INFORMATION TECHNOLOGY AND COMPUTER SCIENCE


#GoForIt with MMU
PROFESSOR DATUK DR. AHMAD RAFI MOHAMED ESHAQ
CEO/President, Multimedia University
If you have your heart set on a career in Information Technology and Computer Science, MMU is the university for you. Listed in the Top 300 QS World University Rankings in Computer Science and Information Systems, 2017, MMU offers award-winning, practical and industry-ready degrees that will allow you to make a real and lasting impact as an ICT specialist.

Expertise and knowledge are what we seek to empower our students with. We are committed to offer programmes that will enhance your depth and perception as well as employability in the field of ICT.

Both our Faculty of Computing & Informatics and Faculty of Information Science & Technology incorporate industry-led curriculum so you will gain not only technical knowledge and skills, but also relevant soft and management skills. Many of your lecturers are professionals and specialists in their fields who will be able to impart real-life experience and solutions to your learning. We also have strong collaborations with global industry leaders who are ready to share their knowledge of cutting-edge innovative technologies to keep you up-to-the-minute with current and future industry needs.
PROMOTING INNOVATION AND ENTREPRENEURSHIP

MMU was the first private university approved by the Malaysian government. We adhere to the strictest requirements for a high quality degree; going beyond academic excellence to offer the best, complete and balanced university experience for our students.

A study by Gartner and MSC Malaysia found that MMU is among the top five universities preferred by major ICT players for graduate employment - a testament to the quality of our academicians, curriculum, student development programmes and our solid reputation with the industries.

One of the university’s primary objectives is to be able to inspire and innovate others. We understand that the future lies in technology, and we are adamant to help shape people who will help make a better tomorrow.

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TAN KIM HUI
First Class Honours Bachelor of Information Technology (Hons.)
[Artificial Intelligence] 2015
“I’ve always been interested in seeing the world and meeting international peers; in challenging myself as a student, to grow and eventually, take my place in a global society.”

TAN KIM HUI
Microsoft Services Executive at Petronas Group ICT.
AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK

• Be part of a globally ranked university that is listed in the Top 200 QS World University Rankings and continues to strive with solid breakthrough to be at the 179th spot in QS Asia University Rankings.
• Study alongside 1,500 international students from more than 70 countries.
• Experience the best and latest technologies from our collaborations with major ICT players such as ZTE, Nokia, Intel, Microsoft, Cisco and Motorola.
• Get exposure to some of the best practices of the world’s best universities such as MIT, Stanford, Carnegie Mellon, Harvard, USC and Tokyo University.

Top 200 in QS Asia University Rankings 2018

Top 300 - QS World University Rankings Computer Science & Information Systems, 2017

97% Employability within 6 months of graduation
Ministry of Higher Education (MoHE) Tracer Study & MOE Kemaskini Status Pekerjaan 2015

Tier 5 (Excellent) in SETARA Rating
Ministry of Higher Education (MoHE), Malaysia

Premier Digital Tech University Status, 2017
Ministry of Higher Education (MoHE) and Malaysia Digital Economy Corporation (MDEC)
AN ENTREPRENEURIAL UNIVERSITY WITH INDUSTRY-READY PROGRAMMES

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

Ready for Industry
Be enthused with Start-up Schemes from the Entrepreneur Development Centre (EDC) to encourage innovation and entrepreneurship ventures.
“MMU’s international atmosphere helped me to value diversity in the workplace. It was one of the most important benefits of studying in MMU. Most of my friends are in multi-national companies and they got it within months of their graduation. My HR colleagues also recognise MMU graduates for their perseverance.”

EMIR PRATHAMA PUTRA
IT Project Manager, Credit Suisse Group
GLOBAL. ENTREPRENEURIAL. TRENDSETTER.

A UNIVERSITY THAT IS AN INDUSTRY TRENDSETTER

- We offer programmes which are tailored to industry’s needs.
- Nearly 50% of our programmes are developed for fast growing industries.
- 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 and Tan Aik Keong, Director of Agmo Studio, a multi-award winning mobile app development company.
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.
In this constantly evolving digital world, Information and Communication Technology is more important than ever. As ICT continues to transform the way people communicate, learn, work and play, the career prospects for IT graduates are both diverse and rewarding. Whether it’s Bioinformatics or Data Communication, Artificial Intelligence or Information Technology Management, a degree from MMU will definitely hold you in good stead for the future.

Our mission is to cultivate talents who are idea innovators, solution providers, and catalysts of change in computing and informatics.
WHY ICT AT MMU

Ranked **World's Top 300 University for Computer Science & Information Systems**

One of the **best teaching labs** in private universities, equipped with world-class research and teaching facilities such as SMART and Innov8 labs

**Academically and professionally certified** lecturers (CCNA, CCNP, MCP, MCTS, MTA and Java)

**Strong collaborations** with multi-national companies such as Cisco Networking Academy, Microsoft IT Academy, Oracle Workforce Development Program, Novell Academic Training Partner, Linux Professional Institute and EC-Council

Forefront Curriculum Design and **Industry Placement Opportunities** to bridge academic studies with practical experience

**ICT Knowledge Creation** for fast growing industries
STUDY ROUTE

There isn’t just one route to discover and develop your true potential. At MMU, we cater to nearly every possibility.

STPM/Foundation/UEC → SPM → Foundation → Diploma → First Year Degree → Second Year Degree → Final Year Degree* → Postgraduate Studies → Job Market → tunesight.

FACULTY OF COMPUTING AND INFORMATICS
Cyberjaya Campus

Located within Cyberjaya and built on an 80-hectare plot of land with all the advantages of high technology, MMU Cyberjaya is equipped with various intelligent features such as multimedia learning facilities, intelligent building systems, a digital library, and an integrated campus management system designed to nurture innovative ICT graduates.
In an ever-changing, technologically-dependent world, our one-year Foundation in Information Technology programme aims to produce students who are well-equipped with computer skills as well as mathematical and physics skills. The Foundation in Information Technology programme is delivered through engaging lectures and laboratory work which serve to build knowledge and help develop practical skills.

After completion of the foundation programme you can opt for a degree programme from either Faculty of Computing and Informatics (FCI) or Faculty of Information, Science and Technology (FIST).

PROGRAMME STRUCTURE FOR FOUNDATION IN INFORMATION TECHNOLOGY | FCI

<table>
<thead>
<tr>
<th>Trimester 1</th>
<th>Trimester 2</th>
<th>Trimester 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Introduction to Business Management</td>
<td>• Critical Thinking</td>
<td>• Academic English</td>
</tr>
<tr>
<td>• Introduction to Computing Technologies</td>
<td>• Introduction to Digital Systems</td>
<td>• Mathematics III</td>
</tr>
<tr>
<td>• Communicative English</td>
<td>• Essential English</td>
<td>• Mini IT Project</td>
</tr>
<tr>
<td>• Mathematics I</td>
<td>• Multimedia Fundamentals</td>
<td>• Principles of Physics</td>
</tr>
<tr>
<td>• Problem Solving and Programme Design</td>
<td>• Mathematics II</td>
<td></td>
</tr>
</tbody>
</table>
Specialisations:

- **Software Engineering**: Focuses on designing and developing software systems with innovative methodologies and sophisticated tools. Students are exposed to various techniques of analysing user requirements and specifications, as well as the design, implementation and verification of software system.

- **Information Systems**: Emphasises on the design and development of computer-based systems to enhance the efficiency of business organisations. Students will gain knowledge in planning and auditing IT resources, as well as managing the security aspects of those resources.

- **Game Development**: Integrates fundamental concepts of software engineering with both technical and creative aspects of game design and development. Students are exposed to various types of game production - from 2D to 3D, and from virtual to augmented reality game projects.

- **Data Science**: Focuses on designing and developing solutions to draw useful insights from the availability of large volumes of data, known as Big Data. Students will receive fundamental training in computer science theories and learn techniques on the processing of Big Data for analytics that can be impactful to business.

### Specialisation Elective Modules

<table>
<thead>
<tr>
<th>Software Engineering</th>
<th>Information Systems</th>
<th>Game Development</th>
<th>Data Science</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theory of Computation</td>
<td>Web Application Development</td>
<td>Game Production</td>
<td>Data Management</td>
</tr>
<tr>
<td>Programming Language Translation</td>
<td>Systems Analysis &amp; Design</td>
<td>Game Physics</td>
<td>Visual Information Processing</td>
</tr>
<tr>
<td>Introduction to Formal Methods</td>
<td>Computer Security</td>
<td>Information System Auditing</td>
<td>Social Media Computing</td>
</tr>
<tr>
<td>Software Evolution Maintenance</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

TWO (2) subjects should be taken from the following based on specialisation:

### Elective Modules

<table>
<thead>
<tr>
<th>University Subjects</th>
</tr>
</thead>
<tbody>
<tr>
<td>U1 - TITAS (Local) or Pengajian Malaysia III (International)</td>
</tr>
<tr>
<td>U1 - Hubungan Enik (Local) or BM Komunikasi II (International)</td>
</tr>
<tr>
<td>U2 - Bahasa Kebangsaan or Foreign Language Beginners</td>
</tr>
<tr>
<td>U3 - Business and Entrepreneurship in Malaysia</td>
</tr>
<tr>
<td>U4 - Co-Curriculum</td>
</tr>
</tbody>
</table>

THREE (3) subjects should be taken from the following:

### Elective Modules

<table>
<thead>
<tr>
<th>Software Evolution &amp; Maintenance</th>
<th>Game Physics</th>
<th>Game Design Fundamentals</th>
<th>Data Management</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Formal Methods</td>
<td>Visual Information Processing</td>
<td>Data Mining</td>
<td>Social Media Computing</td>
</tr>
<tr>
<td>Artificial Intelligence</td>
<td>Parallel Processing</td>
<td>Web Application Development</td>
<td>Computer Security</td>
</tr>
<tr>
<td>Data Mining</td>
<td>Games</td>
<td>Programming Language Translation</td>
<td>Theory of Computation</td>
</tr>
<tr>
<td>Business</td>
<td>Programming Languages</td>
<td>Information Systems Auditing</td>
<td>Systems Analysis &amp; Design</td>
</tr>
<tr>
<td>Information Systems</td>
<td>Web Application Development</td>
<td>Game Production</td>
<td>Data Management</td>
</tr>
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Note: The above programme structure serves as a guide. Courses may differ according to intakes.
In an ever-changing, technologically-dependent world, our one-year Foundation in Information Technology programme aims to produce students who are well-equipped with computer skills as well as mathematical and physics skills. The Foundation in Information Technology programme is delivered through engaging lectures and laboratory work which serve to build knowledge and help develop practical skills.

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PROGRAMME STRUCTURE FOR FOUNDATION IN INFORMATION TECHNOLOGY | FIST

<table>
<thead>
<tr>
<th>Trimester 1</th>
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<th>Trimester 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Communicative English</td>
<td>• Fundamentals of Business Management</td>
<td>• Academic English</td>
</tr>
<tr>
<td>• Critical Thinking</td>
<td>• Calculus</td>
<td>• Introduction to Probability and</td>
</tr>
<tr>
<td>• Algebra</td>
<td>• Introduction to Multimedia Technology</td>
<td>Statistics</td>
</tr>
<tr>
<td>• Trigonometry</td>
<td>• Physics</td>
<td>• Problem Solving and Programming Mini</td>
</tr>
<tr>
<td>• Computer Applications</td>
<td>• Essential English</td>
<td>Project</td>
</tr>
<tr>
<td>• Introduction to Computer Architecture</td>
<td></td>
<td></td>
</tr>
<tr>
<td>and Operating System</td>
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<td></td>
</tr>
</tbody>
</table>

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

The Foundation in Life Sciences programme is a one-year pre-university programme delivered through engaging lectures, designed to guide students to actively seek knowledge. In this programme, lectures are supplemented with laboratory work to help students develop their practical skills, working confidence and ability to work effectively in a group. Collectively, these subjects provide a holistic, inspiring and balanced educational experience which equip students with a solid foundation for higher levels of learning and nurture their potential for future academic excellence at the tertiary level.

After completion of the Foundation in Life Sciences programme you can opt for Bachelor of Science (Hons.) (Bioinformatics) degree programme.

PROGRAMME STRUCTURE

<table>
<thead>
<tr>
<th>Trimester 1</th>
<th>Trimester 2</th>
<th>Trimester 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Communicative English</td>
<td>• Essential English</td>
<td>• Academic English</td>
</tr>
<tr>
<td>• Algebra</td>
<td>• General Chemistry</td>
<td>• Calculus</td>
</tr>
<tr>
<td>• Trigonometry</td>
<td>• Fundamentals of Business Management</td>
<td>• Cellular Reproduction and Genetics</td>
</tr>
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<td>• Cell and Function</td>
<td>• Cellular Reproduction and Genetics</td>
<td>• Problem Solving and Programming</td>
</tr>
<tr>
<td>• Computer Applications</td>
<td>• Organism Reproduction and Programming</td>
<td>• Introduction to Probability and Statistics</td>
</tr>
<tr>
<td>• Critical Thinking</td>
<td>• Organic Chemistry</td>
<td></td>
</tr>
</tbody>
</table>
Bachelor of Information Technology (Hons.)
(Data Communications and Networking)

(R/481/0(A040) 08/19 [A5313])

Data Communications and Networking graduates are expected to possess the knowledge and skills necessary to design, build, maintain and manage network and communication systems in any organisation. Therefore, this three-year programme will educate them on the core components of communication, such as Internet Computing, TCP/IP Programming, High-Speed Networks, Client Server Computing and Real-Time Systems.

Our Data Communications and Networking graduates would be able to branch into any area of communications and apply the knowledge they have acquired in network technology and telecommunications.

Career Prospects: System Programmer, Network Engineer, Network Administrator.

PROGRAMME STRUCTURE

Year 1
- Mathematical Techniques
- Computer Programming
- Database Systems
- Operating Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts
- Elective Subjects (Choose any 6 subjects)

University Subjects Year 1
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia
- Pengajian Malaysia 2 / Hubungan Ethnik
- Language

Elective Subjects
- IT Project Management Methods and Tools
- Organisational Behaviour
- Marketing and e-Commerce
- Applied Cryptography
- Information Theory
- Artificial Intelligence Fundamentals
- Expert Systems
- Information Systems Audit
- Knowledge Management

Year 2
- Project
- TCP/IP Programming
- Network Security and Management
- Cloud Computing
- Integration Programming and Technologies
- High-Speed Networks
- Mobile and Wireless Communications
- Real-Time System

University Subjects Year 2
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Kebangsaan A / Foreign Language

Elective Subjects
- Enterprise Resource Planning
- Technology Management
- Knowledge Management
- Business Intelligence
- Integrated Programming and Technologies
- Management Information Systems
- Information Systems Development
- IT Project Management Methods and Tools

Year 3
- Data Structures and Algorithms
- Computer Programming
- Database Systems
- Operating Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts
- Elective Subjects

University Subjects Year 3
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Melayu Komunikasi 2 / Tamadun Islam dan Tamadun Asia
- Pengajian Malaysia 2 / Hubungan Ethnik
- Language

Elective Subjects
- Introduction to Microeconomics
- Critical Thinking in Organization
- Fundamentals of Marketing
- Fundamentals of Finance
- Introduction to Macroeconomics
- Mobile and Wireless Communications
- Artificial Intelligence Fundamentals
- Computer Security

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

Information Technology And Computer Science

Bachelor of Information Technology (Hons.) (Artificial Intelligence)
(R/430/6/0226) 08/18 (A4187)

As computer systems increase their complexity and sophistication, the demand for intelligent advanced applications also increases in proportion. It is now common practice to incorporate intelligent capabilities in the design of any computer application, from web-based intelligent search engines to standalone intelligent applications.

The objective of this three-year degree programme is to equip students with the necessary knowledge and skills required to be successful in building the much-needed intelligent computer systems.

Career Prospects: Data Scientist, Intelligent Software Developer, AI Consultant, Knowledge Engineer, Software Engineer, and Web Analyst.

PROGRAMME STRUCTURE

Year 1
- Mathematical Techniques
- Computer Programming
- Database Systems
- Operating Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts
- Elective Subjects (Choose any 4 subjects)

Year 2
- Data Structures and Algorithms
- Object Oriented Programming
- System Analysis and Design
- Technopreneur Venture
- Human Computer Interaction
- Computer Graphics
- Software Engineering Fundamentals
- Computational Science
- Pattern Recognition
- Artificial Intelligence Fundamentals

Year 3
- Project
- Computational Intelligence
- Agent Technology
- Expert Systems
- Computer Vision
- Natural Language Processing
- Algorithm Design and Analysis
- Semantic Web Technology
- Ethical Hacking and Security Assessment
- Digital Forensics

University Subjects Year 1
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Melayu Kebangsaan A / Foreign Language

University Subjects Year 2
- Bahasa Melayu Kebangsaan B / Hubungan Etnik
- Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)
- IT Project Management Methods and Tools
- Computer Networks
- Organizational Behaviour
- Cloud Computing
- Marketing and E-Commerce
- Information Systems Audit
- Applied Cryptography
- Knowledge Management
- Information Theory

Bachelor of Information Technology (Hons.) (Security Technology)
(R/481/6/0439) 08/19 (A5470)

The Security Technology programme is designed to develop knowledge and skills in the security management and technologies necessary for employment in areas such as government and corporate security, strategic facilities security, private sector and retail security, financial institutions and major security organisations.

The course emphasises the functions and management of security technology in the protection of assets and is supported by appropriate studies in cyber law and ethics. Graduates of this course will be equipped for a career in the security industry.


PROGRAMME STRUCTURE

Year 1
- Mathematical Techniques
- Computer Programming
- Database Systems
- Operating Systems
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts
- Elective Subjects (Choose any 4 subjects)

Year 2
- Data Structures and Algorithms
- Object Oriented Programming
- System Analysis and Design
- Technopreneur Venture
- Human Computer Interaction
- Computer Networks
- Computer Architecture and Organisation
- Data Communications and Networking
- Ethics and Professional Conducts
- Elective Subjects (Choose any 4 subjects)

Year 3
- Project
- Computational Intelligence
- Agent Technology
- Expert Systems
- Computer Vision
- Natural Language Processing
- Algorithm Design and Analysis
- Semantic Web Technology
- Computer Forensic Investigator
- Monitoring and Intrusion Detection
- Digital Forensics

University Subjects Year 1
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Melayu Kebangsaan A / Foreign Language

University Subjects Year 2
- Bahasa Melayu Kebangsaan B / Hubungan Etnik
- Pengajian Malaysia 3 / Hubungan Etnik

Elective Subjects (Choose any 4 subjects)
- IT Project Management Methods and Tools
- Computer Networks
- Organizational Behaviour
- Cloud Computing
- Artificial Intelligence Fundamentals
- Expert Systems
- Information Systems Audit
- Knowledge Management
- Network Security and Management
Bachelor of Science (Hons.) (Bioinformatics)
(R/421/6/0708) 02/21 (A684)

Bioinformatics is dynamic and evolving, representing one of the most rapidly growing and challenging areas in science and technology today.

The MMU Bioinformatics programme is a balance of IT and Life Sciences plus training in specific applications. A significant component of our programme is practical laboratory experience and problem-based learning, alongside student presentations and lectures in small classes. Projects and Industry experience add another dimension to the knowledge gained in lectures.

Career Prospects: Bioinformatician, Biology Researcher in the health care industry, biomedical, pharmaceutical and biotechnology companies, agricultural industry, environmental management industry, forensics centre, research institutions and universities.

PROGRAMME STRUCTURE

Year 1

University Subjects Year 1
- Co-Curriculum
- Business and Entrepreneurship in Malaysia
- Bahasa Kebangsaan A/Foreign Language

Elective Subjects (Choose any 4 subjects)
- Computer Security Introduction to Human Pathology
- Computational Intelligence Web Techniques and Application
- Human Computer Interaction Cloud Computing
- Computer Graphics Information Systems Development

Year 2

University Subjects Year 2
- Mathematical Techniques
- Computer Programming
- Database Systems
- Cell Biology
- Biochemistry
- Discrete Mathematics and Probability
- Computer Architecture and Organisation
- Data Communications and Networking
- Bioinformatics Programming I
- Biochemistry II

Elective Subjects
- Pattern Recognition Organisational Behaviour
- Introduction to Human Pathology
- Web Techniques and Application
- Cloud Computing
- Information Systems Development
- Organisational Behaviour

Year 3

University Subjects Year 3
- Project
- Data Structures and Algorithms
- Operating Systems
- System Analysis and Design
- Bioinformatics Programming II
- Human Anatomy and Physiology
- Bioinformatics Algorithms I
- Parallel Computing
- Basic Human Genetics
- Basic Microbiology
- Database Design and Management
- Industrial Training

Elective Subjects
- Management Information Systems
- E-Commerce
- Pattern Recognition Organisational Behaviour
- Introduction to Human Pathology
- Web Techniques and Application
- Cloud Computing
- Information Systems Development
- Organisational Behaviour

Programme Structure:
- Trimester 1: Mathematical Technique I, Computer Programming, Database Systems, Cell Biology, Biochemistry
- Trimester 4: Human Anatomy and Physiology, Bioinformatics Algorithms I, Parallel Computing, Basic Human Genetics, Basic Microbiology
- Trimester 5: Database Design and Management, Industrial Training, Management Information Systems, E-Commerce

Note: The above programme structure serves as a guide. Courses may differ according to intakes.
MINIMUM ENTRY REQUIREMENTS

Foundation in Information Technology

- Pass SPM/O-level or its equivalent with minimum of grade C in at least five (5) subjects, inclusive of Mathematics and English; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of Mathematics and English; OR
- Other equivalent qualification recognised by the Malaysian Government.

Foundation in Life Sciences

- Pass SPM/O-level or its equivalent with minimum of grade C in at least five (5) subjects, inclusive of Mathematics, English and any 2 Science subjects; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of Mathematics and one of the Science subjects; OR
- Other equivalent qualification recognised by the Malaysian Government.

Bachelor of Computer Science (Hons.)

- Pass Foundation / Matriculation in related field from a recognised institution, and a credit in Additional Mathematics at SPM Level or its equivalent; OR
- Pass STPM/A level or its equivalent with 3 Principals inclusive of Mathematics, and a credit in Additional Mathematics at SPM Level or its equivalent; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics and English; OR
- Pass Diploma in related field from recognised institution with minimum CGPA of 2.50 and a credit in Additional Mathematics at SPM Level or its equivalent; OR
- Pass any other Diploma in science and technology from recognised institution with minimum CGPA of 2.50 and a credit in Additional Mathematics at SPM level or its equivalent may be admitted subject to a rigorous internal assessment process.

Bachelor of Information Technology (Hons.)

- Pass Foundation / Matriculation in related field from a recognised institution, and a credit in Mathematics at SPM Level or its equivalent; OR
- Pass STPM/A level or its equivalent with 3 Principals inclusive of Mathematics, and a credit in Mathematics at SPM Level or its equivalent; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics and English; OR
- Pass Diploma in a related field from a recognised institution with minimum CGPA of 2.50 and a credit in Mathematics at SPM level or its equivalent; OR
- Pass any other Diploma in science and technology or business studies from a recognised institution with a minimum CGPA of 2.50 and a credit in Mathematics at SPM level or its equivalent may be admitted subject to a rigorous internal assessment process.

Bachelor of Science (Hons.) (Bioinformatics)

- Pass Foundation / Matriculation in related field from a recognised institution, OR
- Pass STPM/A level or its equivalent with 3 Principals inclusive of Mathematics, and one of the Science subjects, and a credit in English at SPM Level, OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of Mathematics, English, and one Science subject; OR
- Pass Diploma in related field from a recognised institution.

Diploma in Information Technology

- Pass SPM/O-level or its equivalent with minimum of grade C in at least four (4) subjects, inclusive of Mathematics, and a pass in English; OR
- Pass UEC with minimum of grade B in at least three (3) subjects inclusive of Mathematics, and a pass in English; OR
- Pass Certificate in related field from recognised institution and a credit in Mathematics at SPM level or its equivalent.

Candidates with CGPA below 2.50 but above 2.00 may be admitted subject to a rigorous internal assessment process.

English Entry Requirement for International Students:

- All programmes offered by Faculty of Computing & Informatics and Faculty of Information Science & Technology require a minimum score of 5.0 in IELTS or its equivalent.