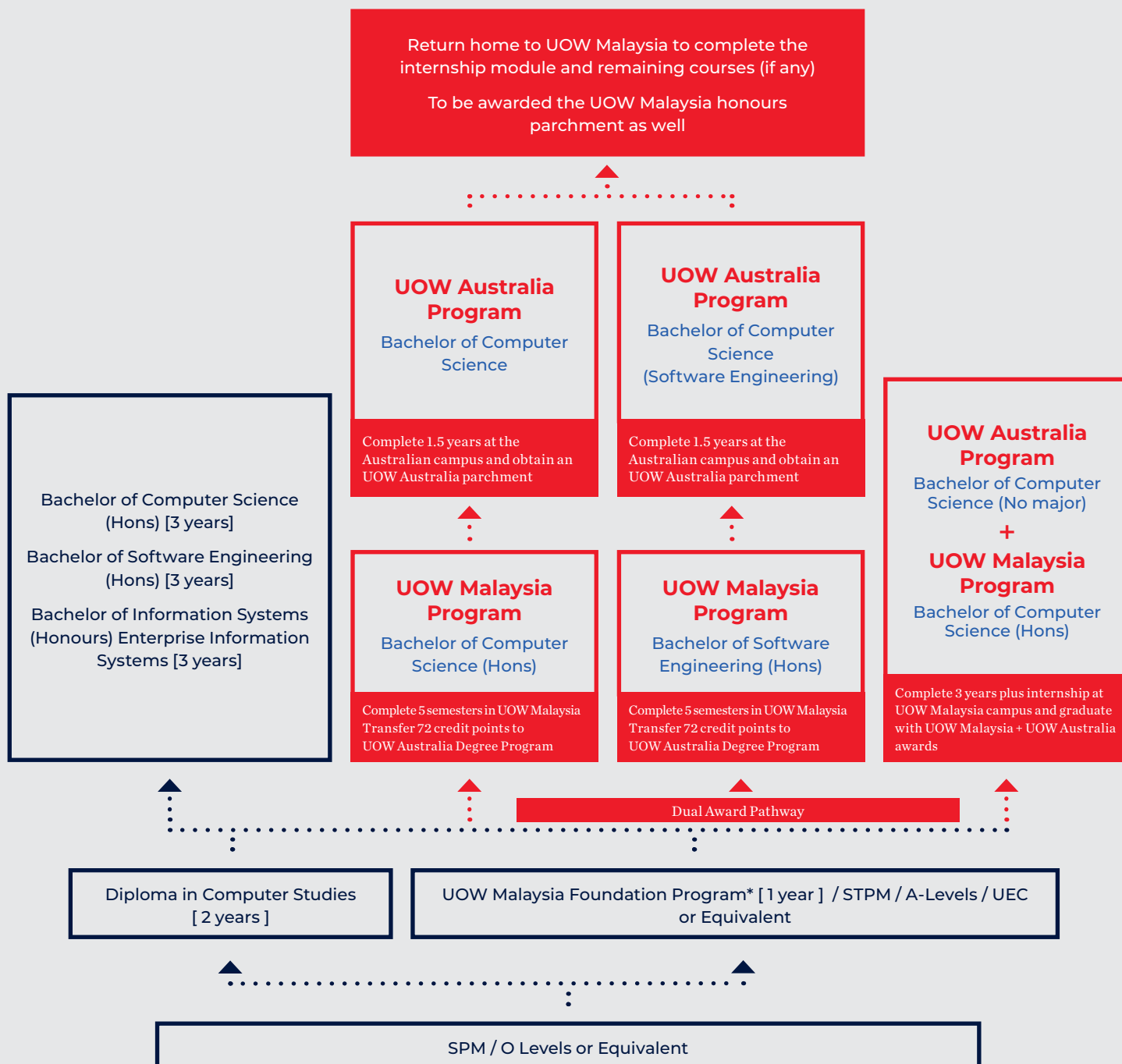




## Study route

**Selangor**



\* Specific Foundation programs that meet the entry requirement.  
For all Postgraduate programs, kindly refer to Postgraduate Guide or website for more information.



R/010/3/0111(02/28) MQA/FA 2523

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

# Foundation Studies / Foundation in Arts

## Intakes

January, May and September

## Duration

1 Year (Full-Time)

## Course Location

University of Wollongong Malaysia,  
GlenmarieUOW Malaysia KDU College,  
Glenmarie

## Multidisciplinary. Flexible.

### Stimulating independence and creativity.

The UOW Malaysia's Foundation Programs (Foundation Studies and Foundation in Arts) are a one-year multidisciplinary foundation level pre-university program aimed at preparing students for further study in the fields of (but not limited to):

- Business
- Communication & Creative Arts
- Computing
- Digital & Creative Media
- Game development
- Hospitality
- Law

This flexible program ensures students are grounded with a strong grasp of core subjects according to their choice of discipline areas at degree level, as well as a variety of other subjects to give them a broad-based education and holistic 21<sup>st</sup> century soft skills advantage. It also helps them to explore new methods and ideas, as well as skills and concepts, to encourage independent and critical thinking; and public speaking and presentation techniques. Upon completion, students will be able to articulate seamlessly into various degree programs, offered at UOW Malaysia.

## COURSE STRUCTURE

### Core

Total of 16 modules (6 Compulsory modules, 3 MPUs and 7 Electives)

- Creative Studies
- Fundamentals of Information Technology
- Foundation English/Critical Writing and Research Skills
- Introduction to Communication
- Introduction to Business
- Introduction to Sociology

### Stream

#### Game Art / Game Design / Digital Media (choose 7)

- Design Practice
- Design Studies
- Media Appreciation
- Introduction to Marketing
- Introduction to Multimedia
- Introduction to Psychology
- Drawing 1 & 2
- Introduction to Management

#### Game Technology / Computing (choose 7)

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

#### Business / Communication / Hospitality / Law (choose 7)

- Information System
- Introduction to Management
- Statistic
- Introduction to Marketing
- Introduction to Accounting
- Fundamental of Contract Law
- Fundamental of English Legal System
- Introduction to Psychology
- Introduction to Multimedia
- Media Appreciation
- Introduction to Economics
- Design Practice

## MPU

- Pengajian Malaysia 1 (Malaysian Students) / Bahasa Melayu Komunikasi 1 (International Students)

- Cultural Studies

- Study Skills

- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

- without a credit in SPM Bahasa Malaysia.

- without SPM Bahasa Malaysia (applicable to students from UEC, O Levels, or other equivalent programs)

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

SPM / O Levels Min. 5 Credits (5Cs)

UEC Min. 3 Credits (3Bs)

Home Schooling Pass Year 11 and SAT score of 1050 over 1600

In addition to the above mentioned requirements, students must fulfil the certain other requirements in order to continue to specific degree programmes.

## ENGLISH REQUIREMENT

### Local Student

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

### International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36); or UOW Malaysia English Entrance Test (60)

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



R3/481/4/0118(05/27) A 7983

# Diploma in Computer Studies

## Intakes

January, May and September

## Duration

2 Years (Full-Time)

## Course Location

University of Wollongong Malaysia,  
Glenmarie

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

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

## Career Opportunities

IT Administrator Assistant | Data Processing Assistant | Computer Programmer | Systems Support Specialist | Database Administrator | Helpdesk Operator | Systems Administrator | Web Administrator

## COURSE STRUCTURE

### Year 1

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

### Year 2

- Multimedia Authoring
- Java Programming
- System Administration & Management
- Technopreneurship
- Networking & Operating System
- Mobile Technology
- Creative Computing
- Cloud Computing
- Professional Placement

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 1 (International Students)
- Personal Development Skills
- Integrity and Anti-Corruption
- Teamwork and Community
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

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

## ENGLISH REQUIREMENT

### Local Student

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

### International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36)

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

## Mathematics Requirement

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

Students who do not fulfil the mathematics requirements at SPM level and without a related certificate MUST enrol into a reinforcement Mathematics subject with appropriate topics in the discipline of Computing at the beginning of the study.



# Bachelor of Computer Science (Hons)



Dual award\*



UNIVERSITY OF WOLLONGONG AUSTRALIA

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

University of Wollongong Malaysia, Glenmarie

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

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

## Career Opportunities

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

\* Graduates of a dual award degree program receive a degree award from both University of Wollongong Malaysia and our partner university. A dual award degree program constitutes completion of a single program of study and is differentiated from a double-degree.

## COURSE STRUCTURE

### Year 1

- Oral Communication
- Computing Mathematics
- Fundamentals of Programming
- Database Management & Security
- Discrete Mathematics
- Object Oriented System Analysis & Design
- Intelligent Systems
- Java Programming
- Computer Architecture
- Data Structures & Algorithms
- Data Communication & Networking
- Principles of Software Engineering

### Year 2

- Operating Systems
- HCI & User Experience
- IT Project Management
- Database Systems
- Software Design
- Advanced Programming
- Software Development Methodologies
- Big Data Management
- System Security
- Specialisation (2 subjects)

### Year 3

- Project 1 & 2
- Software Engineering Practices & Principles
- Knowledge & Information Engineering
- Cybersecurity
- Specialisation (1 subject)
- Internship

### Specialisation: Data Science

- Introduction to Data Science
- Image Processing & Computer Vision
- Natural Language Processing

### Specialisation: Computer Security

- Computer Forensics
- Penetration Testing
- Ethical Hacking & Countermeasures

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

Qualification	Requirement
A-Levels	2 Principal Passes (2Ds)
STPM (Science Stream or equivalent)	2Cs or CGPA 2.00 with a Credit in a Mathematics subject and a Credit in a Science or ICT subject.
Diploma	Diploma in Computing or its equivalent; Pass with a minimum CGPA of 2.50 Related Diploma in Science and Technology; Pass with a minimum CGPA of 2.75
Foundation Studies	Pass with Min. CGPA 2.00
UEC	5 Credits (5Bs) inclusive of a credit in Additional Mathematics

### Mathematics Requirement

- Students MUST have attained a 'CREDIT' in ADDITIONAL MATHEMATICS at SPM/O Levels or equivalent. OR
- MUST have attained a CREDIT in MATHEMATICS and a CREDIT in either a SCIENCE, TECHNOLOGY or ENGINEERING subject for SPM/O Levels or equivalent.

Candidates from category (ii) will need to take reinforcement Mathematics subjects.

Students who do not fulfil the mathematics requirements at SPM level may be admitted if their entry qualification contain subject(s) of Mathematics and their achievement is equivalent or higher than the required Credit of Additional Mathematics at the SPM level. Note: Students who do not fulfil either requirements are advised to seek advice from the school before enrolment.

## ENGLISH REQUIREMENT

<b>Local Student</b>	Band 3 in MUET
<b>International Student</b>	Band 5.5 in IELTS; or a min score of 46 (IBT) or 8 (Essentials-Online) in TOEFL; or Cambridge English (160); or PTE Academic (51)

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



R/0211/6/0050(04/25) MQA/FA 5265

# Bachelor of Software Engineering (Hons)

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

University of Wollongong Malaysia,  
Glenmarie

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

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

## Career Opportunities

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

## COURSE STRUCTURE

### Year 1

- Oral Communication
- Computing Mathematics
- Fundamentals of Programming
- Database Management & Security
- Discrete Mathematics
- Object Oriented System Analysis & Design
- Intelligent Systems
- Java Programming
- Computer Architecture
- Data Structures & Algorithms
- Data Communication & Networking
- Principles of Software Engineering

### Year 2

- Operating Systems
- HCI & User Experience
- Software Requirements Engineering
- Software Testing & Quality Assurance
- Formal Methods
- IT Project Management
- Database Systems
- Software Design
- Elective (2 subjects)
- Specialisation (1 subject)

### Year 3

- Final Year Project 1/Project 1\*
- Final Year Project 2/Project 2\*
- Software Engineering Practices and Principles
- Elective (1 subject)
- Specialisation (2 subjects)
- Internship

### Specialisation (Choose 3)

- Introduction to Data Science
- Knowledge Discovery & Data Mining
- Wireless & Mobile Security
- Cybersecurity\*
- Big Data Management\*
- System Security\*

### Elective (Choose 3)

- Internet & Web Development
- Distributed Systems
- Software Architecture
- Foundation of Information Systems
- Business Process Management
- Information System Strategy & Management
- Advanced Programming\*
- Software Development Methodologies\*
- Knowledge and Information Engineering\*

\* subjects only for the Dual Award Program

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

Qualification	Requirement
A-Levels	2 Principal Passes (2Ds)
STPM (Science Stream or equivalent)	2Cs or CGPA 2.00 with a Credit in a Mathematic subject and a Credit in a Science or ICT subject.
Diploma in relevant field (Science and Technology)	Diploma in Computing or its equivalent; Pass with a minimum CGPA of 2.50
Foundation Studies	Related Diploma in Science and Technology; Pass with a minimum CGPA of 2.75
UEC	Pass with Min. CGPA 2.00
	5 Credits (5Bs) inclusive of a credit in Additional Mathematics

### Mathematics Requirement

- Students MUST have attained a 'CREDIT' in ADDITIONAL MATHEMATICS at SPM/O Levels or equivalent. OR
- MUST have attained a CREDIT in MATHEMATICS and a CREDIT in either a SCIENCE, TECHNOLOGY or ENGINEERING subject for SPM/O Levels or equivalent.

Candidates from category (ii) will need to take reinforcement Mathematics subjects.

Students who do not fulfil the mathematics requirements at SPM level may be admitted if their entry qualification contain subject(s) of Mathematics and their achievement is equivalent or higher than the required Credit of Additional Mathematics at the SPM level. Note: Students who do not fulfil either requirements are advised to seek advice from the school before enrolment.

## ENGLISH REQUIREMENT

### Local Student

Band 3 in MUET

### International Student

Band 5.5 in IELTS; or a min score of 46 (IBT) or 8 (Essentials-Online) in TOEFL; or Cambridge English (160); or PTE Academic (51)

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





# Bachelor of Information Systems (Honours)

## Enterprise Information Systems

### Intakes

January, May and September

### Duration

3 Years (Full-Time)

### Course Location

University of Wollongong Malaysia,  
Glenmarie

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

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

### Career Opportunities

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

## COURSE STRUCTURE

### Year 1

- Oral Communication
- Computing Mathematics
- Application Development
- Database Management & Security
- Statistics
- System Analysis and Design
- Foundation of Information Systems
- Fundamentals of Object Oriented Programming
- Enterprise Information System
- Database Management Systems
- Data Science
- Principles of Software Engineering

### Year 2

- HCI & User Experience
- IT Infrastructure
- Enterprise System
- Enterprise Architecture
- Information System Strategy & Management
- Business Process Management
- IT Project Management
- Computer Ethics & Law
- Elective (2 subjects)

### Year 3

- Final Year Project (Part 1)
- Final Year Project (Part 2)
- Elective (1 subject)
- Field Elective (3 subjects)
- Internship

### Elective (Choose 3)

- Human Resource Management
- Introduction to Logistic
- Management Accounting 1
- Organisational Behaviour
- Principles of Finance
- Principles of Marketing
- Supply Chain Management
- Strategic Management

### Field Elective (Choose 3)

- GUI Programming
- Integrative Consultancy Project
- Computational Intelligence
- Internet and Web Development
- E-Commerce

## MPU

– Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)

– Falsafah dan Isu Semasa

– Entrepreneurship

– Integrity and Anti-Corruption

– Global Social Responsibility

– Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

– without a credit in SPM Bahasa Malaysia.

– without SPM Bahasa Malaysia (applicable to students from UEC, O Levels, or other equivalent programs)

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

A-Levels 2 Principal Passes (2Ds)

STPM 2Cs or CGPA 2.00

UEC 5 Credits (5Bs) inclusive of a credit in Mathematics

Diploma in relevant field Pass with Min. CGPA 2.50

Foundation Studies Pass with Min. CGPA 2.00

A credit in Mathematics at SPM level or equivalent is also required. Candidates that do not fulfil the mathematics requirements at SPM level may be admitted if their entry qualification contain subject(s) of Mathematics and their achievement is equivalent or higher than the required Credit of Mathematics at the SPM level.

## ENGLISH REQUIREMENT

### Local Student

Band 3 in MUET

### International Student

Band 6.0 in IELTS; or a min score of 60 (IBT) or 8 (Essentials-Online) in TOEFL; or Cambridge English (169); or PTE Academic (51)

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

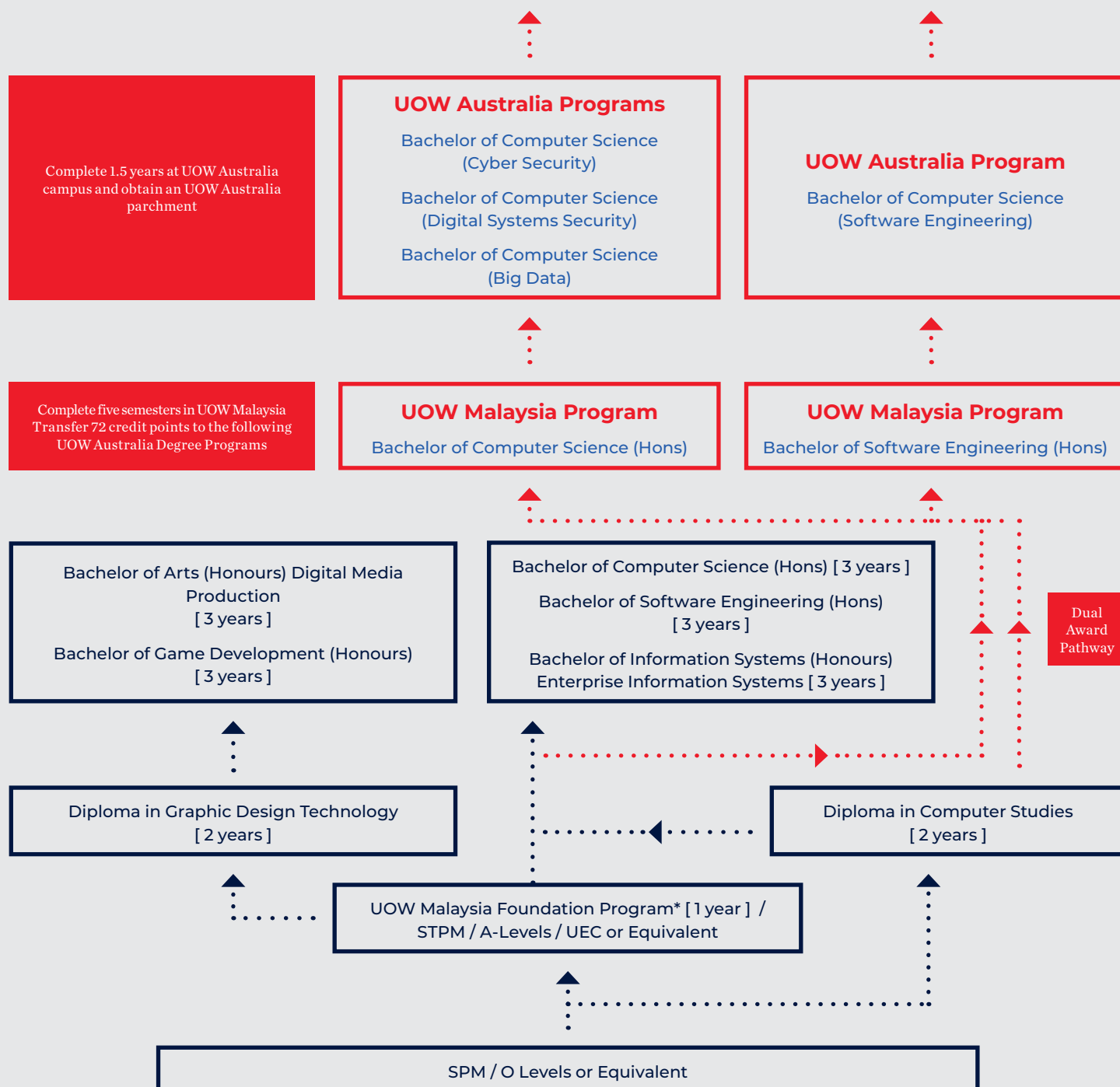


# Creative Media

## Study route



Enrol in the minimum 8-week industry placement module in UOW Australia or  
Return home to UOW Malaysia to complete the internship module  
to be awarded the UOW Malaysia Honours parchment as well



\* Specific Foundation programs that meet the entry requirement.  
For all Postgraduate programs, kindly refer to Postgraduate Guide or website for more information.  
For UOW Australia Dual Award programs, kindly refer to Dual Award brochure or website for more information.

The UOW Malaysia, part of the University of Wollongong Australia Global Network, attempts to ensure the information contained in this publication is correct at the time of publication (January 2024); however, sections may be amended without notice by the institute in response to changing circumstances or for any other reason. Check with the institute at the time of application/enrolment for any updated information.



N/0211/4/0080(10/28) MQA/PA 16712

# Diploma in Graphic Design Technology

## Intakes

January, May, September

## Duration

2 Years (Full-Time)

## Course Location

University of Wollongong Malaysia,  
Glenmarie

The Diploma in Graphic Design Technology aims to nurture skilled, creative graduates for the ever-changing digital content and creative industries.

It focuses on knowledge, practical skills, and soft transferable skills like adaptability and critical thinking. Graduates can expect to be multidisciplinary in various fields, such as visual communication, graphic design, digital arts, digital media, content creation, user experience (UX) production, and computer-graphics imagery (CGI), contributing to Malaysia's status as a hub of creative talent.

## Career Opportunities

Graphic Designer | Junior Art Director |  
Digital Designer | Visual Designer |  
Technical Illustrator, Typographer |  
Concept Artist | Creative Technologist |  
Layout Artist | Multimedia Artist |  
UI/UX designer | Publication Designer |  
Packaging Designer | Advertising Designer |  
Entertainment Designer |  
Visual Communication Designer

## COURSE STRUCTURE

### Year 1

- Culture of Modern Art and Graphic Design
- Design Thinking
- Fundamentals of Drawing
- Fundamentals of Graphic Design
- Colour Studies
- Personal Branding
- Typography
- Computer Graphics 1
- Oral Communication
- Advertising Principles
- Computer Graphics 2
- Packaging Design

### Year 2

- Environmental Design
- Graphic Design 1
- 3D Modelling and Visualization
- UX/UI Design
- Graphic Design for Motion Graphics
- Graphic Design 2
- Campaign Development
- Professional Studies
- Elective

### Elective (Choose 2)

- 3D Modelling and Texturing for Games
- Technopreneurship
- Copywriting
- Internet and Web Technologies

### MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 1 (International Students)
- Personal Development Skills
- Integrity and Anti-Corruption
- Teamwork and Community
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

SPM / O Levels	Min. 3 Credits (3Cs)
UEC	Min. 3 Credits (3Bs)
SKM	Pass (in relevant field) *
GCE A Levels / STPM	Minimum Grade C (in any subject)
Home Schooling with SAT	Pass Year 11 and SAT score of 1050 over 1600
Any other equivalent qualifications recognised by the Ministry.	Pass

\* Candidate required to go through Interview, portfolio submission and discipline consultation as there may be bridging courses required prior to acceptance.

NOTE: All candidates are required to go through an interview or portfolio submission prior to acceptance into the programme.

## ENGLISH REQUIREMENT

### Local Student

Pass (SPM / 1119 / UEC / O Levels examination);  
MUET Band 3

### International Student

MUET Band 3 or equivalent to CEFR (B1);  
or 3 out of 7 in International Baccalaureate; Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36)

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





R2/0612/6/0012(01/27) MQA/FA 1196

# Bachelor of Game Development (Honours)

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

University of Wollongong Malaysia,  
Glenmarie

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

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

## Career Opportunities

### Game Art

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

### Game Technology

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

### Game Design

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

## In collaboration with

ACADEMIC



PARTNER

UOW Malaysia was the first institution outside of North America and Europe to obtain status as an Unreal Academic Partner. The Unreal Engine is a game engine developed by Epic Games and is considered one of the world's leading game engines

## COURSE STRUCTURE

### Year 1

- Fundamentals of Game Art
- Fundamentals of Game Development
- Fundamentals of Game Technology
- Fundamentals of Game Design
- Oral Communication
- Professional Development and Leadership Skills
- Specialisation (4 subjects)

### Year 2

- Game Project Studio 1
- Game Project Studio 2
- Game Business & Marketing
- Human Computer Interaction for Games
- Research Methodology
- Specialisation (6 subjects)

### Year 3

- Final Year Project 1
- Final Year Project 2
- Elective (4 subjects)
- 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
- 3D Game Art Development
- 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
- Data Communication & Networking

## Elective (Choose 4)

- 2D Game Art Development
- Concept Art for Games
- Integrated Game Commercialisation Project 1
- Integrated Game Commercialisation Project 2
- Artificial Intelligence for Games
- Game Engine Architecture and Design
- Digital Audio for Games
- Presentation Skills
- Motion Graphic Design

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

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

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

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

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

All candidates are required to undergo an online interview OR submission of portfolio before entry into the program.

## ENGLISH REQUIREMENT

**Local Student** Band 3 in MUET

**International Student** Band 5.5 in IELTS; or a min score of 46 (IBT) or 8 (Essentials-Online) in TOEFL; or Cambridge English (160); or PTE Academic (51)

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



R/213/6/0333(05/28) MQA/FA 9096

# Bachelor of Arts (Honours) Digital Media Production

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

University of Wollongong Malaysia,  
Glenmarie

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

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

## Career Opportunities

### Visual Effects

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

### Digital Video Production

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

## COURSE STRUCTURE

### Year 1

- Oral Communication
- Media Psychology
- Narrative Studies
- Graphic Design for Digital Media
- Digital Imaging 1
- Digital Imaging 2
- Digital Illustration
- Principles of Animation
- Cinematography
- Mass Media and Society
- Production for Time Based Media
- Digital Pre-Production

### Year 2

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

### Year 3

- Graduate Production Project 1
- Graduate Production Project 2
- Digital Audio for Creative Media
- Digital Media Management and Distribution
- Elective (1 subject)
- Internship

### Elective (Choose 2)

- Presentation Skills
- Advanced 3D Animation
- Visual Effects Compositing
- E-Commerce
- Computer Ethics & Law
- Game World Creation
- Game Social & Culture Studies
- Event Management
- Multimedia & Web Design

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)

- Falsafah dan Isu Semasa

- Entrepreneurship

- Integrity and Anti-Corruption

- Global Social Responsibility

- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

- without a credit in SPM Bahasa Malaysia.

- without SPM Bahasa Malaysia (applicable to students from UEC, O Levels, or other equivalent programs)

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

STPM/  
GCE A Levels 2 Principal Passes or  
CGPA 2.00

Diploma Pass with min. CGPA 2.00

Foundation Studies Pass with min. CGPA 2.00

All candidates are required to undergo an online interview OR submission of portfolio before entry into the program.

## ENGLISH REQUIREMENT

**Local Student** Band 3 in MUET

**International Student** Band 5.5 in IELTS; or a min score of 46 (IBT) or 8 (Essentials-Online) in TOEFL; or Cambridge English (160); or PTE Academic (51)

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





R/010/3/0492(12/27) MQA/FA 9024

# Foundation in Arts

## Intakes

January, May and September

## Duration

1 Year (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, George Town

UOW Malaysia KDU Penang  
University College, Batu Kawan

This Foundation program equips students with the necessary fundamental knowledge to pursue their university studies. This flexible program ensures students are grounded with a strong grasp of core subjects, as well as a variety of other subjects to give them a broad-based educational platform. It also helps them to explore new methods and ideas, as well as skills and concepts, to encourage independent and critical thinking.

The Foundation in Arts is a one-year program that provides 2 elective areas:

- Arts & Humanities
- IT / Computer Science

## COURSE STRUCTURE

### Semester 1

- English Grammar and Usage
- Study Skills
- Mathematics 1
- Public Speaking Skills
- Principles of Management

### Semester 2

- Advanced English Course
- Statistics
- Principles of Marketing
- Introduction to Business
- Introduction to Communication

### Semester 3

- Elective (1 Course)
- Introduction to Programming
- Economics
- Critical Writing and Research
- Fundamentals of IT

### Elective

- Arts & Humanities - Introduction to Sociology
- IT / Computer Science - Mathematics 2

Note: Order of courses offered subject to change.

## ENTRY REQUIREMENT

### Academic Qualification Requirement

SPM / O Levels 5 Credits

UEC 3 Credits

## ENGLISH REQUIREMENT

**Local Student** Pass (English at SPM level or equivalent)

**International Student** Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36); or UOW Malaysia English Entrance Test (60)

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

Note: Students with this program receives an additional offer letter from UOW Australia which allows them to complete their degree studies in Malaysia or Australia.



R/0011/3/0034(12/26) MQA/FA 8033

# Foundation in Science

## Intakes

January, May and September

## Duration

1 Year (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, George TownUOW Malaysia KDU Penang  
University College, Batu Kawan

This Foundation program equips students with the necessary fundamental knowledge to pursue their university studies. This flexible program ensures students are grounded with a strong grasp of core subjects, as well as a variety of other subjects to give them a broad-based educational platform. It also helps them to explore new methods and ideas, as well as skills and concepts, to encourage independent and critical thinking.

The Foundation in Science is a one-year program that provides students with 2 elective areas:

- Pure Science (e.g. Food Science, Biomedical Science, Pharmacy)
- Physical Science (e.g. Engineering, IT, Computer Science)

## COURSE STRUCTURE

### Semester 1

- English Grammar and Usage
- Study Skills
- Creative Studies
- Mathematics 1
- Biology 1

### Semester 2

- Advanced English Course
- Computer Application
- Chemistry 1
- Physics 1
- Mathematics 2

### Semester 3

- Elective (2 subjects)
- Introduction to Programming
- Critical Writing and Research
- Statistics

### Elective: Pure Science

- Chemistry 2
- Biology 2

### Elective: Physical Science

- Mathematics 3
- Physics 2

Note: Order of courses offered subject to change.

## ENTRY REQUIREMENT

### Academic Qualification Requirement

SPM / O Levels 5 Credits

UEC 3 Credits

## ENGLISH REQUIREMENT

**Local Student** Pass (SPM / 1119 / UEC / O Levels examination)\*

**International Student** Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36); or UOW Malaysia English Entrance Test (60)

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

Note: Students with this program receives an additional offer letter from UOW Australia which allows them to complete their degree studies in Malaysia or Australia.





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

# Diploma in Information Technology

## Intakes

January, May and September

## Duration

2 Years 4 Months (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, George TownUOW Malaysia KDU Penang  
University College, Batu Kawan

The purpose of the Diploma in Information Technology is to equip students with the necessary skills to find employment as computer practitioners. It is appropriate to the work in the fields of programming, web programming, systems analysis and design, and operations. Student will gain certification from Oracle Database, Oracle Java as well as Certified Ethical Hacking from EC-Council which are embedded in the course syllabus for better technical competencies.

## Career Opportunities

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

## COURSE STRUCTURE

### Year 1

- Oral Communication
- Fundamentals of Object-Oriented Programming
- User Interface Design
- Computing Mathematics
- Object-Oriented Systems Analysis and Design
- Java Programming
- Data Structures and Algorithms
- Database Systems

### Year 2

- Object-Oriented Programming II
- Networking Fundamental
- Introduction to Operation System
- Internet Technology and Application
- Fundamentals of Security in Ethical Hacking
- Computer Architecture
- System Administration and Management
- Technopreneurship
- Project
- Multimedia Authoring
- Mobile Technology

### Year 3

- Internship

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 1 (International Students)
- Personal Development Skills
- Integrity and Anti-Corruption
- Teamwork and Community
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

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

## ENGLISH REQUIREMENT

### Local Student

Pass (English at SPM level or equivalent)

### International Student

Band 4.0 in IELTS; or a min score of 30 (IBT) or 5 (Essentials-Online) in TOEFL; or Cambridge English (140); or PTE Academic (36)

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



# Bachelor of Computer Science (Hons)

Dual  
award\*UNIVERSITY  
OF WOLLONGONG  
AUSTRALIA

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, George TownUOW Malaysia KDU Penang  
University College, Batu Kawan

## Computer Science Degree in Malaysia

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

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

## Career Opportunities

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

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

## COURSE STRUCTURE

### Year 1

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

### Year 2

- Operating Systems and Concurrency
- Principles of Management
- System Fundamentals
- Computer Graphics
- Intelligent Systems
- Social and Current Issues in Computing
- System Security
- Knowledge & Information Engineering
- Database Systems
- Software Development Methodologies
- Advanced Programming
- IT Project Management

### Year 3

- Individual Project 1 & 2
- Cybersecurity
- Software Design
- Modern Artificial Intelligence
- Big Data Management
- Parallel Computing
- Elective (1 subject)
- Internship

### Elective (choose 1)

- Machine Learning
- Mobile Application Development
- Image Processing
- Autonomous Mobile Robotics

### MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

### Academic

#### Qualification Requirement

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

## ENGLISH REQUIREMENT

### Local Student

MUET Band 2

### International Student

Band 5.0 in IELTS; or a min score of 40 (IBT) or 7.5 (Essentials-Online) in TOEFL; or Cambridge English (154); or PTE Academic (47)

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



R/482/6/0124(09/26) MQA/FA 8186

# Bachelor of Information Systems (Honours)

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, Batu Kawan

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

## Career Opportunities

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

## COURSE STRUCTURE

### Year 1

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

### Year 2

- Enterprise Architecture 1
- Network Management
- Knowledge Management
- Programming for IS
- Strategic Systems Management
- IS Project Management
- Decision Support System
- Social and Current Issues in Computing
- Research Method
- Specialisation 1
- Specialisation 2
- Specialisation 3

### Year 3

- Individual Project 1
- Individual Project 2
- Enterprise Architecture 2
- Cyber Security
- Data Mining for Information Systems
- Business Process Management
- Specialisation 4
- Industrial Training

### Specialisation: Retail Analytics

- Big Data Analysis
- Introduction to Business Analytics
- Digital Marketing
- Social Web Analytics

### Specialisation: Internet of Things

- Analytics for IOT
- Internet of Things
- Sensor Technology and Instrumentation
- Wireless Sensor Network and IOT Standard

## MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*

\* Bahasa Kebangsaan A is compulsory for all Malaysian students

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

## ENTRY REQUIREMENT

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

## ENGLISH REQUIREMENT

<b>Local Student</b>	Muet Band 2
<b>International Student</b>	Band 5.0 in IELTS; or a min score of 40 (IBT) or 7.5 (Essentials-Online) in TOEFL; or Cambridge English (154); or PTE Academic (47)

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



N/481/6/0821(01/25) MQA/PA 11683

# Bachelor of Software Engineering (Hons)

## Intakes

January, May and September

## Duration

3 Years (Full-Time)

## Course Location

UOW Malaysia KDU Penang  
University College, Batu Kawan

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

## Career Opportunities

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

## COURSE STRUCTURE

### Year 1

- Principles of Programming
- Computer Architecture
- Database Systems
- Discrete Mathematics
- Writing & Referencing
- Computer Network
- Object-Oriented Programming
- Data Structures & Algorithms
- Foundation of Human Computer Interaction
- Principles of Software Engineering

### Year 2

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

### Year 3

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

### Specialisation: Data Analytics

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

### Specialisation: Internet of Things

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

### MPU

- Penghayatan Etika dan Peradaban (Malaysian Students) / Bahasa Melayu Komunikasi 2 (International Students)
- Falsafah dan Isu Semasa
- Entrepreneurship
- Integrity and Anti-Corruption
- Global Social Responsibility
- Bahasa Kebangsaan A\*
- \* Bahasa Kebangsaan A is compulsory for all Malaysian students
  - without a credit in SPM Bahasa Malaysia.
  - without SPM Bahasa Malaysia (applicable to students from UEC, O Levels, or other equivalent programs)

## ENTRY REQUIREMENT

### Academic Qualification

### Requirement

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

## ENGLISH REQUIREMENT

### Local Student

MUET Band 2

### International Student

Band 5.0 in IELTS; or a min score of 40 (IBT) or 7.5 (Essentials-Online) in TOEFL; or Cambridge English (154); or PTE Academic (47)

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

