

DIPLOMA PROGRAMMES

UNIMY

UNIVERSITY MALAYSIA
OF COMPUTER SCIENCE
& ENGINEERING



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@UNIMY***

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ABOUT UNIMY

The UNIMY community is driven by a shared purpose: to create a better future through technology, education, research and innovation. We are made of creative and inventive people, know how to enjoy life yet find the improvements that need to occur, using our imagination to create things to improve people's lives overall.

Founded to upskill and foster ICT graduates with a global mindset, UNIMY is trusted to nurture these students to make them ready to face Industry 4.0 challenges. Our graduates have been applauded by the industry's best players and are always being headhunted by the best IT companies.

UNIMY's strength is in our partnerships where we have rooted our relationships with the IT giants like IBM, Sales Force, KPMG, CompTIA and Amazon to ensure our students get the most benefit from learning and working with them side-by-side through industrial attachments and job trainings. Through teaching, research, and innovation, UNIMY's exceptional community pursues its mission of creating a better future for all.

“ UNIMY's motto is **Future begins @ UNIMY** signifying the forward-looking nature of using technology for advancing human kind. ”

6 focus areas

13 programmes tailored to prepare students for Industry 4.0

90% of diploma modules are industry linked.

DIPLOMA IN INFORMATION TECHNOLOGY

KPT/JPS (N/482/4/0091)11/20 | MQA/FA 6625

INTAKE : February, April, May & September
DURATION : 3 Years (6 Long Semesters + 2 Short Semesters)

PROGRAMME OUTLINE

YEAR 1

- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Computing Mathematics I & II
- Systems Analysis and Design
- Object-Oriented Programming Fundamentals
- Operating Systems
- Networking Fundamentals
- Web Applications Development
- Digital and Cyber Laws
- Cyberpreneurship
- Pengajian Malaysia II

YEAR 2

- Fundamental Data Structures and Algorithm
- Database Information Systems
- Introduction to Information Security
- Internetworking Technologies
- Mobile and Wireless Networking
- Cloud and Service Computing
- Network Infrastructure
- Project Management Fundamentals
- Effective Communication - Workplace and Persuasive Presentation
- Issues in the Malaysian Economy
- Co-Curriculum
- *Elective Subjects

YEAR 3

- Internet Server Technologies
- Data Centre and Cloud Management
- *Elective Subjects
- Final Year Project
- Practical Training

ELECTIVE SUBJECTS* (choose 3)

- Enterprise Networking
- Basic Information Technology Security
- Internetworking Security
- Information Technology Security Management and Audit
- Introduction to Ethical Hacking and Intrusion Prevention
- Forensics in Digital Security

DIPLOMA IN INFORMATION TECHNOLOGY (CYBER SECURITY)

KPT/JPS (N/482/4/0095)11/20 | MQA/FA 6624

INTAKE : February, April, May & September
DURATION : 3 Years (6 Long Semesters + 2 Short Semesters)

PROGRAMME OUTLINE

YEAR 1

- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Computing Mathematics I & II
- Computer Architecture
- Systems Analysis and Design
- Object-Oriented Programming Fundamentals
- Operating Systems
- Networking Fundamentals
- Digital and Cyber Laws
- Cyberpreneurship
- Pengajian Malaysia II

YEAR 2

- Database Information Systems
- Introduction to Information Security
- Internetworking Security
- Internetworking Technologies
- Secure Software
- Information Technology Security Management and Audit
- Risk Management
- Internet Server Technologies
- Effective Communication - Workplace and Persuasive Presentation
- Issues in Malaysian Economy
- Co-Curriculum
- *Elective Subjects

YEAR 3

- Introduction to Ethical Hacking and Intrusion Prevention
- Forensics in Digital Security
- *Elective Subjects
- Final Year Project
- Practical Training

ELECTIVE SUBJECTS* (choose 3)

- Introduction to Human Computer Interaction
- Introduction to Cryptography
- Network Infrastructure
- Data Centre and Cloud Management
- Basic Concepts of Marketing

ENTRY REQUIREMENTS

SPM		IGCSE / O-LEVEL		UEC
(Sijil Pelajaran Malaysia) PASS WITH AT LEAST CREDIT in any 3 subjects inclusive of Mathematics	OR	(General Certificate of Education) MINIMUM OF GRADE C in any 3 subjects inclusive of Mathematics	OR	(Unified Examination Certificate) PASS WITH A MINIMUM OF GRADE B in any 3 subjects inclusive of Mathematics

ENTRY REQUIREMENTS

SPM		IGCSE / O-LEVEL		UEC
(Sijil Pelajaran Malaysia) PASS WITH AT LEAST CREDIT in any 3 subjects inclusive of Mathematics	OR	(General Certificate of Education) PASS WITH A MINIMUM OF GRADE C in 3 subjects inclusive of Mathematics	OR	(Unified Examination Certificate) PASS WITH A MINIMUM OF GRADE B in any subjects inclusive of Mathematics

100%

graduate employability –
Graduates employed within
6 months in IT related jobs.

20%

20% higher starting salary – our
fresh graduates enjoy higher
starting salary than market average

DIPLOMA IN INTERACTIVE & DIGITAL MEDIA

KPT/JPS (N/213/4/0276)12/20 | MQA/FA 6623

INTAKE : February, April, May & September
DURATION : 3 Years (6 Long Semesters +
2 Short Semesters)

PROGRAMME OUTLINE

YEAR 1

- History of Arts
- Introduction to Arts and Design
- Introduction to Drawing
- Introduction to Visual Studies
- Introduction to Creative Thinking
- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Object-Oriented Programming Fundamentals
- Introduction to Audio Design
- Introduction to 2D and 3D Animation
- Cyberpreneurship
- Pengajian Malaysia II
- Issues in the Malaysian Economy

YEAR 2

- Introduction to Human-Computer Interaction
- Database Management Systems
- Web Applications Development
- Introduction to Digital Media Technologies
- Introduction to 3D Graphics and Animation
- Introduction to Digital Video
- Introduction to Digital Compositing
- Introduction to Motion Graphics
- Digital Design and Pre-Print Workflow
- Effective Communication – Workplace and Persuasive Presentation
- Fundamentals for Creative Professionals
- Co-Curriculum
- *Elective Subjects

YEAR 3

- Animation and Visual Effects Automation 3D Animation Production
- *Elective Subjects
- Final Year Project
- Practical Training

ELECTIVE SUBJECTS* (choose 3)

- Networking Fundamentals
- Project Management Fundamentals
- Basic Concepts of Marketing
- Game Programming I
- Game Programming II

DIPLOMA IN COMPUTER SCIENCE (GAME DEVELOPMENT)

KPT/JPS (N/481/4/0723)12/20 | MQA/PA 6622

INTAKE : February, April, May & September
DURATION : 3 Years (6 Long Semesters +
2 Short Semesters)

PROGRAMME OUTLINE

YEAR 1

- History of Arts
- Introduction to Arts and Design
- Introduction to Drawing
- Introduction to Visual Studies
- Introduction to Creative Thinking
- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Computing Mathematics I
- Introduction to Computer Games
- Game Programming I
- Cyberpreneurship
- Pengajian Malaysia II
- Issues in the Malaysian Economy

YEAR 2

- Computing Mathematics II
- Introduction to Data Structures and Algorithms
- Database Management Systems
- Game Programming II
- Introduction to Game Artificial Intelligence
- Game Mathematics and Physics
- Introduction to 3D Graphics and Animation
- Introduction to Characters Design
- 3D Game Design and Development
- Effective Communication – Workplace and Persuasive Presentation
- Fundamentals for Creative Professionals
- Co-Curriculum
- *Elective Subjects

YEAR 3

- Mobile Game Programming
- Game Production and Publishing
- *Elective Subjects
- Final Year Project
- Practical Training

ELECTIVE SUBJECTS* (choose 3)

- Networking Fundamentals
- Basic Concepts of Marketing
- Introduction to Audio Design
- Web Applications Development
- Introduction to Human Computer Interaction

ENTRY REQUIREMENTS

SPM		IGCSE / O-LEVEL		UEC
(Sijil Pelajaran Malaysia) PASS WITH AT LEAST CREDIT in any 3 subjects	OR	(General Certificate of Education) PASS WITH A MINIMUM OF GRADE C in 3 subjects	OR	(Unified Examination Certificate) PASS WITH A MINIMUM OF GRADE B in any 3 subjects

ENTRY REQUIREMENTS

SPM		IGCSE / O-LEVEL		UEC
(Sijil Pelajaran Malaysia) PASS WITH AT LEAST CREDIT in any 3 subjects inclusive of Mathematics	OR	(General Certificate of Education) PASS WITH A MINIMUM OF GRADE C in 3 subjects inclusive of Mathematics	OR	(Unified Examination Certificate) PASS WITH A MINIMUM OF GRADE B in any 3 subjects inclusive of Mathematics

95%

teaching excellence –Lecturers with industry experience and maintain constant engagement with the industry.

DIPLOMA IN INFORMATION SYSTEMS (BUSINESS COMPUTING)

KPT/JPS (N/482/4/0098)12/20 | MQA/PA 7555

INTAKE : February, April, May & September
DURATION : 3 Years (6 Long Semesters + 2 Short Semesters)

PROGRAMME OUTLINE

YEAR 1

- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Computing Mathematics I & II
- Business Statistics I
- Computer Architecture
- Information Systems
- Systems Analysis and Design
- Decision Support with Spreadsheets
- Introduction to Accounting
- Introduction to Finance
- Pengajian Malaysia II

YEAR 2

- Networking Fundamentals
- Management Information Systems
- Database Management Systems
- Operating Systems Concepts
- Cyberpreneurship
- Basic Concepts of Marketing
- Introduction to Management
- Introduction to Economics
- e-Business Management
- Issues in Malaysian Economy
- Co-Curriculum
- *Elective Subjects

YEAR 3

- Introduction to Human Resource Management
- Operation Management
- *Elective Subjects
- Final Year Project
- Practical Training

ELECTIVE SUBJECTS* (choose 3)

- Introduction to Human Computer Interaction
- Business Analytics
- Enterprise Systems
- Business Process Management
- Project Management Fundamentals
- Business Mathematics I
- Introduction to Business Laws
- Introduction to Investment
- Introduction to Business Ethics
- Web Applications Development
- Effective Communication

ENTRY REQUIREMENTS

SPM		IGCSE / O-LEVEL		UEC
(Sijil Pelajaran Malaysia) PASS WITH AT LEAST CREDIT in any 3 subjects inclusive of Mathematics	OR	(General Certificate of Education) PASS WITH A MINIMUM OF GRADE C in any 3 subjects inclusive of Mathematics	OR	(Unified Examination Certificate) PASS WITH A MINIMUM OF GRADE B in any subjects inclusive of Mathematics

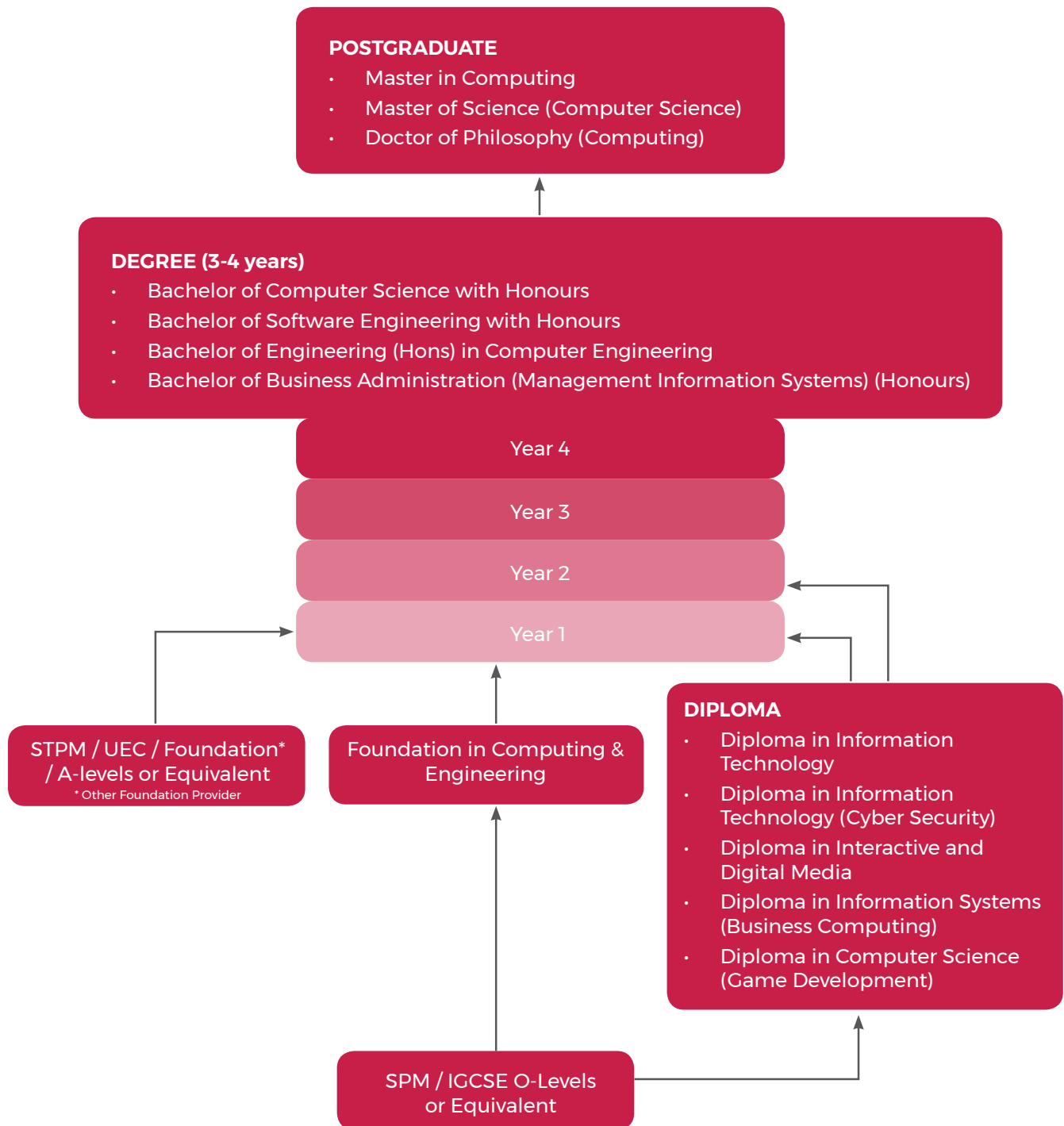
“ Almost all of my friends had their own racers and I wanted my own. I found out that I could make my own with the scrap metal. I won't say it was a racer, but it sure did look like one.”

DATO' DENNIS CHUAH
Executive Director

Eclimo Sdn Bhd
UNIMY Industry Collaboration Partner



EDUCATION PATHWAY



ENGLISH LANGUAGE REQUIREMENTS

FOR MALAYSIAN STUDENTS

- Minimum pass in Sijil Pelajaran Malaysia (SPM/SPMV)
- Minimum pass in O-Level
- Other equivalent qualification recognised by Malaysian Government

FOR INTERNATIONAL STUDENTS

- Minimum pass in IGCSE
- Other equivalent qualification recognised by Malaysian government.

TOP 20 TRENDING ICT JOBS & POTENTIAL CAREER PATH

1. Mobile Application Developer

Mobile application developers create applications for mobile devices, such as iPhones and Androids.

2. Information Security Analyst

Information security analysts develop and implement computer security strategies and systems to protect vital information from computer crime and cyber warfare.

3. Web Developer

Web developers collect or create web content and plan website layouts and navigation, as well as coding for web pages. They also test and optimize a website for user experience and optimum performance.

4. Cloud Solutions Architect

Cloud solutions architects design solutions for companies seeking to move their IT infrastructure and services from on-premise servers to a cloud-based storage solution.

5. Applications Architect

Applications architects ensure individual software projects follow the organization's application development methodology and parameters. They also ensure the project fits a company's technology infrastructure and business strategy.

6. Development Operations (DevOps) Engineer

DevOps engineers function as a "jack of all trades" in regards to databases and information systems in organizations.

7. Data Scientist

Data scientists direct the gathering and application of data for a variety of organizations, including corporations and government agencies.

8. Information Technology Manager

Information technology managers oversee the IT needs of an organization.

9. Business Intelligence Developer

Business intelligence developers oversee databases and information systems with the goal of optimizing the storage, implementation, and flow

10. Database Administrator

Data Administrators are responsible for organizing and managing an organization's data, making sure that data is accurate and available and that database performance meets organizational requirements.

11. User Interface Designer

User interface designers work to ensure that software functions smoothly and logically for users and consumers.

12. Software Engineer

Software engineers design, develop, test, and optimize computer programs used in areas such as operating systems, business applications, network control systems, video games, and social networks.

13. Computer Systems Analyst

Computer systems analysts draw on business and technical expertise to evaluate a company's computer systems and procedures, with the goal of recommending strategic changes to increase productivity, lower costs, and achieve other objectives.

14. Site Reliability Engineer

Site reliability engineers work to ensure that an organization's website runs smoothly and efficiently serves its intended purpose.

15. Computer Technical Support Specialist

Computer technical support specialists engage in troubleshooting and problem solving, both within a corporation and for individual clients.

16. Computer Network Architect

Computer network architects design, build, and implement computer and data networks in a diverse array of settings.

17. Solutions Architect

Solutions architects develop technological solutions for organizations.

18. Data Architect

Data architects oversee the design and maintenance of data across a variety of information systems and databases.

19. Network Administrator

Network administrators oversee networks and communication systems to keep information and communications flowing smoothly.

20. Hardware Engineer

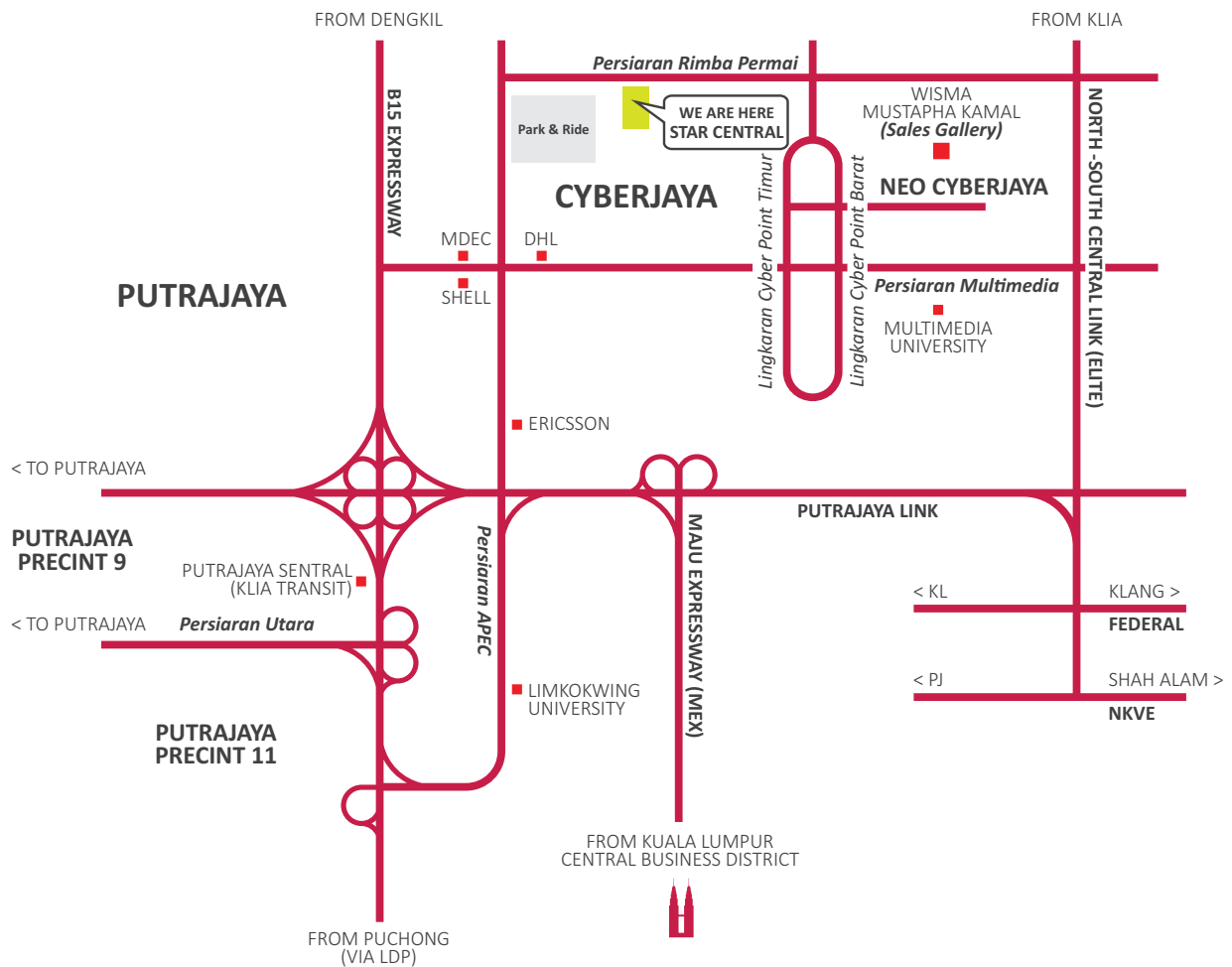
Hardware engineers design computer hardware.

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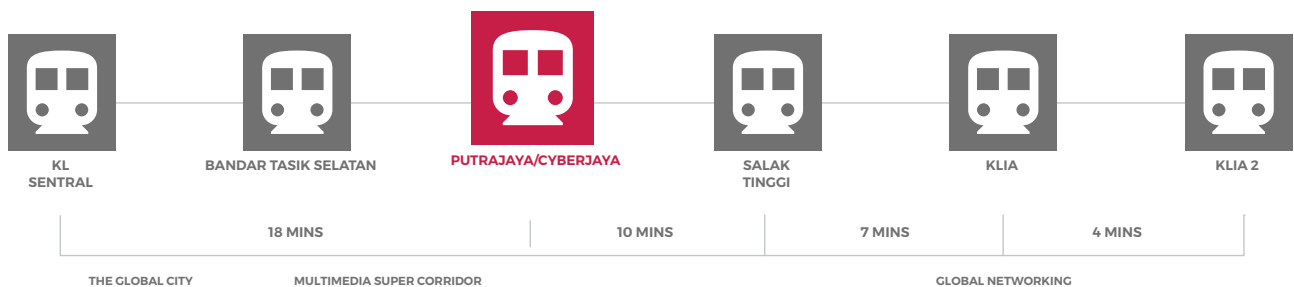
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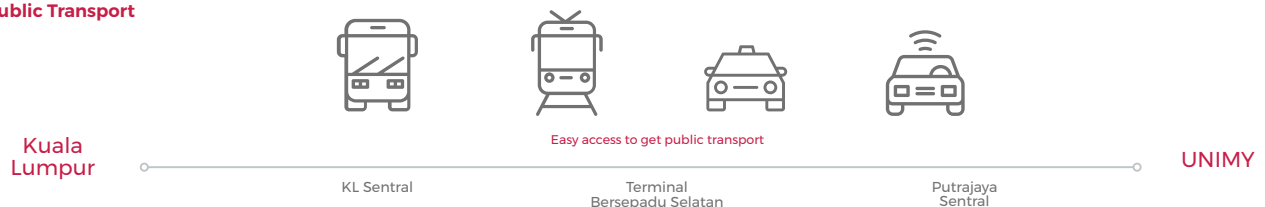
UNIMY MAP



KLIA Ekspres Train Times



Public Transport



Disclaimer: This publication contains information which is current as of February 2020.

While the information provided in this flyer is correct at the time of printing, UNIMY reserves the right to make changes that are deemed necessary without prior notice.

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