MMU®
MULTIMEDIA UNIVERSITY

AI, ENGINEERING, INFORMATION TECHNOLOGY AND COMPUTER SCIENCE

LEADING THE DIGITAL FUTURE

TM GROUP

WELCOME TO MMU!

There is U in MMU

Welcome to Multimedia University (MMU).

Choosing a university is an important milestone that marks the beginning of a meaningful academic and personal journey. At MMU, we are committed to providing an education that not only builds academic excellence but also nurtures character, confidence, and purpose.

Our programmes are designed to prepare students for a rapidly evolving world. Through a strong emphasis on industry engagement, hands-on learning, and innovative teaching, we ensure that our graduates are equipped with the knowledge, skills, and adaptability needed to succeed in their chosen fields.

Beyond academics, MMU offers a supportive and inclusive campus environment where students are encouraged to discover their strengths, pursue their passions, and grow as responsible global citizens. We take pride in fostering a community that values creativity, critical thinking, and lifelong learning.

We look forward to welcoming you into the MMU family and supporting you every step of the way.

Thank you.

Prof. Dato' Dr. Mazliham Mohd Su'ud
President/Chief Executive Officer
Multimedia University

ENGINEERING, ARTIFICIAL INTELLIGENCE, INFORMATION TECHNOLOGY & COMPUTER SCIENCE

MMU offers fully accredited, industry driven programmes in Engineering, Artificial Intelligence, Information Technology, and Computer Science, designed to develop adaptable, future ready professionals.

In the QS World University Rankings by Subject 2026, MMU has demonstrated notable progress, with rankings in Computer Science & Information Systems (171), Electrical & Electronic Engineering (301–350), and Engineering & Technology (401–450). Notably, Data Science & Artificial Intelligence has made a strong debut, placing among the top 101–200 globally.

The curriculum provides strong foundations in engineering and computing principles while emphasising analytical thinking, hands on learning, and real world problem solving within a rapidly evolving technological landscape.

Delivered through MMU's specialised faculties, learning goes beyond technical mastery to include professional, communication, and leadership development. Students gain practical exposure through industry aligned teaching approaches guided by experienced academics and industry practitioners, enabling graduates to pursue diverse career pathways across engineering, technology, IT, business, consulting, and digital industries.

To ensure graduates remain relevant and competitive, MMU integrates contemporary areas such as Artificial Intelligence, Cybersecurity, Data Analytics, Blockchain, 5G, and the Internet of Things (IoT) across its programmes. Supported by strong industry collaborations and global partnerships, students are equipped with current knowledge and future proof skills, preparing them to thrive in technology driven roles and emerging fields.

WHY STUDY ENGINEERING, ARTIFICIAL INTELLIGENCE, INFORMATION TECHNOLOGY & COMPUTER SCIENCE AT MMU?

Hands-On Learning: From day one, students engage in hands-on projects and real-world applications. Practical experience is integrated into every aspect of our program to prepare you for the challenges of the tech workforce.

Dynamic Industry Partnerships: Forge your path alongside with global leaders such as Intel, Panasonic, Huawei, Motorola, ZTE, and Infineon. Benefit from exclusive insights, internships, and collaborative projects that prepare you for the demands of the ever-evolving tech landscape.

Pioneering 5G Research:
Dive into groundbreaking 5G innovation at our ZTE-MMU NexGen Communication Engineering hub, pioneering the future of telecommunications in Southeast Asia

Integration of Professional Certification Modules Minto the IT & Computer Science programme structure such as Cisco Certified Network Associate (CCNA), AWS Cloud Practitioner (Foundational) & AWS Cloud Architecture (Associate), EC-Council Certified Ethical Hacker (CEH), Huawei Certified ICT Associate - Artificial Intelligence (HCIA-AI), Google Data Analytics Professional Certificate & etc

Industry Connections: Benefit from our strong ties with leading tech companies. Our extensive network of industry partners offers internship opportunities, guest lectures, and networking events, paving the way for exciting career prospects.

AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK

- Listed among the **Top Malaysian Private Universities in THE World University Rankings 2026**
- Awarded **Self-Accreditation Status,** 2017 by Malaysian Qualification Agency
- Rose among the **Top Malaysian Private Universities in QS Asia University Rankings 2026**
- Emerged as the **leading Government-Linked University (GLU)** and among **Top 3 in Malaysia** in THE Interdisciplinary Science Rankings 2026
- **Attained in Competitive Mature University Category** under the SETARA rating by Ministry of Higher Education (MoHE)
- Achieved **CXP Best Customer Experience Awards** for four consecutive years (2021-2024)
- Retained **Gold Award under the Education and Learning** at Putra Brand Awards 2025
- **Employer's Preferred University** awarded by Talentbank for two consecutive years 2024- 2025 (Champion in Animation and 6 star rating in Arts & Design, Communication & Broadcasting, Computing & IT, Economics, Engineering (Mechanical) and Law)
- **Achieved a high graduate employability rate of 99.5% in 2025,** according to the MOHE Tracer Study System
- Awarded **Premier Digital Tech Institution (PDTI) Status since 2017** by Ministry of Higher Education (MoHE) and Malaysia Digital Economy Corporation (MDEC)
- Won **Best Institution Award** at the Anugerah Keusahawanan Kementerian Pendidikan Tinggi (KPT) 2023
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Your success begins here!

Multimedia University (MMU) is a leading university in Malaysia and we are also listed in global rankings namely QS World University Rankings 2026 and Times Higher Education (THE) World University Rankings 2026. At MMU, our diversity is what makes us unique where you will study alongside with approximately 2,300 international students from 84 countries.

Our university also has strong collaborations and engagement with industry partners, providing students with unparalleled opportunities to gain real-world insights and hands-on experience. Through internships, industry projects, workshops, and mentorship programs, you will be able to apply your knowledge in practical settings, develop professional skills, and build valuable networks that can shape your future career. These partnerships ensure that your learning experience is not only academic but also relevant to the evolving demands of the workforce, preparing you to excel in a competitive and dynamic global environment.

In today's rapidly evolving digital landscape, technology plays a pivotal role in shaping the way we live, learn, work, and connect. As advancements continue to accelerate across areas such as Artificial Intelligence, Data Science, Cybersecurity, Software Development, Telecommunications, Robotics, and Automation, the opportunities for graduates are more diverse and promising than ever.

Our programmes are designed to integrate the strengths of engineering, information technology, and computer science, equipping students with the knowledge and skills needed to thrive in a technology-driven world. Whether your interests lie in developing intelligent systems, building advanced networks, or creating innovative digital solutions, an MMU degree will empower you to adapt, innovate, and lead in the industries of the future.

RESEARCH-LED INDUSTRY-DRIVEN UNIVERSITY

As a research-led, industry-driven university, MMU organises its research activities under 7 dynamic Centres of Excellence (COE) which are the COE for Advanced Cloud, COE for Artificial Intelligence, COE for Intelligent Network, COE for Immersive Experience, COE for Robotics and Sensing Technologies, COE for Sustainability and Governance, and COE for Business Innovation and Communication.

Within these COEs, various research centres and labs exist to drive the research activities in these COEs and they work seamlessly across labs and COEs to conduct impactful research. These research centres and labs have dedicated physical facilities and spaces as well as administrative and professional support staff.

At MMU, we actively foster strong academia-industry collaborations to ensure our students are industry-ready and future-focused.

Well-rounded Education

Gain a solid foundation in your field while developing entrepreneurial skills and industry-relevant expertise, equipping you to thrive in today's competitive job market.

Industry on Campus

Benefit from direct access to our state-of-the-art labs, established through partnerships with leading global companies such as ZTE, HUAWEI, Microsoft, Intel, MCMC, AGMO Studio and many more.

Industry-Aligned Programmes

Our programmes are carefully designed to meet industry requirements, ensuring that your learning is directly applicable to real-world careers.

Ready For Industry

Ignite your entrepreneurial mindset through start-up initiatives from our Entrepreneurship Development Centre (EDC), giving you the tools and experience to innovate and succeed in real-world industries.

Industry-Leading Alumni

Join the ranks of our alumni who have become trendsetters and leaders in Malaysia's industries, shaping innovation and inspiring the next generation of professionals.

Transform Your Work Experience into Academic Achievement

MMU's Accreditation of Prior Experiential Learning (APEL) recognises your professional experience by converting it into academic credit, allowing access to degree or master's programs without traditional qualifications. This flexible, industry-aligned pathway saves time and cost while leading to a fully accredited qualification respected by employers and institutions worldwide.

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

Our campus offers a dynamic environment that fosters both academic excellence and a fulfilling student life.

Intelligent and high-tech labs

Convenient and comfortable accommodation
(on-campus and off-campus)

Robo Space Smart Lab

Digital libraries

Extensive infrastructure
(campus-wide Wi-Fi, health clinics, mosques, 24-hour security, food & beverage outlets and more)

e-Moot Court

HySpace Lecture Classes

Set studio and post-production suite

PERMATA DUNIA TAKES ON THE WORLD

MMU is where I dreamt of having my own business. I built the company together with my roomates in our hostel room and have now managed to expand it to what it is today. The exposure and hand-ons experience that MMU graduates have are much better than any other local university graduates.

Ts. Noor Helmi Nong Hadzmi

Bachelor of Engineering (Hons.) Electronics Majoring in Telecommunications (2003)

Founder/Chief Executive Officer
IX Telecom

Continuous hands-on leadership through an active campus life and early exposure to real-world projects during my years at Multimedia University became the cornerstone of my achievements today. Numerous cybersecurity practitioners and experts have been nurtured at MMU, forming a strong network of industry contributors not only in Malaysia, but across the Asia region and globally.

Muhammad Muslim Mansor

B.Eng (Hons) Electronics Engineering Majoring in Telecommunications (2002)

Associate Director Cybersecurity/
Head of CSIRT AIA Digital+

"Information Technology (IT) shapes the digital world for Infineon's success. IT delivers state-of-the-art digital services and continuously increases the efficiency of the business processes."

Tang Chee Chiang

Bachelor of Information Technology (Honours) (Software Engineering) (2000)

IT Senior Director
Infineon Technologies

"I will forever cherish MMU's tightly-knit academic community, which has been there for me during the ups and the downs. I am extremely grateful for all my lecturers who have gone out of their way to teach and foster an exceptionally supportive space. MMU's strong research environment, coupled with passionate professors, is an excellent starting point for a budding computer scientist."

Sidharrth Nagappan

Bachelor of Computer Science (Honours) (Data Science) (2023)

Quantitative Research Analyst at Qube Research and Technologies, London

FACULTY OF ARTIFICIAL INTELLIGENCE & ENGINEERING

Cyberjaya Campus

Located within Cyberjaya and built on a 200-acre plot of land, the Faculty of Artificial Intelligence and Engineering at MMU inspires the next generation of innovators and thinkers in the time-tested career of engineering. We offer holistic and industry-driven programmes that deepen inquiry, create insights, and kindle curiosity. Our multi-disciplinary programmes prepare **graduates to be multi-talented and enterprising leaders for the future.**

FOUNDATION IN ENGINEERING

(R3/0710/3/0010) 12/27 (A8671)

The one-year Foundation in Engineering programme is the preferred route for many Malaysians and international students to access engineering courses in Multimedia University. Set in a campus environment that enriches their preparation for degree studies, the programme's curriculum focuses on delivering preparatory engineering subjects to equip students with strong fundamentals in order to excel with confidence. In addition to analytical and technical knowledge, the programme also focuses on equipping students with critical thinking and interpersonal skills to succeed not only in the undergraduate studies, but more importantly, as independent life-long learners. After completion of the foundation programme, you can opt for a degree programme from either Faculty of Artificial Intelligence and Engineering (FAIE) or Faculty of Engineering & Technology (FET).

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3
• Algebra and Trigonometry • Mechanics • Communicative English • Critical Thinking • Physical Computing	• Calculus and Linear Algebra • Essential English • Chemistry • Electricity and Magnetism • Introduction to Business Management • STEM Project	• Academic English • Modern Physics and Thermodynamics • Introduction to Probability and Statistics

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

BACHELOR OF ELECTRICAL AND ELECTRONICS ENGINEERING WITH HONOURS

(R3/0712/6/0023) 06/33 (MQA/FA4863)

The Bachelor of Electrical and Electronics Engineering with Honours programme is a four-year engineering course that prepares students with a broad foundation in a discipline that deals with the generation, transmission, and distribution of electricity. With the recent paradigm shift towards renewable and sustainable energy, the prospect for electrical engineers is even brighter. Additionally, electrical engineers are also responsible for the design of smart grids, battery management systems, generators, power electronics and electric motors. Students undertake fundamental engineering subjects such as mathematics, computing, electronics and circuit theory before progressing to core electrical subjects such as power system analysis and high voltage engineering. In the final year, the students can specialize in either electric vehicle engineering or energy management. Besides that, students are also equipped with knowledge on Artificial Intelligence (AI), Internet of Things (IoT), cybersecurity, robotics and automation, economics, accounting, management, law, and workplace communication. These skills are developed through a holistic combination of various forms of learning activities.

Career Prospects: Design Engineer, Project Engineer, Test Engineer, Protection Engineer, Power Engineer, Electric Vehicle Validation Engineer, Electric Vehicle Systems Integration Engineer, Charging Infrastructure Engineer, Battery Engineer, Energy Manager, Solar Consultant, Sales Engineer, High Voltage Engineer, Service Engineer, Electrical Production Engineer, Product Development Engineer, Electrical and Instrument Engineer, PCB Design Engineer, QC Engineer, Field Service Engineer, Electrical Engineering Manager, M&E Engineer, or Oil & Gas Process Engineer, etc.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3	Year 4
CORE			
• Electronics I • Circuit Theory • Engineering Mathematics I • Electronics II • Energy Conversion I • Field Theory • Engineering Mathematics II • Digital Logic Design • Electronics III	• Computer and Program Design • Microcontroller and Microprocessor Systems • Circuits and Signals • Electromagnetic Theory • Engineering Mathematics III • Instrumentation and Measurement Techniques • Power Transmission and Distribution • Energy Conversion II • Industrial Engineering Analysis	• Power Electronics • Control Theory • Power System Analysis • Project Management • Analog and Digital Communications • Embedded IoT Systems and Application • Electrical Engineering Materials • Electric Power Utilization and Installation • Capstone Project • Industrial Training • Project Management • Law for Engineers	• Project • Power Stations • High Voltage Engineering • Electrical Drives • Engineer and Society **Specialisation: Electric Vehicle Engineering** • Electric Vehicle Technology • Charging Station Planning for EV **Specialisation: Energy Management** • Renewable Energy Technology • Energy Management and Auditing
BYOC Electives			
(March/Apr) • Fundamentals of Marketing • Digital Transformation Strategy • Personal Finance • Radio Network Planning Towards 5G • Media Anthropology • Project Management • Motion Capture • Media Law • Corporate Strategy	• Social Media Strategies • Introductory Mobile Application Development • Basic Filmmaking • Fundamental of Wireless Communications	**(Oct/Nov)** • Design Thinking for Strategic Communication • Corporate Communication • Suspenseful Filmmaking • Communications Networks • Introductory Data Science • Introductory Data Visualization	• Visual and Corporate Identity • Information Visualization • Principal of Finance • Fundamental of Marketing • Communications Networks
UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)			
• Character Building Program: Character Building and Sustainable Society • Fundamentals of Digital Competence for Programmers	MPU courses: U1 – Falsafah dan Isu Semasa U1 – Penghayatan Etika dan Peradaban Isu Semasa (local students)/ Bahasa Melayu Komunikasi 2 (international students)	U2 - Bahasa Kebangsaan A / Foreign Language U3- Integrity and Leadership	U4 - Co-Curriculum

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

BACHELOR OF ENGINEERING (HONS.) ELECTRONICS

(R3/0713/6/0056) 06/31 (MQA/FA4864)

The four-year B.Eng. (Hons.) Electronics programme focuses on applying theory and technology to equip students with the knowledge, skills and expertise required to solve real-world engineering problems. In this programme, students start off with engineering fundamental courses related to topics such as engineering mathematics, basic electronics devices, circuit and field theory, digital logic design, computer programming, microcontroller and microprocessor systems. These courses form the foundation for more advanced and specialised topics such as physical electronics, microelectronics circuit analysis and design, digital integrated circuits, digital systems, power electronics, integrated VLSI systems, processing and fabrication technology and electromagnetic interference.

Engineering knowledge is further supplemented with courses related to integrity and leadership, character building, sustainable society and fundamentals of digital competence for programmers. The programme is also designed to provide students with opportunities to undergo practical training in the electronics industry and to obtain research experience through undergraduate research projects.

Career Prospects: Application Engineer, Design Solution Engineer, Research & Development Engineer, Firmware/Embedded Software Engineer, Test Application Developer, Product Engineer, PCB Design Engineer, Process Engineer, System Integration Engineer, Computer System Architect, AI Engineer, IoT Specialist, System Test Engineer or Technical Marketing Engineer.

PROGRAMME STRUCTURE

Year 1

- Electronics I
- Electronics II
- Electronics III
- Digital Logic Design
- Circuit Theory
- Field Theory
- Introduction to Machines and Power Systems
- Engineering Mathematics I
- Engineering Mathematics II

Year 2

- Computer and Program Design
- Algorithms and Data Structures
- Instrumentation and Measurement Techniques
- Circuits and Signals
- Engineering Mathematics III
- Industrial Engineering Analysis
- Electromagnetics Theory
- Microcontroller and Microprocessor Systems
- Physical Electronics
- Microelectronics Circuit Analysis and Design
- Computer Organization and Architecture

Year 3

- Digital Integrated Circuits
- Digital System
- Power Electronics
- Control Theory
- Integrated VLSI Systems
- Advanced Microprocessors
- Capstone Project
- Law for Engineers
- Project Management
- Industrial Training

Year 4

- Project
- Analog and Digital Communications
- Processing and Fabrication Technology
- Electromagnetic Interference
- Data Communications and Networking
- Engineer and Society

BYOC Electives

(March/Apr)
- Fundamentals of Marketing
- Digital Transformation Strategy
- Personal Finance
- Radio Network Planning Towards 5G
- Media Anthropology
- Project Management
- Motion Capture
- Media Law
- Corporate Strategy
- Social Media Strategies
- Introductory Mobile Application Development
- Basic Filmmaking
- Fundamental of Wireless Communications

(Oct/Nov)
- Design Thinking for Strategic Communication
- Corporate Communication
- Suspenseful Filmmaking
- Communications Networks
- Introductory Data Science
- Introductory Data Visualization
- Visual and Corporate Identity
- Information Visualization
- Principal of Finance
- Fundamental of Marketing
- Communications Networks

Note: Elective subjects are subject to change by the faculty. Choose any 3 subjects during year 3 and year 4.

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

- Character Building Program: Character Building and Sustainable Society
- Fundamentals of Digital Competence for Programmers

MPU courses:
U1 – Falsafah dan Isu Semasa
U1 – Penghayatan Etika dan Peradaban Isu Semasa (local students)/ Bahasa Melayu Komunikasi 2 (international students)

U2 - Bahasa Kebangsaan A / Foreign Language
U3- Integrity and Leadership

U4 - Co-Curriculum

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

BACHELOR OF ENGINEERING (HONS.) ELECTRONICS MAJORING IN TELECOMMUNICATIONS

(R3/0713/6/0057) 06/33 (MQA/FA4865)

With graduates' employability in mind, this four-year programme is carefully designed in consultation with industry experts to ensure its relevance and alignment with the demands of the telecommunications industry. By integrating fundamental theories with practical experience, the programme equips graduates with the skills and knowledge required to design, implement, and manage communication systems for information processing and transmission.

The curriculum begins with a strong foundation in engineering mathematics, electronics, circuits and signals, networking, as well as computer and microprocessor systems. It progresses to advanced modules, including industrial engineering analysis, digital signal processing, communication systems and networks, and embedded Internet of Things (IoT) systems. Complementing the technical core are non-technical subjects such as project management, engineering ethics, and law, as well as opportunities for industrial training, capstone projects, and final-year project. These components ensure that graduates possess the practical and interdisciplinary skills needed to address the challenges of the 5G and big data era.

Career Prospects: Telecommunications Engineer/Architect/Analyst/Specialist; Network Engineer, Radio Frequency (RF) Engineer, Systems Engineer, Field Engineer or IoT Specialist.

PROGRAMME STRUCTURE

Year 1

- Electronics I
- Electronics II
- Electronics III
- Digital Logic Design
- Circuit Theory
- Field Theory
- Introduction to Machines and Power Systems
- Engineering Mathematics I
- Engineering Mathematics II

Year 2

- Computer and Program Design
- Algorithms and Data Structures
- Data Communications and Networking
- Instrumentation and Measurement Techniques
- Circuits and Signals
- Engineering Mathematics III
- Industrial Engineering Analysis
- Electromagnetics Theory
- Fundamental of Wireless Communications
- Information Theory and Error Coding
- Antenna and Propagation

Year 3

- Microcontroller and Microprocessor Systems
- Embedded IoT Systems and Application
- Control Theory
- Digital Communications
- Digital Signal Processing
- Capstone Project
- Communication Networks
- Project Management
- Law for Engineers
- Industrial Training

Year 4

- Project
- Computer Organization and Architecture
- Analog Communications
- Optoelectronics and Optical Communications
- Advanced Networking Techniques
- Engineer and Society

BYOC Electives

(March/Apr)
- Fundamentals of Marketing
- Digital Transformation Strategy
- Personal Finance
- Radio Network Planning Towards 5G
- Media Anthropology
- Project Management
- Motion Capture
- Media Law
- Corporate Strategy
- Social Media Strategies
- Introductory Mobile Application Development
- Basic Filmmaking

(Oct/Nov)
- Design Thinking for Strategic Communication
- Corporate Communication
- Suspenseful Filmmaking
- Introductory Data Science
- Introductory Data Visualization
- Visual and Corporate Identity
- Information Visualization
- Principal of Finance
- Fundamental of Marketing

Note: Elective subjects are subject to change by the faculty. Choose any 3 subjects during year 3 and year 4.

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

- Character Building Program: Character Building and Sustainable Society
- Fundamentals of Digital Competence for Programmers

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U2 - Bahasa Kebangsaan A / Foreign Language
U3- Integrity and Leadership

U4 - Co-Curriculum

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BACHELOR OF ENGINEERING (HONS.) ELECTRONICS MAJORING IN COMPUTER

(R3/0713/6/0058) 06/33 (MQA/FA4866)

For students aiming towards a professional career in computer systems and information technology, this four-year computer engineering programme provides a complete undergraduate training in the design and development of both hardware and software aspects of computers and digital systems. The curriculum encompasses specialised training in computer organisation and architecture, data science, operating systems, data communications and networking, high performance computing, artificial intelligence, microprocessor system, computer security, and object-oriented programming.

Not neglected are rigorous grounding in engineering fundamentals such as circuit and signal analysis, field theory, electronics, control theory, power systems, machines and engineering mathematics. Courses in management, economics, accounting and law are included to ensure that graduates are well rounded and marketable to future employers. Capping off the programme in the third and fourth years are the industrial training, capstone and graduate projects, which serve to cultivate skills and capabilities in research, system design, practical problem solving and project management.

Career Prospects: Computer Software Engineer, Cybersecurity Engineer, Computer Network Architect, Big Data and Cloud-based Computing Engineer, Internet of Things (IoT) Expert, Systems Architecture Designer, or Robotics and Automation Engineer.

PROGRAMME STRUCTURE

Year 1

CORE

- Engineering Mathematics I
- Electronics I
- Circuit Theory
- Field Theory
- Computer & Program Design
- Engineering Mathematics II
- Electronics II
- Introduction to Machines and Power Systems
- Instrumentation & Measurement Techniques
- Algorithms and Data Structures
- Digital Logic Design
- Electronics III

Year 2

CORE

- Engineering Mathematics III
- Microcontroller and Microprocessor Systems
- Circuits and Signals
- Electromagnetic Theory
- Computer Organization and Architecture
- Object Oriented Programming with C ++
- Digital Signal Processing
- Industrial Engineering Analysis

Year 3

CORE

- Operating Systems
- Cybersecurity
- Capstone Project
- Software Engineering
- Industrial Training
- Embedded IoT Systems and Applications
- Database Systems
- Project Management
- Law For Engineers

Specialisation: Applied AI
- Machine Learning Concepts and Technologies
- Deep Learning and Generative AI Technology

Specialisation: Cloud Practitioner
- Cloud Computing
- System Administration

Year 4

CORE

- Project
- Control Theory
- Advanced Microprocessors
- Data Communications and Networking
- Engineer and Society

BYOC Electives

(March/Apr)
- Fundamentals of Marketing
- Digital Transformation Strategy
- Personal Finance
- Radio Network Planning Towards 5G
- Media Anthropology
- Project Management
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- Introductory Mobile Application Development
- Basic Filmmaking
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(Oct/Nov)
- Design Thinking for Strategic Communication
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UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

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U2 - Bahasa Kebangsaan A / Foreign Language
U3- Integrity and Leadership

U4 - Co-Curriculum

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BACHELOR OF SCIENCE (HONOURS) IN INTELLIGENT ROBOTICS

(R/0788/6/0017) 01/31 (MQA/SWA 14238)

The Bachelor of Science (Honours) in Intelligent Robotics is a 3-year programme that strikes an exquisite balance between the fundamentals of engineering and hands-on, practical skills. This unique multi-disciplinary program combines electronics, robotics, artificial intelligence, automation, and computer programming. It adopts a modern learning approach with early exposure to real world applications. Graduates will be agile knowledge workers in the IR4.0 age and beyond, highly sought after by the industry.

Career Prospects: Robotics System Designer/Programmers, AI and Machine Learning Developer, Embedded System Designer, Control and Automation Specialist, Field Application Technologist, Printed Circuit Board (PCB) Designer, Production and Planning Engineer or Industry 4.0 Technologist.

PROGRAMME STRUCTURE

Year 1

CORE

- Technical calculus
- Computer and programming
- Micro-controllers & micrprocessors
- Electrical circuits
- Basic electronics
- Differential equations
- Digital design
- Analog electronics
- Digital Fabrication and Prototyping
- Applied Computational Mathematics

Year 2

CORE

- Linear systems & signals
- Electromagnetics with applications
- Electrical machines and power systems
- Robotics – Machine design and mechanisms
- Introduction to artificial intelligence
- Actuators and sensors
- Electronics instrumentation
- Robotics – Modelling and control
- Feedback control
- Advanced programming
- Machine learning concepts and technologies
- Machine vision & image processing

Year 3

CORE

- Mobile robots and drones
- Project I
- Project II
- Industrial Training
- Making Embedded Systems
- Robot Programming

Elective
- Elective 1-3 BYOC

BYOC Electives

(March/Apr)
- Fundamentals of Marketing
- Digital Transformation Strategy
- Personal Finance
- Radio Network Planning Towards 5G
- Media Anthropology
- Project Management
- Motion Capture
- Media Law
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U3- Integrity and Leadership

U4 - Co-Curriculum

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

BACHELOR OF SCIENCE (HONOURS) IN APPLIED ARTIFICIAL INTELLIGENCE

(N/0611/6/0107)/ 01/30 (MQA/PSA 18303)

The Bachelor of Science (Honours) in Applied Artificial Intelligence, BScAAI is a 3-year programme designed to equip students with the knowledge and skills to develop AI-powered solutions that drive innovation across industries. This programme focuses on the application of AI in automation, data intelligence, and smart decision-making systems, preparing graduates to lead the AI revolution in various sectors.

BScAAI uniquely combines AI and engineering principles with core areas such as IoT, cloud computing, digital system design, machine vision, and embedded AI solutions, ensuring students gain practical knowledge in designing intelligent, scalable, and high-performance AI-driven systems. With hands-on laboratory-based courses, real-world industrial collaborations, and applied research projects, students will develop technical skills required for the next generation of AI engineers, robotics specialists, and intelligent systems developers.

With a strong emphasis on real-time AI deployment, optimization of AI models for hardware implementation, and the integration of AI in edge computing, industrial automation, and cyber-physical systems, graduates will be well-prepared for careers as AI Engineers, Embedded AI Developers, Robotics and Perception Specialists, IoT and AI Solutions Architects, and Intelligent Systems Designers.

Aligned with MMU's strategic direction, this programme is designed to bridge AI research with engineering applications, ensuring that graduates contribute to solving real-world problems in sectors such as smart cities, healthcare, autonomous systems, precision agriculture, and advanced robotics. By integrating AI with engineering fundamentals, this programme equips students with the ability to develop sustainable, efficient, and transformative AI technologies for the future.

Career Prospects: AI Specialist, Machine Learning Developer, Embedded AI Developer, Robotics and Perception Specialist, IoT and AI Solutions Developer, Data Science Practitioner, Computer Vision Specialist or AI Solutions Consultant.

PROGRAMME STRUCTURE

Year 1

CORE

- Fundamentals of Computer Systems
- Data Communications and Networking
- Artificial Intelligence Fundamentals
- Fundamentals of Computer Science
- Database Systems
- Digital Fabrication & Prototyping
- Data Acquisition, Engineering and Visualization
- AI Governance & Ethics
- Probability & Statistics

Year 2

CORE

- Applied Electronics & Practical Techniques
- AI System Development and Security
- Machine Learning Concepts and Technologies
- Mathematics for AI
- Algorithms and Data Structures for AI
- Bespoke Industrial Studio
- Data Analytics Fundamentals
- Embedded Systems and Edge AI
- Machine Vision and Image Processing
- Project Management for AI Applications
- BYOC 1
- BYOC 2

Year 3

CORE

- Natural Language Processing
- Robotics & Perception
- Deep Learning and Generative AI Technology
- Cloud Computing Technology
- AI in Autonomous Systems
- IoT Systems and Applications
- Industrial Training
- Project I
- Project II
- BYOC 3

BYOC Electives

(March/Apr)

- Fundamentals of Marketing
- Digital Transformation Strategy
- Personal Finance
- Radio Network Planning Towards 5G
- Media Anthropology
- Project Management
- Motion Capture
- Media Law
- Corporate Strategy
- Social Media Strategies
- Introductory Mobile Application Development
- Basic Filmmaking
- Fundamental of Wireless Communications

(Oct/Nov)

- Design Thinking for Strategic Communication
- Corporate Communication
- Suspenseful Filmmaking
- Communications Networks
- Introductory Data Science
- Introductory Data Visualization
- Visual and Corporate Identity
- Information Visualization
- Principal of Finance
- Fundamental of Marketing

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

- Character Building Program: Character Building and Sustainable Society
- Fundamentals of Digital Competence for Programmers

MPU courses:
U1 – Falsafah dan Isu Semasa
U1 – Penghayatan Etika dan Peradaban Isu Semasa (local students)/ Bahasa Melayu Komunikasi 2 (international students)
U2 - Bahasa Kebangsaan A / Foreign Language
U3- Integrity and Leadership
U4 - Co-Curriculum

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

FACULTY OF ENGINEERING & TECHNOLOGY

Melaka Campus

At the Faculty of Engineering & Technology (FET), we offer industry-relevant and future-ready programmes that integrate emerging technologies such as Artificial Intelligence (AI), Industry 4.0, and certificate-embedded courses to enhance graduate employability. We cultivate a strong research culture and actively promote R&D collaborations with both internal and external partners to drive learning innovation. FET is committed to building a vibrant scholarly community that generates, preserves, and disseminates knowledge, particularly in multimedia-related and advanced engineering domains.

Currently, 78% of our academic staff are PhD holders, ensuring strong academic leadership and research-driven teaching. Our curriculum is continuously reviewed and enhanced through structured input from our industrial advisory panel, which comprises distinguished industry partners, including TM, PETRONAS, Infineon, Honda Assembly, Yole Group, Prosper Capital Holdings, Daikin, MRL Engineering Malaysia and others.

In addition, our external examiners from reputable local and international universities provide ongoing feedback to ensure alignment with global best practices. All FET programmes are fully accredited by recognised bodies such as the Malaysian Qualifications Agency (MQA), the Engineering Accreditation Council (EAC), and the Engineering Technology Accreditation Council (ETAC).

FET also houses the ZTE–MMU Training Centre for 5G Research and Applications, one of the first of its kind in Southeast Asia. Supported by advanced 5G infrastructure, the centre enables next-generation mobile communication teaching and research, while fostering practical applications in IoT, AI-enabled systems, and smart manufacturing.

FOUNDATION IN SCIENCE AND TECHNOLOGY

(R3/0011/3/0205) 02/27 (A7858)

The Foundation in Science & Technology programme provides a strong academic pathway for students aspiring to pursue Engineering, Technology and Information Technology degrees. Designed to meet the demands of today's technology-driven world, the programme equips students with essential scientific knowledge, technical skills, and problem-solving abilities required for success at degree level.

Students learn in a stimulating environment supported by well-equipped laboratories and modern learning facilities, fostering both technical competence and soft skills development.

Upon completion, graduates may seamlessly progress to Bachelor of Engineering or Technology programmes offered by the Faculty of Engineering & Technology (FET) at the Melaka campus. In addition, students may continue their studies in Information Technology, Computer Science, Science, Artificial Intelligence, and Computing programmes at the Melaka and Cyberjaya campuses.

PROGRAMME STRUCTURE

Trimester 1

- Communicative English
- Creative and Critical Thinking
- Foundation Math 1
- Introduction to Computing and Technology

(Specialisation Electives)
- Basic of Computer System Design; **OR**
- Mechanics & Thermodynamics

Trimester 2

- Essential English
- Introduction to Probability and Statistics

(Specialisation Electives)
- Introduction to Physics; **OR**
- Waves & Modern Physics

Trimester 3

- Academic English
- Fundamental of Business Management
- Foundation Math 2

(Specialisation Electives)
- Basic Database
- Problem Solving and Programming; **OR**
- Electricity & Magnetism
- Chemistry

Specialisation Elective Courses:

For Computing Programmes

- Basic of Computer System Design
- Introduction to Physics
- Basic Database
- Problem Solving and Programming

For Technology/Engineering Programmes

- Mechanics & Thermodynamics
- Waves & Modern Physics
- Electricity & Magnetism
- Chemistry

Note: - Offered and facilitated by Faculty of Information Science and Technology
- The above programme structure serves as a guide. Courses may differ according to intakes.

DIPLOMA IN MECHANICAL ENGINEERING

(R/0714/4/0026) 03/30 (MQA/FA13460)

This programme is designed to meet the evolving expectations and technological needs of modern industries. One of the key drivers for offering this course is the strong market demand and positive industry feedback on the employability of diploma graduates in mechanical engineering. As one of the most in demand engineering disciplines, mechanical engineering remains a cornerstone of innovation, offering graduates versatility and expertise across multiple fields. In line with Industry 4.0 and the integration of Artificial Intelligence (AI), this diploma programme equips students with cutting-edge knowledge and practical skills to thrive in a smart manufacturing and digitalized environment.

Students will gain exposure to advanced technologies such as automation, robotics, IoT (Internet of Things), and AI-driven systems, ensuring they are ready for the future of engineering. The curriculum combines strong academic foundations with hands-on experience in labs, collaborative projects, industry-relevant final year projects. group projects, and practical training, making them technically competent and innovative problem solvers prepared for IR4.0 challenges.

Upon completion, graduates can choose to advance to a Mechanical Engineering degree offered by the Faculty of Engineering and Technology (FET) or enter the workforce as highly qualified diploma graduates. The programme is accredited by the Engineering Technology Accreditation Council (ETAC) under the Board of Engineers Malaysia (BEM), and graduates are eligible to apply for Inspector of Works (IoW) certification. Join us and become part of the next generation of engineers driving smart technologies, sustainable solutions, and AI-powered innovations in the era of Industry 4.0.

Career Prospects: Mechanical Technician, Manufacturing/Process Engineering Assistant, Equipment Supervisor, Oil & Gas Supervisor, HVAC Supervisor, Energy Engineering Assistant, Automotive Technician, Machine Design Supervisor, Project Engineering Assistant, R&D Technician etc.

PROGRAMME STRUCTURE

Trimester 1

CORE

- Basic Electrical Technology
- Computer and AI Applications
- Engineering Workshop Technology
- Physics for Engineering

Trimester 2

CORE

- Algebra & Trigonometry
- Chemistry for Engineering
- Engineering Drawing

Trimester 3

CORE

- Calculus
- Engineering Mechanics I: Statics

Trimester 4

CORE

- Engineering Mathematics
- Program Design
- Materials Science
- Computer-Aided Drafting
- Strength of Materials

Trimester 5

CORE

- Fluid Mechanics
- Engineering Design
- Engineering Mechanics II: Dynamics
- Thermodynamics

Trimester 6

CORE

- Final Year Project (Part 1)
- Project Management

Trimester 7

CORE

- Industrial Training

Trimester 8

CORE

- Final Year Project (Part 2)
- Engineering in Society
- Measurement and Instrumentation
- Industrial Revolution and AI

ELECTIVE MODULES (Choose 1 Subject)

- **Introduction To CAD/CAM**
- **Introduction to Quality Engineering**
- **Introduction To Operations Management**
- **Pneumatics, Hydraulics and Robotics**

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

- Communication Skills: English and Business Communications in the Digital Age
- Character Building Program: Character Building courses
- Sustainable Society

MPU courses:
U1 - Falsafah dan Isu Semasa / MPU2133 Bahasa Melayu Komunikasi 1

U2/U3 - Bahasa Kebangsaan A / Any other courses in the U2 or U3 category

U4 - Co-Curriculum

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

DIPLOMA IN ELECTRONIC ENGINEERING

(R3/0713/4/0039) 01/30 (MQA/FA12837)

Diploma in Electronic Engineering programme suits those who are interested in mainstream electronic design and support. It is also open to applications from non-Science stream students. Electronics Engineering is one of the top in-demand disciplines of engineering due to its vital role in today's technology-driven world, powering innovations in smart devices, automation, communication systems, renewable energy, and artificial intelligence.

The programme is designed to equip students with necessary academic and technical understanding in electronics engineering-related fields, while immersing them in meaningful, hands-on industry experiences. The curriculum is designed to strengthen students' technological competencies in line with emerging industrial revolutions. Students develop practical skills through laboratory experiments, collaborative group projects, industrial training and final year projects that reflect real-world engineering challenges. With a curriculum that is largely coursework-based, the programme ensures continuous practical application of knowledge, preparing graduates to be industry-ready and highly employable.

Upon completion of this Diploma in Electronic Engineering programme, students can opt to pursue further studies in Bachelor's Degree programmes in Faculty of Engineering and Technology (FET) in Melaka campus or Faculty of Engineering (FOE) in Cyberjaya campus as well as to join the workforce in the industry as a qualified diploma graduate.

The programme is also recognized by the Engineering Technology Accreditation Council (ETAC) under Board of Engineers Malaysia. Graduates of this programme will qualify to apply for Inspector of Works (IoW) from BEM.

Career Prospects: Electronic Technician, Process Engineering Assistant, Equipment Supervisor, Energy Engineering Assistant, Laboratory Technician, Systems Design Supervisor, Project Engineering Assistant, R&D Technician etc.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3	Trimester 4
CORE			
• Engineering Workshop • Electronics 1 • Circuit Theory	• Algebra & Trigonometry • Electronics 2 • Digital Fundamentals	• Calculus • Electronics 3	• Engineering Mathematics • Program Design • Basic Engineering Drawing • Field Theory • Industrial Electronics
Trimester 5	**Trimester 6**	**Trimester 7**	**Trimester 8**
CORE			
• Analog & Digital Communication Systems • Network Analysis • Electrical Measurement & Instrumentation Techniques • Microcontroller Technology	• Final Year Project (Part 1) • Project Management • Engineering in Society	• Industrial Training	• Final Year Project (Part 2) • Introduction to Machines & Power Systems • Control Systems

ELECTIVE MODULES (Choose 1 Subject)

- **Introduction to Python Programming**
- **Introduction to Hardware Description Language**
- **Introduction to Artificial Intelligence**

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

- Communication Skills: English and Business Communications in the Digital Age
- Character Building Program: Character Building courses
- Sustainable Society

MPU courses:
U1 - Falsafah dan Isu Semasa / MPU2133 Bahasa Melayu Komunikasi 1

U2/U3 - Bahasa Kebangsaan A / Any other courses in the U2 or U3 category

U4 - Co-Curriculum

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

BACHELOR OF ELECTRONICS ENGINEERING (ROBOTICS AND AUTOMATION) WITH HONOURS

(R3/0714/6/0032) 11/28 (MQA/FA4749)

The Bachelor of Electronics Engineering (Robotics and Automation) with Honours is a four-year program designed to cultivate the next generation of robotics and automation specialists. The curriculum provides rigorous training in the foundational pillars of the field, including advanced robotics and automation systems, machine vision, artificial intelligence, and the Internet of Things (IoT). These advanced competencies are firmly grounded in core engineering principles such as circuit and signal analysis, control theory, and power technology, ensuring every technical concept is directly applicable to modern robotics and automation environments.

To provide a competitive edge in the global market, the program offers specialized elective courses designed to prepare students for prestigious professional certifications. These include Lean Six Sigma, Theory of Inventive Problem Solving (TRIZ), and UIPath, which empower students to apply systematic innovation and operational excellence to complex robotics and automation challenges.

To produce well-rounded and industry-ready professionals, the curriculum also incorporates multidisciplinary modules including Law for Engineers, Character Building, and Digital Competency Training. These components complement the technical robotics and automation syllabus by strengthening professional ethics, adaptability, and sustainable engineering practices.

The program further emphasizes real-world readiness through a compulsory industrial placement and a research-based final year project focused exclusively on robotics and automation. Through this comprehensive and practice-oriented approach, the Faculty produces engineers equipped with both technical excellence and professional leadership skills. By bridging the gap between traditional electronics and intelligent autonomous systems, the program ensures graduates are uniquely prepared to lead and innovate in the global robotics and automation landscape of Industry 4.0.

Career Prospects: Robotics Engineer, Industrial Automation Engineer, Control Engineer, Automotive Engineer, Manufacturing Engineer, Production Engineer, Mechatronics Engineer, Engineering Academician or Researcher.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3	Year 4
CORE			
• Algorithm & Data Structure • Circuit Theory • Computer and Program Design • Digital Logic Design • Engineering Mathematics I • Engineering Mathematics II • Electronics I • Electronics II • Field Theory • Introduction to Machines & Power System	• Analog & Digital Communications • Circuits & Signals • Control Theory • Electromagnetic Theory • Electronics III • Engineering Mechanics • Engineering Mathematics III • Instrumentation & Measurement Techniques • Microcontroller & Microprocessor Systems • Power Technology	• Automation • Computer Organization & Architecture • Design Project • Digital Signal Processing • Machine Vision • Manufacturing & Operations Management • Project Management for Engineers • Robotics • Industrial Training	• ROS for AI Robotics • Advanced Robotics • Project (Part 1) • Project (Part 2)

ELECTIVE MODULES

Student can choose 3 elective subjects from Faculty of Engineering and Technology as follows:

- Lean Six Sigma Green Belt (Certification-Infused)
- 5G Private Network Design, Operation, and Maintenance (Certification-Infused)
- Robotic Process Automation (Certification-Infused)
- Data Center Technology (Certification-Infused)
- Quality Engineering
- Theory of Inventive Problem Solving
- IoT Design and Interfacing
- Artificial Intelligence and Applications
- Ergonomics and Human Factors
- 5G Network Planning and Optimization

or any of the **Build Your Own Curriculum (BYOC)** open elective courses from other Faculties which can be found in **https://byoc.mmu.edu.my/**

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

Communication Skills/Law/Ethics:
- Engineer and Society
- Law for Engineers
- Fundamentals of Digital Competence for Programmers

Character Building Program:
- Character Building courses

Sustainable Society

MPU courses:
- U1 -Falsafah dan Isu Semasa
- U1- Penghayatan Etika dan Peradaban / Bahasa Melayu Komunikasi 2
- U2– Integrity and Leadership
- U2/U3- Bahasa Kebangsaan A / Any other courses in the U2 or U3 category
- U4 - Co-Curriculum

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

BACHELOR OF MECHANICAL ENGINEERING WITH HONOURS

(R3/0714/6/0030) 10/27 (MQA/FA8757)

"When the Mechanical rest, the World rust"

Mechanical engineering, one of the broadest and most versatile engineering disciplines, is the application of science and technology to create solutions to the real-world problems through the study of objects and systems using the principles of motion, force and energy. Mechanical engineers play the key role to solve today's problems and create tomorrow's solutions in various areas such as transportation, energy, semiconductor, agriculture, health care, climate change, and many more.

The four-year Bachelor of Mechanical Engineering with Honours programme equips the students with fundamental knowledge and hands-on skills and experience necessary to meet the competitive market demand. The curriculum focuses on the thorough grounding in engineering mathematics, applied mechanics, thermofluids science, materials science, machine design and mechanisms, and control engineering. Third and fourth year of the study cover capstone design project, industrial training and final year project, which train the students with the capabilities and skills in system design, practical problem solving, research and project management.

To meet the demands of the Industry 4.0 and AI-driven economy, the programme is uniquely enhanced with Artificial Intelligence (AI) and digital-driven engineering elements. Students are exposed to AI for engineering applications, machine learning fundamentals, digital mechanical and intelligent systems, smart manufacturing, and IoT design and interfacing, enabling them to integrate computational intelligence with mechanical systems. Selected courses are infused with industry-recognised professional certifications, allowing students to graduate with value-added certifications alongside their degree, significantly enhancing employability and global competitiveness.

The Build Your Own Curriculum (BYOC) Electives allow students to deepen their knowledge, experience, and skills in various fields from mechanical engineering-related fields such as quality engineering, ergonomics and human factors, lean six sigma green belt, Theory of Inventive Problem Solving (TRIZ), artificial intelligence and its applications, IoT design and interfacing, robotic process automation, 5G and data center technology. Alternatively, they may choose from a broad spectrum of disciplines, ranging from cutting-edge digital technology to business and management. In addition, professional development courses such as workplace communication, engineering ethics, law for engineers, project management and economics are also emphasised in the programme to develop well-rounded mechanical engineers on the market.

Career Prospects: Mechanical Engineer, R&D Engineer, M&E Consulting Engineer, Automotive Engineer, HVAC Engineer, Oil & Gas Engineer, Energy Engineer, Machine Design Engineer, Manufacturing Engineer, Process Engineer, Equipment Engineer, Automation Engineer, Project Engineer, Engineering Academician, Researcher, etc

PROGRAMME STRUCTURE

Year 1 | Year 2 | Year 3 | Year 4

CORE

Year 1
- Engineering Graphics Communication
- Workshop Technology
- Engineering Mathematics I
- Engineering Mathematics II
- Applied Statics
- Applied Dynamics
- Strength of Materials
- Principles of Thermodynamics
- Basic Electrical Technology
- Computer and Program Design

Year 2
- Materials Science
- Applied Thermodynamics
- Engineering Mathematics III
- Fluid Mechanics
- Machine Component Design I
- Mechanics of Materials
- Theory of Machines
- Measurement and Instrumentation
- Introduction to Electrical Power and Machines
- Microprocessor Systems and Interfacing

Year 3
- Machine Component Design II
- Fluid Dynamics
- Heat Transfer
- Computational and Neural Method for Mechanical Engineering
- CAD/CAM
- Capstone Design Project
- Industrial Management
- Industrial Training
- Manufacturing and Operations Management

Year 4
- Mechanical Vibrations
- Control Engineering
- Project (Part 1)
- Project (Part 2)

ELECTIVE MODULES

Student can choose 3 elective subjects from Faculty of Engineering and Technology as follows:

- Lean Six Sigma Green Belt (Certification-Infused)
- 5G Private Network Design, Operation, and Maintenance (Certification-Infused)
- Robotic Process Automation (Certification-Infused)
- Data Center Technology (Certification-Infused)
- Quality Engineering
- Theory of Inventive Problem Solving
- IoT Design and Interfacing
- Artificial Intelligence and Applications
- Ergonomics and Human Factors
- 5G Network Planning and Optimization

or any of the **Build Your Own Curriculum (BYOC)** open elective coures from other Faculties which can be found in https://byoc.mmu.edu.my/

UNIVERSITY SUBJECTS AND MATA PELAJARAN UMUM (MPU)

Communication Skills/Law/Ethics:
- Engineer and Society
- Law for Engineers
- Fundamentals of Digital Competence for Programmers

MPU courses:
- U1 -Falsafah dan Isu Semasa
- U1- Penghayatan Etika dan Peradaban / Bahasa Melayu Komunikasi 2
- U2– Integrity and Leadership
- U2/U3- Bahasa Kebangsaan A / Any other courses in the U2 or U3 category
- U4 - Co-Curriculum

Character Building Program:
- Character Building courses

Sustainable Society

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

ENTRY REQUIREMENTS

Campus	Programme	Minimum Entry Requirements
MELAKA	***Diploma*** • **Diploma in Electronic Engineering** • **Diploma in Mechanical Engineering**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least three (3) subjects inclusive of Mathematics and one Science/Technical/Vocational subject and a Pass in English; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects inclusive of Mathematics and one Science/Technical/Vocational subject and a Pass in English; OR III. Pass STPM or its equivalent AND a Pass in Mathematics, English and one relevant Science/ Technical/Vocational subject at the SPM Level or its equivalent; OR IV. Recognised Certificate in Engineering/Engineering Technology or its equivalent.* OR V. Possess an APEL.A certificate from MQA for admission into Diploma programmes. *Note:* **One (1) year of relevant experience or a minimum of one (1) trimester of bridging programme is required for recognised related Vocational and Technical/Skills Certificate or its equivalent.*
CYBERJAYA	***Foundation*** • **Foundation in Engineering**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least five (5) subjects inclusive of English, Mathematics and one Engineering-related subject; OR II. Pass UEC with a minimum of Grade B in at least four (4) subjects inclusive of Mathematics, English and one Engineering-related subject; OR III. Other equivalent qualifications recognized by Malaysian Government.
MELAKA	• **Foundation in Science and Technology**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least five (5) subjects inclusive of English and Mathematics; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects inclusive of Mathematics and English.
CYBERJAYA MELAKA	***Bachelor*** • **Bachelor of Electrical and Electronics Engineering with Honours** • **Bachelor of Engineering (Hons) Electronics** • **Bachelor of Engineering (Hons) Electronics majoring in Computer** • **Bachelor of Engineering (Hons) Electronics majoring in Telecommunications** • **Bachelor of Mechanical Engineering with Honours** • **Bachelor of Electronics Engineering (Robotics and Automation) with Honours**	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 (GP 2.00) in Mathematics and Physics; **OR** III. Pass A-Level with a minimum of Grade D in Mathematics and Physics. **OR** IV. Pass UEC with a minimum of Grade B in at least five (5) subjects inclusive of Mathematics and Physics; **OR** V. Recognised Diploma in Engineering / Engineering Technology or its equivalent with minimum CGPA 2.00; **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/ *Note:* **DKM /DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.*
CYBERJAYA	• **Bachelor of Science (Honours) in Intelligent Robotics**	I. Pass Foundation / Matriculation studies in related field from a recognised institution with a minimum CGPA of 2.00; **OR** II. Pass STPM or its equivalent with a minimum Grade C (GP 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; **OR** V. Pass STAM with minimum grade of Jayyid; **OR** VI. Recognised Diploma in the related field with a minimum CGPA of 2.00 or its equivalent; **OR** VII. 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** VIII. Other relevant & equivalent qualifications recognized by the Malaysian Government; **OR** IX. Possess an APEL.A certificate from MQA for admission into Bachelor programmes. For more information, please visit https://www.mmu.edu.my/apel-a/ *Note:* **DKM /DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.*
CYBERJAYA	• **Bachelor of Science (Hons) in Applied Artificial Intelligence**	I. Pass Foundation / Matriculation studies with a minimum of CGPA of 2.00 from a recognised institution AND a Credit in Mathematics at SPM Level or its equivalent*; **OR** II. Pass STPM or its equivalent with a minimum Grade C (GP 2.00) in any TWO (2) subjects AND a Credit in Mathematics at SPM Level or its equivalent*; **OR** III. Pass A-Level with a minimum of Grade D in any TWO (2)subjects AND a Credit in Mathematics at SPM Level or its equivalent*; **OR** IV. Pass UEC with a minimum of Grade B in at least FIVE (5) subjects (inclusive of Mathematics* and English); **OR** V. Pass STAM with a minimum grade of Jayyid in any TWO (2) subjects AND a Credit in Mathematics at SPM Level or its equivalent*; **OR** VI. Diploma in Computing (Level 4, MQF) or equivalent with a minimum CGPA of 2.50. Candidates with a CGPA below 2.50 but more than 2.00 may be admitted subject to a thorough rigorous assessment; **OR** VII. Diploma (Level 4, MQF) in Non-Computing with a minimum CGPA of 2.75 AND a Credit in Mathematics at SPM Level or its equivalent*. Candidates with a CGPA below 2.75 but more than 2.50 can be admitted subject to a through rigorous assessment; **OR** VIII. Pass DKM /DLKM/DVM in Computing fields with a minimum CGPA of 2.50 subjected to HEP Senate / Academic Board's approval**; **OR** IX. Other relevant & equivalent qualifications recognised by the Malaysian Government. (Candidates can be admitted if their admission qualification contains Mathematics subject(s) equivalent to Mathematics at the SPM level. If it is not equivalent, the reinforcement Mathematics subject equivalent to the SPM level must be offered in the first semester or before enrolment with unconditional offer); **OR** X. Possess an APEL.A certificate from MQA for admission into Bachelor programmes. For more information, please visit https://www.mmu.edu.my/apel-a/ *Note:* **Candidates with a pass in Mathematics at SPM level need to take and pass the reinforcement Mathematics subject that is equivalent to the SPM level. The reinforcement Mathematics subject must be offered in the first semester or before enrolment with unconditional offer.* ***DKM/DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.* *Students are required to pass the reinforcement Mathematics before being allowed to take related core courses. The candidate can sit for any subjects that did not indicate Mathematics as a prerequisite.* *Reinforcement Mathematics can contribute to the overall graduating credit.* *Students from Matriculation / Foundation or its equivalent can be exempted from taking reinforcement Mathematics, provided that the Mathematics offered at that programme level is equivalent / more than the Additional Mathematics offered at an SPM level.*

FACULTY OF COMPUTING AND INFORMATICS

Cyberjaya Campus

Located within Cyberjaya and built on a 200-acre plot of land, 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 information technology and computer science graduates.**

In addition, **two Accredited Bachelor Programmes recognised by the Seoul Accord.** It assures that graduates meet globally accepted academic and professional standards.

FOUNDATION IN COMPUTING

(R3/0610/3/0007) 12/27 (A8670)

In an ever-changing, technologically-dependent world, our one-year Foundation in Computing programme aims to produce students who are well-equipped with computer skills as well as mathematical and problem solving skills. The Foundation in Computing 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 the Faculty of Computing and Informatics (FCI) or Faculty of Information Science and Technology (FIST).

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3
• Introduction to Business Management • Introduction to Computing Technologies • Communicative English • Mathematics I • Problem Solving and Program Design	• Critical Thinking • Introduction to Digital Systems • Essential English • Multimedia Fundamentals • Mathematics II • Principles of Physics	• Academic English • Mathematics III • Mini IT Project

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

DIPLOMA IN INFORMATION TECHNOLOGY

(R3/0611/4/0121) 12/27 (MQA/FA15736)

The programme provides students with computing knowledge in planning, implementation, configuration and maintenance of an organisation's computing infrastructure. Students will be exposed to various programming languages and web technologies with which they would be able to configure, integrate and deploy systems as well as provide technical support within an organisation.

The curriculum covers areas such as programming, database, software design, operating systems, data communication & networking, as well as mathematics. Apart from the technical subjects, students will also be exposed to soft skills such as writing and presentation skills to help enhance their interaction and communication and prepare them for real-life working environment.

After completion of the diploma programme, you can opt for a related degree programme from either FCI or FIST.

PROGRAMME STRUCTURE

Year 1	Year 2
• Computer Concepts and Applications • Program Design • Database Systems • Computer Architecture and Organisation • University Learning Skills • English • Sustainable Society • U1 • Mathematical Techniques 1 • Mathematical Techniques 2 • System Analysis & Design • Object Oriented Programming • Character Building • Elective 1 • Elective 2	• Data Communications and Networking • Internet and Web Publishing • Data Structure and Algorithms • Operating Systems • Discrete Structures • Introduction to Probability and Statistics • Business Communication in the Digital Age • Industrial Training • Final Year Project • U2/U3 • U4 • Elective 3

ELECTIVE SUBJECTS	**• E-Commerce • Multimedia Applications • Management Information Systems • Mobile Application Development • Introduction to Cloud Computing**
UNIVERSITY SUBJECTS	**U1 -** 1. LMPU2192 Falsafah dan Isu Semasa (Philosophy and Current Issues) (for local student) 2. LMPU2132 Bahasa Melayu Komunikasi 1 (For international student) **U2 / U3 -** 1. LMPU3212 Bahasa Kebangsaan A (For students without credit in BM at SPM Level) Any other courses in the U2 or U3 category below (For students who obtained credit in BM at SPM Level): LMPU2222 Basic Academic Writing LMPU2212 Grooming and Professional Etiquette LMPU2322 Family and Society in Malaysia 2. For International Students, choose one course in the U2/U3 category below: LMPU2222 Basic Academic Writing LMPU2212 Grooming and Professional Etiquette LMPU2322 Family and Society in Malaysia **U4 -** LMPU2402 Personal Social Responsibility

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

BACHELOR OF COMPUTER SCIENCE (HONOURS)

(R3/0613/6/0080) 02/30 (MQA/FA16430)

This three-year programme equips students with fundamental computing knowledge and the latest technology. In year 1, all students learn common subjects before specialising in one of the following areas – Software Engineering, Game Development, Data Science or Cybersecurity - in the second year. Each designed track prepares students with specific skills. Students will also complete a final year project and undergo industrial training to acquire practical industry experience.

Career Prospects: Researcher, Programmer, Software Development, Project Manager, System Analyst, Database Administrator, IS/SE Consultant, Game Programmer, Game Designer, Data Analyst, Data Scientist, Data Engineer, Cyber Risk Analyst, Security Penetration Tester, Incident Responder, Digital Forensic Specialist, Security Architect, Security Engineer, Software Tester.

PROGRAMME STRUCTURE

Year 1

- Calculus
- Programming Fundamentals
- Discrete Structures and Probability
- Professional Development
- Computational Methods
- Object Oriented Programming and Data Structures
- Computer Architecture and Organisation
- Database Fundamentals
- Research Methodology in Computer Science
- Integrity and Leadership
- U4
- Character Building
- Sustainable Society

Year 2

- Software Engineering Fundamentals
- Operating Systems
- Computer Networks
- Object Oriented Analysis and Design
- Algorithm Design and Analysis
- Industrial Training
- U2

Track: Software Engineering
- Software Requirements Engineering
- Software Design

Track: Game Development
- Computer Graphics Fundamentals
- Game Design Fundamentals

Track: Data Science
- Data Science Fundamentals
- Statistical Data Analysis

Track: Cybersecurity
- Cybersecurity Fundamentals
- Network Security

Year 3

- Final Year Project I
- Final Year Project II
- BYOC Elective 1
- BYOC Elective 2
- BYOC Elective 3
- BYOC Elective 4
- U1
- U1
- Fundamentals of Digital Competence for Programmers

Track: Software Engineering
- Software Reliability and Quality Assurance
- Software Verification and Validation
- Specialisation Elective 1
- Specialisation Elective 2

Track: Game Development
- Game Algorithms
- 3D Game Programming
- Specialisation Elective 1
- Specialisation Elective 2

Track: Data Science
- Data Mining
- Data Visualisation
- Specialisation Elective 1
- Specialisation Elective 2

Track: Cybersecurity
- Cryptography and Data Security
- Ethical Hacking and Penetration Testing
- Specialisation Elective 1
- Specialisation Elective 2

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

Tracks:

- **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 systems.
- **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:** Drawing upon the technical foundation of computer science, this track focuses on designing and developing solutions to extract valuable insights from data. Students are exposed with fundamental theories in data science as well as hands-on experience in building practical solutions.
- **Cybersecurity:** Built on the technical foundation of computer science, the track focuses on the array of sophisticated techniques and innovative approaches used to protect data and information systems. Students are exposed to both offensive and defensive security methodologies such as ethical hacking, digital forensics and network security, as well as policies and ethical issues of cybersecurity.

TRACK ELECTIVE SUBJECTS

Two (2) subjects should be taken from the following based on track:

Software Engineering
- Theory of Computation
- Programming Language Translation
- Introduction to Formal Methods
- Software Evolution & Maintenance

Game Development
- Game Production
- Game Physics

Data Science
- Machine Learning
- Visual Information Processing
- Social Media Computing

Cybersecurity
- Digital and Computer Forensics
- Database and Cloud Security
- Blockchain and Smart Contracts

BYOC ELECTIVE SUBJECTS

Four (4) subjects should be taken from the following:

- Consumer Trends
- Creativity and Innovation
- Becoming A Leader
- Corporate Training
- Professional Image and Etiquette
- Corporate Communication
- Corporate Strategy
- Design Thinking for Strategic Communication
- Social Media Strategies
- Film Appreciation
- Basic Filmmaking
- Suspenseful Filmmaking
- Fundamental of Wireless Communications
- Communications Networks
- Radio Network Planning Towards 5G
- Internet & Mobile Application
- Media Anthropology
- Media Law
- Project Management
- Motion Capture
- Information Visualization
- Visual & Corporate Identity
- Accounting for Decision Making
- Management
- Personal Finance
- Fundamentals of Marketing
- Digital Transformation Strategy
- Digital Transformation Technologies
- Ergonomics and Human Factor
- Machine Vision
- IoT Design and Interfacing
- Radio Network Planning Towards 5G
- Digital Business
- Business Information Systems
- Data Analytics for Businesses
- Cyber Security
- Understanding Management
- Fundamentals of Marketing
- Financial Management
- Business Risk Management
- Consumer law
- Labour Law
- Law and Economics
- Environmental Law
- Law of Banking

UNIVERSITY SUBJECTS

U1 – Penghayatan Etika dan Peradaban (Local) or BM Komunikasi II (International)
U1 – Falsafah dan Isu Semasa (Local & International)
U2 – Bahasa Kebangsaan A or Foreign Language Beginners
U4 – Co-Curriculum

BACHELOR OF INFORMATION TECHNOLOGY (HONOURS)

(R3/0611/6/0110) 06/29 (MQA/FA16431)

In this information-driven 21st century, computerised information systems play key roles to the success of organisations. Hence, there is an increasing demand for information systems graduates that are capable to design, develop and implement effective digital solutions to meet the needs for information and decision support of organisations.

This three-year programme prepares students with a strong foundation in applications development of information systems as well as current and emerging technologies related to information systems. The knowledge and skills are essential not only in using information systems effectively, but also to contribute significantly in planning, designing, implementing and maintaining information systems solutions for critical business problems. Graduates of this programme will take the leading roles in shaping our information-driven future.

Career Prospects: Application Developer, Database Administrator, Business Analyst, IT Consultant, Information Systems Manager.

PROGRAMME STRUCTURE

Year 1

- Introduction to Discrete Mathematics and Linear Algebra
- Calculus and Statistics Fundamental
- Programming Fundamentals
- Professional Development
- Management
- Object Oriented Programming and Data Structures
- Computer Architecture and Organization
- Database Fundamentals
- Fundamentals of Digital Competence for Programmers
- Integrity and Leadership
- U4
- Character Building
- Sustainable Society

Year 2

- Software Engineering Fundamentals
- Operating Systems
- Computer Networks
- Object Oriented Analysis and Design
- IT Project Management
- Information Systems Planning and Development
- Web Application Development
- Advanced Database
- Industrial Training
- U2

Year 3

- System Administration
- Enterprise Application Integration
- Enterprise Information Systems
- Cybersecurity: Theory and Practice
- Final Year Project I
- Final Year Project II
- BYOC Elective 1
- BYOC Elective 2
- BYOC Elective 3
- BYOC Elective 4
- U1
- U1

BYOC ELECTIVE SUBJECTS

Four (4) subjects should be taken from the following:

- Consumer Trends
- Creativity and Innovation
- Becoming A Leader
- Corporate Training
- Professional Image and Etiquette
- Corporate Communication
- Corporate Strategy
- Design Thinking for Strategic Communication
- Social Media Strategies
- Film Appreciation
- Basic Filmmaking
- Suspenseful Filmmaking
- Fundamental of Wireless Communications
- Communications Networks
- Radio Network Planning Towards 5G
- Internet & Mobile Application
- Media Anthropology
- Media Law
- Project Management
- Motion Capture
- Information Visualization
- Visual & Corporate Identity
- Accounting for Decision Making
- Personal Finance
- Fundamentals of Marketing
- Digital Transformation Strategy
- Digital Transformation Technologies
- Ergonomics and Human Factor
- Machine Vision
- IoT Design and Interfacing
- Radio Network Planning Towards 5G
- Digital Business
- Business Information Systems
- Data Analytics for Businesses
- Cyber Security
- Understanding Management
- Fundamentals of Marketing
- Financial Management
- Business Risk Management
- Consumer law
- Labour Law
- Law and Economics
- Environmental Law
- Law of Banking

UNIVERSITY SUBJECTS

- U1 – Falsafah dan Isu Semasa (Local & International)
- U1 – Penghayatan Etika dan Peradaban (Local) or BM Komunikasi II (International)
- U2 – Bahasa Kebangsaan A or Foreign Language Beginners
- U4 – Co-Curriculum

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

FACULTY OF INFORMATION SCIENCE AND TECHNOLOGY

Melaka Campus

FOUNDATION IN SCIENCE AND TECHNOLOGY

(R3/0011/3/0205) 02/27 (A7858)

Modern lifestyle has progressed rapidly with the evolution of current technology. Technological solutions derived from Information Technology to retrieve information and solve problems or tasks in our daily routines. Therefore, our Foundation in Science and Technology programme aims to equip students with essential knowledge and skills for them to pursue their respective degree programmes successfully.

Classes and laboratories are equipped with hardware, software and tools for student to experience an engaging teaching and learning environment and nurturing their knowledge in technical and soft skills.

After completion of Foundation in Science and Technology programme, students are able to further their Bachelor Degree Programmes in either Information Technology, Computer Science or Science from Faculty of Information Science and Technology (FIST) or Bachelor of Technology/ Engineering programmes of Faculty of Engineering & Technology (FET) in Melaka campus, as well as other Bachelor degree programmes in Faculty of Computing and Informatics (FCI) or Faculty of Artificial Intelligence & Engineering (FAIE) in Cyberjaya campus.

PROGRAMME STRUCTURE

Trimester 1

- Communicative English
- Creative and Critical Thinking
- Foundation Math 1
- Introduction to Computing and Technology

(Specialisation Electives)

- Basic of Computer System Design; **OR**
- Mechanics & Thermodynamics

Trimester 2

- Essential English
- Introduction to Probability and Statistics

(Specialisation Electives)

- Introduction to Physics; **OR**
- Waves & Modern Physics

Trimester 3

- Academic English
- Fundamental of Business Management
- Foundation Math 2

(Specialisation Electives)

- Basic Database
- Problem Solving and Programming; **OR**
- Electricity & Magnetism
- Chemistry

Specialisation Elective Courses:

For Computing Programmes

- Basic of Computer System Design
- Introduction to Physics
- Basic Database
- Problem Solving and Programming

For Technology/Engineering Programmes

- Mechanics & Thermodynamics
- Waves & Modern Physics
- Electricity & Magnetism
- Chemistry

BACHELOR OF INFORMATION TECHNOLOGY (HONOURS) (DATA COMMUNICATIONS AND NETWORKING)

(R3/0611/6/0054) 08/29 (MQA/FA16171)

Data Communications and Networking graduates are expected to possess the knowledge and skills necessary to design, build, maintain, and manage network and cloud systems. Industry-recogined professional certifications such as CISCO CCNA and AWS, are incorporated into the programme at no additional cost. Furthermore, applying AI in networking is included in the curriculum. Graduates specializing in Data Communications and Networking will find themselves working in high-demand industries such as data centers, cloud systems, and AI-driven networking.

Career Prospects: Chief Technology Officer, Cloud Network Operations Manager, Network Solutions Architect, Network Specialist, Network Administrator

PROGRAMME STRUCTURE

	Year 1	Year 2	Year 3
	• Computer Programming • Database Systems • Operating Systems • System Analysis and Design • Computer Architecture and Organisation • Data Communications and Networking • Ethics and Professional Conducts • Discrete Mathematics and Probability • Web Techniques and Application • U2 • U3 • U4 • Character Building • Sustainable Society	• Computer Networks • System Administration and Maintenance • Data Structures and Algorithms • Human Computer Interaction • System Integration and Architecture • Computer Security • Artificial Intelligence Fundamentals • Internet of Things (IoT) Fundamental • Network Security and Management • Fundamentals of Digital Competence for Programmers • U1 • BYOC Elective 1 • BYOC Elective 2 • BYOC Elective 3	• Enterprise Resource Planning • Cloud Computing • Data Analytics Fundamentals • Mobile and Wireless Communications • Management of Information Security • High-Speed Network • TCP/IP Programming • Cloud Architecture • Routing and Switching • Industrial Training • Final Year Project 1 • Final Year Project 2
UNIVERSITY SUBJECTS	**U1** **U1 - Falsafah dan Isu Semasa (Philosophy and Current Issues)** **U1:** **Local:** **Penghayatan Etika dan Peradaban (Appreciation of Ethics and Civilizations)** **International:** **Bahasa Melayu Komunikasi 2**	**U2** **Local:** **Students without credit in BM at SPM Level** **i.Bahasa Kebangsaan A. If the student has taken this course before, he/she must take any other courses in the U2 category**** **Students who obtained credit in BM at SPM Level** **Any other courses in the U2 category***** **International:** **Any other courses in the U2 category***** *** Should the student choose to take foreign language, he/she must choose one which he/she has no formal education in.*	**U3 - Integrity and Leadership** **U4 - Choose one U4 from the list offered**

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

BACHELOR OF INFORMATION TECHNOLOGY (HONOURS) (BUSINESS INTELLIGENCE AND ANALYTICS)

(R4/0611/6/0019) 12/30 (MQA/FA15339)

This programme equips students with business intelligence and analytical skills to provide insights and improved decision making to corporations in achieving business agility. The purpose is to produce graduates who are knowledgeable in the components of information technology and data analytics, capable to plan, design, visualise, analyse and interpret business statistical data. Some of the subjects covered in this programme are Data Mining and Machine Learning, Project Management for Business Analysts, Business Intelligence, Internet Marketing, Human Computer Interaction and Enterprise Resource Planning.

Career Prospects: SAP Specialist, Data Scientist, Computer Scientist, IT Auditor, Knowledge Engineer, Business Intelligence Consultant, IT Business Analyst and Web Analyst

PROGRAMME STRUCTURE

	Year 1	Year 2	Year 3
	• Computer Programming • Database Systems • Operating Systems • System Analysis and Design • Computer Architecture and Organisation • Data Communications and Networking • Ethics and Professional Conducts • Discrete Mathematics and Probability • Web Techniques and Application • U2 • U3 • U4 • Character Building • Sustainable Society	• Computer Networks • System Administration and Maintenance • Data Structures and Algorithms • Human Computer Interaction • System Integration and Architecture • Computer Security • Artificial Intelligence Fundamentals • Business Statistical Analysis • Internet of Things (IoT) Fundamental • Business Intelligence • Fundamentals of Digital Competence for Programmers • U1 • BYOC Elective 1 • BYOC Elective 2 • BYOC Elective 3	• Enterprise Resource Planning • Cloud Computing • Data Analytics Fundamentals • Data Storytelling • Management of Information Security • Internet Marketing • Project Management for Business Analysts • Data Mining and Machine Learning • Industrial Training • Final Year Project 1 • Final Year Project 2
UNIVERSITY SUBJECTS	**U1** **U1 - Falsafah dan Isu Semasa (Philosophy and Current Issues)** **U1:** **Local:** **Penghayatan Etika dan Peradaban (Appreciation of Ethics and Civilizations)** **International:** **Bahasa Melayu Komunikasi 2**	**U2:** **Local:** **Students without credit in BM at SPM Level** **i.Bahasa Kebangsaan A. If the student has taken this course before, he/she must take any other courses in the U2 category**** **Students who obtained credit in BM at SPM Level** **Any other courses in the U2 category***** **International:** **Any other courses in the U2 category***** *** Should the student choose to take foreign language, he/she must choose one which he/she has no formal education in.*	**U3 - Integrity and Leadership** **U4 - Choose one U4 from the list offered**

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

BACHELOR OF COMPUTER SCIENCE (HONOURS) (ARTIFICIAL INTELLIGENCE)

(R3/0613/6/0070) 08/28 (MQA/FA16170)

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

Introduced in 2005 and accredited since 2007 as the Bachelor of IT in AI, now known as Computer Science in AI, this program has embarked on a pioneering journey spanning more than 20 years. This program has been at the forefront of equipping students with the necessary knowledge and skills required to be successful in building the much-needed intelligent computer systems. Based on the solid foundations of Computer Science and Information Technology, the three-year degree programme covers the traditional grounds of artificial intelligence, such as fundamentals in artificial intelligence, programming language concepts, and computational intelligence. It then extends to advanced and deeper understanding of AI techniques in application, such as Computer Vision, Natural Language Processing, Data Analytics, Generative AI etc.

Career Prospects: Intelligent Software Developer, AI Developer, Knowledge Engineer, Machine Learning Engineer, AI Consultant, Data Scientist, Computer Vision Engineer etc.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Computer Architecture and Organisation • Data Communications and Networking • Computer Programming • Database Systems • Operating Systems • System Analysis and Design • Ethics and Professional Conducts • Discrete Mathematics and Probability • Web Techniques and Application • U2 • U3 • U4 • Character Building • Sustainable Society	• Human Computer Interaction • Software Engineering Fundamentals • Programming Language Concept • Artificial Intelligence Fundamentals • Data Structures and Algorithms • Computer Networks • Machine Learning • Computer Graphics • Data Analytics Fundamentals • Fundamentals of Digital Competence for Programmers • Data Wrangling and Visualization • Elective 1 • Elective 2 • Elective 3 • U1	• Parallel Computing • Algorithm Design and Analysis • Natural Language Processing • Cloud Computing • Reinforcement Learning • Computational Intelligence • Computer Vision • Semantic Web Technology • Industrial Training • Project I • Project II

UNIVERSITY SUBJECTS	**U1 - Falsafah dan Isu Semasa (Philosophy and Current Issues)** **U1:** **Local:** **Penghayatan Etika dan Peradaban (Appreciation of Ethics and Civilizations)** **International:** **Bahasa Melayu Komunikasi 2**	**U2:** **Local:** **Students without credit in BM at SPM Level i.Bahasa Kebangsaan A. If the student has taken this course before, he/she must take any other courses in the U2 category**** **Students who obtained credit in BM at SPM Level** **Any other courses in the U2 category***** **International:** **Any other courses in the U2 category***** **** Should the student choose to take foreign language, he/she must choose one which he/she has no formal education in.*	**U3 - Integrity and Leadership** **U4 - Choose one U4 from the list offered**

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

BACHELOR OF INFORMATION TECHNOLOGY (HONOURS) (SECURITY TECHNOLOGY)

(R3/0611/6/0050) 08/29 (MQA/FA16169)

Security Technology is designed to develop knowledge and skills in 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 on 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.

Career Prospects : Security Engineer, Cybersecurity Specialist, Security Analyst, Systems Engineer, Cybersecurity Investigator, Security Auditor, Web Security Engineer, Security Penetration Tester, etc.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
• Web Techniques and Application • Computer Architecture and Organisation • Data Communications and Networking • Computer Programming • Database Systems • Operating Systems • System Analysis and Design • Ethics and Professional Conduct • Discrete Mathematics and Probability • U2 • U3 • U4 • Character Building • Sustainable Society	• Human Computer Interaction • System Integration and Architecture • Computer Security • Computer Networks • System Administration and Maintenance • Data Structures and Algorithms • Cybersecurity Law • Ethical Hacking and Security Assessment • Fundamentals of Digital Competence for Programmers • Management of Information Security • Python for Security • BYOC Elective 1 • BYOC Elective 2 • BYOC Elective 3 • U1	• Enterprise resource planning • Cloud computing • Malware and Intrusion Detection • Password Authentication and biometrics • Digital Forensics • Security Analysis and Vulnerability Assessment • Information Assurance and Security • Applied Cryptography • Industrial Training • Project 1 • Project 2

UNIVERSITY SUBJECTS	**U1 - Falsafah dan Isu Semasa (Philosophy and Current Issues)** **U1:** **Local:** **Penghayatan Etika dan Peradaban (Appreciation of Ethics and Civilizations)** **International:** **Bahasa Melayu Komunikasi 2**	**U2:** **Local:** **Students without credit in BM at SPM Level i.Bahasa Kebangsaan A. If the student has taken this course before, he/she must take any other courses in the U2 category**** **Students who obtained credit in BM at SPM Level** **Any other courses in the U2 category***** **International:** **Any other courses in the U2 category***** **** Should the student choose to take foreign language, he/she must choose one which he/she has no formal education in.*	**U3 - Integrity and Leadership** **U4 - Choose one U4 from the list offered**

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

DIPLOMA IN INFORMATION TECHNOLOGY

(R4/0611/4/0119) 07/31 (MQA/FA15338)

This programme equips students with relevant ICT knowledge and skills to meet the technological needs of an organisation. Through the 2-year programme, students will acquire essential technical skills and hands-on experience in systems analysis and design, programming, web design and development, database design, operating systems, data communications, and networking. Students will be equipped with professional certificates such as AWS Cloud Practitioner and Cisco to enhance their capabilities in line with current IT trends.

Students will also learn about professional ethics and develop communication, presentation, and teamwork skills critical for success in today's workforce. Both the technical and soft skills will prepare them for their degree studies, as well as for future employment.

Upon completion of the diploma programme, students can opt for a related degree programme offered by the Faculty of Information Science and Technology (FIST) or Faculty of Computing and Informatics (FCI).

Career Prospects: Programmer, E-Commerce Developer, Internet/ Software Application Developer, IT Technical Support Officer, Database Manager, Information Systems Manager, System Analyst, etc.

PROGRAMME STRUCTURE

Year 1

- Program Design
- Calculus & Algebra
- Data Communications & Networking
- Introduction to Computer Security
- Operating Systems
- Systems Analysis & Design
- Computer Architecture
- Ethics & Cybertechnology
- Mathematical & Statistical Techniques
- Discrete Structures & Probability
- Database Systems
- Character Building
- Sustainable Society
- U1

Year 2

- Data Structure & Algorithms
- Fundamentals of Networking
- System Administration and Maintenance
- Internet & Web Publishing
- Introduction to Information Assurance & Security
- Enterprise Resource Planning
- Introduction to Artificial Intelligence
- Human Machine Interaction
- Introduction to Cloud Computing
- Industrial Training
- Final Year Project
- U2/U3
- U4

UNIVERSITY SUBJECTS

U1
Falsafah dan Isu Semasa (Philosophy and Current Issues)- Local
OR
Bahasa Melayu Komunikasi 1 - International

U2/U3
Local:
Students without credit in BM at SPM Level
Bahasa Kebangsaan A
Students who obtained credit in BM at SPM Level Only
Any other courses in the U2 or U3 category**
OR
International:
Choose one course in the U2/U3 category**

*** Should the student choose to take foreign language, he/she must choose one which he/she has no formal education in.*

U4
Choose one U4 from the list offered

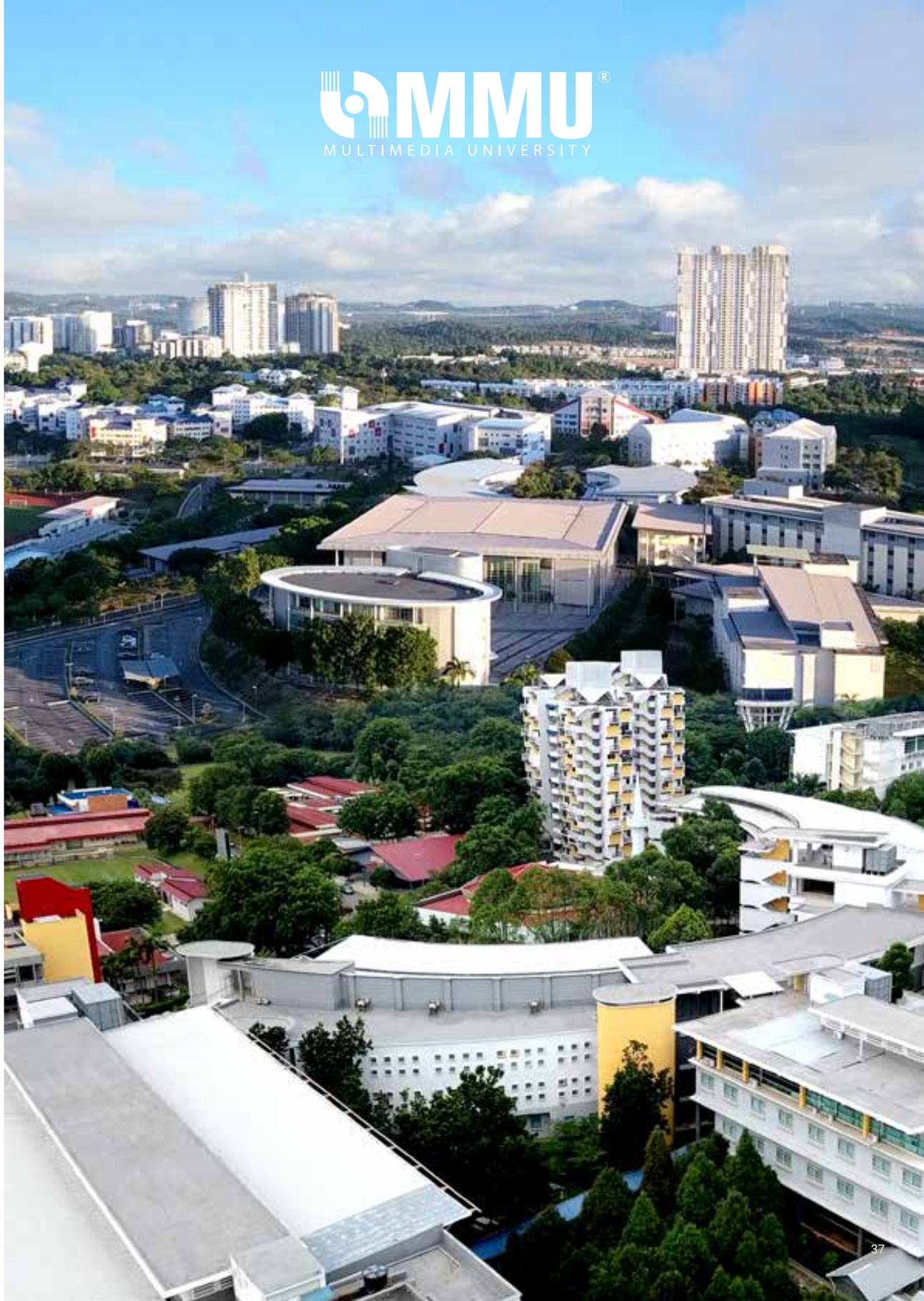
Note: The above programme structure serves as a guide. Courses may differ according to intakes.

ENTRY REQUIREMENTS

Campus	Programme	Minimum Entry Requirements
CYBERJAYA MELAKA	***Diploma*** • **Diploma in Information Technology**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least three (3) subjects (inclusive of Mathematics and a Pass in English); OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects (inclusive of Mathematics and a Pass in English); OR III. Pass STPM or its equivalent with a minimum of Grade C (GP 2.00) in one (1) subject AND a credit in Mathematics at SPM Level or its equivalent; OR IV. Pass STAM with a minimum grade of Maqbul (Pass) AND a Credit in Mathematics at SPM Level or its equivalent; OR V. Possess SKM Level 3 in a related field. (Candidates without Mathematics can be admitted subject to a thorough rigorous assessment to determine their competencies in Mathematics that are equivalent to SPM level); OR VI. A Certificate (Level 3, MQF) in a related field with at least a CGPA of 2.00); OR VII. Other relevant & equivalent qualifications recognised by the Malaysian Government. (Candidates can be admitted if their admission qualification contains Mathematics subject(s) equivalent to Mathematics at the SPM level. Those without a pass in Mathematics at SPM level or equivalent can be admitted but required to take and pass the reinforcement Mathematics subject. The reinforcement Mathematics subject must be offered in the first semester or before enrolment with unconditional offer); OR VIII. Possess an APEL.A certificate from MQA for admission into Diploma programmes. *Note :* *Candidates with a pass in Mathematics at the SPM level (or Mathematics equivalent to SPM) may be admitted if their admission qualification contains Mathematics subject(s) equivalent to Mathematics at the SPM level.* *Candidates with a pass in Mathematics at SPM level (or Mathematics equivalent to SPM) and without a Mathematics subject in their admission qualification need to take and pass the reinforcement Mathematics subject that is equivalent to the SPM level. The reinforcement Mathematics subject must be offered in first semester or before enrolment with unconditional offer.* *Candidate with a credit in a Computing-related subject(s) at SPM level or its equivalent may be given preferential consideration.*
CYBERJAYA MELAKA	***Foundation*** • **Foundation in Computing** • **Foundation in Science and Technology**	I. Pass SPM/O-Level or its equivalent with a minimum of Grade C in at least five (5) subjects inclusive of English and Mathematics; OR II. Pass UEC with a minimum of Grade B in at least three (3) subjects inclusive of Mathematics and English.

ENTRY REQUIREMENTS

Campus	Programme	Minimum Entry Requirements
	Bachelor	
CYBERJAYA	**Bachelor of Computer Science (Honours) Specialization in** • **Software Engineering** • **Game Development** • **Data Science** • **Cybersecurity**	I. Pass in Foundation or Matriculation studies from a recognised institution with a minimum CGPA of 2.00, OR II. Pass STPM (Arts Stream) or its equivalent with a minimum of Grade C (CGPA 2.00) in any TWO (2) subjects or any equivalent qualification; OR III. Pass A-Level with a minimum of Grade D (CGPA 2.00) in any TWO (2) subjects; OR IV. Pass STAM with a minimum grade of Jayyid in any TWO (2) subjects; OR V. Any Diploma in Science and Technology (Level 4, MQF) with a minimum CGPA of 2.75. Candidates with a CGPA below 2.75 but more than 2.50 can be admitted subject to a thorough rigorous assessment; AND a credit in: • Additional Mathematics at the SPM level or its equivalent; OR • Mathematics and any one of the Science, Technology or Engineering subjects at SPM level or its equivalent. Candidates need to take and pass the reinforcement Mathematics equivalent to Additional Mathematics at the SPM level. The subject must be offered in the first semester or before enrolment with unconditional offer. OR VI. Pass STPM (Science Stream) or its equivalent with a minimum Grade of C (GP 2.00) in Mathematics subject and ONE (1) Science / ICT subject; OR VII. Pass A-Level with a minimum of Grade D in Mathematics and ONE (1) Science/ ICT subject; OR VIII. Pass UEC with a minimum of Grade B in at least FIVE (5) subjects (inclusive of Mathematics, English and one Science / ICT subject); OR IX. Diploma in Computing (Level 4, MQF) or its equivalent with a minimum CGPA of 2.50. Candidates with a CGPA below 2.50 but more than 2.00 may be admitted subject to a thorough rigorous assessment; OR X. Pass DKM /DLKM/DVM in Computing fields with a minimum CGPA of 2.50 subjected to HEP Senate / Academic Board's approval*; OR XI. Other relevant & equivalent qualifications recognised by the Malaysian Government. (Candidates can be admitted if their admission qualification contains Mathematics subject(s) equivalent to Additional Mathematics at the SPM level. If it is not equivalent, reinforcement Mathematics subject that equivalent to the SPM level must be offered in first semester or before enrolment with unconditional offer); OR XII. Possess an APEL.A certificate from MQA for admission into Bachelor programmes. For more information, please visit https://www.mmu.edu.my/apel-a/ *Note:* **DKM /DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.* *Students are required to pass the reinforcement Mathematics before being allowed to take related core courses. The candidate can sit for any subjects that did not indicate Mathematics as a pre-requisite.* *Reinforcement Mathematics can contribute to the overall graduating credit.* *Students from Matriculation / Foundation or its equivalent can be exempted from taking the Reinforcement Mathematics, provided that the Mathematics offered at that programme level is equivalent / more than the Additional Mathematics offered at an SPM level.*
MELAKA	• **Bachelor of Computer Science (Honours) (Artificial Intelligence)**	
	Bachelor	
CYBERJAYA	• **Bachelor of Information Technology (Honours)**	I. Pass Foundation / Matriculation studies with a minimum CGPA of 2.00 from a recognised institution and a Credit in Mathematics at SPM Level or its equivalent*; OR II. Pass STPM or its equivalent with a minimum Grade C (GP 2.00) in any TWO (2) subjects AND a Credit in Mathematics at SPM Level or its equivalent*; OR III. Pass A-Level with a minimum of Grade D in any TWO (2) subjects AND a Credit in Mathematics at SPM Level or its equivalent*; OR IV. Pass UEC with a minimum of Grade B in at least five (5) subjects (inclusive of Mathematics* and English); OR V. Pass STAM with a minimum grade of Jayyid in any TWO (2) subjects AND a Credit in Mathematics at SPM Level or its equivalent*; OR VI. Diploma in Computing (Level 4, MQF) or equivalent with a minimum CGPA of 2.50. Candidates with CGPA below 2.50 but more than 2.00 may be admitted subject to a thorough rigorous assessment; OR VII. Diploma (Level 4,MQF) in Non-Computing with a minimum CGPA of 2.75 AND a Credit in Mathematics at SPM Level or its equivalent* . Candidates with a CGPA below 2.75 but more than 2.50 can be admitted subject to a thorough rigorous assessment; OR VIII. Pass DKM/DLKM/DVM in Computing fields with a minimum CGPA of 2.50 subjected to HEP Senate / Academic Board's approval**; OR IX. Other relevant & equivalent qualifications recognised by the Malaysian Government. (Candidates can be admitted if their admission qualification contains Mathematics subject(s) equivalent to Mathematics at the SPM level. If it is not equivalent, the reinforcement Mathematics subject equivalent to the SPM level must be offered in the first semester or before enrolment with unconditional offer); OR X. Possess an APEL.A certificate from MQA for admission into Bachelor programmes. For more information, please visit https://www.mmu.edu.my/apel-a/ *Note:* ** Candidates with a pass in Mathematics at SPM level need to take and pass the reinforcement Mathematics subject that is equivalent to the SPM level. The reinforcement Mathematics subject must be offered in the first semester or before enrolment with unconditional offer.* ***DKM /DLKM/DVM candidates may be required to undergo Bridging Programme as an additional requirement.* *Students are required to pass the reinforcement Mathematics before being allowed to take related core courses. The candidate can sit for any subjects that did not indicate Mathematics as a prerequisite.* *Reinforcement Mathematics can contribute to the overall graduating credit.* *Students from Matriculation / Foundation or its equivalent can be exempted from taking reinforcement Mathematics, provided that the Mathematics offered at that programme level is equivalent / more than the Mathematics offered at an SPM level.*
MELAKA	• **Bachelor of Information Technology (Honours) (Data Communicatons and Networking)** • **Bachelor of Information Technology (Honours) (Security Technology)** • **Bachelor of Information Technology (Honours) (Business Intelligence and Analytics)**	



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Cyberjaya Campus
Persiaran Multimedia, 63100 Cyberjaya, Selangor, Malaysia

Melaka Campus
Jalan Ayer Keroh Lama, 75450 Melaka, Malaysia.

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www.mmu.edu.my

1 300 800 668 | info@mmu.edu.my