



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

Foundation in Arts

Intakes	January, March, June and September
Duration	1 Year (Full-Time)
Course Location	 UOW Malaysia KDU College, Damansara Jaya

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

COURSE STRUCTURE

CORE (6 COMPULSORY MODULES) Total of 16 Modules

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


ELECTIVES (CHOOSE 7 MODULES)

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



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

Foundation Studies (Art and Technology)

Intakes	January, March, June and September
Duration	1 Year (Full-Time)
Course Location	 UOW Malaysia KDU University College, Utopolis, Glenmarie

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

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

COURSE STRUCTURE

CORE (6 COMPULSORY MODULES) Total of 17 Modules

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

STREAM (7 MODULES ACCORDING TO STREAM)

GAME ART / DIGITAL MEDIA PRODUCTION

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

BUSINESS / HOSPITALITY

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

GAME DESIGN / COMMUNICATION

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


GAME TECHNOLOGY / COMPUTING

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



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

Diploma in Computer Studies

Intakes	January, March, June and September
Duration	2 Years (Full-Time)
Course Location	 UOW Malaysia KDU University College, Utropolis, Glenmarie


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

COURSE STRUCTURE	
YEAR 1	
- Pengajian Malaysia 2 (Malaysian Students)	- Tertiary English 1
- Bahasa Melayu Komunikasi 1 (International Students)	- Computing Mathematics
- Computer Fundamentals	- Object Oriented Systems Analysis & Design
- Fundamentals of Programming	- User Interface Design
- Internet & Web Technologies	- Tertiary English 2
- Database Systems	- VB Net Programming
- Malaysia Culture and Life	- Computer Security
	- Fundamentals of Object-Oriented Programming
YEAR 2	
- Co-curricular Activities and Community	- Technopreneurship
- Professional Development Planning	- Networking & Operating System
- Multimedia Authoring	- Mobile Technology
- Java Programming	- Creative Computing
- System Administration & Management	- Cloud Computing
	- Professional Placement



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

Diploma in Sequential Art

Intakes	January, March, June and September
Duration	2 Years (Full-Time)
Course Location	 UOW Malaysia KDU University College, Utropolis, Glenmarie

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

COURSE STRUCTURE	
YEAR 1	
- Tertiary English 1	- Figure Drawing and Anatomy
- Fundamentals of Drawing	- Introduction to Comic Writing
- Fundamentals of Design	- Typography and Desktop Publishing
- Comic Culture and History	- Malaysia Culture and Life
- Traditional Art Media	- Digital Illustration
- Pengajian Malaysia 2 (Malaysian Students)	- Adaptation and Scriptwriting
- Bahasa Melayu Komunikasi 1 (International Students)	- Layout and Lettering
- Perspective and Environments	- Creature Visualisation
YEAR 2	
- Eastern & Western Sequential Art Studies	- Acting and Staging
- Digital Imaging	- Merchandising
- Mechanical Visualisation	- Comic Studio 2
- Visual Storytelling	- Co-Curricular Activities and Community
- Comic Studio 1	- Business Management for Artists
- Project Proposal Development	- Publishing
- Character Design for Production	- Studio Project

Collaboration with





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

Bachelor of Computer Science (Hons)

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

Intakes

January, June and September

Duration

3 Years (Full-Time)

Course Location

 UOW Malaysia KDU University College, Utropolis, Glenmarie

COURSE STRUCTURE

YEAR 1

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

YEAR 2

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

YEAR 3

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

SPECIALISATION: DATA SCIENCE

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

SPECIALISATION: COMPUTER SECURITY

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

SPECIALISATION: MOBILE COMPUTING

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




R/481/6/0633(04/25) MQA/FA 5265
Bachelor of Software Engineering (Hons)

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

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



N/213/6/0333(05/23) MQA/PA 9096
Bachelor of Arts (Hons) Digital Media Production

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

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

COURSE STRUCTURE

YEAR 1

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

YEAR 2

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

YEAR 3

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

COURSE STRUCTURE

YEAR 1

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

YEAR 2

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


YEAR 3

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



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

Bachelor of Game Development (Hons)

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

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



One of two fully equipped MSI Vortex Game Development Studios

COURSE STRUCTURE

YEAR 1

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

YEAR 2

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

YEAR 3

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

SPECIALISATION: GAME ART

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

SPECIALISATION: GAME DESIGN

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

SPECIALISATION: GAME TECHNOLOGY


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



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



Bachelor of Information Systems (Hons) Enterprise Information Systems

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

Advances in computer-based information technology in recent years have influenced how business managers make and implement decisions. Computing graduates with an aptitude for business organisations are being 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.

COURSE STRUCTURE

YEAR 1

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

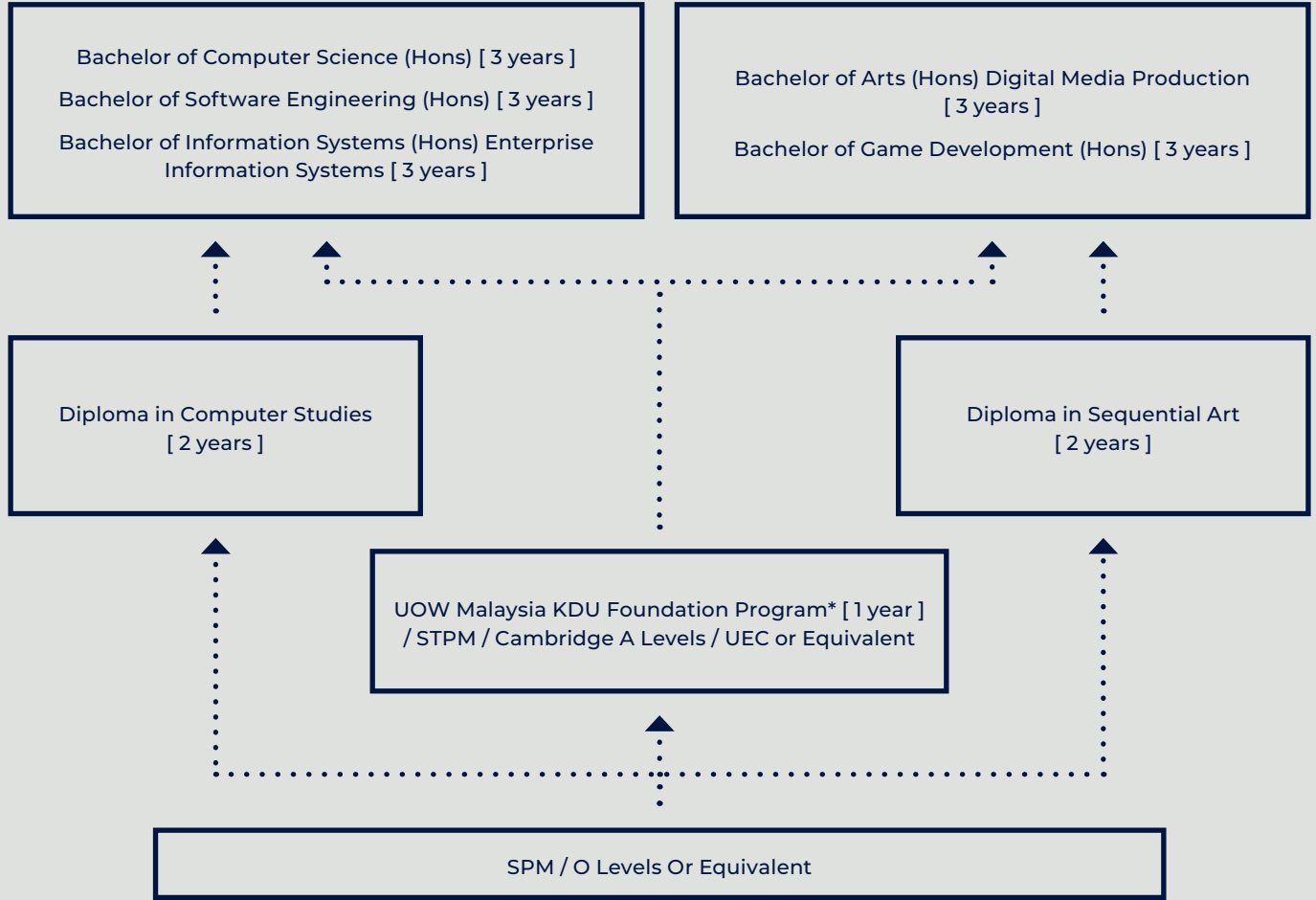
YEAR 2

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

YEAR 3

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

Study Route



* Specific foundation programs that meet the entry requirement

Entry Requirement

– DIPLOMA IN COMPUTER STUDIES

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

– DIPLOMA IN SEQUENTIAL ART

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

ENTRANCE REVIEW

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

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

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

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

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

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

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

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

– BACHELOR OF INFORMATION SYSTEMS (HONS) ENTERPRISE INFORMATION SYSTEMS

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

A credit in SPM Mathematics is also required.

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

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

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