MMU
MULTIMEDIA UNIVERSITY

LEADING THE
DIGITAL FUTURE

CREATIVE MULTIMEDIA & CINEMATIC ARTS

TM GROUP

WELCOME TO MMU!

There is U in MMU

Welcome to Multimedia University (MMU)!

At MMU, we believe that every student has the potential to succeed and make a positive impact. Our role is to guide and support you as you develop your skills, explore your interests, and prepare for the future.

We are proud to offer a learning environment that encourages creativity, critical thinking, and innovation. With strong industry connections and hands-on experiences, we aim to equip you with both knowledge and practical skills to thrive in a fast-changing digital world.

Most importantly, we know that **There is 'U' in MMU** — because your ideas, energy, and passion help shape who we are as a university. Together, we create a vibrant and supportive community where everyone can learn, grow, and succeed.

I wish you all the best in your journey with MMU. May you make the most of your time here and achieve your goals.

Thank you.

Prof. Dato' Dr. Mazliham Mohd Su'ud
President/CEO
Multimedia University
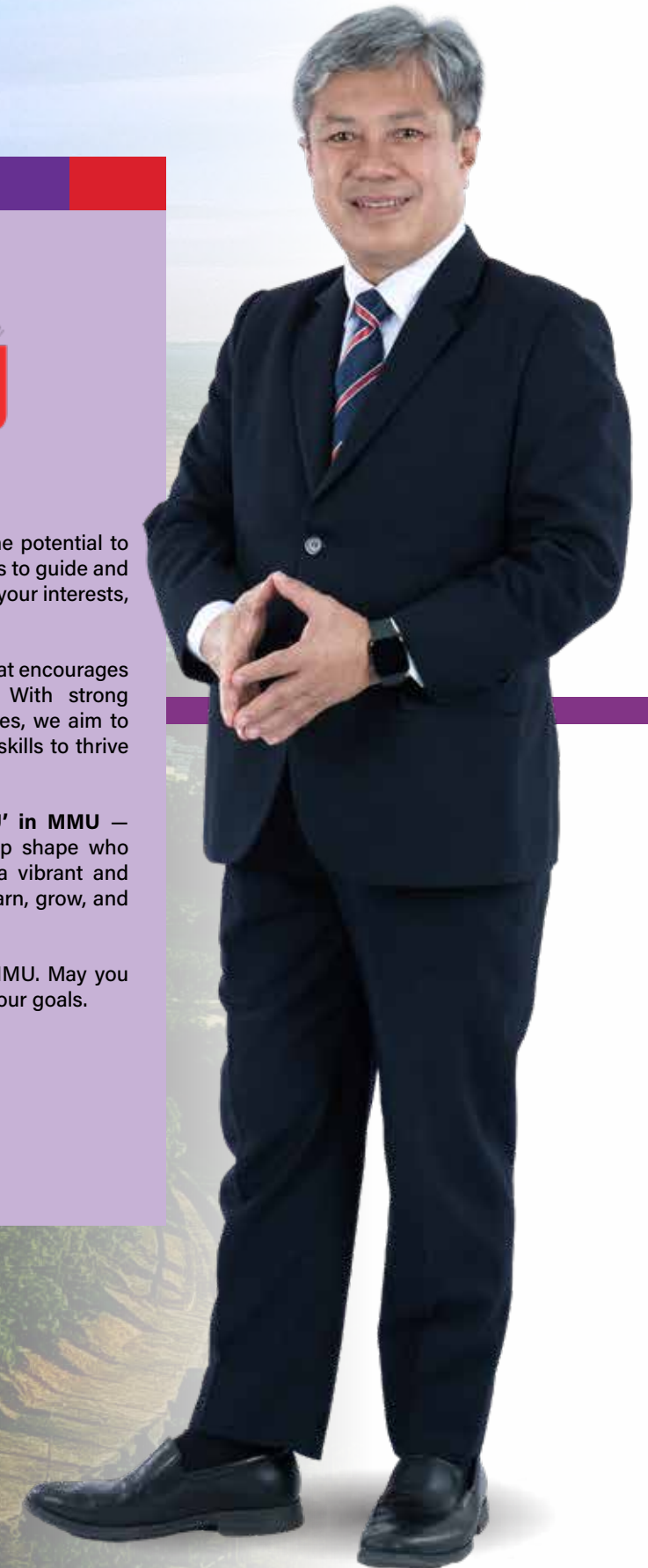
CREATIVE MULTIMEDIA & CINEMATIC ARTS

If you're passionate about pursuing a career in creative multimedia and cinematic arts, look no further than MMU—the ideal university to nurture your aspirations. Our renowned degrees, recognized for their practicality and industry relevance, equip you to make a genuine and enduring impact in the dynamic world of creativity.

At MMU, our commitment goes beyond traditional education. We aim to empower our students by providing them with expertise and knowledge within an active and dynamic learning environment. This not only enhances your depth of understanding and perception but also significantly boosts your employability upon graduation.

The Faculty of Creative Multimedia (FCM) stands as a trailblazing institution, seamlessly integrating academic study with extensive hands-on work in creative digital technology production. This successful approach has positioned MMU at the forefront of creative multimedia education in Malaysia.

As a part of the Multimedia Super Corridor in Malaysia, FCM played a pivotal role in the initial initiative to develop techno-savvy and innovative creative talents. FCM, being the first faculty structured to tailor programs for the digital creative content industry, introduced Cinematic Arts in 2013, eventually evolving into the dedicated Faculty of Cinematic Arts (FCA). Both faculties boast specialists from the creative industry and researchers from diverse backgrounds under the expansive domain of art and design.

Aligned with MSC Malaysia, we at FCM and FCA employ cutting-edge innovative technologies to keep you abreast of current and future industry needs, ensuring that your education remains relevant and industry-ready.

WHY STUDY CREATIVE MULTIMEDIA & CINEMATIC ARTS AT MMU

- The first university **tailored specifically** for the **digital creative content** industry.

- The **only Southeast Asian university** in **collaboration** with the **University of Southern California (USC)** to develop the **Cinematic Arts Degree.**

- The **first university in Malaysia** to **pioneer** a model for **virtual reality education.**

- Distinguished **local** and **international educators** and mentors, recipients of over **100 prestigious awards.**

- **Exceptional** industry **exposure,** with industry **experts** as **panel assessors** for **student projects.**

- **Internationally** acclaimed **design** and **film student** projects, **recognized** and **awarded** in **both local** and **global competitions.**

AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK

Listed among the **Top Malaysian** Private Universities in **THE World University Rankings** 2025

Awarded **Self-Accreditation Status**, 2017 by Malaysian Qualification Agency

Ranked among the **Top Malaysian** Private Universities in **QS Asia University Rankings 2025**

Awarded the **5-Star Rating in the SETARA** by Ministry of Higher Education (MOHE)

Awarded **CXP Best Customer Experience Awards 2021, 2022 , 2023 & 2024**

Awarded **Platinum Award** under the Education and Learning at **Putra Brand Awards 2023**

MMU's IT graduates are the most preferred by Malaysian firms - Frost& Sullivan Asia Pacific (MDEC's Malaysian Digital Talent Study 2017 Final Findings)

Awarded **Premier Digital Tech Institution (PDTI) Status** since 2017 by Ministry of Higher Education (MoHE) and Malaysia Digital Economy Corporation (MDEC)

Employer's Preferred University awarded by the **Talentbank** for three consecutive years from 2022, 2023 & 2024 (6 star in Communication and Broadcasting)

Awarded **Best Institution Award** at the Anugerah Keusahawanan KPT 2023

Create your success story here!

Multimedia University (MMU) is a leading university in Malaysia and we are also listed in global rankings namely QS World University Rankings 2025 and Times Higher Education (THE) World University Rankings 2025. At MMU, our diversity is what makes us unique where you will study alongside with approximately 1,600 international students from over 70 countries.

Not only that, you will also experience the best and latest technologies from our collaborations with major ICT players such as ZTE, Huawei, Nokia, Intel, Microsoft, Cisco, Motorola and others.

There is strong societal value for the creative industry in its potential to contribute to economic growth as well as social cohesion. At MMU, our mission is to nurture the development of film and the arts not only in Malaysia, but also in the ASEAN region and globally.

We explore creative expression, intercultural dialogue and collaboration in a way that is both informative and rewarding to you, both as a student and a future member of the creative industry.

RESEARCH-LED INDUSTRY-DRIVEN UNIVERSITY

Due to its unique niche as a research-led industry-driven university (RIU), MMU currently has the privilege of serving as one of the nation's leading talent incubators. The university takes immense pride in nurturing and growing students in the digital talent pipeline into competent and responsible members of the workforce, who collectively support both TM's and the nation's growth areas.

The 10 growth areas are Fixed Mobile Convergence (FMC)/ Mobile Content Play, New Convergence growth, SME Digital Ecosystem, Cyber-Security, Smart Services Cloud, Submarine Cables, Content Delivery Network (CDN) dan Data Centre.

Well-rounded Education
Be empowered with the fundamentals of your field of study that also incorporate entrepreneurial skills and expertise which are relevant to your respective industries and job markets.

Industry on Campus
Be connected and gain benefit from our state-of the-art labs established by our industry collaboration with ZTE, HUAWEI, Microsoft, Intel and many more.

Ready for Industry
Be enthused with Start-up Schemes from the Entrepreneurship Development Centre (EDC) and nurture your entrepreneurship mindset.

We offer programmes which are tailored to the industry's needs.

We produce graduates who are setting new standards in Malaysia's industries. Among our successful alumni are Mohd Nizam Abd Razak (the creator of BoBoiBoy, who has boosted the animation industry in Malaysia), Muhammad Usamah Zaid Yasin (Founder & Executive Director of Wau Animation that produces Ejen Ali), Tan Aik Keong (Director of Agmo Studio, a multi-award winning mobile app development company), Ko Chuan Zhen (CEO and co-founder of Plus Xnergy, a multi-award winning clean energy company in Malaysia) and many more.

PREPARING GRADUATES TO BE INDUSTRY READY AND VERSATILE

Gaining Industrial Experience Via I-CADET
The i-Cadet Programme is an initiative of MMU's Industry-University Partnership Programme, which aims to groom students into industry-ready graduates from the moment they began their degree programmes.

Through this initiative, MMU students would be groomed into industry-ready graduates tailored for their industries of choice. The programme will match students with suitable companies, and then, via a series of meetings and projects, would provide them with the actual working environment within their chosen company.

Developing Well Balanced Graduates Through PERMATA DUNIA PERSONA
MMU is deeply involved with the proper development and realization of human capital potential, as this would enable the university to satisfy the needs of the industries for capable manpower.

Our goal is to produce well-balanced graduates of good character that possess desirable qualities, such as having empathy, sensitivity, creativity, readiness, and resilience, as well as having sufficient technical competence. Such graduates from MMU are referred to as our Permata Dunia, and we are confident that such personages would become capable future leaders for their nation as well as their communities.

We contend that MMU is the best place for student development as we continually strive to bring out the best in each student; we imbue in them with deep knowledge of their respective fields of expertise via lectures, co-curricular activities, development initiatives, and lifestyle choices. MMU is fully committed to making every student's time in the university the best time of their lives.

Expanding Horizon With BYOC
Build Your Own Curriculum (BYOC) is a concept to enable students to imbue additional value into their graduation qualifications so that, upon completion of their studies, they would have better chances of having a career path that is not just financially rewarding, but also fulfilling.

The key to BYOC is allowing students to build curriculum in a guided and yet flexible way. Students may stack up courses based on the free elective slots they have, or by choosing a collective minor package offered by the faculties.

Fostering Future Entrepreneurs through eCadet
Our university is dedicated to nurturing dynamic and resilient student entrepreneurs, empowering them to become founders of high-value startups. Through the eCadet initiative, students will receive early exposure and invaluable insights into the realities of the business world and its ecosystem.

They will have the opportunity to cultivate professional networks, receive expert guidance, and enhance their startup skills by connecting with startups, companies, agencies, and accelerators.

A VIBRANT AND CONDUCIVE CAMPUS LIFE

- Convenient and comfortable accommodation – on-campus and off-campus
- Intelligent and high-tech labs
- Digital libraries
- Set studio and post-production suite
- Over 100 clubs and societies
- Extensive infrastructure – campus-wide Wi-Fi, health clinics, mosques, 24-hour security, food & beverage outlets and more
- Comprehensive Sports Centre – track & field, indoor sports arena, gym as well as an olympic-sized swimming pool

PERMATA DUNIA TAKES ON THE WORLD

"MMU will help you stand out in a sea of sameness. There are so many of the same kinds of skills, applicants, and resumés out there. MMU students have a certain kind of special that makes them stand out in the industry."

VJ Anand
- FCM First Batch Alumni

Founder & Chief Experiment Officer of Ballsy, Singapore
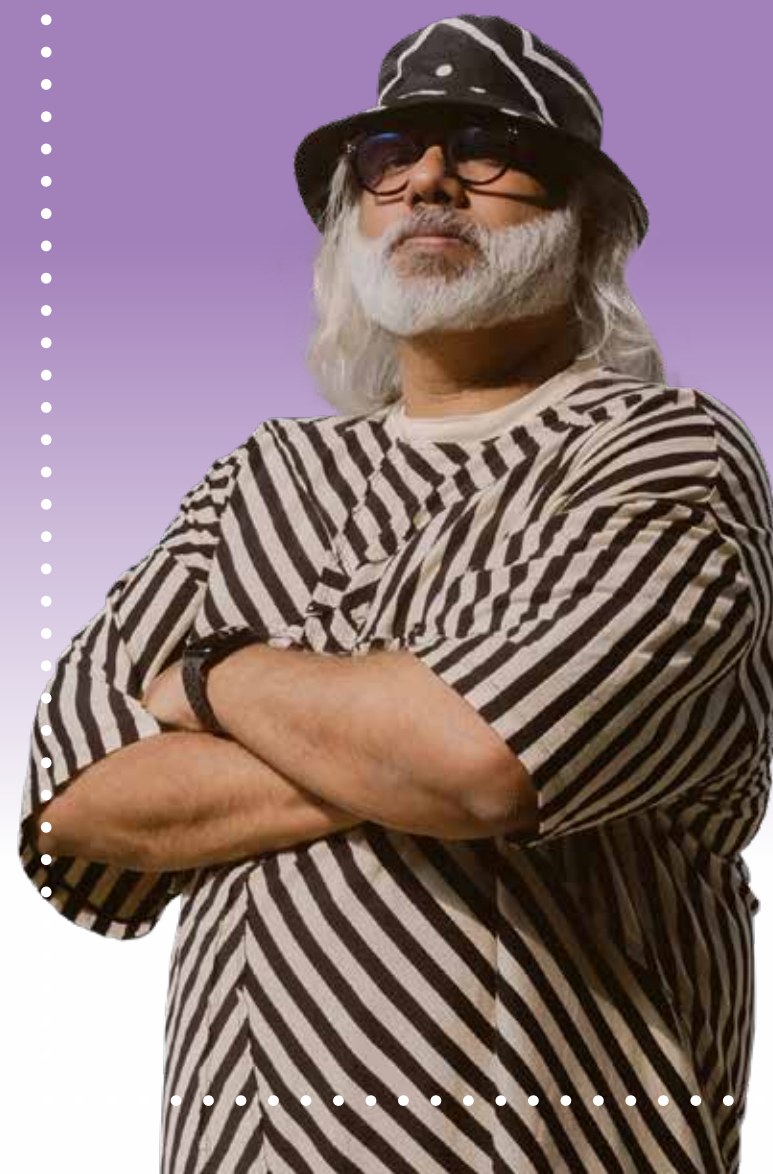
"My time at Multimedia University was filled with amazing memories and lifelong friendships. I am grateful for the education and experiences that shaped my journey."

Ms. Zulaikha Zakaria
- FCA First Batch Alumni

Role: Astro Shaw (Development/Writer Associate)
Director/Writer: Projek: High Council, Projek: EXIT
Writer : Pusaka, Rahsia, Keluang Man

Programmes Offered at
FACULTY OF CREATIVE MULTIMEDIA
Cyberjaya Campus

Sprawled over 200-acre plot of land, our Cyberjaya campus is home to the Faculty of Creative Multimedia.

FOUNDATION IN CREATIVE MULTIMEDIA
(R3/0011/3/0200) 12/28 (A9392)

The role of this one-year Foundation Programme (Pre-University/Alpha) is to provide suitable ground and basic skills in analogue (sketching, drawing, painting) and digital, basic computer graphics application and media production technique. Design Theories and application of Critical Thinking methods occur throughout the three trimesters in all of the subjects, including Design, Drawing, Photography, Computer Graphics, Humanities and English. Elements and Principles of Design are emphasised in the 2D, 3D and 4D design projects.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3
• Visual Research & Communication 1 • Life Drawing • Basic Photography • Computer Graphics 1 • Basic Sound Design • Popular Culture Studies	• Storytelling and Mythology	• Visual Research & Communication 2 • Figure Drawing • Creative Photography • Computer Graphics 2 • Design & Art Appreciation • Critical Thinking & Reasoning
CORE SUBJECTS	• **English for Creative Purposes, Social and Emotional Health**	

Note: The courses offered are subject to trimester intake (Trimester 1, Trimester 2 or Trimester 3).

BACHELOR OF MULTIMEDIA (HONS) ANIMATION
(R3/0211/6/0027) 06/29 (A10482)

This three-year Animation programme is focused on giving life to imaginative characters and visualizing creative scenes that transcend the limits of live-action storytelling. The programme is designed to groom students to develop their creative and artistic senses, foster their own interests, and build their portfolios and reels by instilling various skills that fit the requirements of the animation industry.

The courses are taught by professional mentors in an industry-oriented environment to help them gain invaluable insight from top industry leaders. Our students are also trained in fundamental skill sets for animation pipelines that can contribute to a variety of career paths. With a strong and well-established alumni body, the programme has a respectable local and international presence, winning many awards at animation festivals throughout the world.

Career Prospects: Modeler, Texturing Artist, Animator, Storyboard Artist, Rigging Artist, Technical Director, Creative Director, Designer, Screenwriter, Concept Artist, Compositor, Art Director, Lighting Artist, Render Artist, 3D Artist, 2D Artist, Editor.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Animation Design 1 • Animation Design 2 • 3D Modelling for Animation • Visual Storytelling • Film Studies • Basic Compositing • 3D Surfacing • Media Culture • Media Aesthetics • Acting for Animation	• Animation Design 3 • Animation Design 4 • Animation & Setup • Effects Simulation • Advanced Character Animation • Look Development • Screenwriting • Semiotic Studies • Sound Design 1	• Animation Design Project 1 • Animation Design Project 2 • Animation Entrepreneurship • Design Research • Sound Design 2 • Media Law • Media Anthropology • Internship Programme
ELECTIVE SUBJECTS	• **Corporate Identity** • **Information Design** • **Motion Capture** • **Project Management**	
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• **Integrity and Leadership** • **Philosophy and Current Issues** • **Appreciation of Ethics and Civilizations** • **Bahasa Kebangsaan A (Students without credit in BM at SPM Level)** • **Bahasa Melayu Komunikasi 2 (International students)** • **Character Building** • **Sustainable Society** • **Fundamentals of Digital Competence with Basic Programming**	

Note: The above programme structure serves as a guide. Courses may differ according to intake.

BACHELOR OF MULTIMEDIA (HONS) VISUAL EFFECTS

(R/0211/6/0026) 05/29 (MQA/SWA12186)

BMm (Hons) Visual Effects is a specialized course which allows students to focus on all aspects of visual effects (VFX) work. Our all-inclusive course structure prepares students for the VFX industry by equipping them with skills in pre-production, production, and post-production. Students develop skills in key VFX areas such as production planning, matte painting, compositing, VFX on-set production, effects simulation, 3D lighting and rendering, etc. Our graduates work in multinational film and VFX houses abroad, as well as play prominent roles in shaping the local VFX industry.

Career Prospects: Visual Effects Supervisor, Technical Director, Director, Modeler, Texturing Artist, Compositor, Rigging Artist, Creative Director, Designer, Screenwriter, Concept Artist, Art Director, Lighting Artist, Render Artist, 3D Artist, 2D Artist, Editor, Cinematographer, Director of Photography.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Visual Effects Design 1 • Visual Effects Design 2 • 3D Modelling for Animation • Visual Storytelling • Film Studies • Basic Compositing • 3D Surfacing • Media Culture • Media Aesthetics • Production for Visual Effects	• Visual Effects Design 3 • Visual Effects Design 4 • Animation & Setup • Effects Simulation • Advanced Compositing • Look Development • Screenwriting • Semiotics Studies • Sound Design 1	• Visual Effects Design Project 1 • Visual Effects Design Project 2 • Animation Entrepreneurship • Design Research • Sound Design 2 • Media Law • Media Anthropology • Internship Programme

ELECTIVE SUBJECTS	• Corporate Identity • Information Design • Motion Capture • Project Management
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Integrity and Leadership • Philosophy and Current Issues• Appreciation of Ethics and Civilizations• Bahasa Kebangsaan A (Students without credit in BM at SPM Level)• Bahasa Melayu Komunikasi 2 (International students)• Character Building • Sustainable Society • Fundamentals of Digital Competence with Basic Programming

Note: The above programme structure serves as a guide. Courses may differ according to intake.

BACHELOR OF MULTIMEDIA (HONS) ADVERTISING DESIGN

(R3/0211/6/0097) 06/29 (A10483)

Advertising Design is a three-year degree programme focused on producing creative advertising content. Students are trained to master persuasive communication through design and multimedia applications. This programme emphasises on the understanding of branding, positioning, advertising strategy, media applications and product solutions. The creative process and final artwork are given great emphasis in order for our students to develop and enhance their skills and abilities to excel in this field.

We aim to develop graduates with the intellectual capacity to generate creative ideas in advertising communications, and who are technically capable of transforming those ideas into impactful outputs.

Career Prospects: Art Director, Graphic Designer, Creative Director, Marketing Manager, Brand Manager, Content Creator, Multimedia Specialist, Digital Marketing Specialist, Advertising Account Manager, UI/UX Designer, Video Editor, Exhibition Designer, Packaging Designer, Advertising Production Manager

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Advertising Design 1 • Advertising Design 2 • Web Design • Experiential Brand Activation • 3D Modelling and Printing • Internet and Mobile Application • Video Production • Mobile App Design & Development • Media Culture • Media Aesthetics	• Advertising Design 3 • Advertising Design 4 • Audio Visual for Advertising • Video Production for Advertising • Integrated Marketing Communication • Digital Marketing • Multimodal Interaction Design • Sound Design 1 • Semiotic Studies	• Advertising Design Project 1 • Advertising Design Project 2 • Interactive Technology for Advertising • Design Research • Sound Design 2 • Media Law • Media Anthropology • Internship Programme

ELECTIVE SUBJECTS	• Corporate Identity • Information Design • Motion Capture • Project Management
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Integrity and Leadership • Philosophy and Current Issues • Appreciation of Ethics and Civilizations • Bahasa Kebangsaan A (Students without credit in BM at SPM Level) • Bahasa Melayu Komunikasi 2 (International students) • Character Building, Sustainable Society • Fundamentals of Digital Competence with Basic Programming

Note: The above programme structure serves as a guide. Courses may differ according to intake.

BACHELOR OF IMMERSIVE MEDIA DESIGN (HONS)
(R3/0211/6/0048) 06/29 (A10481)

This multidisciplinary programme focuses on exploring the convergence of art, design and technology to create immersive and engaging digital experiences. Students enrolled in the programme will be exposed to concepts and technical skills vital in the creation of both tangible and intangible media, from virtual reality (VR) and augmented reality (AR) applications, interactive installations and user experience design. The range of skills gained by the graduates of this programme will prepare them for diverse career paths in various industries from entertainment, gaming, app design, marketing and more.

Career Prospects: Creative Technologist, New Media Artist, Visual Artist & Designer, Media Engineer, VR/AR Designer and Developer, Metaverse Asset Creator, 3D Visualizer, Game Developer, Game Level Designer, Interaction Designer, User Interface/ User Experience (UI/UX) Designer, Industrial Designer.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Immersive Media Design 1 • Immersive Media Design 2 • Visual Programming • New Media Technology • Idea Visualization • Multimodal Interaction Design • Media Culture • Media Aesthetics • Internet & Mobile Application • 3D Creation Fundamentals	• Immersive Media Design 3 • Immersive Media Design 4 • Interface Modelling • Emergent Technologies • Web Design • Sound Design 1 • Semiotic Studies • Video Production • Digital Fabrication & Prototyping • Game Scripting	• Immersive Media Design Project 1 • Immersive Media Design Project 2 • Art in Electronic Media • Media Anthropology • Design Research • Media Law • Internship Programme

ELECTIVE SUBJECTS	• Corporate Identity • Information Design • Motion Capture • Project Management

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Integrity and Leadership • Philosophy and Current Issues • Appreciation of Ethics and Civilizations • Bahasa Kebangsaan A (Students without credit in BM at SPM Level) • Bahasa Melayu Komunikasi 2 (International students) • Character Building • Sustainable Society • Fundamentals of Digital Competence with Basic Programming

Note: The above programme structure serves as a guide. Courses may differ according to intake.

DIPLOMA IN 3D MODELLING & ANIMATION
(R/213/4/0005) 05/27 (MQA/SWA8497)

This two-and-a-half-year program is dedicated to developing knowledge and skills that integrate academic studies with a diverse array of creative 3D animation tools and new media technology. The syllabus is designed to enable students to complete 3D animation projects that not only showcase their skills but also contribute to building a professional portfolio, preparing them for a seamless transition into the industry workforce.

Career Prospects: 3D Animator, Storyboard Artist, Lighting & Rendering Artist, Compositor, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Motion Capture Artist.

Upon completion of the Diploma programme, you have the option to pursue a related Degree programme offered by the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• 3D Modelling • Animation Foundation • 3D Rendering & Compositing • 3D Dynamics • Digital Imaging Techniques • Vector Illustration Techniques • Drawing Fundamental • Design Fundamental • Web Development • Digital Photography	• Animation Design 1 • Animation Design 2 • 3D Animation • 3D Character Setup • Digital Sound Production • Video Production Process • Motion Graphic Application • Motion Capture • Digital Storyboarding • Design Appreciation • Industrial Training	• 3D Modelling & Animation Project

ELECTIVE SUBJECTS	• Project Management • Introduction to Computer Application

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Philosophy and Current Issues • Bahasa Kebangsaan A (Students without credit in BM at SPM Level) • Bahasa Melayu Komunikasi 1 (International students) • Basic Academic Writing • Personal Social Responsibility • Character Building • Sustainable Society

Note: The above programme structure serves as a guide. Courses may differ according to intake.

DIPLOMA IN CREATIVE MULTIMEDIA
(R/0211/4/0073) 11/29 (MQA/SWA12833)

The programme is designed to nurture a creative mindset and the ability to solve design problems through creative conventions. It focuses on empowering key visual components and practical processes to address complex communication issues. Additionally, it aims to establish creative design innovations that are translated into entertainment, advertising, online media, motion graphics, and multimedia applications to meet various industry needs.

This programme is designed based on contemporary digital media trends. It covers a wide spectrum of digital media technical modules, including computer graphics, digital imaging, videography, and interactive media.

Career Prospects: New Media Artist, UX/UI Interface Designer, Real-time Event Designer, Online Media Designer, Projection Mapping Artist, Concept Artist, Visualiser, Multimedia Designer, Graphic Designer, Web Designer, Layout Artist, Videographer, Video Editor, Video Compositor, 2D Animator, 3D Animator, Modeler, Storyboard Artist, Art Director, Creative Director, CG Supervisor, Effects Designer, Environment Designer, Video Game Animator, Video Game Artist, Visual Effects Artist, Entrepreneur, Illustrator, Photographer

Upon completion of the Diploma programme, you have the option to pursue a related Degree programme offered by the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Year 1		Year 2	
• 3D Basics • Visual Communication • Graphic Design • Creative Multimedia Design 1 • Visual Programming • Vector Illustration Techniques	• Drawing Fundamental • Web Development • Digital Imaging Techniques • Design Fundamental • Digital Photography	• Informotion Design • Mobile Apps Design & Development • Creative Multimedia Design 2 • Generative Audiovisual • Creative Multimedia Project • Digital Sound Production	• Video Production Process • Motion Graphic Application • Digital Storyboarding • Design Appreciation • Entrepreneurship • Industrial Training
ELECTIVE SUBJECTS	• Project Management • Introduction to Computer Application		
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Philosophy and Current Issues • Bahasa Kebangsaan A (Students without credit in BM at SPM Level) • Bahasa Melayu Komunikasi 1 (International students) • Basic Academic Writing • Personal Social Responsibility • Character Building • Sustainable Society		

Note: The above programme structure serves as a guide. Courses may differ according to intake.

DIPLOMA IN CREATIVE AUDIO
(R/0211/4/0070) 07/29 (MQA/SWA12396)

Creative Audio is the art of integrating industry-relevant technologies for audio creation, synthesis, and engineering into a cohesive and innovative form. This program goes beyond technical aspects; it delves into the analysis of audio usage with these techniques across diverse industries, identifying the characteristics and processes that contribute to their success.

Students will have the opportunity to not only understand these principles theoretically but also apply them practically. Through this programme, they will gain the skills needed to produce sound design for film, television, games, and animation, demonstrating their understanding and proficiency in the field of audio production.

Career Prospects: Sound Engineer, Post-Production Specialist, Mastering Engineer, Music Producer, Live Sound Engineer, Music Performer, Sound Designer, Game Audio Specialist, Dialogue Editor, Broadcast Engineer, Podcast Producer, Voiceover Engineer, Audio Technology Developer, AR/VR Audio Specialist, Educator/Lecturer, Audio Researcher, Studio Owner, Freelance Sound Engineer, Audio Branding Specialist.

PROGRAMME STRUCTURE

Year 1		Year 2	
• Audio Fundamental • Signal Flow & Studio Equipment • Introduction to Digital Audio • Digital Audio Workstation • Recording Techniques • Studio Acoustic • Music Copyright Laws & Protection	• Creative Audio Design 1 • Music Fundamental & Appreciation • Digital Imaging Technique • Web Development • Digital Photography	• Creative Audio Design 2 • MIDI Theory & Audio Synthesis • Audio Signal Processing • Creative Audio Project • Audio Mixing & Mastering	• Live Sound Production • Entrepreneurship • Video Production Process • Digital Storyboarding • Industrial Training
ELECTIVE SUBJECTS	• Project Management • Introduction to Computer Application		
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)	• Philosophy and Current Issues • Bahasa Kebangsaan A (Students without credit in BM at SPM Level) • Bahasa Melayu Komunikasi 1 (International students) • Basic Academic Writing • Personal Social Responsibility • Sustainable Society		

Note: The above programme structure serves as a guide. Courses may differ according to intake.

Programmes Offered at
FACULTY OF CINEMATIC ARTS
Cyberjaya Campus

Three reasons why you should study Cinematic Arts at MMU

World Class Filmmaking program in South East Asia

FCA syllabus mirrors USC School of Cinematic Arts CA's curriculum design and best practices. USC helped develop the Faculty of Cinematic Arts film program during the first five years of establishment . With 85 years of experience and a long list of Academy Award-winning alumni, USC is consistently rated the number one film school in the world.

Innovative Block Teaching Approach

FCA uses a block teaching method which runs like a masterclass. It focuses the students on a single course at a time, to ensure maximum understanding. The Two-week workshops are taught by professionals from the industry, both local and international filmmakers, visiting professors and experienced full-time lecturers.

State of the Art Facilities

The Faculty of Cinematic Art features state of the art film making facilities such as Cinema, Sound Stage and Sound Studio.

Note:
Prospective students who are interested to pursue **Bachelor of Cinematic Arts** need to take **Foundation in Creative Multimedia.**

FOUNDATION IN CREATIVE MULTIMEDIA*
(R3/0011/3/0200) 12/28 (A9392)

The role of this one-year Foundation Programme (Pre-University/Alpha) is to provide suitable ground and basic skills in analogue (sketching, drawing, painting) and digital, basic computer graphics application and media production technique. Design Theories and application of Critical Thinking methods occur throughout the three trimesters in all of the subjects, including Design, Drawing, Photography, Computer Graphics, Humanities and English. Elements and Principles of Design are emphasised in the 2D, 3D and 4D design projects.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3
• Visual Research & Communication 1 • Life Drawing • Basic Photography • Computer Graphics 1 • Basic Sound Design • Popular Culture Studies	• Storytelling and Mythology	• Visual Research & Communication 2 • Figure Drawing • Creative Photography • Computer Graphics 2 • Design & Art Appreciation • Critical Thinking & Reasoning
UNIVERSITY SUBJECTS	• **English for Creative Purposes, Social and Emotional Health**	

Note: The courses offered are subject to trimester intake (Trimester 1, Trimester 2 or Trimester 3).
* This foundation program is offered by the Faculty of Creative Multimedia.

DIPLOMA IN CINEMATOGRAPHY
(R/0216/4/0003) 02/30 (MQA/SWA13431)

Diploma in Cinematography is a programme that brings students on a journey to discover the art of storytelling through the craft of lighting and camera technology. Adopting a practical and theoretical approach, students will develop the competence of a professional cinematographer comfortable with the latest equipment, while seeking to advance the art form of Cinema.

The programme goes beyond the cinematographer's camera to explore the integral peripheral equipment used in the entire cinematography department. The practical stages of pre-production, production and post-production are covered, while the theory of image-making is investigated through film screenings, analysis and discussions.

Career Prospects: Director of Photography, Cinematographer, Photographer, Videographer, Camera Operator, Lighting, Grip

PROGRAMME STRUCTURE

Year 1		Year 2	
• Ideation • Artistic Visualisation • Creative Expression • Art History • Literary Readings • Introduction to Philosophy • Basic Photography • Visual Engineering	• Lighting Design 1 • Storytelling Through The Lense • Pop Culture • Persuasive Media • Camera Operation • Pitching & Fundraising • Creative Leadership	• Short Media Content • Lighting Design 2 • Colour Grading • History of Cinema • Distribution Landscape • Cinema and Sociology	• Sound Appreciation • Digital Imaging Workflow • Final Year Project • Industrial Training
UNIVERSITY SUBJECTS	• **Basic Academic Writing OR** • **Family and Society in Malaysia** • **Character Building** • **Sustainable Society** • **Falsafah dan Isu Semasa OR** • **Bahasa Melayu Komunikasi 1** • **Personal Social Responsibility**		

Note: The above programme structure serves as a guide. Courses may differ according to intake.

BACHELOR OF CINEMATIC ARTS (HONS)

(R2/213/6/0100P) 01/28 (MQA/FA2287)

This three-year programme takes a comprehensive approach to the "script-to-screen" method of filmmaking, where students begin their studies with the basics of idea development right up to producing and showing work of their own. Cinematic Arts students are taught to merge theory and practice as well as work on short films, ranging from narrative fiction film and documentary to music video and interactive and experimental moving images.

Mentorship from full-time lecturers and industry professionals accelerates the synergy of theory and practice and stimulate critical reflection, intellectual growth and interpersonal communication; thus helping students to realise their personal goals and develop into well-rounded members of our increasingly global society.

Career Prospects: Film Director, Film Producer , Script writer, Film Editor, Film & Television Production, Television Programming , Showrunner, Advertising, Post Production, Screenwriting for Film & Television, Documentary Filmmaking, Film Education, Culture & Creative industry.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Cinematic Arts Production 1 • Film Study 1 • Production Management • Principles of Directing and Acting • Screenwriting Fundamentals • Cinematic Arts Production 2 • Film Study 2 • Lighting • Post Production 1 • Sound Design	• Genre Filmmaking Production • Genre Filmmaking Theory • Production Design and Art Direction • Advanced Screenwriting • Advanced Cinematography • Documentary Production • Documentary Theory • Advanced Producing • Advanced Post Production • Electives* • Media Law Landscape	• Cinematic Arts Final Production 1 (FYP1) • Cinematic Research Project • On Set Practice • Film Business • Cinematic Arts Final Production 2 (FYP2) • Cinematic Applications • Portfolio Preparations • Internship

ELECTIVE SUBJECTS	• Social Media Content Creation • Directors • Sound Design 2 • Asian Cinema • Documentary Photography * Choose 1 only

UNIVERSITY SUBJECTS	• Workplace Communication • Character Building • Sustainable Society • Falsafah dan Isu Semasa • Penghayatan Etika dan Peradaban (Local) • Bahasa Melayu Komunikasi 2 (International Student) • Integrity and Leadership • Bahasa Kebangsaan A (Local) • Foreign Language (Local and International) • Personal Social Responsibility

Note: The above programme structure serves as a guide. Courses may differ according to intake.

Campus	Programme	Minimum Entry Requirements
CYBERJAYA	**Foundation** • **Foundation in Creative Multimedia**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least five (5) subjects, inclusive of English; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects inclusive of English.
CYBERJAYA	**Diploma** • **Diploma in 3D Modelling and Animation** • **Diploma in Creative Multimedia** • **Diploma in Creative Audio** • **Diploma in Cinematography**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least three (3) subjects; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects; OR III. Pass STPM or its equivalent with a minimum of Grade C (GP 2.00) in at least one (1) subject; OR IV. Pass STAM with Grade Maqbul (Pass); OR V. Recognised Creative Multimedia Certificate or its equivalent; OR VI. Recognised related Technical and Vocational Certificate or its equivalent with one (1) year relevant work experience or one (1) trimester bridging programme; OR VII. Pass SKM Level 3 or any qualifications equivalent to Certificate (Level 3, MQF) in a related field. OR VIII. Possess an APEL.A certificate from MQA for admission into Diploma programmes. AND IX. Pass an interview OR submission of student's portfolio, to be determined by MMU as required.
CYBERJAYA	**Bachelor** • **Bachelor of Multimedia (Hons) Advertising Design** • **Bachelor of Multimedia (Hons) Animation** • **Bachelor of Multimedia (Hons) Visual Effects** • **Bachelor of Immersive Media Design (Honours)** • **Bachelor of Multimedia (Hons) Interface Design** • **Bachelor of Multimedia (Hons) Virtual Reality** • **Bachelor of Cinematic Arts (Hons)**	I. Pass Foundation/Matriculation studies in related field from a recognised institution. OR II. Pass STPM or its equivalent with a minimum of Grade C (GPA 2.00) in any two (2) subjects; OR III. Pass A-Level with a minimum of Grade D in any two (2) subjects; OR IV. Pass UEC with a minimum of Grade B in at least five (5) subjects inclusive of English; OR V. Recognised Creative Multimedia Diploma or its equivalent with a minimum CGPA of 2.50;* OR VI. Pass DKM /DLKM/DVM with a minimum CGPA of 2.50. Candidates with CGPA below 2.50 MUST have at least two (2) years of work experience in the related field. ** OR VII. Possess an APEL.A certificate from MQA for admission into Bachelor programmes. For more information, please visit https://www.mmu.edu.my/apel-a/ AND VIII. Pass an interview OR submission of student's portfolio, to be determined by MMU as required. *Candidates with CGPA below 2.50 may be admitted subject to a rigorous internal assessment process.* **DKM /DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.*

Faculty of **CREATIVE MULTIMEDIA** and Faculty of **CINEMATIC ARTS**

Cyberjaya campus

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