



BACHELOR OF COMPUTER SCIENCE (MULTIMEDIA)

Fields such as computer graphics, computer vision and data analytics are highly competitive in today's multimedia computing industries. Virtual and augmented realities are becoming more ubiquitous. The needs for the intelligent virtual assistant to assist in particular tasks are proliferating with the advancements in Artificial Intelligence technologies. This programme is designed to enhance the student's knowledge and skills through an intensive series of courses covering a wide spectrum of multimedia computing and computer science.

The courses are taught by a team of experts in the areas of computer graphics, games development, virtual and augmented reality, digital image processing, pattern recognition, multimedia information retrieval, natural language and speech processing. All courses consist of a mixture of lectures, seminars, field trips and laboratory sessions and are continuously assessed. You gain valuable experience that can give you the edge when it comes to seeking employment after graduation.

PROGRAMME EDUCATIONAL OBJECTIVES (PEO)

1. Produce highly knowledgeable graduate in theory and practical aspect in the multimedia computing field to fulfill the nation's aspiration as well as versatile and competitive in the global level.
2. Produce graduates with the potential to become creative and innovative technopreneur in conducting their own businesses ethically.
3. Produce researcher with knowledge and research skill for innovation purposes and advanced studies.



IR4.0
READY
COURSES



CAREER PROSPECTS

- » Software Analyst and Developer
- » Game Developer
- » Mobile Application Developer
- » Multimedia Consultant
- » Technopreneur
- » Software Project Manager
- » Information Technology Officer
- » Web/Mobile/Software Programmer

- » Multimedia Application Development
- » Computer Graphics
- » Audio Visual Digitisation
- » Computer Games Analysis and Design
- » Computer Games Development
- » Artificial Intelligence in Computer Games
- » Virtual Reality

- » Augmented Reality Application
- » Digital Image Processing
- » Multimedia Information Retrieval
- » Data Compression
- » Pattern Recognition
- » Natural Language Processing
- » Speech Processing

FULFIL GENERAL UNIVERSITY REQUIREMENT and SPECIAL PROGRAM REQUIREMENTS

- Minimum of **Grade C+ (NGMP 2.33)** at STPM level in Mathematics (T) subject; **and** minimum of **Grade C** in Additional Mathematic at SPM level; **OR**
- Minimum of **Grade C+ (2.33)** at Matriculation/Foundation in Mathematic subject; **and** minimum of **Grade C** in Additional Mathematic at SPM level; **OR**
- Diploma in Science and Technology field with minimum **CGPA 2.5**; **AND** minimum of **Grade C** in Additional Mathematic at SPM level; **or** those who did not get minimum of **Grade C** in Additional Mathematic at SPM level or those who did not take the subject, they have to get at least **Grade C** in mathematic subjects at Diploma level which are equivalent to Additional Mathematic subject;
- **AND**, minimum of **Band 2** in **Malaysian University English Test (MUET)**.

FEE

Fee rate is depending on student accommodation:

Accommodation	Fee (RM)
College 1-11, 13, 17 & 18, Sri Rajang	2,397.00
College 12, 14, 15 & 16	2,425.00



Multimedia Studio



Main Hall



Lecture Room



Student Lounge



- ✓ Teaching Labs
- ✓ Cafeteria
- ✓ Printing kiosk

CONTACT US

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