

**COMPUTING &
CREATIVE MEDIA**



*TURN YOUR
FLAIR*



*INTO
**AN EYE-CANDY
OF TRIUMPH***

Turn for your future.

VISION

Changing lives and enriching communities for a better world.

MISSION

- We deliver superior products and services that benefit society, and shape future generations of leaders and thinkers.
- We care for the safety and health of our people, and we believe in developing their talents through empowerment and enabling them to maximise their potential.
- We grow our businesses to deliver sustainable and responsible shareholder returns while ensuring that we continue to protect our environment.
- We must be bold in technological innovations to be market leaders in our core businesses.
- We will leverage on the synergies within our business ecosystem to create unique product offerings.

EDUCATION CHARTER

- We inspire students and staff to lead, share and serve.
- We create a community in which learning, teaching and research are encouraged, enabled and enjoyed.
- We promote critical thinking, independent learning and creative problem solving.
- We nurture individuals to be ethical and responsible global citizens.
- We share our success with stakeholders and the community we serve.



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INTRODUCTION

Welcome to KDU.

Discover an institution that combines knowledge with experiential learning that goes beyond classroom teaching. Our education approach takes on real-world perspective, where our students are encouraged to embark on real-life projects that not only focus on hands-on learning but also education that will help them develop leadership and interpersonal skills, ensuring that they hit the ground running and become graduates who think, do and innovate in order to cater to the needs and betterment of the world we live in.

Here at KDU, we have nurtured many bright and passionate minds who have contributed to society in varieties of ways. We provide a platform for practical, impactful ideas to be conceived and incubated. Our global connections open the minds of our graduates and broaden the perspectives of our future generations.

A pioneer in providing private tertiary education, KDU has seen thousands of spirited and hopeful youths from different background, culture and countries teeming its corridors of vibrant campuses in pursuit of quality education for the past 35 years. As the first institution to have a purpose-built campus, and the first to offer twinning programmes in the nation, KDU is proud to have over 45,000 successful alumni since its inception. Some of whom, include corporate leaders, entrepreneurs and celebrities around the globe.

KDU has two campuses in Selangor – KDU University College in Utropolis Glenmarie and KDU College in Damasara Jaya, and are part of Paramount Education.



ENTREPRENEURIAL SPIRIT & WORKING WITH COMMUNITIES

Richard Branson, Mark Zuckerberg and Elon Musk are entrepreneurs who are highly enthusiastic, creative problem solvers, risks takers who learn from failures and thrive on challenges. At KDU, we foster these eminent traits by encouraging our students to think outside the box, be innovative in developing their business sense and to cultivate entrepreneurial ideas into impactful action.



Making Monster Impact

In an effort to spur and accelerate the students' entrepreneurial mindset, the School of Computing and Creative Media has established a development, publishing & commercialisation initiative called Daikaiju Studios, an avenue where staff and/or students form development teams to take on a variety of projects. One of the many success stories was in 2015 – when a group of KDU Game Development students entered a competition to develop a mobile game based on an upcoming animated TV series called Ejen Ali. The students won RM100,000 as a development start-up capital and are currently incubated within the studio. Another one of the initiatives of the studio is to produce original content. As of today, there are two registered digital game IPs currently in development.



Fine Appreciation of Modern Malaysian Cuisine

An entrepreneurial project of the School of Hospitality, Tourism and Culinary Arts, Dewakan Restaurant is currently Malaysia's rising star in the fine dining scene. Named after the word 'Dewa' for God in Malay and 'Makan' which means 'to eat', Dewakan is looking to change the way we understand Malaysian cuisine by presenting scrumptious and enticing plates that are sure to delight our taste buds. Dewakan believes that food is symbolic of love and the restaurant looks to celebrate the bountiful blessings given by our land through a plethora of innovative courses. This successful entrepreneurial project exists through the vision and passion of KDU culinary lecturer and author of *Redefinition: Molecular Cuisine*, Chef Darren Teoh.



Turning Designers into Designpreneurs

The growing phenomenon of entrepreneurial designers has given birth to designpreneurs. Designers are normally associated with artistes and visual-makers who tend to be wrapped within their own creative process and creation. However, designers have innate entrepreneurial sense which allows them to expand, experiment and broaden their designs within the commercial, marketing, industrial and trading enterprise. The Entrepreneurial Design students of the School of Communication and Creative Arts understand this concept the most. They are taught to sharpen creative and personalised designs, as well as to market these designs by integrating advanced creative works with business strategies. Through the annual Designpreneur Faire, final year students will showcase and commercialise brands and products they have produced during the period of their studies.



From Class to Café

Come lunch hour, the alluring smells of mouth-watering desserts and pastries at KDU's Café 8ighty 7even are brought to you by the School of Hospitality, Tourism and Culinary Arts' bakery students. The café allows students to be involved in the process of preparing and baking the savouries and pastries for the café, as well as managing the ins and outs of a business model. The students are tasked to prepare sandwiches, tarts and a variety of breads, and they are able to witness the sales of their own culinary creations for the day. This not only allows them to work in the latest well-equipped kitchens but also to participate in real café environment. You can also get some of the best brewed coffee to go with your delicious pastries!

WORKING WITH & WITHIN COMMUNITIES

One of the most vital traits of real-world education in parallel with real-world needs, is to work with and within communities. At KDU, we believe that the communities around us play an important role in shaping and influencing future leaders and professional businesses. We interact with variety of communities and imbue our students the skills required to work with these communities effectively.



Corporate Social Responsibilities

Initiatives that benefit society by corporate enterprises are important in ensuring that the business world remain connected to its own corporate conscience for better environment and better communities. One of the CSR projects initiated by KDU students include the Pre-United Club's efforts of raising more than RM50,000 for the University Malaya Medical Centre (UMMC)'s Children Cancer Fund through its fundraising activities and initiatives. An on-going project since 2010, some of the initiatives from the club include raising funds through tickets sales for musical showcases, food carnivals, competitions such as bowling tournaments and more.



Powering Up with Solar Energy

Putting what they learnt into practice, Tharmaraj A/L Vilosamy, Tan Kin Sun and Vinodkumaran, three students from School of Engineering undertook a feasibility study on alternative power sources for Kampung Sesapan Batu Minangkabau. The students proposed and designed a green energy system, which will allow the remote village to produce solar energy to generate electricity for the entire area. Through this hands-on project, the students not only improved their understanding of the utilisation of renewable energy and honed their technical knowledge, but also provided the village with a useable, cost-effective and sustainable solution.



Bridging Academia with Industry

The School of Business ensures students obtain real-life learning experiences by bridging academia with industry, through partnerships and collaborations.

Digi Cooperative Education Programme

An industry partnership through the adoption of the Introduction to Business module where students receive on-the-job structured learning experiences in relevant operational areas within the telecommunications industry.

Growing Banking Sector: AICB collaboration with KDU

The Asian Institute of Chartered Bankers (AICB) signed an academic partnership with KDU to groom and nurture the next generation of banking graduates. The demand for talented and skilled individuals in financial sector is rising and this partnership is an example of realising the needs within a rapidly changing environment in the banking industry.



The Edge Education Foundation – 'Money & Me' Youth Financial Empowerment Programme

Incorporating relevant aspects and the spirit of corporate social responsibility, our students volunteered to become facilitators to reach out and inculcate the concept of 'financial literacy' to school students.

COMPUTING & CREATIVE MEDIA

When digital literacy, creativity & technological knowledge come together

With technological development, the world has changed rapidly and at an unimaginable rate. We now carry far more advanced technology in our mobile devices than that which took Neil Armstrong and Buzz Aldrin to reach the Moon; and thirty years ago, only specialists knew how to use the Internet. Now, billions of people use the Internet for information, to trade, communicate and update their statuses every second of everyday!

As we advance further in this hyper-connected world, digital literacy and technological knowledge becomes more a necessity than a simple advantage. We are witnessing technology which have been designed to mimic the way we think, imagine and create, permeate into our everyday activities.

Growing in tandem, recent years have also seen a huge growth in the electronic games industry. This unprecedented growth is so huge, some computer and mobile games (think Pokemon Go and

Grand Theft Auto V) even exceed Hollywood blockbuster films in terms of revenue generation and potential profits. The games industry is exciting, enormous and more diverse than ever.

Understanding the interplay between computing and the highly immersive world of digital entertainment, KDU embodies the concept of "Technological Artistry", an approach to merge creativity into technology, producing graduates who can bridge these two distinct disciplines that are in the forefront of innovation.

Utilising a combination of strategic industry collaborations and academic partnerships, KDU produce young computing and creative media talents that not only fulfil the needs of the industry, but help shape what it becomes in the future.



WHY CHOOSE KDU?

An all-inclusive syllabus that produces computing wizards & games maestros

THE BEST STREAMLINED SYLLABUS

Our syllabus is a direct result of in-depth analysis and collaborations with industry partners to ensure our graduates are not only employable but desirable talents that can integrate seamlessly into the industry. It evolves to stay relevant to current industry needs and practices.

Creative Media

The Game Development degree programme at KDU is endorsed by a major UK-based game development studio and stalwarts in the local industry. The programme's streamlined syllabus and industry insights produces sought-after graduates, drawing many a studio to headhunt and handpick talents before they even graduate. With three specialised streams to choose from, our programme is one of the most comprehensive Game Development programmes out there.

KDU also collaborates with Codemasters Studios in the adoption of industry benchmarking and standards for curriculum and assessment methods in programme delivery. Codemasters is one of Britain's oldest video game development companies and is considered Europe's largest independent games company with nearly 700 employees in the UK alone.

Computing

KDU recognises the need to integrate and diminish the gap between industry requirements, practice and technology and academic delivery. Irrespective of the computing stream students choose to study, our syllabus ensure they have a strong grasp in the fundamentals on computing, from programming, to using complex algorithms, and designing, building and testing of applications or systems – all of which are critical in cultivating a graduate who is an analytical thinker and creative problem-solver.

KDU offers programmes in 3 out of the 4 major facets of computing (as stated by The Association for Computing Machinery, the world's largest scientific and educational society for computing).

- Computer Science
- Software Engineering
- Information Systems



Our strong industry collaborations means students actively collaborate with potential future employers – before even graduating!

COLLABORATIONS

Computing

- **Strategic Partnerships**

We work with selected corporate industry and relevant organisations to obtain practical training materials and tools for knowledge transfer as well as the opportunity for events and networking. Students get a taste of real world experience in consultation with top technological companies such as IEEE Computer Society, and RapidMiner Master Reseller, Quandatics (M) Sdn Bhd keeping updated with latest trends through projects and industry involvement.



- **Certification Ready**

Students are exposed to and prepared for external certification exams and professional certification processes through our partnerships.

Creative Media

- **MyGameDev Talent Development Initiative**

In 2012, the Ministry of Higher Education awarded KDU with a PEMANDU Entry Point Project initiative under the Economic Transformation Plan and the National Key Results Area (Education) to spearhead the Game Development industry in Malaysia, focusing on awareness and talent building activities. This Game Development Cluster represents the start of a strategic collaboration between educational institutions and the Game Development industry to create a High-Income, Sustainable Creative Economy in the area of Game Development.

The primary measure of success in a digital game region is a critical mass of talent. Without critical mass, it is difficult to find support, retain talent, and attract international visibility and credibility. In an effort to maintain a constant flow of talents into the Game Development Industry, MyGameDev's role is to ensure that not only are the relevant institutions generating graduates which are industry ready but to also prepare a ready pool of raw post-secondary student talents to feed into this pipeline.

ACADEMIC FACULTY



ASSOCIATE PROFESSOR TS TAN CHIN IKE – HEAD OF SCHOOL

Ike was involved in digital effects for commercials and interactive content, prior to venturing into academia. In 2011, he joined KDU and established the Game Development programme. A year later, he established MyGameDev, an Entry Point Project under PEMANDU's National Key Economic Area (NKEA) for Education. Ike is also an appointed panel of expert for the Malaysian Qualifications Agency (MQA) Programme Standards for Creative Multimedia and curriculum advisory panel member for the Polytechnic Education Programme under the Ministry of Higher Education Malaysia. He was appointed a panellist for the Malaysian Digital Economy Corporation (MDEC) Industry-Academia Panel (Game Development) and is now a member of their Game Industry Advisory Forum.



MICHAEL OOI

Michael is one of the pioneers of Games Design in Malaysia and highly recognised as such by both the private sector and various government bodies. He entered the games industry in 2000, and set up Collective Intelligence eight years later, doing independent casual game titles, online web games, as well as game design and game production consultations. Michael worked closely with Malaysian Digital Economy Corporation (MDEC) on various projects - as IPCC judge and mentor, panel mentor for the MSC Malaysia Creative Multimedia Industry-IHL Panel 2010 and the MSC Malaysia Creative Multimedia Industry Funding Forum 2011. He was also appointed to MOHE's Curriculum Advisory Panel for several polytechnic game development programmes and is an active member of the MyGameDev panel.



JOHANN LIM TEK SEN

Johann is a Masters graduate from Imperial College, London, in the field of Software Engineering. He began his working experience as a programmer, before going into the performing arts as an actor and writer. He then returned to the IT world, first as an applications consultant, and later as a designer in the games industry. Johann loves reading, gaming, climbing, dancing, and growing human potential.



KEVIN WONG

Kevin is a former Digital Artist from Igloo Digital Arts, where he was credited with titles such as Sonic & Sega All-Stars Racing (2010) by Sega and Afro Samurai (2009) by Namco Bandai. Kevin delved into the world of academia in an effort to improve the quality of art students being produced at tertiary level. He was also a panel expert for National Occupational Skills Standard (NOSS) Development to assist in developing content of Performance Criteria Document for various 3D Game Art discipline related to entry level industry job requirements.



WONG CHIN FOO

An MSc (Artificial Intelligence) graduate from the University of Hertfordshire, Chinfoo is a veteran in the games industry and is a founding member of a local company that has since grown to become listed overseas. Chinfoo's skills as a programmer is undeniable. Apart from teaching, he is currently pursuing his own projects, and willingly shares his skills and experience with students in the development of MMOs, Game-Engine, online social games and mobile games.



JULIAN LEE (Academic Department Head)

Julian was developing advertising ideas for Nestle, Sunrise and China Airlines as an Art Director before embarking on a career in the digital realm. He first embraced the use of computers for graphic design with the aim of merging both the conventional and digital methods for advertising production. As the dotcom era began, Julian was involved in the design development for GettingHere.com, a web travel portal which was the template for most travel booking sites today. Julian has eight years of teaching experience in Malaysia, and he spent three years in New Zealand as a casual lecturer, often involved in digital design exhibitions, before returning home. His digital works have been exhibited at St. Paul's Gallery (2005 and 2006) and Chaumont Graphisme (2009).



YAP CHUN FEI

A software engineering graduate, Chun Fei specialises in researching and creating high-end real time 3D art assets for games for over 10 years. He has helped and provided development solutions to various local game companies in Malaysia, developing their own intellectual properties ranging from high-end to casual games on various platforms. In 2008, he established a local indie company called Liquid Rock Games, which was later awarded the 2009 Most Promising Start-Up Games Company in Malaysia by Kreatif, that he still continues to operate with his partner till this day.



PHUA YEONG TSANN (Academic Department Head)

Phua started his career in web development and later, joined UM's IPS research team for EIA projects. He became the system consultant for a few TNBR EIA research projects. Phua carries more than 15 years of teaching and research experience in computer science, information systems and GIS. He is also a Certified RapidMiner Analyst. He is currently active in machine learning and data analytics research.

**SUJATA NAVARATNAM**

Sujata holds a Bachelor (Hons) in Computer Science and a Masters in Software Engineering. A PhD candidate with research interests in the areas of computer security and image processing. She is also a Certified Software Tester and Certified Hacking and Forensics Investigator. An academician at heart, Sujata began her career in lecturing where she has progressed through several positions in the last 17 years. She has worked in various capacities which have developed her both as an individual and a professional where she is trained in developing market-driven programmes in both postgraduate and undergraduate levels. Well-versed with the procedures and policies of faculty management and the operations within Institutes of Higher Learning. She is professionally trained in academic development and collaborates with researchers from various institutes on research grants.

**CHONG WEI-SHERN**

Shern earned his early battle scars in the advertising, events and commercial writing field. He also cut his teeth in facilitating pro bono workshops on education and writing for young people development, and still does. Shern was a game writer and designer for a local studio, building his team of designers with diverse skillsets, and acting as liaison with the concept art, 3D modelling and animation crews. With a background in education and communications, he also provided skills training among the developers in aspects of team response, consultative discussions, and cross-discipline dynamics. On his own, he is tasked with narrative design, inclusive of world building, script and missions. His tour of duty lasted 5 years.

**KHOO LI JING**

Li Jing obtained his MSc in Computer Network Security from Liverpool John Moores University with a passion in cybersecurity education. He was a trainer for government agencies, financial institutions, telco, oil & gas sectors and other service providers. He was appointed to lead the implementation of undergrad and postgrad cybersecurity program. He is active in cybersecurity wargames and has mentored students for several national level competitions. His current research areas covers IT automation and Game Based Learning for cybersecurity education

**AIDORA ABDULLAH**

Aidora Abdullah is a MSc. Information Technology in Business holder. She is both CEH and CHFI certified, and a member of IEEE. Her research interests include network detection techniques within cloud and virtual environments, and advanced educational techniques for experiential learning in computer security and forensics. She currently researching Cloud-Based Virtual Computing Lab for Experiential Learning. She is passionate in mentoring student in security related competitions.

**NORAH KHOR**

Norah Khor is an illustrator from Malaysia who has been creating artworks for games, comics, films and publications since 2010. A visual communication graduate from Birmingham City University in the UK, she previously worked as an art director at a local illustration studio, with contributions to titles such as Dark Souls, Orphan Black, The Walking Dead and Helios:Femina. Her work has also been exhibited in countries including Japan, America, Singapore, Taiwan and Romania, and she was featured in several publications such as ImagineFX, Exotique, and Digital Artist etc. Norah found great satisfaction in her first job as an art college tutor however, and after 7 years in the industry, she decided to return to the education sector and now teaches in the Games Development degree program at KDU University College.

**EFFENDY ANUAR**

Graduated from Joe Kubert School, he has since been involved in projects such as Upin & Ipin, Sesame Street, Killer Instinct and Saints Row. A recipient of DC Comics Scholarship for year 2007-2008 and Winner of IPCC 2010 in Comics and Animation respectively. Primarily a comic artist, he also skilled in conceptual designs, scriptwriting and animation.

**YAP LI CHEN**

KDU first batch Game Art Development course graduate with First Class Honors. Mr.Yap Li Chen Specializes in creating high-end 3D art assets for games. He worked as a 3D game artist in Streamline Studio and work on PS4 game title, Armored Warfare. He decided to join education industry in year 2016, to share his experience as a 3D artist as well as motivate student and providing talent to game industry. Mr.Yap also helped and provided design solutions and cooperate training to various local companies in Malaysia, example Bank Negara, Royal Selangor, Hong Leong Bank etc. "Life is full of challenge, as long we still in game, it's always having the chance to comeback."

**NABILAH ZAKARIA**

Nabilah Raihan is a Comic Artist and Illustrator who is really into drawing characters and backgrounds for animation and games. Commonly spotted in local comic conventions peddling her latest dark deranged tales with other local talents, she has been featured in popular art magazine ImagineFX and a former APICTA winner. She loves encouraging young artists to pursue their creative passions which she exemplifies by being a recipient of the Intellectual Property Creators Challenge 2015. She enjoys a good apocalyptic dystopian future and cats.

DR.LAW FOONG LI

Foong Li obtained her Master of Software Engineering in 2008. She is currently pursuing her PhD in Computer Science at UM, specialising in requirements engineering. She has vast experience in teaching, mentoring and coordinating competition teams. She also actively supervises students in Bachelor and Master degree. Her research interests include requirements engineering, software testing, software quality assurance, and gamification. She was an observer in The Massachusetts Institute of Technology Global Startup Labs (MIT GSL) Malaysia 2014 organised by MDeC.

HARYATI MOHD EHSAN

Haryati Mohd Ehsan is a comic artist, art and videogame enthusiast and educator graduated in Masters of Interactive Technology in Videogame Design (specialization in art creation) from SMU Guildhall, Texas USA and earned her Bachelor's degree in Graphic Design from Universiti Teknologi Mara (UiTM) Shah Alam, Selangor. Always passionate about art and storytelling since she was at young age, she has been working in a various platforms from videogames to graphic design. Her works recognized by Kadokawa Gempakstarz after joining a comic competition in 2002, she has been working as a professional comic artist with the company until now. Using 'Xanseviera' as her nickname, her comics were published in various magazines and she contributed her original works in more than 10 graphic novels title including one of the Malaysia best seller, Kisah Zulaikha. She's also producing Indie comics and working closely with Webtoons to produce quality comics. Currently working as a lecturer of Sequential Art Diploma program at KDU University College, Utopolis Selangor, she's been active participating and supporting comic art events and conventions in her pastime as an artist, guest speaker and workshop tutor. Her works heavily influenced by her Malaysian roots with a mix of Japanese and Western artstyle, creates a unique and recognizable works for its local and international readers.

GAME DEVELOPMENT



SOME FLAMING HOT INDUSTRY FACTS

DO YOU KNOW THAT...



In September 2013, Grand Theft Auto 5 (GTA V) crossed US \$1 billion in sales in just three days! The total global recorded music industry was worth \$15 billion in 2015 which is less than US\$1.3 billion per month.

In November 2015, Bethesda's Fallout 4 made US\$750 million in 24 hours.

In September 2014, Markus "Notch" Persson, the founder of Minecraft-maker Mojang who created the Minecraft game in 2009, had sold his company to Microsoft for \$2.5 billion.

In January 2016, Clash Royale, a free-to-play game made around US\$80 million in one month, while Clash of Clans at its height made on average US\$5 million per day.

Niantic's Pokemon Go reached 7.2 million downloads in 7 days. As a free-to-play game, it still made US\$200 million in one month and averaged around US\$10 million a day at its height. It now averages at \$2 million per day.

On 29th November 2016, Square Enix's Final Fantasy XV shipped five million copies on its first day of release.

Streamline Studios, a game studio based in Malaysia provided premium development services work on the Final Fantasy XV.

THE GLOBAL GAMES MARKET REACHED OVER US\$100BN IN 2017 WITH MOBILE GENERATING 34% AND THE INDUSTRY IS EXPECTED TO GROW WITH A CAGR OF +8.2% TOWARDS 2020 REACHING:

US\$143,500,000,000 BY 2020

In 2017, over 40% of the growth of the global games market came from the Asia-Pacific Region.

The South-East Asian Market is estimated to reach US\$2.8Bn by 2018. Currently SEA represents 4% of the global games market.



MALAYSIA

CODEMASTERS STUDIOS
STREAMLINE STUDIOS
BANDAI NAMCO GAMES
LEMONSKY GAMES
PASSION REPUBLIC
APPXPLORE

US\$335m

DO YOU KNOW THAT...

Malaysia has been a game outsource centre since the mid-90s with some of the biggest game titles being partially developed in Malaysia? Now some of the biggest studios are already on Malaysian Shores!

According to Newzoo, the top 20 countries generated US\$89.4Bn or 89.8% of total global revenue in 2016. The Malaysia game market grew from US\$200million in 2014 to a staggering US\$335million in 2017, making Malaysia the 21st largest games market in the world and the third largest in South-East Asia.



SINGAPORE

UBISOFT SINGAPORE
TECMO KOEI
BANDAI NAMCO GAMES
RIOT GAMES
BOOMZAP ENTERTAINMENT
TAKE-TWO INTERACTIVE
WITCHING HOUR STUDIOS

US\$247m



STUDENT PROJECTS

Creating & incubating games of the future

The project-based assessments embedded in the Game Development programme means students create and develop games, be it for table-top, mobile or computer, to ensure they put into practice what they've learnt and cultivate the skills and artistry. The games, which are collaborative efforts between Game Development students from its three major streams – Game Art, Game Design and Game Technology, are available for download in our Game Vault online (gamedev.kdu.edu.my/vault).

Students also showcase and present their game projects to industry guests and potential employers at the annual Jingle Mingle showcase. It serves not only as a platform for students to showcase their work, but is also an opportunity for game studios to secure talents needed in this booming industry.

Some of the students' projects have gone to become commercial games and are available on Google Play.



AWARDS & ACHIEVEMENTS

Our programmes are highly regarded and some of our students have gone on to participate and win in industry-recognised competitions. Some of our notable recent achievements include:

2011 **Khor Rui Yen and Chua Yin Fu**
Microsoft Imagine Cup 2011 Merit award in Software Design Category with cash prize RM1000.

2014 **Lee Jian Aun, Lee Jian Yi and Gan Chun Meng**
MIT GSL Malaysia 2014 - Best Prototype award

2015 **Yee I-Van**
(Programme Leader - Game Development)
Yap Chin Kein
(Lecturer – Game Development)
Lim Keng Boon
(Student)
Ng Khang Shen
(Student)
Grand Prize, Power-Up (PWRUPKL) ASEAN Game Jam
Game: Date Life

Edison New, Joel Wong, Jack Ho and Lee Pei Ling
Top 6 Finalist, Independent Games Festival (IGF) China
Game: Bunny Rush

Lai Ze Ren, Benny Chan and Tan Weng Hong
Grand Prize for Student Category and Grant, Ejen Ali Hackathon Game Jam 2015

The Ejen Ali Hackathon Game Jam 2015 saw KDU students Lai Ze Ren, Benny Chan and Tan Weng Hong securing a RM100,000 grant to develop Ejen Ali mobile game.

Louis Goh Boon Kuan, Chua Briandon and See Seven
IHL-MSM Malaysia Startup Challenge (i-MSM) 2015,
The team won Merit award in Non-Degree Category.

2016 **Daikaiju Studios**
(Internal Development Studio – Faculty)
Winner of Casual Games Category, Intellectual Property Creators Challenge (IPCC)
Game: Overrun - Siege of Glenmary
(Awarded RM60,000 grant for development of game)

- **Yee I-Van**
(Programme Leader - Game Development)
- **Yap Chin Kein**
(Lecturer – Game Development)
- **Lim Keng Boon**
(Student)
- **Ng Khang Shen**
(Student)

Recipient of Casual Games Category, Intellectual Property Creators Challenge Lite
Game: Date Life
(Awarded RM30,000 grant for development of game)

Ng Khang Shen, Haw Jing Hann, and Wahid Dawod Mohammed Hamid
Best of Tertiary Student Category
– Creative Multimedia, MSC- APICTA
Game: Combat Infiltration Droid (C.I.D)

Hilmy Bin Abdul Rahim
(KDU University College - Game Design Lecturer)
The inaugural and sole recipient of the Industry Recognition Award 2016 by the Malaysian Digital Economy Corporation (MDEC). This is in recognition of his contribution in building up the game development education Malaysia.

Lavenewary A/P Krishnan
Won merit prize with cash amount RM200 in e-Genting Bug Hunt 2016 Competition that was held in Wisma Genting.



2017 **Nicholas Chia Jin-An, Lim Wen Yan, Raes Aref Bin Suhaimi and Ng Jun Kit** (Team HOFF)
Team HOFF won 2nd prize with cash amount RM3000 at Tune Protect Safety on Street (SOS) Challenge 2017 that was held in MaGIC, Cyberjaya.

Che'er Chunhao

Won 2nd prize with cash amount RM3000 and intership placement in e-Genting Bug Hunt 2017 Competition that was held at Wisma Genting

Goh Xiao Qi & Nicholas Chia Jin-An

Both won distinction prizes with cash amount RM500 in e-Genting Bug Hunt 2017 Competition that was held at Wisma Genting

2018 **Edwin Cheong Leong Teck, Jovi Lee Jun Tatt, Khoo Yoke Kwee, Nixon Teh Leik Eing and Glen Jonathan Muga**

Won Special Prize in Fishackathon (Malaysia) by the U.S Department of State held at MAGIC Cyberjaya on the 10th and 11th Feb 2018 with the intention of tackling fishery related issue through technology.

MSC-MALAYSIA ASIA PACIFIC ICT AWARDS (MSC-MALAYSIA APICTA)

Won the Best of Tertiary Student category by Jovi Lee Jun Tatt, Glen Jonathan Muga and Nixon Teh Leik Eing.

LEVEL UP KL 2018

Terminus: Lockdown won the Best Student Game by Dominic Ng Kok Kwan, Sebastian Khoo, Samantha Tan, Er Xiao Yang and Lee Yee Jin, Chia Wei Nam, Clay Chong Chao Xuan and Ng Zhi Yin.

ICT Innovative Services Awards (InnoServe Awards) Taiwan 2018

Won 3rd Place by Glen Jonathan Muga & Jovi Lee Jun Tatt

NEM Malaysia Merdeka Hackathon

Won 3rd Place by Song Chee Keat, Suheil Makrani, Ahmed Mohamed Ismail, Ken Low Ka Wei and Ahmad Safwan bin Ahmad Salimi.
The Most Impactful Solution prize of RM1000 won by Glen Jonathan Muga, Tion Kei Yan, Than Chin Yik and Ng Hong Tat

2019 **Tiong Kei Yan, Marilyn Courtney Tan,**
Won 2nd place: E-Genting Bug Hunt 2018 -Software Testing Competition

Khaw Chui Hun

Distinction Award in E-Genting Programming/ E-Genting Bug Hunt 2018

Brandon Koh Hong Jen - Bachelor of Software Engineering & Chong Kwok Cheik - Diploms in Computer Studies

Top 10 in Hackathon @ HKUST - Hong Kong

Low Voon Hao - Bachelor of Software Engineering (HONS), Ng Yap Ping - Bachelor of Software Engineering (HONS) & Low Poh Yee - Bachelor of Software Engineering (Hons)

Champions of 'Can You Hack It' by Hong Leong Bank, won RM 8,000 as 1st



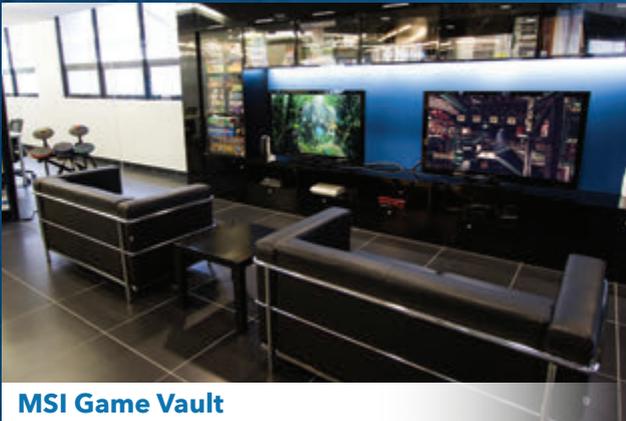
COMPUTING & CREATIVE MEDIA FACILITIES

Furnished with the latest technology systems and machines, the Computing and Creative Media facilities provide students with experiences paralleled with those of the industry.



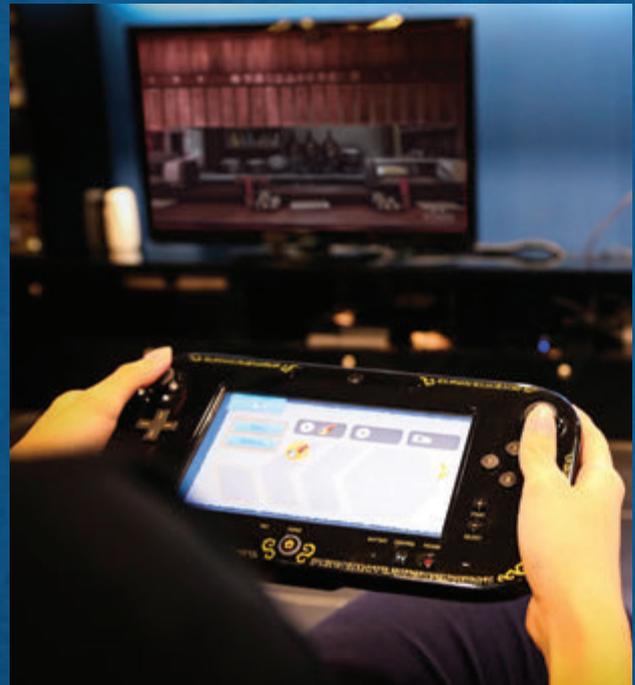
MSI Game Development Studios

At KDU, we really understand who our students are. Therefore the Game Development Studios are unique because it is open 24-hours a day, allowing students to work on their projects late into the night. In the day, the labs are the coolest classrooms students can find as it is decked out with high-end hardware and software. The unique design of the lab environment also makes it impossible for students to miss what the lecturer is teaching, thanks to extended display monitors that run along the lab.



MSI Game Vault

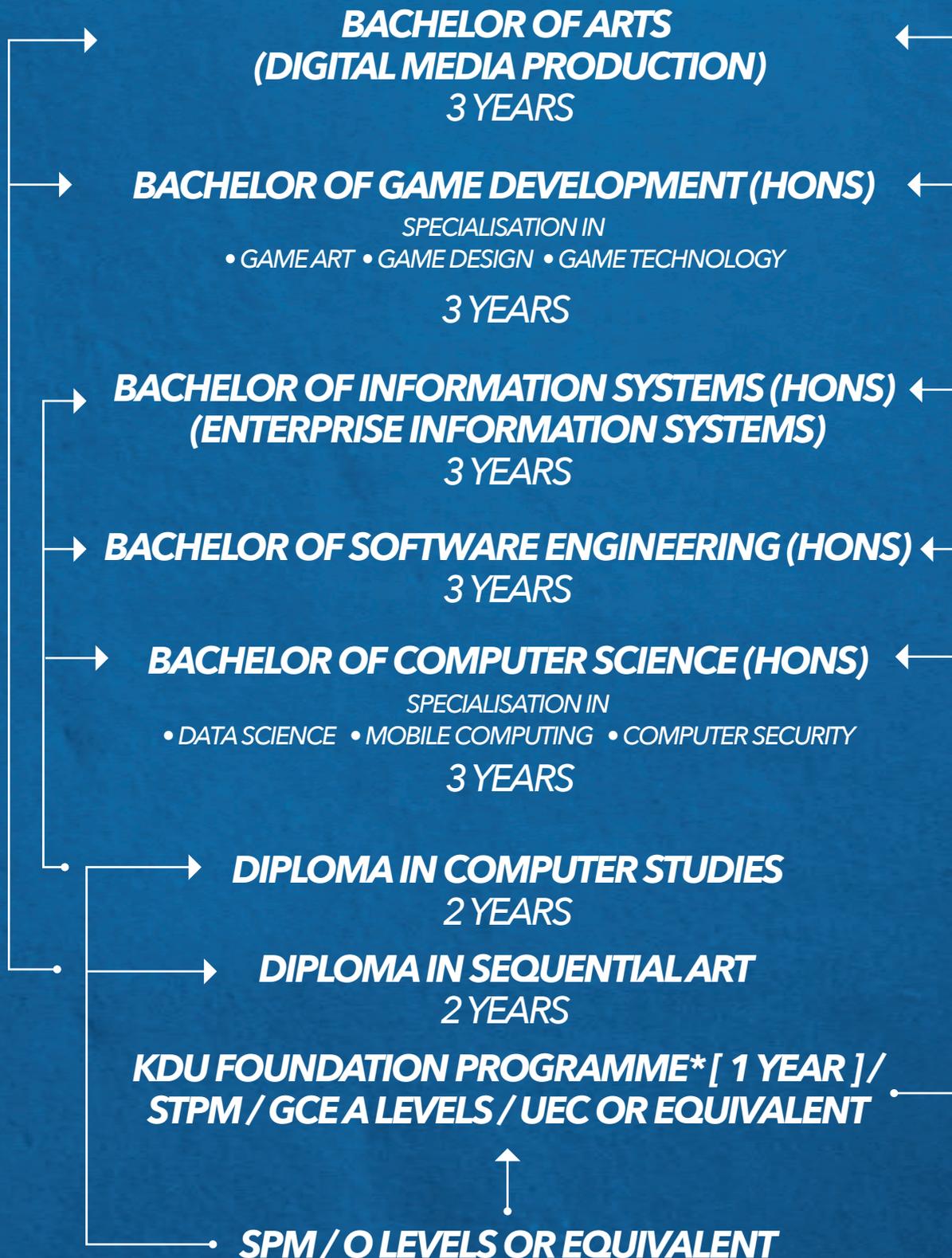
Comfortable and modernly styled, the Game Vault is where students research & play-test console games and board-games. It also serves as a recreational area for students and is equipped with various table-top games, and the latest consoles such as Playstation4 and Nintendo Wii U. Game Designers also use the space as a discussion area to discuss their projects and experiment with different game-play ideas.



msi

STUDY ROUTE

COMPUTING & CREATIVE MEDIA



* Specific foundation programmes that meet the entry requirement.

FOUNDATION STUDIES (ART & TECHNOLOGY)

**Multidisciplinary. Flexible.
Stimulating independence
& creativity.**

The KDU Foundation Studies (Art and Technology) is a one-year multidisciplinary foundation programme aimed at preparing students for further study in the fields of

- Game development
- Business
- Communication
- Computing
- Hospitality

This flexible programme ensures students are grounded with a strong grasp of core subjects according to their choice of programmes 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 programmes, in the fields above, offered at KDU.



PROGRAMME STRUCTURE

CORE (6 COMPULSORY MODULES) Total of 17 modules

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

STREAM (7 MODULES ACCORDING TO STREAM)

GAME ART

- Design Practice
- Design Studies
- Drawing 1, 2 & 3
- History of Art and Media
- Media Appreciation

BUSINESS / HOSPITALITY

- Introduction to Management
- Mathematics 1
- Information System
- Introduction to Quantitative Methods
- Introduction to Economics
- Social Science
- Introduction to Marketing
- Introduction to Accounting

GAME DESIGN / COMMUNICATION

- Design Practice
- Digital Photography
- Design Studies
- History of Art and Media
- 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

MPU

- Bahasa Kebangsaan A*
- Pengajian Malaysia 1 (Malaysian Students)
- Bahasa Melayu Komunikasi 1 (International Students)
- Cultural Studies
- Study Skills

*Notes:

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 programmes)

ENTRY REQUIREMENT

Academic Qualification

Requirement

SPM / GCE O Levels

Min. 5 Credits (5Cs)

UEC

Min. 3 Credits (3Bs)

Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)

Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student

Credit (SPM / 1119 / UEC / O Levels examination)

International Student

Band 5.0 in IELTS; or a score of 35 (IBT) with 415 (PBT) in TOEFL ; or score 36 band above in Pearson English Test

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

Notes:

1. Students who will be continuing their studies in Accounting and Finance degree programmes, or in the Game Technology specialisation of the Game Development programme, must have obtained a Credit in Mathematics at SPM level.
2. Students who will be continuing their studies in Computer Science and Software Engineering degree programmes must have obtained a Credit in Additional Mathematics at SPM level.
3. Student who will be continuing their studies in Business programmes, must have obtained a Pass in Mathematics at SPM level.
4. Student who will be continuing their studies in Communication programmes, must have obtained a Credit in English at SPM level.
5. Students who do not have the above requirement, must seek advice from school before enrolment.

Duration:
1 years

Course Mode:
Full Time

Intakes:
January, March, May and
September

Course Location:
KDU University College,
Utropolis, Glenmarie

DIPLOMA IN COMPUTER STUDIES

Be ready for the ever-revolving technology industry

With KDU's Diploma in Computer Studies, students will learn the application of IT knowledge to solve practical problems in industry or commerce. The programme covers information technology concepts, the practical operation of hardware and software, and the awareness of how computers affect work, home and play.

Students are given a solid, well-rounded foundation in the theory and application of general computing plus the basics of programming. Based on real-world industry requirements, they also gain the relevant skills and experience sought by today's top technology employers. Not only that, this diploma programme also offers students the flexibility of combining their interests in computing with other areas of study and application.

Upon completion, students can decide to join the workforce or progress to the computing degree programmes at KDU, as well as other institutions locally or internationally.

CAREER OPPORTUNITIES

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

PROGRAMME STRUCTURE

YEAR 1

- | | | |
|---|---|-------------------------|
| • Computer Fundamentals | • Fundamentals of Programming | • User Interface Design |
| • Computer Security | • Internet and Web Technologies | • VB.Net Programming |
| • Computing Mathematics | • Multimedia Authoring | • Tertiary English 1 |
| • Database Systems | • Object Oriented Systems Analysis and Design | • Tertiary English 2 |
| • Fundamentals of Object Oriented Programming | | |

YEAR 2

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

MPU

- | | | |
|---------------------------------|---|---|
| • Bahasa Kebangsaan A* | • Pengajian Malaysia 2 (Malaysian Students) | • Bahasa Melayu Komunikasi 1 (International Students) |
| • Malaysia Culture and Life | • Co-Curricular Activities & Community | |
| • Personal Development Planning | | |

*Notes:

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 programmes)

ENTRY REQUIREMENT

Academic Qualification	Requirement
SPM / O Levels	Min. 3 Credits (3Cs) (inclusive of Mathematics)
UEC	Min. 3 Credits (3Bs) inclusive of Mathematics
Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)	Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student	Pass (SPM / 1119 / UEC / O Levels examination)
International Student	Band 4 in IELTS; or a score of 30 (IBT) or 397 (PBT) in TOEFL ; or score 30 and above for Pearson English Test
If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.	

Duration:
2 Years

Course Mode:
Full Time

Intakes:
January, March, May and September

Course Location:
KDU University College,
Utropolis, Glenmarie

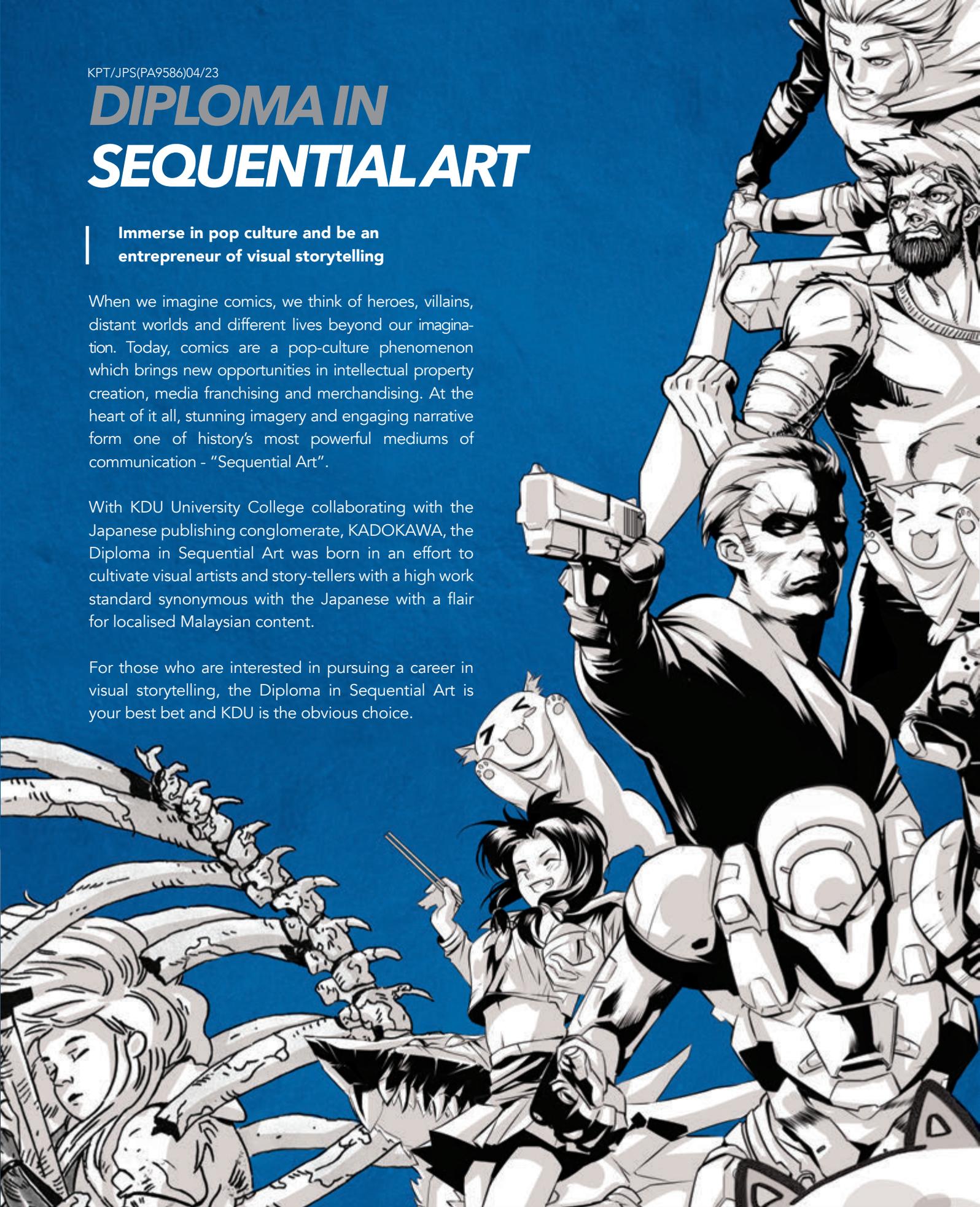
DIPLOMA IN SEQUENTIAL ART

Immerse in pop culture and be an entrepreneur of visual storytelling

When we imagine comics, we think of heroes, villains, distant worlds and different lives beyond our imagination. Today, comics are a pop-culture phenomenon which brings new opportunities in intellectual property creation, media franchising and merchandising. At the heart of it all, stunning imagery and engaging narrative form one of history's most powerful mediums of communication - "Sequential Art".

With KDU University College collaborating with the Japanese publishing conglomerate, KADOKAWA, the Diploma in Sequential Art was born in an effort to cultivate visual artists and story-tellers with a high work standard synonymous with the Japanese with a flair for localised Malaysian content.

For those who are interested in pursuing a career in visual storytelling, the Diploma in Sequential Art is your best bet and KDU is the obvious choice.



CAREER OPPORTUNITIES

Commercial

- Art Director
- Commercial Artist
- Graphic Designer

- Illustrator
- Storyboard Artist
- Concept Artist
- Visualiser

Publication

- Comic Artist
- Writer
- Digital Artist

Professional Practice

- Self-Sustained Studio Practice
- Freelance writer and artist

PROGRAMME 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 Screenwriting
- Layout and Lettering
- Creature Visualisation

YEAR 2

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

MPU

- Bahasa Kebangsaan A*
- Malaysia Culture and Life
- Co-Curricular Activities
- Pengajian Malaysia 2 (Malaysian Students)
- Tertiary English 1

Notes:

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 programmes)

ENTRY REQUIREMENT

Academic Qualification	Requirement
SPM / O Levels	Min. 3 Credits (3Cs)
UEC	Min. 3 Credits (3Bs)
Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)	Pass (Subject to review and approval of certified transcripts)

ENTRANCE REVIEW

Upon fulfilling the entry requirement, a prospective student MUST submit a 2 (TWO) page comic panel or strip about him/herself and why they want to study in the Diploma programme. Non-submission of review work may result in non-acceptance into the programme. Please forward your entrance review work to creative@kdu.edu.my with the subject title "DSA ENTRANCE REVIEW."

In collaboration with,



KADOKAWA
Contents
Academy

ENGLISH REQUIREMENT

Local Student	Pass (SPM / 1119 / UEC / O Levels examination)
International Student	Band 4 in IELTS; or a score of 30 (IBT) or 397 (PBT) in TOEFL; or score 30 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

Duration:
2 Years

Course Mode:
Full Time

Intakes:
January, March, May and
September

Course Location:
KDU University College,
Utopolis, Glenmarie

BACHELOR OF COMPUTER SCIENCE (HONS)

**Develop expertise in computing
to solve complex, challenging problems**

The Bachelor of Computer Science (Hons) in KDU offers students a strong foundation that allows for the adoption and adaptation of new technologies and new ideas. The programme focuses from theory through programming, to cutting-edge development of computing solutions, and also emphasises the critical areas of the dynamic computing industry through its specialisations:

- Computer Security
- Mobile Computing
- Data Science

Upon completion of this programme, graduates will understand how and why various computer processes operate the way they do and be able to design and develop systems that meet specific requirements. They will emerge as highly sought-after experts with interdisciplinary computer science knowledge and skills; often commanding high salaries in this field.

CAREER OPPORTUNITIES

COMPUTER SECURITY

- Malware Analyst
- Network Penetration Tester
- Security Auditor
- Security Designer
- Security Operations Centre Analyst

MOBILE COMPUTING

- Android Mobile Developer
- iOS Mobile Developer
- Mobile Application Developer
- Mobile App Tester
- Mobile Engineer

DATA SCIENCE

- Data Scientist
- Data Engineer
- Data Architect
- Business Intelligence Analyst
- Data Mining Engineer

PROGRAMME STRUCTURE

YEAR 1

- Computer Architecture
- Computing Mathematics
- Data Communication and Networking
- Database Systems
- Discrete Mathematics
- Fundamentals of Programming
- Introduction to Security
- Java Programming
- Object Oriented System Analysis and Design
- Academic English 1

YEAR 2

- Computer Ethics and Law
- Intelligent Systems
- Operating System
- Principles of Software Engineering
- Research Methodology
- Designing for Usability & User Experience
- Elective (1 subject)

SPECIALISATION

DATA SCIENCE

- Introduction to Data Science
- Knowledge Discovery and Data Mining
- Data Science Toolbox

MOBILE COMPUTING

- Computer System Security
- Wireless Networks
- Wireless and Mobile Security

COMPUTER SECURITY

- Computer System Security
- Wireless and Mobile Security
- Ethical Hacking and Countermeasures

YEAR 3

- Data Structures and Algorithms
- Final Year Project
- Internship
- Integrative Consultancy Project
- Elective (2 subjects)

SPECIALISATION

DATA SCIENCE

- Data Visualization and Interactive Design
- Image Processing and Computer Vision
- Natural Language Processing

MOBILE COMPUTING

- Internet and Web Development
- Mobile Programming and Screen Design 1
- Mobile Programming and Screen Design 2

COMPUTER SECURITY

- Computer Forensics
- Network Security
- Penetration Testing

MPU

- Bahasa Kebangsaan A*
- Entrepreneurship
- Corporate Social Responsibility
- Life in Malaysia
- Tamadun Islam dan Tamadun Asia (Malaysian Students)
- Pengajian Malaysia 3 (International Students)
- Bahasa Melayu Komunikasi 2 (International Students)
- Hubungan Etnik (Malaysian Students)

Notes:

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 programmes)

ENTRY REQUIREMENT

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

Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)

Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student	Requirement
Local Student	Band 3 in MUET
International Student	Requirement
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 550 (PBT) in TOEFL ; or score 58 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

MATHEMATICS REQUIREMENT

Students must have obtained a "Credit" in Additional Mathematics at SPM level or its equivalent. Candidates without a "Credit" in Additional Mathematics at SPM level may be admitted if their entry qualification contain subject(s) of Additional Mathematics and their achievement is equivalent or higher than the required Credit of Additional Mathematics at the SPM level.

Duration:
3 Years

Course Mode:
Full Time

Intakes:
January, May, September and November

Course Location:
KDU University College, Utropolis, Glenmarie

BACHELOR OF GAME DEVELOPMENT (HONS)

Nurture the passion for making games

Electronic games is one of the fastest growing industries in the world economy with net earnings surpassing that of the film industry. The global market for electronic games is expected to grow to US\$102 billion in 2017. In light of this incredible growth and with the pressing need for game developers with very specialised skills, this degree programme aims to cultivate high quality graduates familiar with production processes and aware of what is needed to produce successful games.

Our lecturers are actively involved in the industry and are experts in their respective fields. In this unique programme, students are given the opportunity to specialise in one of three game development disciplines. For those who have a keen eye for visual aesthetics consider being a game artist. Students who enjoy analysing, writing stories and crafting experiences, can opt to be game designers. For those who love mathematics, problem-solving and going through lines of codes, they can choose game technology as their preferred specialisation.

GAME ART handles the visual components of games. Game Artists have to learn how to create 3D and 2D art assets for various types of games ranging from simple pixel-based graphics to hyper-realistic graphics for total player immersion.

GAME DESIGN focuses on the gameplay, mechanics, level design, world design as well as storytelling/narrative of digital games. Game Designers have to learn how games function to construct experiences, including play mechanics, game balancing, social game interaction and the integration of visual, audio, tactile and textual elements into the complete game experience.

GAME TECHNOLOGY focuses on the technical aspects of Games such as physics engines, graphics engine, artificial intelligence and networking. Game Programmers have to learn the optimisation of mainstream algorithms such as path-finding, sorting, and real-time 3D rendering for a ground-up games engine or modification of an existing engine.



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 Programme

Game Design

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

PROGRAMME STRUCTURE

YEAR 1

- Fundamentals of Game Art
- Fundamentals of Game Design
- Fundamentals of Game Development
- Fundamentals of Game Technology
- Academic English
- Personal Development and Leadership Skills

SPECIALISATION

GAME ART

- Digital Drawing
- Digital Imaging
- Animation Principles
- Introduction to 3D Modelling

GAME DESIGN

- Game Systems Analysis and Design
- Game Social and Culture Studies
- Game Level Design
- Game World Creation

GAME TECHNOLOGY

- Fundamentals of Programming
- Logic, Math and Physics for Games
- Object Oriented Programming
- Data Structures and Algorithms

YEAR 2

- Game Business and Marketing
- Game Project Studio 1 & 2
- Human Computer Interaction for Games

SPECIALISATION

GAME ART

- 3D Game Modelling and Texturing 1 & 2
- 3D Game Animation 1 & 2
- 2D Game Art Development
- 3D Game Art Development

GAME DESIGN

- Game Media Studies
- Game Genre Studies 1 & 2
- Game Narrative
- Multiplayer Game Design
- Game QA and Testing

GAME TECHNOLOGY

- Game Programming
- Object Oriented Systems Analysis & Design
- Mobile Game Development
- Graphics Programming
- Artificial Intelligence for Games
- 3D Game Programming

YEAR 3

- Research Methodology
- Final Year Project
- Internship

SPECIALISATION

GAME ART

- Concept Art for Games
- Advanced 3D Game Art

GAME DESIGN

- Game Support Documentation and Review
- Game Futures

GAME TECHNOLOGY

- Game Engine Architecture and Design
- Data Communication and Networking

MPU

- Bahasa Kebangsaan A*
- Entrepreneurship
- Corporate Social Responsibility
- Life in Malaysia
- Hubungan Etnik (Malaysian Students)
- Tamadun Islam dan Tamadun Asia (Malaysian Students)
- Pengajian Malaysia 3 (International Students)
- Bahasa Melayu Komunikasi 2 (International Students)

*Notes:

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 programmes)

ENTRY REQUIREMENT

Academic Qualification	Requirement
GCE A Levels / STPM	2Ds
STPM	2Cs or 2.0 CGPA
UEC	5 Credits (5Bs) inclusive of Additional Mathematics
Diploma	Pass with Min. CGPA 2.50
Foundation Studies	Pass with Min. CGPA 2.00
Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)	Pass (Subject to review and approval of certified transcripts)

Notes:

In addition to the above mentioned requirement, the student must have obtained a Pass in Mathematics at SPM level (or equivalent). A Credit in Mathematics is required for students specialising in Game Technology.

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 5.0 in IELTS; or a min score of 35 (IBT) or 415 (PBT) in TOEFL ; or score 58 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

Duration:
3 Years

Course Mode:
Full Time

Intakes:
January, May, September and November

Course Location:
KDU University College,
Utropolis, Glenmarie

BACHELOR OF SOFTWARE ENGINEERING (HONS)

Building solutions for the future

The expanding integration of internet technologies coupled with the demand for secure systems 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. They are the ones leading the way in developing the next generation of applications, integrated systems and intelligent solution.

Through KDU's Bachelor of Software Engineering (Hons), 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.

Students will also be involved in a variety of projects ranging from business applications, high-precision and safety-critical scientific and engineering systems in this ever-expanding digital world.



CAREER OPPORTUNITIES

- Applications Developer
- Computer Systems Analyst
- Database Administrators
- System Analyst
- Software Tester
- Mobile App Developer
- Software Developer
- Systems Developer
- Web Developer
- Software Engineer
- Software Architect
- System Designer
- Software Quality Analyst

PROGRAMME STRUCTURE

YEAR 1

- Academic English 1
- Computer Architecture
- Computing Mathematics
- Database Systems
- Data Structures & Algorithms
- Data Communication & Networking
- Discrete Mathematics
- Fundamentals of Programming
- Introduction to Security
- Java Programming
- Object Oriented System Analysis & Design
- Principles of Software Engineering

YEAR 2

- Computer Ethics & Law
- Designing for Usability and User Experience
- Formal Methods
- Integrative Consultancy Project
- Networks & Operating Systems
- Research Methodology
- Software Design
- Software Requirements Engineering
- Elective (1 subject)

YEAR 3

- Distributed Systems
- Final Year Project
- Internship
- Software Project Management
- Software Testing & Quality Assurance
- Elective (2 subjects)

ELECTIVES

- Internet and Web Development
- Mobile Programming and Screen Design 1
- Mobile Programming and Screen Design 2
- Technical Writing for Software Engineers
- Wireless and Mobile Security
- Wireless and Mobile Technology

MPU

- Bahasa Kebangsaan A*
- Entrepreneurship
- Corporate Social Responsibility
- Life in Malaysia
- Tamadun Islam dan Tamadun Asia (Malaysian Students)
- Pengajian Malaysia 3 (International Students)
- Bahasa Melayu Komunikasi 2 (International Students)
- Hubungan Etnik (Malaysian Students)

*Notes:

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 programmes)

ENTRY REQUIREMENT

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

Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)

Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 550 (PBT) in TOEFL ; or score 58 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

MATHEMATICS REQUIREMENT

Students must have obtained a "Credit" in Additional Mathematics at SPM level or its equivalent. Candidates without a "Credit" in Additional Mathematics at SPM level may be admitted if their entry qualification contain subject(s) of Additional Mathematics and their achievement is equivalent or higher than the required Credit of Additional Mathematics at the SPM level.

Duration:
3 Years

Course Mode:
Full Time

Intakes:
January, May, September and November

Course Location:
KDU University College,
Utropolis, Glenmarie

BACHELOR OF INFORMATION SYSTEMS (HONS) (ENTERPRISE INFORMATION SYSTEMS)

Combine IT skills with business acumen to manage information in complex environments

Advances in computer-based information technology in recent years have influenced how business managers make and implement decisions. These support systems are often developed from scratch and tailored for specific purposes to increase effectiveness within the organisation.

The growing demand for Information Systems professionals who also possess an aptitude for business organisations means graduates of this programme often enjoy very rewarding careers.

KDU's Bachelor of Information Systems provides in-depth training in the analysis and management of information within the context of the business environment. The programme aims to enable graduates 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.

Students will also gain soft skills required to communicate and articulate clearly knowledge and innovative ideas appropriate for the problem context as well as the stakeholders at large.



CAREER OPPORTUNITIES

- IT Consultant
- IT Auditor
- IT Analyst
- IT Project Manager
- Data Mining Specialist
- Business Analyst
- Business Intelligence Analysts
- Consultants
- Business and Systems Analysts
- Data Scientist
- Data Warehouse Developers
- Programmers
- Database Administrators

PROGRAMME STRUCTURE

YEAR 1

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

YEAR 3

- Business Intelligence
- Enterprise System
- Internship
- Electives (2 subjects)
- Final Year Project

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

- Bahasa Kebangsaan A*
- Entrepreneurship
- Corporate Social Responsibility
- Life in Malaysia
- Tamadun Islam dan Tamadun Asia (Malaysian Students)
- Pengajian Malaysia 3 (International Students)
- Bahasa Melayu Komunikasi 2 (International Students)
- Hubungan Etnik (Malaysian Students)

*Notes:

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 programmes)

ENTRY REQUIREMENT

Academic Qualification	Requirement
GCE A Levels / STPM	2Ds
STPM	2Cs or 2.0 CGPA
UEC	5 Credits (5Bs) inclusive of Additional Mathematics
Diploma	Pass with Min. CGPA 2.50
Foundation Studies	Pass with Min. CGPA 2.00
Any other qualifications deemed equivalent by the Ministry of Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)	Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student	Band 3 MUET
International Student	Band 6.0 in IELTS; or a min score of 60 (IBT) or 550 (PBT) in TOEFL; or score 58 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

MATHEMATICS REQUIREMENT

Student must have obtained at least a credit in Mathematics at SPM level or its equivalent.

Duration:
3 Years

Course Mode:
Full Time

Intakes:
January, May, September and November

Course Location:
KDU University College,
Utropolis, Glenmarie

BACHELOR OF ARTS (DIGITAL MEDIA PRODUCTION)

In 2017, the global animation market is estimated to be USD305.7 billion* and forecasted to exponentially increase in a mere 6 years. It is a fact that 90% of television animation is produced in Asia and this market is considered the fastest growing for digital media consumption and creation. Poised for growth, Malaysia has earmarked the entertainment industry as a catalyst for increased productivity. There will be 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.

In response to the demand, **KDU's Bachelor of Arts (Digital Media Production)** has taken the initiative to focus on individual creative content that the nation can be proud of. As we head towards a developed nation status, the creation of individual intellectual property

content proves to be a vital cog in developing markets and sustainability of the industry. Hence the programme predominantly focuses on the digital production aspect; namely **THREE** areas of focus – **Animation, Visual Effects and Digital Video Production**. These focus areas will drive students to lead the digital content revolution primarily on a national stage and eventually on a global scale.

We invite students who are familiar with present day digital media consumption of moving images, have a keen eye in art and design and have a distinctive interest for digital content production with individual flair. Students in the programme will experience a rigorous emphasis on practical and thinking skills through their involvement in individual or team projects where the overall graduate capability is to create completed body of work that competently achieves the aesthetic and production benchmark.

*South East Asia Animation Report 2018 by Malaysia Digital Economy Corporation

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

PROGRAMME STRUCTURE

YEAR 1

- Academic English 1
- Media Psychology
- Narrative Studies
- Graphic Design for Digital Media
- Digital Imaging
- 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
- Digital Video Editing
- Acting and Movement for Digital Media
- Digital Video Techniques
- 3D Visualisation 2
- Studio Practice 1
- 3D Animation
- Digital Media Project Management
- Studio Practice 2
- Motion Graphic Design
- Elective (choose 1 subject)

ELECTIVES

- Fundamentals of Game Design
- Presentation Skills

YEAR 3

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

ELECTIVES

- Advanced 3D Animation
- Visual Effects Compositing

MPU

- Life in Malaysia
- Corporate Social Responsibility
- Entrepreneurship
- Hubungan Etnik (Malaysian Students)
- Tamadun Islam dan Tamadun Asia (Malaysian Students)
- Pengajian Malaysia 3 (International Students)
- Bahasa Melayu Komunikasi 2 (International Students)

ENTRY REQUIREMENT

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

Any other qualifications deemed equivalent by the Ministry of Higher Education, Malaysia (or as stated in the Document Senarai Nilai Taraf Kelayakan Akademik, Malaysian Qualifications Agency)

Pass (Subject to review and approval of certified transcripts)

ENGLISH REQUIREMENT

Local Student	Band 3 in MUET
International Student	Band 5.0 in IELTS; or a score of 35 (IBT) or 415 (PBT) in TOEFL ; or score 58 and above for Pearson English Test

If English Language requirements are not fulfilled, additional English module(s) may be taken at KDU University College.

Duration:
3 Years

Course Mode:
Full Time

Intakes:
January, May, and September

Course Location:
KDU University College,
Utopolis, Glenmarie

INDUSTRY TESTIMONY

KADOKAWA CONTENTS ACADEMY

“Manga (Japanese comics) has now become an integral part of modern Japanese life and culture. In fact, there is no way of escaping the strong influence of Manga should you visit Japan. Although modern manga dates back to the expansion of artistic creativity that emerged after the Second World War, their origins can be traced centuries back. With such a long deeply rooted history, Manga is one of the most fascinating aspects and phenomena in Japan and arguably in the whole world. We at KADOKAWA CONTENTS ACADEMY (KCA) are proud to be working with KDU University College to offer students in Malaysia the experience of embracing this rich culture through the Diploma in Sequential Art. We have jointly developed the curriculum in anticipation of creating a highly desirable talent pool sought after by local and international publishers and manga/comic studios. Through meticulous processes and emphasis on the highest work quality, we are confident that KDU graduates will succeed in contributing to the culture and ultimately to this industry.”

Tetsuya KOGA

Chief Executive Officer

KADOKAWA Contents Academy

EL FRESCO MARKETING SDN BHD

In Fresco, we leverage heavily on technology to increase our productivity and efficiency. We have developed various solutions such as Point of Sales system, Purchasing and Inventory system, Human Resources system etc. As such, we are constantly looking for individuals who are committed, passionate and talented to join our team. Over the past year, we have been working closely with School of Computing and Creative Media at KDU University College. The students have been very well-trained and well prepared for the industry by the school. In fact, we have recruited Mr Sim Zhen Quan, a KDU Diploma in Computer Studies undergraduate into our team. He has independently revamped our back-end web-based administration portal into a more intuitive and responsive design. He has also single-handedly developed our Employment Application Form portal, evolving our traditional paper-based employment forms into web-based forms and added lots of administrative functions to the delight of our HR Manager. We are currently evaluating another group of KDU students to join our team, and will continually pursue to recruit proficient team-players from KDU into our organisation.

Steven Tan

Executive Director

El Fresco Marketing Sdn Bhd

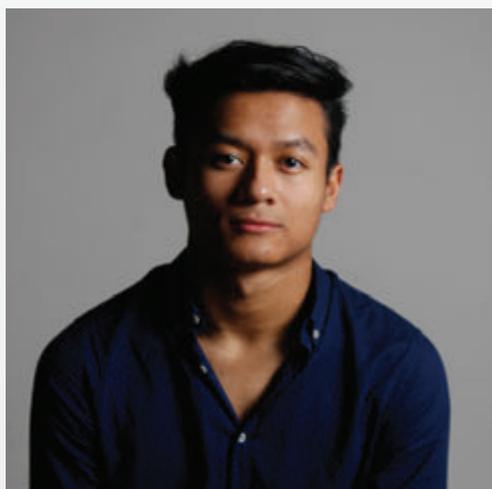
STUDENT VOICE



DAO HAI SON

Foundation Studies - Class of 2015 - VIETNAM

As an International student, this is my first time away from home in other country so everything is new to me. I met a lot of kind and friendly people at KDU, who helped me to adjust to the living and studying away from home. My time in Foundation Studies (Art & Technology) in KDU University, I learned various valuable skills and knowledge, for example basic of drawing, design or creative thinking skills which are highly focused. The syllabus helped me to build a strong base to improve my skills and prepare me for my further study. I would recommend anyone to study at KDU University for an amazing learning experience and follow your dreams!



FALEEQ HARIZ

Foundation Studies - Class of 2018

KDU has taught me intermediary practical skills applicable to gradually help me in my future career path. The practical skillset was essential when I was looking through countless University brochures, as I believe this will improve my skills and prepare me in the application of the working world. The lecturers engage with the students and make the lessons fun which helps us to learn in a non-conventional way. We constantly take the classroom beyond the traditional four walls as we go for study trips, excursions and regularly give back to the community through the school community service responsibility. I truly enjoyed my time at Foundation Studies (Art & Technology) and would recommend to anyone who wants to have a wonderful and meaningful education journey.



ISIS LOTZE YEN

Foundation Studies - Class of 2018

From the first day of stepping into class, I could see and feel myself growing as a person as well as feeling my eyes were slowly being opened to where my future lies. The community of support from friends and lecturers made every day studying enjoyable and we were made to be responsible for our actions. Overall, KDU has given me a more than satisfactory experience through my experience as a young adult. As I venture into my undergraduate degree, I am grateful for the experiences that contributed to my maturity in pursuing my dreams.



GUNALAN A/L SIVAN

Bachelor of Computing (Hons) - Graduated on 2016

KDU was an important stepping stone in my career. The institution consist of dedicated lecturers who always helped me. This improved my understanding in Computer Science and Networking programme. Joining KDU was one of the best decisions in my life.



JUSTIN WONG KUO KENG

Bachelor of Computing (Hons) - Graduated on 2016

KDU helped me discover the nature of computer science. The courses assisted me to interact with individuals from the computing world and build my career. The institution provides excellent facilities such as the library. I am able to concentrate better in such quiet and peaceful environment. Besides that, I made many wonderful memories with enthusiastic lecturers and lifelong friends. As the saying goes by Napoleon Hill, "Patience, Persistence and Perseverance make an unbeatable combination for success". Successful people never give up. Hence, KDU helped me to achieve our dreams and have a successful career. Finally, I am glad to say that I'm a KDU graduate.



LAVENESWARY KRISHNAN

Bachelor of Software Engineering (Hons) - Graduated on 2018

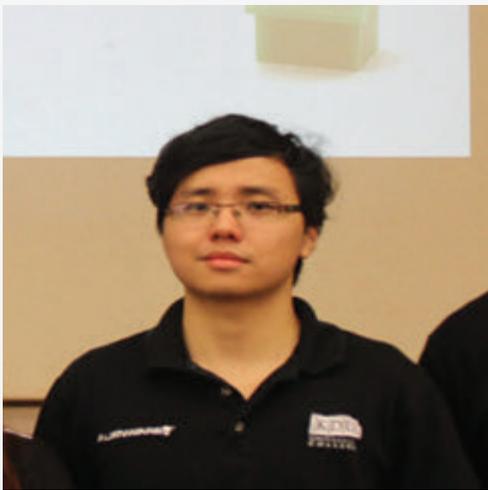
There is nothing more rewarding than earning a degree in Bachelor of Software Engineering (Hons) at KDU. The experience and skills which I gained in class helped to fuel my career. I think Software Engineering programme provides numerous job opportunities. The lecturers are very helpful and supportive. The institution has not only helped to build my technical skills but also other skills such as communication, leadership and team building.



SIEW JIA XIANG

Bachelor of Computer Science (Hons) - Graduated on 2017

My education experience here at KDU University College is filled with unique perspectives, opportunities and events. Student life here is simply amazing. Education I received at the School of Business taught me more than knowledge extracted from books. I've also picked up soft skills that is essential in grooming me for this evolving industry. Plus, as an international student, studying in Malaysia has been great; there's always something new to explore in terms of the culture and heritage, and everyone is always eager to help and make you feel at home.



AARON LIM FEI HOONG

Bachelor of Game Development

The Games Industry in Malaysia is growing at a very fast pace but is also a very competitive industry as the industry evolves extremely rapidly. Thanks however to the 3 years I spent learning, training and debating with the lecturers at KDU University College's Game Development Programme, I've grown into a person skilled enough to contest in an industry where every new innovation or success means an ante up for everyone overall. My lecturers guided and counselled me every step of the way, from founding the Games, Anime and Youth Association (GAYA) club to striving for the design and prototyping of digital games. The highlight of my studies here at the Bachelor of Game Development (Hons) programme is that my final year project work together with my team mates has been recruited wholesale by a local game developer in Malaysia.



NARISHVIN SUKUMARAN

Bachelor of Game Development

My time in KDU Game Development has been phenomenal. What I think sets it apart from the rest, is its unique course structure and faculty. The course has allowed me to explore and expand my skills, which benefited me not only as a Game Designer but is continually applied to what I do on a daily basis at work. Lastly, it was having lecturers who go beyond the call of duty, who took time to mentor, nurture which really helped me grow to be who I am today.

STUDENT LIFE

Vibrant Community

Being on campus is one of the most exciting phases in an individual's life. A university campus is a safe and encouraging space for students to come together to learn, be inspired and spend time with their peers within a vibrant and conducive environment.

At KDU, students can opt to run for the KDU Student Council, a student-elected body which serves as a bridge between the university management and students, or get involved in the numerous clubs and societies available – from dance to debate, sports to student entrepreneurship, games to culture.

KDU's Student and Alumni Centre (SAC) creates and maintains the vibrancy required in a student's life in order to enhance positive experiences. SAC also looks to provide the highest level of quality support and welfare by cultivating five fundamental needs: social, mental, physical, emotional and spiritual aspect in order to maximise both academic and personal development. In line with the Malaysia Education Blueprint (MEB), the KDU YOUTH Empowerment Plan includes five key holistic initiatives to anchor students to adopt healthy lifestyle and maximise learning experiences.



| FITSPIRATION

Injecting a dose of fitness into students' daily lives, this initiative encompasses all activities that will feed and boost students' body, mind and soul, such as yoga, basketball, badminton, various talks on wellbeing, and more.



| CAREER EXPLORATION

This initiative helps students explore the various internship or job options that fit their interests, skills, and abilities. Through this initiative, students can enjoy career enrichment talks, industry engagements as well as the career placement fair.



| SUSTAINABILITY

The Sustainability initiative is to create awareness for students to become conscious of the importance and need to sustain the world we live in. Students and staff are encouraged to waste not and to live a green life.



| HATCH UP

Hatch Up aims to facilitate students in learning to develop entrepreneurial skills, by supporting creativity, self-generated ideas and efforts. This action plan intends to give KDU graduates a chance to see their ideas take shape in reality, with support from the university, and further fuel their journey to be a self-made success by developing an entrepreneurial mindset – driven, resourceful, persistent, and above all, dedicated to a cause to call their own.



| CULTURATION

Diversity is a big part of who we are as a society. Culturation aspires to encourage students to appreciate these differences and understand how culture influences the way they see the world. Activities students can look forward to include diversity and inclusion camps, cultural exchanges and such.



Culturation: Malay Cultural Society Homestay



CSR Activities with a Local Orphanage



Outdoor Activities at the PAC Camp



Career Exploration: Internship Fair



Strikes for Charity - Bowling Tournament by Pre-United Club



Culturation: KDU International Students Society visits Tugu Negara



An evening with Iron Chef Thailand winner, Tom Halpin, organised by Club Grapevine



Career Exploration: Students visit BFM radio station



2015 Sports Carnival Launch with YB. Khairy Jamaludin, Minister of Youth and Sports, Malaysia



Dance routine by Performing Arts (PARTS) Club



Peer to Peer Training Camp



Voices of Moderation Youth Campaign



Culturation: KDU 2nd International Student Entrepreneurship Conference



KDU Sustainability Initiative



Blood Donation Drive by Leo Club



Feed the Soul Fest by the School of Communication & Creative Arts

CAMPUS LIFE & FACILITIES

KDU University College, Utropolis Glenmarie

KDU University College's 10-acre flagship campus at Utropolis Glenmarie was designed around the philosophy that learning is pragmatic and can happen anywhere!

The campus comprises of collaboration spaces and discussion cubes, along with state-of-the-art lecture halls and classrooms to allow the most productive conversation and dialogue. The extensive teaching facilities include the latest and fully equipped culinary kitchens, production studios and labs, student lounges and comprehensive Wi-Fi coverage.

We also understand the need for large spaces in order to nurture out-of-the-box ideas and thoughts, therefore there are open spaces abound with large atrium and multipurpose court. There is also a landscaped amphitheatre overseeing the multipurpose

court for spectators to get an up-close view of various sporting activities, gathering and events.

Just next door, the 21-acre development include the two-storey Marketplace with various retail outlets, complete with alfresco dining, entertainment outlets, grocers, banks and other services, as well as SOHOs (small office-home offices) and Utropolis Suites apartments, making it a beacon for residents and business executives in the neighbouring areas.



Utropolis is a live-and learn, work-and-play integrated university metropolis, modelled after the likes of student cities such as Oxford (UK) and Boston (USA).



KDU is a certified green campus with 16.3% green foot print. The campus has naturally-ventilated courtyards and corridors, and is fitted with various energy-efficient systems.



Our Student Residence is on-campus, comprising of a 7-storey block, with separate male and female wings, that accommodates up to 580 students.



The 50,000sq ft library encompasses three storeys, and includes a coffee bar, discussion areas and various learning pods.



| BASKETBALL COURT



| LECTURE THEATRE



UTROPOLIS
MARKETPLACE
RETAIL MALL



| LEARNING PODS



| LIBRARY



| CAFÉ 8IGHTY 7EVEN



| COMPUTER LAB



| CAFETERIA



| STUDENT LOUNGE

FACILITIES

- KDU FM
- Radio Broadcast Studio
- The Frame
- TV Production Station
- Creative Waves
- Radio Production & Recording Studio
- Shutters
- Photography Studio
- Pixel
- Mac Lab
- Engineering Labs
- Culinary Lecture Theatre
- Various culinary kitchens including hot, molecular, butchery & bakery kitchens
- Artisanat
- Kitchen Artistry Room
- Glace
- Ice Carvery
- Bacchus
- Wine Lab
- Equatorial Mock Suite
- Café 8ighty 7even by Coffex
- Dewakan
- Fine Dining Restaurant
- Mirabelle & Saveur
- Training Restaurants
- Area 51 Game Development Studio & Game Vault
- Multipurpose Hall
- Cafeteria
- Computer Labs
- Student Lounge
- Library
- Learning Pods
- Student Accommodation Village

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KDU COLLEGE (PJ) SDN BHD 879955-T

All information provided in the 2019 KDU PROSPECTUS is up-to-date and accurate at the time of publication. KDU reserves the right to add and many any other alternations, as it may deem necessary.

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