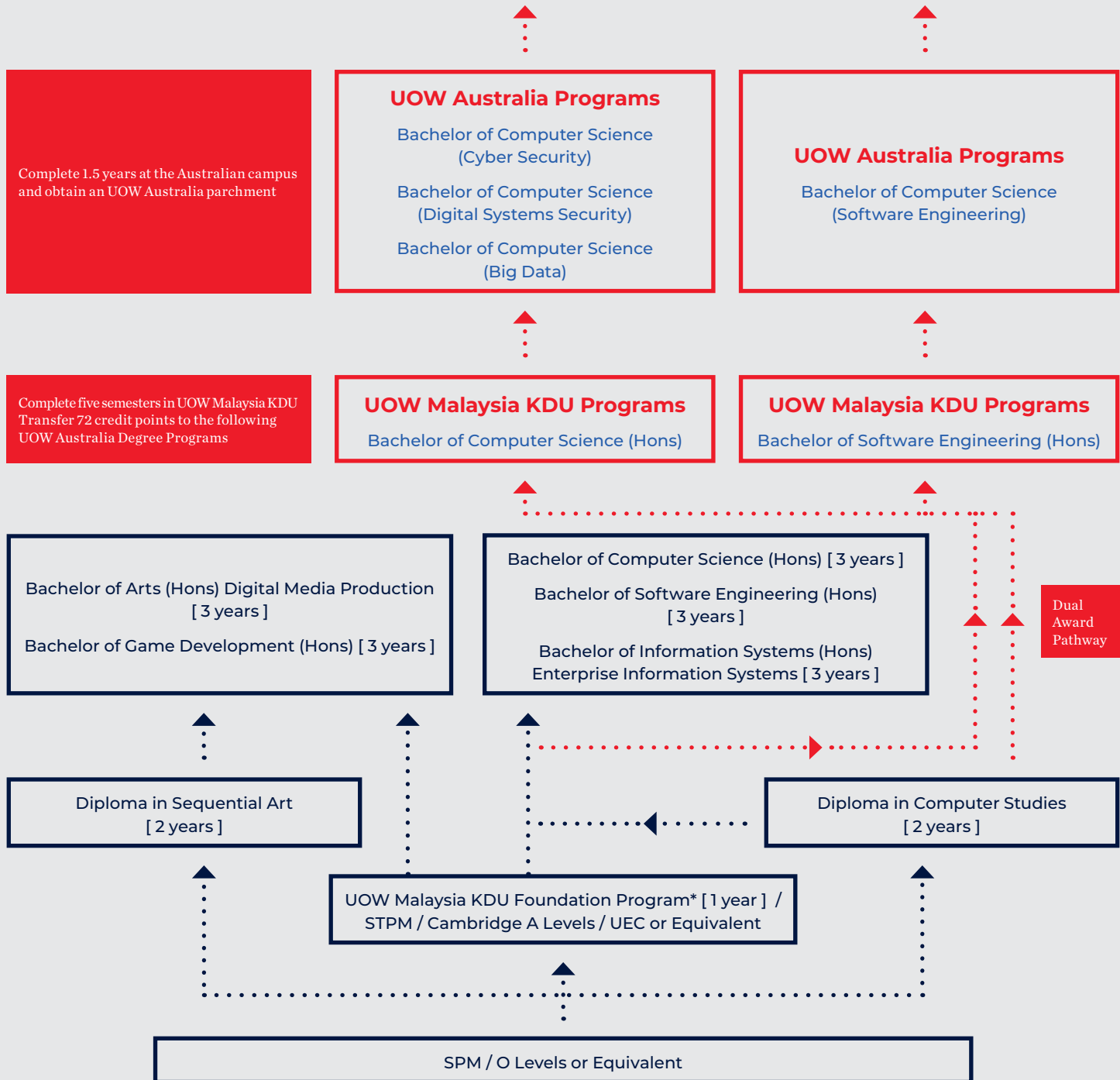




Study route

Selangor

Enrol in the minimum 8-week industry placement module in UOW Australia (no credits earned) or
Return home to UOW Malaysia KDU to complete the 8-credit XBIN3018 internship module
To be awarded the UOW Malaysia KDU honours parchment as well



* Specific foundation programs that meet the entry requirement.
For all Postgraduates programs, kindly refer to Postgraduates Brochure or website for more information.
For UOW Australia Dual Award programs, kindly refer to Dual Award brochure or website for more information.



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

Diploma in Computer Studies

Intakes:

January, May and September

Duration:

2 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College, Utropolis Glenmarie

Get your foothold in the billion-dollar world of Computing Technology.

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.

Career Opportunities:

IT Administrator Assistant | Data Processing Assistant | Computer Programmer | Systems Support Specialist | Database Administrator | Helpdesk Operator | Systems Administrator | Technical Writer / Documenter | Web Administrator

COURSE STRUCTURE

Year 1

- Computer Fundamentals
- Computer Security
- Computing Mathematics
- Database Systems
- Fundamentals of Object Oriented Programming
- Fundamentals of Programming
- Internet and Web Technologies
- Multimedia Authoring
- Object Oriented Systems Analysis and Design
- User Interface Design
- VB.Net Programming
- Oral Communication
- Writing and Referencing

Year 2

- Creative Computing
- Cloud Computing
- Java Programming
- Mobile Technology
- Networking and Operating Systems
- Professional Placement
- Systems Administration and Management
- Technopreneurship

MPU

- Pengajian Malaysia 2 (Malaysian Students) / Bahasa Melayu Kominikasi 1 (International Students)
 - Personal Development Skills
 - Society and Development in Malaysia
 - Teamwork and Community
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification	Requirement
SPM / O Levels	Min. 3 Credits inclusive of Mathematics
UEC	Min. 3 Credits inclusive of Mathematics

ENGLISH REQUIREMENT

Local Student

Pass (SPM / 1119 / UEC / O Levels examination); MUET Band 2

International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 397 (PBT) in TOEFL; or score 36 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Diploma in Sequential Art

Intakes:

January, May and September

Duration:

2 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College,
Utopolis Glenmarie

Immerse yourselves in the exciting world of comics, an industry defined by passion, boldness and experimentation; and be an entrepreneur of this visual storytelling pop culture.

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.

Career Opportunities:

Commercial

Art Director | Commercial Artist |
Graphic Designer | Illustrator |
Storyboard Artist | Concept Artist |
Visualiser

Publication

Comic Artist | Writer | Digital Artist |
Novelist | Illustrator | Cartoonist

Professional Practice

Self-Sustained Studio Practice |
Freelance Writer and Artist

Collaboration with:



KADOKAWA
Contents
Academy

COURSE STRUCTURE

Year 1

- Fundamentals of Drawing
- Fundamentals of Design
- Comic Culture and History
- Traditional Art Media
- Perspective and Environments
- Figure Drawing and Anatomy
- Introduction to Comic Writing
- Typography and Desktop Publishing
- Digital Illustration
- Adaptation and Scriptwriting
- Layout and Lettering
- Creature Visualisation
- Oral Communication

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
- Business Management for Artists
- Publishing
- Studio Project

MPU

- Pengajian Malaysia 2 (Malaysian Students) /
Bahasa Melayu Komunikasi 1 (International
Students)
 - Personal Development Skills
 - Society and Development in Malaysia
 - Teamwork and Community
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification Requirement

SPM / O Levels Min. 3 Credits

UEC Min. 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.

ENGLISH REQUIREMENT

Local Student Pass (SPM / 1119 / UEC /
O-Level English)

International Student Band 4.0 in IELTS; or a
min score of 30 (IBT) or
397 (PBT) in TOEFL; or
score 36 and above for
Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Computer Science (Hons)



Dual awards

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College, Utropolis Glenmarie

The best way to envision the future is to innovate and create new forms of computing technology.

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.

Career Opportunities:

Systems Analyst | Programmer | Computer Systems Architects | Technical specialist | AI Engineer | Database Administrator | Data Analysts | Data Scientist | Machine Learning Developer | Data Quality Engineer | Security Analyst | Security Administrator | Computer Forensic Analyst | Penetration Tester | Cryptographer | Mobile Application Developer

COURSE STRUCTURE

Year 1

- Computing Mathematics
- Fundamentals of Programming
- Database Systems
- Java Programming
- Discrete Mathematics
- Introduction to Security
- Object Oriented System Analysis & Design
- Computer Architecture
- Data Communication & Networking
- Principles of Software Engineering
- Computer Ethics & Law
- Oral Communication

Year 2

- Intelligent Systems
- Operating Systems
- Data Structures & Algorithms
- Designing for Usability and User Experience
- Research Methodology
- Integrative Consultancy Project
- Specialisation (3 subjects)
- Elective (1 subject)

Year 3

- Final Year Project
- Specialisation (3 subjects)
- Elective (2 subject)
- Internship

Specialisation: Computer Security

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

Specialisation: Data Science

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

Specialisation: Mobile Computing

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

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic Qualification

Academic Qualification	Requirement
A Level	2 Principal Passes (2Ds)
STPM (Science Stream or equivalent)	2Cs or CGPA 2.00 with a Credit in a Mathematics subject and a Credit in a Science or ICT subject.
Diploma	Diploma in Computer Science or Software Engineering or Information Technology or Information System OR Related Diploma in Science and Technology Pass with Min. CGPA 2.50
Foundation Studies	Pass with Min. CGPA 2.00
UEC	5 Credits (5Bs) inclusive of a credit in Additional Mathematics

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 subject for SPM/O Levels or equivalent. Students using requirement (ii) for admission will need to enrol and pass a supplementary mathematics subject to be taken concurrently in Degree.

Note: Students who do not fulfill either requirements are advised to seek advice from the school before enrolment.

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 488 (PBT) in TOEFL ; or a score of 59 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Software Engineering (Hons)



Dual awards

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College, Utrapolis Glenmarie

Building solutions for the future and enabling the age of the digital revolution.

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.

Career Opportunities:

Full Stack Developer | Systems Engineer | Application Architect | Applications Developer | Embedded Software Engineer | Software Architect | Web Developer | Software Tester | Software Developer | Solutions Architect | Technical Support Engineer | Software QA Engineer

COURSE STRUCTURE

Year 1

- Computing Mathematics
- Fundamentals of Programming
- Database Systems
- Java Programming
- Discrete Mathematics
- Introduction to Security
- Object Oriented System Analysis & Design
- Computer Architecture
- Data Communication & Networking
- Principles of Software Engineering
- Computer Ethics & Law
- Oral Communication

Year 2

- Software Requirements Engineering
- Intelligent Systems
- Operating Systems
- Software Testing & Quality Assurance
- Formal Methods
- Data Structures & Algorithms
- Designing for Usability and User Experience
- Research Methodology
- Software Design
- Integrative Consultancy Project
- Elective (1 subject)

Year 3

- Final Year Project
- Software Project Management
- Elective (2 subjects)
- Internship

Electives

- Wireless & Mobile Security
- Wireless and Mobile Technology
- Mobile Programming and Screen Design 1
- Internet & Web Development
- Mobile Programming and Screen Design 2
- Software Architecture
- Software Reuse
- Introduction to Data Science
- Knowledge Discovery & Data Mining
- Data Science Programming
- Distributed Systems

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
 - Entrepreneurship
 - Malaysia and Global Issues
 - Global Social Responsibility
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification	Requirement
A Levels	2 Principal Passes (2Ds)
STPM (Science Stream or equivalent)	2Cs or CGPA 2.00 with a Credit in a Mathematic subject and a Credit in a Science or ICT subject.
Diploma in relevant field (Science and Technology)	Pass with Min. CGPA 2.50
Foundation Studies	Pass with Min. CGPA 2.00
UEC	5 Credits (5Bs) inclusive of a credit in Additional Mathematics

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 subject for SPM/O Levels or equivalent. Students using requirement (ii) for admission will need to enrol and pass a supplementary mathematics subject to be taken concurrently in Degree.

Note: Students who do not fulfill either requirements are advised to seek advice from the school before enrolment.

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 488 (PBT) in TOEFL; or a score of 59 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



Bachelor of Information Systems (Hons) Enterprise Information Systems

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College,
Utropolis Glenmarie

In a World of Business, Information and Technology is key in making a difference.

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 sought-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.

Career Opportunities:

IT Auditor | IT Analyst | IT Project Manager | Data Mining Specialist | Business Analyst | Business Intelligence Analysts | Consultants | Data Scientist | Data Warehouse Developers | Programmers | Database Administrators

COURSE STRUCTURE

Year 1

- Oral Communication
- Computing Mathematics
- Data Communication and Networking
- Database Systems
- Financial Accounting
- Foundation of Information Systems
- Introduction to Security
- Object Oriented System Analysis & Design
- Principles of Software Engineering
- Principles of Management
- Programming Concepts
- Statistics

Year 2

- Computer Ethics & Law
- Data Science
- E-Commerce
- Enterprise Architecture
- Fundamentals of Object Oriented Programming
- HCI & User Experience
- IT Infrastructure
- IT Project Management
- Research Methodology
- Elective (1 subject)

Year 3

- Business Intelligence
- Enterprise Systems
- Final Year Project
- Internship
- Elective (2 subjects)

Electives

- Computational Intelligence
- GUI Programming
- Human Resource Management
- Integrative Consultancy Project
- Internet and Web Development
- Introduction to Logistic
- Management Accounting 1
- Organisational Behaviour
- Principles of Finance
- Principles of Marketing
- Supply Chain Management
- Strategic Management

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification	Requirement
GCE A Levels	2 Principal Passes (2Ds)
STPM	2Cs or CGPA 2.00
UEC	5 Credits (5Bs) inclusive of a credit in Mathematics
Diploma in relevant field (Science and Technology)	Diploma in Computer Pass with Min. CGPA 2.50
Foundation Studies	Pass with Min. CGPA 2.00

A credit in Mathematics at SPM level or equivalent is also required.

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 488 (PBT) in TOEFL ; or a score of 59 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Arts (Hons) Digital Media Production

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College,
Utropolis Glenmarie

Leading the charge in creating talents for the Digital Entertainment Content Revolution

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.

Career Opportunities:

Animation

3D Animator/ Lead Animator / Supervisor | 3D Modeller | Texture / Shading Artist | Environment Artist | Lighting / Rigging Artist

Visual Effects

Visual Effects Artist / Lead | Effects Coordinator | Compositors | Matte Painters | VFX Producer

Digital Video Production

Art Director / Creative Director | Production Coordinator | Motion Graphics Designer / Artist | Digital Video Producer (Distribution) | Mobile Media Producer/Designer | Cine Mobile Producer/Designer

COURSE STRUCTURE

Year 1

- Oral Communication
- Media Psychology
- Narrative Studies
- 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

- 3D Visualisation 1
- 3D Visualisation 2
- Digital Video Editing
- Acting and Movement for Digital Media
- Digital Video Studio Techniques
- Studio Practice 1
- Studio Practice 2
- 3D Animation
- Digital Media Project Management
- Motion Graphic Design
- Elective (1 subject)

Electives

- Game World Creation
- Game Social & Culture Studies
- Event Management
- Multimedia & Web Design

Year 3

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

Electives

- Advanced 3D Animation
- Visual Effects Compositing

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
 - Entrepreneurship
 - Malaysia and Global Issues
 - Global Social Responsibility
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification	Requirement
STPM/ GCE A Level	2 Principal Passes or CGPA 2.00
Diploma	Pass with min. CGPA 2.00
Foundation Studies	Pass with min. CGPA 2.00

ENGLISH REQUIREMENT

Local Student Band 3 in MUET

International Student Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or score 47 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Game Development (Hons)

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU University College,
Utropolis Glenmarie

Join one the South East's Asia's most Recognized and Leading Universities in Game Development.

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.

Career Opportunities:

Game Art

2D / 3D Game Artist | 2D / 3D Animator |
Concept Artist | Technical Artist

Game Technology

A.I. Programmer | Engine Programmer |
Game Programmer | Graphics
Programmer | Tool Programmer

Game Design

Game Content Designer | Game Mechanic
Designer | Game Tester | Interface
Designer | Level Designer | Story Scripter

Collaboration with:

ACADEMIC



PARTNER

UOW Malaysia KDU is currently the first university outside North America and Europe to be an Unreal Academic Partner. The Unreal Engine is a game engine developed by Epic Games and is considered as one of the world's leading game engine.

COURSE STRUCTURE

Year 1

- Specialisation Subjects (4 Subjects)
- Oral Communication
- Fundamentals of Game Design
- Fundamentals of Game Technology
- Fundamentals of Game Development
- Fundamentals of Game Art
- 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 Modelling and Texturing 1
- 3D Game Modelling and Texturing 2
- 3D Game Animation 1
- 3D Game Animation 2
- 2D Game Art Development
- Advance 3D Game Art
- Concept Art for Games
- 3D Game Art Development

Specialisation: Game Design

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

Specialisation: Game Technology

- Fundamentals of Programming
- Logic, Math & Physics for Games
- Data Structures & Algorithms
- 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

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*

- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification Requirement

GCE A Levels / STPM or equivalent	2 Principal Passes or CGPA 2.00
Diploma	Pass with Min. CGPA 2.00
Foundation Studies	Pass with Min. CGPA 2.00

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.

ENGLISH REQUIREMENT

Local Student Band 3 in MUET

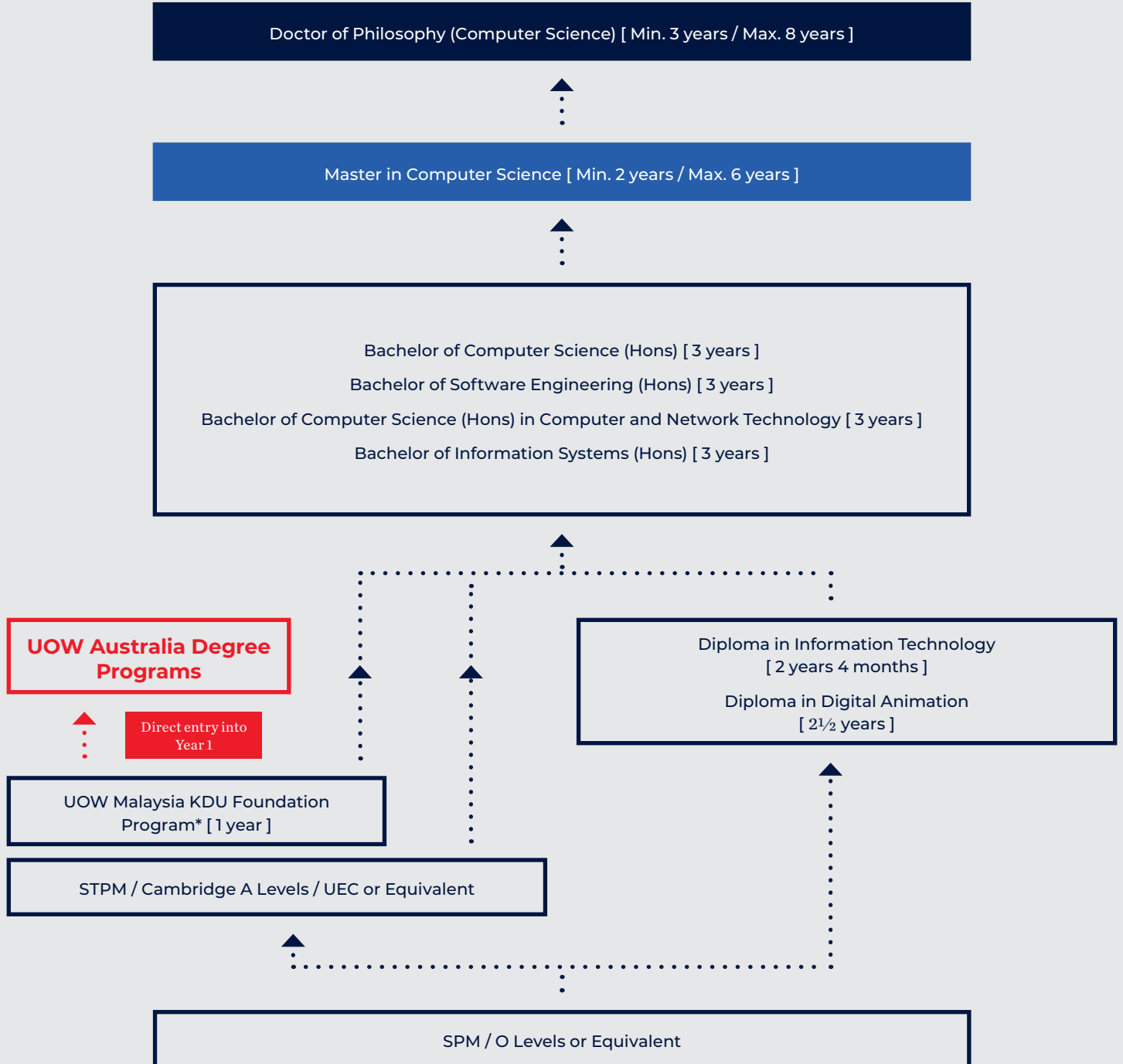
International Student Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or score 47 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



Study route

 **Penang**



* Specific foundation programs that meet the entry requirement.
For all Postgraduates programs, kindly refer to Postgraduates Brochure or website for more information.



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

Diploma in Information Technology

Intakes:

January, May and September

Duration:

2 Years 4 Months (Full-Time)

Course Location:

UOW Malaysia KDU Penang
University College, George Town

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.

Career Opportunities:

Analyst Programmer | Android Programmer | App Developer | IT Consultant | Database Administrator | Database Programmer | Front-end Developer | Gameplay Programmer | Graphics Programmer | Information System Administrator | IT Executive | IT Helpdesk Analyst | IT Support Personnel | Junior Software Engineer | Multimedia Designer | Network Administrator | Network Technician | Project Engineer | Service Technician | Software Engineer | Software Tester | Technical Support Officer | Web Designer and Developer

COURSE STRUCTURE

Year 1

- Cloud Computing
- Writing and Referencing
- Computing Mathematics
- User Interface Design
- Object Oriented Systems Analysis and Design
- Data Structures & Algorithms
- VB Programming
- Database Systems
- Multimedia Authoring
- Networking and Operating Systems
- Fundamentals of Object Oriented Programming

Year 2

- Internet Technology and Application
- Java Programming
- Creative Programming
- System Administration and Management
- Fundamentals of Security in Ethical Hacking
- Mobile Technology
- Internship

Year 3

- Technopreneurship
- Project

MPU

- Pengajian Malaysia 2 (Malaysian Students) / Bahasa Melayu Komunikasi 1 (International Students)
 - Personal Development Skills
 - Society and Development in Malaysia
 - Teamwork and Community
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic Qualification

Academic Qualification	Requirement
SPM / GCE O Level	Min. 3 Credits including Mathematics
UEC	Min. 3 Credits including a Credit in Mathematics
Certificate in computer related studies	Pass with min. CGPA of 2.00
Sijil Kemahiran Malaysia (SKM)	Pass Level 3 and a Credit in Mathematics at SPM Level

ENGLISH REQUIREMENT

Local Student

Pass (English at SPM level or equivalent)

International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 397 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (140); or PTE Academic (36)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU





N/213/4/0262(07/25) MQA/FA 5804

Diploma in Digital Animation

Intakes:

January, May and September

Duration:

2½ Years (Full-Time)

Course Location:

UOW Malaysia KDU Penang
University College, Batu Kawan

The future of entertainment.

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.

Career Opportunities:

2D/3D Animator | 3D Stereoscopic Specialist | Animation Producer | Background Artist | Cartoonist | CG Artist | Character Designer | Composer | Concept Artist | Director / Artist | Effect Specialist | Layout Artist | Lead Animator | Lighting Artist | Motion Graphic Artist | Producer | Project Coordinator | Rigging Artist | Simulation Specialist | Storyboard Artist | Technical Director | Video Editor / Composer | Visual Effects Artist | Visualizer

COURSE STRUCTURE

Year 1

- Writing and Referencing
- Fundamental of Painting
- Design Fundamental
- Fundamental of Drawing
- History of Animation
- Conceptual Art
- Digital Media Production
- Digital Storytelling
- Oral Communication
- Digital Character Conceptual Drawings

Year 2

- Computer Graphic Communication
- 2D Animation
- 3D Modelling
- Motion Graphic Design
- 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

MPU

- Pengajian Malaysia 2 (Malaysian Students) / Bahasa Melayu Kominikasi 1 (International Students)
- Personal Development Skills
- Society and Development in Malaysia
- Teamwork and Community
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification Requirement

SPM / GCE O Level	Min. 3 Credits
UEC	Min. 3 Credits
Sijil Kemahiran Malaysia (SKM)	Pass Level 3 and a Credit in Mathematics at SPM Level

ENGLISH REQUIREMENT

Local Student

Pass (English at SPM level or equivalent)

International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 397 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (140); or PTE Academic (36)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU





N/481/6/0821 (09/21) MQA/PA 11683

Bachelor of Software Engineering (Hons)

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

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.

Career Opportunities:

Computer Communications Specialists | Enterprise Distributed Application Developer | Games Developer | Games Graphic Designer | IT Analyst | IT Consultant | IT Engineer | Java J2EE Developer | Mobile App Developer | Net Consultant | Network | Architect Developer | Requirement Engineer | Software Architect | Software Consultant | Software Designer | Software Engineer | Software Quality Assurance Officer | Software Test Engineer | System Designer

Professional Partner:



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

Year 2

- Software Requirements Engineering
- Algorithm Design & Analysis
- Software Process & Methodology
- Oral Communication
- Software Design & Architecture
- Software Testing
- Software Quality Assurance
- Principles of Management
- Mobile Application Development
- Field Elective 1
- Field Elective 2
- Knowledge Management

Year 3

- Professional & Ethical Practice
- Individual Project 1
- Individual Project 2
- Software Project Management
- Software Maintenance & Re-Engineering
- Industrial Training
- Field Elective 3
- Field Elective 4

Elective: Data Analytics

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

Elective: Internet Of Things

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

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic Qualification	Requirement
STPM	2 Principal Passes in any 2 subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering OR 2 Principal Passes in Science Stream with in one Mathematics subject and one subject in Science / ICT
GCE A Levels	2 Principal Passes in any two subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
UEC	5 Credits including Mathematics and Science/ ICT subject
Foundation/ Matriculation	Pass with min. CGPA of 2.00 and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
Australian Matriculation/ Foundation	ATAR score of 55
Diploma in related field	Pass with min. CGPA 2.50
Local Student	MUET Band 2
International Student	Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (154); or PTE Academic (47)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Computer Science (Hons)

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU Penang
University College, George Town

UOW Malaysia KDU Penang
University College, Batu Kawan

Computer Science Degree in Malaysia

The Bachelor of Computer Science (Hons) degree program is designed to produce quality graduates who grasp a sound technical knowledge of the broad aspects of computer science. The program also provides an understanding of computer science as an academic discipline.

The courses offer a comprehensive study program which covers a wide range of topics including object-oriented programming, artificial intelligence, mobile computing and computational mathematics, using languages and tools such as Java, C++, Android, SQL, and Python.

Career Opportunities:

Systems Analyst | Programmer | Technical writer | Computer Systems Architects | Technical specialist | AI Engineer | Used Case Engineer | Database Administrator | Data Analysts | Data Scientist | Machine Learning Developer | Analytics Modeller | Data Quality Engineer | Security Analyst | Security Administrator | Computer Forensic Analyst | Penetration Tester | Cryptographer | Mobile Application Developer | Statistical Programmer

Professional Partner:



COURSE STRUCTURE

Year 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Computer Networks
- Writing and Referencing
- Oral Communication
- Object-Oriented Programming
- Foundation of Human Computer Interaction
- Data Structures & Algorithms
- System Analysis and Design

Year 2

- System Fundamentals
- Database Programming
- Software Engineering
- Principles of Management
- Introduction to Artificial Intelligence
- Operating Systems and Concurrency
- Computer Graphics
- Intelligent Systems
- Internet of Things
- Social and Current Issues in Computing
- Elective (2 subjects)

Year 2 Elective (choose any 2)

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

Year 3

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

Year 3 Elective (choose any 1)

- Image Processing
- Autonomous Mobile Robotics

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic Qualification

Requirement

STPM	2 Principal Passes in any 2 subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering OR 2 Principal Passes in Science Stream with in one Mathematics subject and one subject in Science / ICT
GCE A Levels	2 Principal Passes in any two subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
UEC	5 Credits including Mathematics and Science/ ICT subject
Foundation/ Matriculation	Pass with min. CGPA of 2.00 and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
Australian Matriculation/ Foundation	ATAR score of 55
Diploma in related field	Pass with min. CGPA 2.50

ENGLISH REQUIREMENT

Local Student

MUET Band 2

International Student

Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (154); or PTE Academic (47)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



Bachelor of Computer Science (Hons) in Computer and Network Technology

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU Penang
University College, George Town

The Bachelor of Computer Science (Hons) in Computer and Network Technology degree program is designed to provide a challenging program for students to demonstrate their full potential in respect to computer networking, software development and computer hardware in the context of modern digital communication systems. This degree is validated by a leading UK university and upon successful completion of the program graduates are awarded two degree certificates. The courses offered cover a wide range of topics including object-oriented programming, network programming and computational mathematics, computer data networks using languages and tools such as Java, C++, UNIX, Network Simulators, Network sensor smart home environment.

Career Opportunities:

AI Programmer | Applications Developer | Database Administrator | Database Designer | E-Business Consultant | Entrepreneur | Game Developer | Game Programmer | Game Design Programmer | Games and Gameplay | Games Level Designer | Information Systems Manager | IT Consultant | IT Support Engineer | IT Technical Support Officer | Multimedia Programmer | Network Administrator | Network Engineer | Network Programmer | Programmer | Project Manager | R&D Software Engineer | Software Developer | Software Engineer | Systems Analyst | Systems Developer | Technical Consultant | Technical Support Engineer | Web Developer | Web Programmer

Professional Partner:



COURSE STRUCTURE

Year 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Computer Networks
- Writing and Referencing
- Oral Communication
- Object-Oriented Programming
- Foundation of Human Computer Interaction
- Data Structures & Algorithms
- System Analysis and Design

Year 2

- Data Communication and Networking
- Software Engineering
- System Fundamentals
- Principles of Management
- Introduction to Artificial Intelligence
- Operating Systems and Concurrency
- Introduction to Network Technology
- Network Programming with UNIX
- Internet of Things (IoT)
- Social and Current Issues in Computing
- Routing and Switching
- Wireless Network
- Elective (2 subjects)

Year 2 Elective

- Computer Graphics
- Introduction to Web Design
- Data Visualisation for Web
- Mobile Application Development

Year 3

- Cyber Security
- Individual Project 1
- Individual Project 2
- Sensor Networks
- Knowledge Management
- Distributed Computing
- Network Design and Management
- Industrial Training
- Elective (1 subject)

Year 3 Elective (choose any 1)

- Big Data Analysis
- Ethical Hacking for Network Security

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
- Entrepreneurship
- Malaysia and Global Issues
- Global Social Responsibility
- Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
 - without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic

Qualification Requirement

STPM	2 Principal Passes in any 2 subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering OR 2 Principal Passes in Science Stream with in one Mathematics subject and one subject in Science / ICT
GCE A Levels	2 Principal Passes in any two subjects and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
UEC	5 Credits including Mathematics and Science/ ICT subject
Foundation/ Matriculation	Pass with min. CGPA of 2.00 and Credit at SPM level or equivalent in Additional Mathematics / Mathematics and any one subject in Science, Technology or Engineering
Australian Matriculation/ Foundation	ATAR score of 55
Diploma in related field	Pass with min. CGPA 2.50

ENGLISH REQUIREMENT

Local Student

MUET Band 2

International Student

Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (154); or PTE Academic (47)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU



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

Bachelor of Information Systems (Hons)

Intakes:

January, May and September

Duration:

3 Years (Full-Time)

Course Location:

UOW Malaysia KDU Penang
University College, George Town

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.

Career Opportunities:

Big Data Analyst | Big Data System Architect | Business Analyst | Business Applications Developer | Business Intelligence – BI Analyst (Healthcare, Tech / Software, Manufacturing, Banking, Insurance) | Chief Data Scientist | Chief Knowledge Analyst | Chief Social Media Scientist | Credit Scorecard Specialist | Customer Segmentation Specialists | Data Scientist | Database Administrator | Enterprise Systems Consultant | Forensic Experts | Information Systems Analyst | Information Systems Developer | Information Systems Manager | Process Analyst | Project Manager | Web Developer | Web Programmer

Professional Partner:



COURSE STRUCTURE

Year 1

- Principle of Information System
- Database System
- Oral Communication
- Writing and Referencing
- Principles of Management
- Business Statistics
- Management Information System
- Business Information System
- IT infrastructure
- System Analysis and Design
- Foundation of HCI
- Business Communication

Year 2

- Enterprise Architecture 1
- Network Management
- Knowledge Management
- Programming for IS
- Strategic Systems Management
- IS Project Management
- Decision Support System
- Research Method
- Elective

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

- Individual Project 1
- Individual Project 2
- Enterprise Architecture 2
- Cyber Security
- Social and Current Issues in Computing
- Data Mining for Information Systems
- Business Process Management
- Industrial Training
- Elective

Year 3 Elective (choose any 1)

- Social Web analytics
- Wireless Sensor Network and IOT Standard

MPU

- Hubungan Etnik and Tamadun Islam dan Tamadun Asia (Malaysian Students) / Bahasa Melayu Komunikasi 2 and Pengajian Malaysia 3 (International Students)
 - Entrepreneurship
 - Malaysia and Global Issues
 - Global Social Responsibility
 - Bahasa Kebangsaan A*
- * Bahasa Kebangsaan A is compulsory for all Malaysian students
- without a credit in SPM Bahasa Malaysia.
 - without SPM Bahasa Malaysia (applicable to students from UEC, O Level, or other equivalent programs)

ENTRY REQUIREMENT

Academic Qualification	Requirement
STPM	2 Principal Passes and Credit in Mathematics at SPM level or equivalent
GCE A Level	2 Principal Passes and Credit in Mathematics at SPM level or equivalent
UEC	5 Credits including Mathematics
Foundation / Matriculation	Pass with CGPA ≥ 2.00 and Credit in Mathematics at SPM level or equivalent
Australian Matriculation / Foundation	ATAR score of 55
Diploma in related field	Pass with min. CGPA 2.50

ENGLISH REQUIREMENT

Local Student	Muet Band 2
International Student	Band 5.0 in IELTS; or a min score of 42 (IBT) or 410 (PBT) in TOEFL; or Cambridge English CAE & CPE (from 2015) (154); or PTE Academic (47)

If English Language requirements are not fulfilled, additional English module(s) may be taken at UOW Malaysia KDU

