

Semester 1 <ul style="list-style-type: none"> Comm. Theory & Study Skills Microeconomics Mathematics for Computing Introduction to Management Multimedia Technology Fundamental of Computer Systems Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> Financial Accounting Fundamentals Business Communication Skills Database Systems Probability & Statistics JAVA programming I Islamic Civilization & Asian Civilization (Local student) Communication – Malay Language 2 (International student) 	Semester 3 <ul style="list-style-type: none"> Introduction to Finance Managing People JAVA programming II Management Info. System E-Commerce Theories & Practices Elective Information Security Bahasa Kebangsaan A DIP/ DEG (Local) (local student) or Creative and Innovation Skills/ (International student) Creative and Innovation Skills Semester 4 <ul style="list-style-type: none"> Buss, Planning & Idea Generation Fundamental of Entrepreneurship System Analysis & Design Information Technology Law Principles of Marketing Data Communication & Networking 	<ul style="list-style-type: none"> Global Classroom All student Work Sociology and Malaysian Industry Semester 5 <ul style="list-style-type: none"> Software Project Management Decision Support System Database Design & Management Web Programming with JAVA Major Project 1 Practical Internship All student – Choose only one: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Finance For Entrepreneur Knowledge Management Major Project 2 Technology & Innovation Emerging & Technologies Ethics & Professional Conduct
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Bachelor of Science (Hons) in Business Intelligence System

The programme covers a broad area of applications and technologies for gathering, storing, analyzing, and providing access to data to help enterprise users make better business decisions. The applications include the activities of decision support system, query and reporting, online analytical processing, statistical analysis, forecasting, and data mining.

Entry Requirement

- STPM/ A Level with minimum 3 principals or CGPA 2.0 ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including Mathematic ; OR
- Pass Diploma in related field with minimum CGPA 2.5. Candidates with CGPA below 2.5 and above 2.0, thorough internal evaluation will be carried out;
- Pass Diploma in other fields with minimum CGPA 2.5; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1 <ul style="list-style-type: none"> Comm. Theory & Study Skills Microeconomics Mathematics for Computing Introduction to Management Fundamental of Computer Systems Fundamental of Internet Technology Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> Database Systems Elective 1 Principles of Marketing Probability & Statistics JAVA programming I Intro.To Information Systems Business Communication Skills Islamic Civilization and Asian Civilization (Local student) Communication Malay 	Language 2 (International student) Semester 3 <ul style="list-style-type: none"> Introduction to Finance Quantitative Methods Strategic Management JAVA programming II Interaction Design Object-Oriented Analysis & Design Bahasa Kebangsaan A DIP/DEG (local student) or Creative & Innovation Skills (International student) Creative & Innovation Skills Semester 4 <ul style="list-style-type: none"> Ethics & Professional Conduct Business Law Customer Relationship Management Elective 2 Research Methods Data Communication & 	Networking <ul style="list-style-type: none"> Business Intelligence Tools Global Classroom Semester 5 <ul style="list-style-type: none"> Software Project Management Decision Support System Market & Industry Intelligence Advance Statistical Method Data Structure & Algo. Analysis Major Project 1 Practical Internship All student – Choose only one: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Knowledge Management Major Project 2 Artificial Intelligence Data Visualization and Analysis Data Mining Techniques
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Bachelor of Science (Hons) in Information & Communication Technology

The programme is designed to enable the students to develop skills in analysis, design, implementation and evaluation of many aspects of networking computing using new and established techniques and software tools.

Entry Requirement

- STPM/ A Level with minimum 3 principals including general studies ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including Mathematic ; OR
- Pass Diploma in related field; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1 <ul style="list-style-type: none"> Fundamental of Computer Systems Mathematics for Computing Communication Theory & Study Skills C++ Programming I Multimedia Technology Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> Probability & Statistics Java Programming I Business Communication Skills Data Communication Database System Intro to Information Systems Islamic Civilization and Asian Civilization (Local student) Communication – Malay Language 2 (International student) 	Semester 3 <ul style="list-style-type: none"> Discrete Structures Java Programming II Mobile System Computer Architecture System Development Methods & Tools Computer Network Bahasa Kebangsaan A DIP/DEG (Local) (local student) or Creative & Innovation Skills (International student) Creative & Innovation Skills Semester 4 <ul style="list-style-type: none"> Principles of Software Engineering Wireless Network Web Programming with JAVA Network Design & Management Wireless Internet Application Information Technology Law Principles of Software 	Engineering <ul style="list-style-type: none"> Global Classroom All student -Work Sociology and Malaysian Industry Semester 5 <ul style="list-style-type: none"> Major Project I Software Project Management Client/Server Architecture Operating System Database Design & Management Practical Internship All student – Choose only one: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Elective Knowledge Management Major Project II LAN Technology High Speed Networks Network Security & Testing Ethics & Professional Conduct
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Bachelor of Science (Hons) in Electronic Commerce

Programme aims to equip students with updated knowledge and skills in both the technical and business aspects of electronic commerce. It develops students' analytical and business development skills that will enable to formulate and execute sales plans/strategies.

Entry Requirement

- STPM/ A Level with minimum 3 principals including general studies ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic and excluding other language, religious and moral studies; OR
- Pass Diploma in related field; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1 <ul style="list-style-type: none"> Microeconomics Principles of Marketing Visual Basic Basis of E-Commerce System Fundamental of Computer Systems Communication Theory & Study Skills Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> Probability & Statistics Java Programming I Web Design Business Communication Skills Database System Intro to Information Systems Islamic Civilization and Asian Civilization (Local student) 	<ul style="list-style-type: none"> Communication – Malay Language 2 (International student) Semester 3 <ul style="list-style-type: none"> E-Marketing Strategic Marketing Management E-Business Application Discrete Structures Management Information Systems E-Commerce Theories & Practices Bahasa Kebangsaan A DIP/ DEG(Local) (local student) or Creative and Innovation Skills (International student) Creative and Innovation Skills Semester 4 <ul style="list-style-type: none"> Elective Business Planning E-Advertising Marketing Research Information Technology Law System Development Methods & Tools 	<ul style="list-style-type: none"> Data Communication & Networking Global Classroom All student Work Sociology and Malaysian Industry Semester 5 <ul style="list-style-type: none"> Supply Chain Management Internet Payment Major Project I Software Project Management Global Information System Practical Internship All student – Choose only one: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Knowledge Management Internet Security Major Project II Decision Support System Database Design & Management Ethics & Professional Conduct
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Bachelor of Science (Hons) in Cloud Computing Technology

This programme is designed to allow students to build confidence and knowledge within the field of Cloud computing. Students will be exposed to the general area of computing and this will emphasis on producing graduates of high academic and practical standards in the field of Clpud computing and network communication to match the needs of both the Malaysian and international IT industry.

Entry Requirement

- STPM/ A Level with minimum 3 principals including general studies ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic and excluding other language, religious and moral studies; OR
- Pass Diploma in related field; OR
- Any other equivalent qualifications recognised by the Malay sian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1 <ul style="list-style-type: none"> Comm. Theory & Study Skills Fundamental of Computer Systems Mathematics for Computing C++ Programming Multimedia Technology Creative Studies Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> JAVA programming I Business Communication Skills Database Systems Probability & Statistics Data Communication Introduction to Information Systems Islamic Civilization and Asian Civilization (Local student) / Communication 	– Malay Language 2 (International student) Semester 3 <ul style="list-style-type: none"> System Development Methods & Tools Distributed System for Cloud Computing JAVA programming II Mobile System Computer Network Discrete Structures Bahasa Kebangsaan A DIP/ DEG (Local) (ocal student) or Creative and Innovation Skills (International student) Creative and Innovation Skills Semester 4 <ul style="list-style-type: none"> Wireless Network Cloud Architecture Network Design & Management Information Technology Law Wireless Internet Application 	<ul style="list-style-type: none"> Data Warehousing Global Classroom All student Work Sociology and Malaysian Industry Semester 5 <ul style="list-style-type: none"> Major Project 1 Software Project Management Cloud Application Development Business Intelligence Tools Ethics & Professional Conduct Database Design & Management Practical Internship All student – Choose only one: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Network Security & Testing Knowledge Management Major Project 2 Enterprise Storage System High Speed Networks
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Bachelor of Science (Hons) in Software Engineering with Multimedia

The programme is designed to direct students to the development and use of multimedia applications. Students will be exposed and trained in the relevant programming skills with use of multimedia applications.

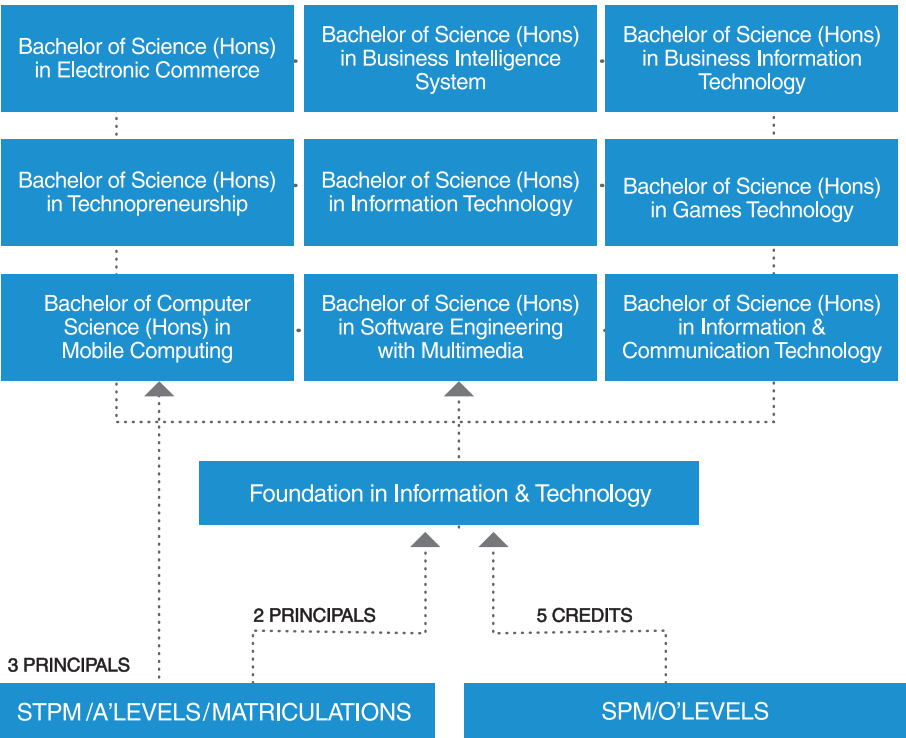
Entry Requirement

- STPM/ A Level with minimum 2 principals ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic (excluding other language, religious and moral studies) ; OR
- Pass Diploma in related field; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

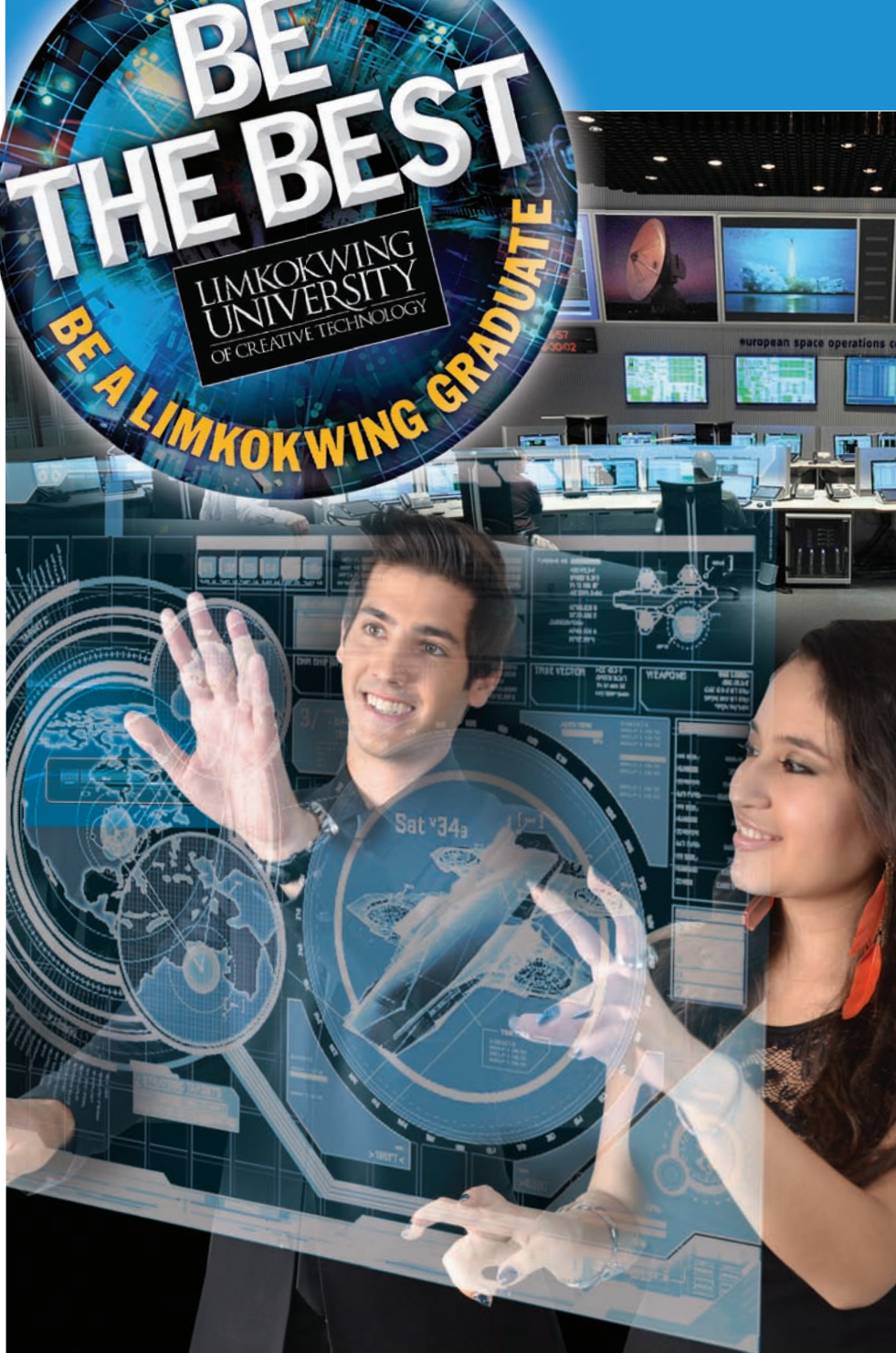
Semester 1 <ul style="list-style-type: none"> Fundamental of Computer Systems Mathematics for Computing C++ Programming Multimedia Technology Ethnic Relations (Local student) Malaysian Studies 3 (International student) Semester 2 <ul style="list-style-type: none"> Object Oriented Analysis & Design C++ Programming II Creative System Architecture Business Communication Skills Database System Multimedia Authoring Islamic Civilization and Asian Civilization (Local student) Communication - Malay 	Language 2 (International student) Semester 3 <ul style="list-style-type: none"> Discrete Structures Object Oriented Programming Interaction Design Computer Graphics Software Requirements Engineering Bahasa Kebangsaan A DIP/DEG (Local) (local student) or Creative & Innovation Skills (International student) Creative & Innovation Skills Semester 4 <ul style="list-style-type: none"> Mobile Device Programming Concept of Modelling & Animation Software Design Data Communication & Networking Interactive Multimedia Global Classroom 	<ul style="list-style-type: none"> All student Work Sociology and Malaysian Industry Semester 5 <ul style="list-style-type: none"> Software Quality Major Project I Character Animation Web Programming and Web Services Data Structure & Algorithm Analysis Elective Business Planning & Idea Generation Practical Internship All student – Choose one only: Community Services/ Co-curricular Semester 6 <ul style="list-style-type: none"> Major Project II Software Project Management Software Testing & Reliability Database Design & Management Legal & Ethical Issues in IT
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Academic Pathway



INFORMATION & COMMUNICATION TECHNOLOGY

The increasing use of technology in all aspects of day to day activities makes confident, creative and productive use of ICT as an essential skill for life. The faculty covers courses ranging from Computer Science in Mobile Computing, Games Technology, Information Technology, Business Information Technology, Software Engineering with Multimedia, Electronic Commerce, Information and Communication Technology, Technopreneurship and Buiness Intelligence System.



Foundation in Information Technology

The programme is specially designed to prepare fresh school leavers for the technical and theoretical modules of Information Technology. The one year programme covers a range of subjects that form the core competencies required to pursue a degree qualification in this industry.

Entry Requirement

- SPM with 5 credits in any subject including Mathematic ; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Semester 1	Semester 2	Semester 3
<ul style="list-style-type: none">• Principles of Accounting• English• Introduction to Information Technology• Mathematics I• Introduction to Business• Bahasa Kebangsaan A / B*	<ul style="list-style-type: none">• English & Study Skills• Principles of Economics• Fundamentals of Statistic• Fundamentals of Internet Technology• Principles of Programming Logic & Design• Moral / Islamic Studies*	<ul style="list-style-type: none">• English & Critical Thinking• Principles of Law• Mathematics II• Programming Fundamentals• Fundamentals of Multimedia• Malaysian Studies*

Degree

Bachelor of Science (Hons) in Information Technology

The broad based programme aims to acquaint students with a wide range of problems that arise in computing & Information technology, together with various methods & technologies available as solutions

Entry Requirement

- STPM/ A Level with minimum 2 principals or CGPA 2.0 ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic (excluding other language, religious and moral studies) ; OR
- Pass Diploma in related field); OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1		
<ul style="list-style-type: none">• Fundamental of Computer Systems• C++ Programming I• Communication Theory & Study Skills• Digital Design Fundamentals• Multimedia Technology• Ethnic Relations (Local student)• Malaysian Studies 3 (International student)	<ul style="list-style-type: none">• Business Communication Skills• Management Information Systems• Discrete Mathematics• Computer Architecture• E-Commerce Theories & Practices• Bahasa Kebangsaan A DIP/ DEG (Local) (local student) or• Creative & Innovation Skills (International student)• Creative & Innovation Skills	Sociology and Malaysian Industry
Semester 2		
<ul style="list-style-type: none">• Probability & Statistics• Java Programming I• Database System• Intro to Information Systems• Multimedia Authoring• C++ Programming II• Islamic Civilization and Asian Civilization (Local student)	<ul style="list-style-type: none">• Web Programming with Java• Information Technology Law• Human Computer Interaction• System Development Methods & Tools• Data Communication & Networking• Interactive Multimedia• Global Classroom• All student: Work	
Semester 3		
<ul style="list-style-type: none">• Java Programming II		

Bachelor of Science (Hons) in Games Technology

The highly interactive course is an excellent primer on all topics surrounding the computer gaming industry. The programme develops students' skills in real-time graphics, mathematics, console game development and hardware architecture. It offers students an opportunity to study the interactive design process and theories underpinning the design and development of computer games engines.

Entry Requirement

- STPM/ A Level with minimum 2 principals or CGPA 2.0 ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including Mathematic ; OR
- Pass Diploma in related field with minimum CGPA 2.5. Candidates with CGPA below 2.5 and above 2.0 , thorough internal evaluation will be carried out; OR
- Pass Diploma in other fields with minimum CGPA 2.5; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1	(International student)	
<ul style="list-style-type: none">• Fundamental of Computer Systems• Mathematics for Computing• Fundamental of Game• Communication Theory & Study Skills• C++ Programming I• Ethnic Relations (Local student)• Malaysian Studies 3 (International student)	Semester 3 <ul style="list-style-type: none">• Interaction Design• Computer Graphics• Object-Oriented Techniques• Game Technology 2• Computer Game Design 1• Computer Architecture• Bahasa Kebangsaan A DIP/DEG (Local) (local student) or• Creative & Innovation Skills (International student)• Creative & Innovation Skills	<ul style="list-style-type: none">• Global Classroom• All student -• Work Sociology and Malaysian Industry
Semester 2		
<ul style="list-style-type: none">• Mathematics for Game• Game Technology I• Business Communication Skills• Database System• Multimedia Authoring• C++ Programming II• Islamic Civilization and Asian Civilization (Local student)• Communication - Malay Language 2	Semester 4 <ul style="list-style-type: none">• Object-Oriented Game Implementation• Computer Game Design 2• System Development Methods & Tools• Data Communication & Networking• Interactive Multimedia• Data Structure & Algorithm Analysis	Semester 5 <ul style="list-style-type: none">• Digital Modeling & Animation• Major Project I• Software Project Management• Game Programming 1• Artificial Intelligence• Practical Internship• All student – Choose One Community Services/ Co-curricular
	Semester 6 <ul style="list-style-type: none">• Game Business & Market• Major Project II• Game Programming 2• Virtual Reality• Operating System• Elective• Ethics & Professional Conduct	

Bachelor of Computer Science (Hons) in Mobile Computing

The programme is designed to build a solid foundation of software development skills by introducing the specific skills needed for developing mobile/ wireless applications. The structure of the course allows students to gain valuable practical experience building software systems, and also apply knowledge in mobile design.

Entry Requirement

- STPM/ A Level with minimum 2 principals or CGPA 2.0 ; OR
 - Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including Mathematic ; OR
 - Pass Diploma in related field with minimum CGPA 2.5. Candidates with CGPA below 2.5 and above 2.0 , thorough internal evaluation will be carried out; OR
 - Pass Diploma in other fields with minimum CGPA 2.5; OR
 - Any other equivalent qualifications recognised by the Malaysian Government
- Students with a recognized Diploma in related field will be given advanced standing into the Degree programme.*

Semester 1		
<ul style="list-style-type: none">• Fundamental of Mobile Computing• Digital Design Fundamental• Communication Theory & Study Skills• C++ Programming• Multimedia Technology• Ethnic Relations (Local student)• Malaysian Studies 3 (International student)	Language2 (International student)	<ul style="list-style-type: none">• Global Classroom• All student• Work Sociology and Malaysian Industry
Semester 2		
<ul style="list-style-type: none">• Mobile System• Object Oriented Programming• Database System• Mobile Electronic Commerce• Multimedia Authoring• Business Communication Skills• Islamic Civilization and Asian Civilization (Local student)• Communication - Malay	Semester 3 <ul style="list-style-type: none">• Discrete Structures• Data Communication & Networking• Mobile Device Programming• Web Programming• Computer Architecture• Bahasa Kebangsaan A DIP/DEG (Local) (local student) or• Creative & Innovation Skills (International student)• Creative & Innovation Skills	Semester 5 <ul style="list-style-type: none">• Major Project I• Software Project Management• Wireless Network• Interactive Multimedia Design• Distributed System• Practical Internship• All student – Choose one only: Community Services / Co-curricular
Semester 3		
	Semester 4 <ul style="list-style-type: none">• Human Computer Interface Design• Objective-C for iOS Development• System Analysis & Design• Data Structure & Algorithm Analysis• Mobile Technology	Semester 6 <ul style="list-style-type: none">• Elective• Knowledge Management• Major Project II• Wireless Network Security• Database Design & Management• Legal & Ethical Issues in IT• Cloud Architecture

Bachelor of Science (Hons) in Business Information Technology

The programme is designed to equip and provide students with a thorough grounding in the area of modern business approaches with the use of information technology and knowledge.

Entry Requirement

- STPM/ A Level with minimum 2 principals ; OR
 - Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic (excluding other language, religious and moral studies); OR
 - Pass Diploma in related field); OR
 - Any other equivalent qualifications recognised by the Malaysian Government
- Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.*

Semester 1		
<ul style="list-style-type: none">• Introduction to Management• Fundamental of Computer Systems• Mathematics for Computing• C++ Programming I• Communication Theory & Study Skills• Multimedia Technology• Ethnic Relations (Local student)• Malaysian Studies 3 (International student)	• Language 2 (International student)	<ul style="list-style-type: none">• Global Classroom• All student• Work Sociology and Malaysian Industry
Semester 2		
<ul style="list-style-type: none">• Business Accounting• Probability & Statistics• Java Programming I• Business Communication Skills• Database System• Intro to Information Systems• Islamic Civilization and Asian Civilization (Local student)• Communication - Malay	Semester 3 <ul style="list-style-type: none">• Management Science Model• Java Programming II• Management Information Systems• Discrete Mathematics• Computer Architecture• E-Commerce Theories & Practices• Bahasa Kebangsaan A DIP/ DEG(local) (local student) or• Creative & Innovation Skills (International student)• Creative & Innovation Skills	Semester 5 <ul style="list-style-type: none">• Fundamental of Entrepreneurship• Major Project I• Software Project Management• Information System Planning• Ethics & Professional Conduct• Practical Internship• All student – Choose only one: Community Services/ Co-curricular
Semester 3		
	Semester 4 <ul style="list-style-type: none">• Managerial Accounting• Interaction Design• Information Technology Law• System Development Methods & Tools• Data Communication & Networking• Elective• Business Planning	Semester 6 <ul style="list-style-type: none">• Knowledge Management• Major Project II• Decision Support System• Computer Network• Database Design & Management• Global Information System

Bachelor of Science (Hons) in Informatics & Visual Computing

The Programme is specially designed to cover fundamental principles, processes and applications of computer assisted processing of visual information. The programme develops student's skills in the fields of imagine processing, computer vision and graphics and real-time applications. The requisite theoretical and practical knowledge taught in this course will enable students to solve real-life problems using image processing, computer graphics and computer vision.

Entry Requirement

- STPM/ A Level with minimum 3 principals including general studies ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including English and Mathematic and excluding other language, religious and moral studies; OR
- Pass Diploma in related field; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Semester 1		
<ul style="list-style-type: none">• Comm. Theory & Study Skills• Fundamental of Computer Systems• Mathematics for Computing• C++ Programming I• Multimedia Technology• Creative Studies• Ethnic Relations (Local student)• Malaysian Studies 3 (International student)	Language 2 (International student)	<ul style="list-style-type: none">• All student: Work Sociology and Malaysian Industry
Semester 2		
<ul style="list-style-type: none">• JAVA programming I• Business Communication Skills• Database Systems• Probability & Statistics• Data Communication• Interactive Multimedia• Islamic Civilization and Asian Civilization (Local student)• Communication – Malay	Semester 3 <ul style="list-style-type: none">• Image Processing• Computer Architecture• JAVA programming II• Mobile System• Computer Network• Discrete Structures• Bahasa Kebangsaan A DIP/ DEG (Local) (local student) or• Creative and Innovation Skills (International student)• Creative and Innovation Skills	Semester 5 <ul style="list-style-type: none">• Major Project 1• Software Project Management• Operating System• Augmented Reality Application• Wireless Internet Application• Database Design & Management• Practical Internship• All student – Choose only one: Community Services/ Co-curricular
Semester 3		
	Semester 4 <ul style="list-style-type: none">• Mobile Programming• Web Programming• Computer Graphics• Ethics & Professional Conduct• Artificial Intelligence• Virtual Reality• Global Classroom	Semester 6 <ul style="list-style-type: none">• Advanced Image Detection• LAN Technology• Major Project 2• Digital Modelling & Animation• Mobile Augmented Reality

Bachelor of Science (Hons) in Technopreneurship

The programme provides a combination of the study of IT with business modules designed to enable students to exploit technical innovations commercially. It give the students the ability to programme and use multimedia to develop innovative business solutions.

Entry Requirement

- STPM/ A Level with minimum 3 principals or CGPA 2.0 ; OR
- Pass Foundation/Pre-University/Matriculation in related field and pass SPM/SPVM with 5 credits including Mathematic ; OR
- Pass Diploma in related field with minimum CGPA 2.5. Candidates with CGPA below 2.5 and above 2.0, thorough internal evaluation will be carried out
- Pass Diploma in other fields with minimum CGPA 2.5; OR
- Any other equivalent qualifications recognised by the Malaysian Government

Students with a recognised Diploma in related field will be given advanced standing into the Degree programme.

Successful Alumni

 Faculty of Information & Communication

“Limkokwing University has given me the chance to learn with the best and mingle with the people from around the world.”

Hameedur Rahman, Bangladesh
Software Engineer, IBM



“The multicultural learning environment at Limkokwing University has given me the chance to graduate among the best.”

Mamadou Cellou Diallo, Guinea
Software Engineer, IFCA MSC Berhad



“Limkokwing University's Global Classroom is unique and one of its kind. I've been able to see the world and apply it in my studies.”

Alex Gui Wai Siong, Malaysia
Mobile Application Engineer, Nerd Attack

Hi-Income Technology Careers

Mobile Computing • Lead Programmer • Software Architect • Software Engineer • Mobile Solutions Specialist • Mobile Application Developer • M-commerce Consultant • Visual User Interface Designer **Games Technology** • Games Programmer • Graphics and Visualiser • AI Programmer • Console Programmer • Virtual Reality Specialist • Lead Programmer • Software Product Planner **Information Technology** • Systems Engineer • System Analyst • IT Specialist • Database Analyst **Business Information Technology** • MIS Manager • E-business Consultant • It Business Analyst • Information Systems Analyst • Database Administrator • Software Project Manager **Software Engineering with Multimedia** • Web Designer • Animator • Software Tester • Software Engineer • Web Content Developer • Software Project Manager **Electronic Commerce** • Database Designer • E-marketer • Web Policy Maker • E-commerce • Internet Research Analyst • Cyber Law Consultant • Procurement Manager **Information & Communication Technology** • Network Designer • Telecommunication Engineer • Client/server Specialist **Technopreneurship** • Technopreneur • Information Security Analyst • Technology Evangelist **Business Intelligence Systems** • Business Analyst • Data Warehouse Designer • Information System Designer



Malaysia's University of transformation & University of innovation

Double recognition by the Government of Malaysia

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