focuses on the modern digital communication systems. This is an area that offers a strong foundation in practice and theory of computer networking, sensor network and smart home environment.

Intakes January, June and September

Duration 3 Years (Full-Time)

Course Location GP UOW Malaysia KDU Penang University College, George Town

COURSE STRUCTURE

YEAR 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Computer Networks
- Hubungan Etnik (Malaysian students)
- TITAS (Malaysian students)
- Bahasa Melayu Komunikasi 2 (International students)
- Writing and Referencing
- Pengajian Malaysia 3 (International students)
- Public Speaking Skills
- Object-Oriented Programming
- Foundation of Human Computer Interaction
- Data Structures & Algorithms
- System Analysis and Design
- Holistic Professional Development

YEAR 2

- Elective (2 subjects)
- Data communication and Networking
- Software Engineering
- System Fundamentals
- Principles of Management
- Bahasa Kebangsaan A/IELTS (Malaysian students)
- IELTS (International students)
- Ethics and Moral 3
- Internet of Things
- Network Programming with UNIX
- Computer Graphics
- Social and Current Issues in Computing
- Introduction to Artifical Intelligence
- Operating Systems and Concurrency
- Introduction to Network Technology

YEAR 2 ELECTIVE (CHOOSE ANY 2)

- Cyber Security
- Mobile App. Development
- Introduction to Web Design
- Data Visualisation for Web

YEAR 3

- Elective (1 subject)
- Individual Project 1
- Individual Project 2
- Sensor Networks
- Routing and Switching
- Entrepreneurship and Innovation
- Distributed Computing
- Network Design and Management
- Wireless Network
- Industrial Training

YEAR 3 ELECTIVE (CHOOSE ANY 1)

- Big Data Analysis
- Ethical Hacking for Network Security

Educational partners:

UNIVERSITY OF LINCOLN UNITED KINGDOM

Graduates of a dual award degree program receive a degree award from both UOW Malaysia KDU Penang University College and our partner university. A dual award degree program constitutes completion of a single program of study and is differentiated from a double-degree.

N/482/6/0124(09/21) MQA/PA 8186

Bachelor of Information Systems (Hons)
(Dual Award Program)

Information Systems focuses on developing skills in understanding the critical roles of business analytics in various organisational contexts, managing projects, and integrating systems within and across organisations. It offers a strong foundation and the ability to assess, evaluate, and communicate key aspects of Information Systems/Information Technology as an enabler of modern organisations.

Intakes	June and September
Duration	3 Years (Full-Time)
Course Location	GP UOW Malaysia KDU Penang University College, George Town

COURSE STRUCTURE

YEAR 1

- Principle of Information System
- Database System
- Business English
- Writing and Referencing
- Principles of Management
- Hubungan Etnik (Malaysian students)
- TITAS (Malaysian students)
- Bahasa Melayu Komunikasi 2 (International students)
- Pengajian Malaysia 3 (International students)
- Management Information System
- Business Information System
- IT infrastructure
- System Analysis and Design
- Foundation of HCI
- Public Speaking Skills
- Business Statistics

YEAR 2

- Elective (3 subjects)
- Enterprise Architecture 1
- Network Management
- Knowledge Management
- Programming for IS
- Bahasa Kebangsaan A/IELTS (Malaysian students)
- IELTS (International students)
- Ethics and Moral 3
- Internet of Things
- Strategic Systems Management
- Decision Support System
- Research Method
- Holistic Professional Development

YEAR 2 ELECTIVE (CHOOSE ANY 3)

- Big Data Analysis
- Analytics for IOT
- Introduction to Business Analytics
- Internet of Things
- Digital Marketing
- Sensor Technology and Instrumentation

YEAR 3

- Elective (1 subjects)
- Individual Project 1
- Individual Project 2
- Enterprise Architecture 2
- Information System Project Management
- Cyber security
- Business Process Management
- Data Mining for Information Systems
- Industrial Training

YEAR 3 ELECTIVE (CHOOSE ANY 1)

- Social Web analytics
- Wireless Sensor Network and IOT Standard

Educational partners:

UNIVERSITY OF LINCOLN UNITED KINGDOM

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N/481/7/0804(01/23) MQA/PA 9271

Master in Computer Science

Intakes January, June and September

Duration 2-4 years (Full-time), 3-6 years (Part-time)

Course Location
- GP UOW Malaysia KDU Penang University College, George Town
- BKP UOW Malaysia KDU Penang University College, Batu Kawan

This program provides you opportunity to enhance your existing knowledge of computer programming and mathematical frameworks through independent research. You will develop your research skills through two taught modules, i.e. Research Methodology and Algorithm Design & Analysis. Your supervisor team will then mentor you to complete your research project.

COURSE STRUCTURE

CORE

- Research Methods
- Algorithm Design & Analysis
- Dissertation/Thesis

N/481/8/0787(08/25) MQA/PA 9618

Doctor of Philosophy (Computer Science)

Intakes January, June and September

Duration 3-6 years (Full-time), 4-8 years (Part-time)

Course Location
- GP UOW Malaysia KDU Penang University College, George Town
- BKP UOW Malaysia KDU Penang University College, Batu Kawan

This program provides you the opportunity to enhance your existing knowledge of computer programming and mathematical frameworks through independent research.

You will develop your research skills through two taught modules, i.e. Research Methodology and Algorithm Design & Analysis. Your supervisor team will then mentor you to complete your research dissertation.

COURSE STRUCTURE

CORE

- Research Methods
- Algorithm Design & Analysis
- Dissertation/Thesis

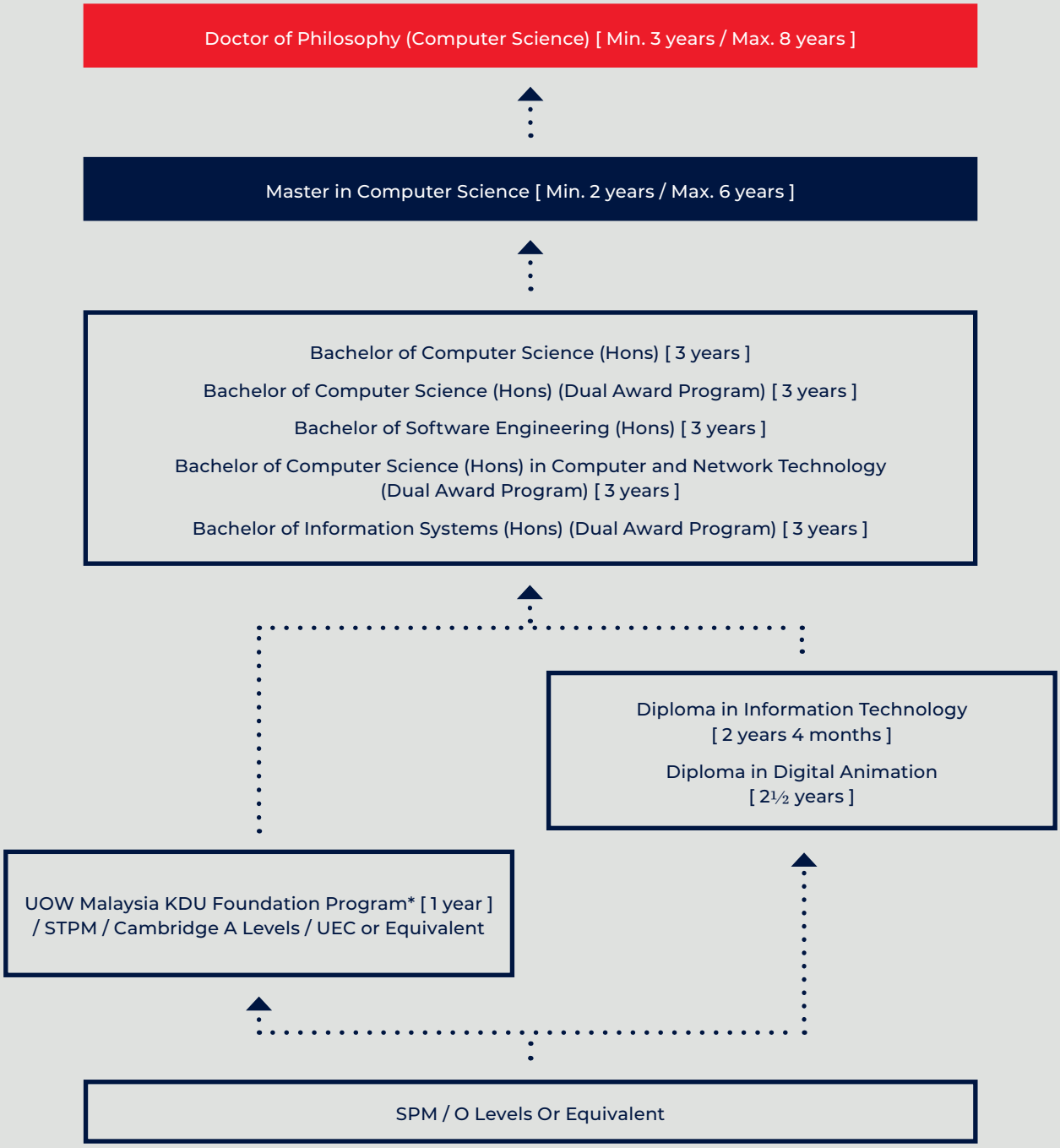
UOW MALAYSIA KDU

PART OF THE UNIVERSITY OF WOLLONGONG AUSTRALIA GLOBAL NETWORK

Computing

Penang

Study Route



* Specific foundation programs that meet the entry requirement

Entry Requirement

– DIPLOMA IN INFORMATION TECHNOLOGY

Academic Qualification	Requirement
SPM / GCE O Level	Min. 3 Credits including Mathematics
STPM	1 Principal Pass and a Credit in Mathematics at SPM level
UEC	Min. 3 Credits (3Bs) including a Credit in Mathematics
Certificate in computer related studies	Pass with min. CGPA of 2.00
UEC	Min. 3 Credits (min. B6) inclusive of Mathematics

– DIPLOMA IN DIGITAL ANIMATION

Academic Qualification	Requirement
SPM / GCE O Level	Min. 3 Credits
UEC	Min. 3 Credits (3Bs)

– BACHELOR OF COMPUTER SCIENCE (HONS) (DUAL AWARD PROGRAM)

Academic Qualification	Requirement
GCE A Levels	2 Principal Passes (CC) with Credit in Additional Mathematics
STPM	2 Principal Passes with Credit in Additional Mathematics
UEC	5 Credits (Min. B6) including Mathematics
Diploma	Pass with CGPA 2.50 with Credit in Additional Mathematics
Foundation Studies	Pass with CGPA 3.0 with Credit in Additional Mathematics; ATAR score of 70

– BACHELOR OF INFORMATION SYSTEMS (HONS) (DUAL AWARD PROGRAM)

Academic Qualification	Requirement
STPM/ GCE A Levels	2 Principal Passes or CGPA 2.0
UEC	5 Credits (5Bs) including Mathematics
Diploma	Pass with Min. CGPA of 2.50
Foundation Studies	Pass with Min. CGPA of 2.00

****MATHEMATICS REQUIREMENT**

i) Students MUST have attained a 'CREDIT' in MATHEMATICS at SPM/ O Levels or equivalent. OR

ii) MUST have attained a 'CREDIT' in Computing related subjects at SPM or STPM level or equivalent may be given preferential consideration.

– BACHELOR OF COMPUTER SCIENCE (HONS)
– BACHELOR OF COMPUTER SCIENCE (HONS) IN COMPUTER AND NETWORK TECHNOLOGY (DUAL AWARD PROGRAM)
– BACHELOR OF SOFTWARE ENGINEERING (HONS)

Academic Qualification	Requirement
STPM/ GCE A Levels	2 Principal Passes or CGPA 2.0
UEC	5 Credits (5Bs) including Additional Mathematics
Diploma	Pass with Min. CGPA of 2.50
Foundation Studies	Pass with Min. CGPA of 2.00

****MATHEMATICS REQUIREMENT**

i) Students MUST have attained a 'CREDIT' in ADDITIONAL MATHEMATICS at SPM/O Levels or equivalent. OR

ii) MUST have attained a 'CREDIT' in MATHEMATICS and a CREDIT in either a SCIENCE, TECHNOLOGY or ENGINEERING for SPM/ O Levels or equivalent.

– MASTER IN COMPUTER SCIENCE

Academic Qualification	Requirement
Bachelor's Degree in relevant fields	A Bachelor's Degree of Computing or in the area of Science and Technology or related to computing, with a minimum CGPA of 3.00; or A Bachelor's Degree of Computing or in the area of Science and Technology or related to computing, with CGPA below 3.00 but above 2.50, can be accepted subject to rigorous internal assessment process; or A Bachelor's Degree of Computing or in the area of Science and Technology or related to Computing, with CGPA less than 2.50, with a minimum of 5 years working experience in a relevant field may be accepted. For candidates without Computing Degree, prerequisite modules in computing will be offered to adequately prepare them.

– DOCTOR OF PHILOSOPHY (COMPUTER SCIENCE)

Academic Qualification	Requirement
Master's Degree	Master's Degree or equivalent and candidates must have completed at least one (1) of their earlier Degree (Master's or Bachelor's) in Computing or related to Computing.

* Any other qualifications is subject to review and approval of certified transcripts. For a full listing of the entry requirements and other details on the respective programs, please scan the QR Code above or check with the counsellor.

** Bahasa Kebangsaan A is compulsory for all Malaysian students that do not fulfil the following requirements:

- without a credit in SPM Bahasa Malaysia.
- without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)