

FOUNDATION & DEGREE PROGRAMMES

UNIMY

UNIVERSITY MALAYSIA
OF COMPUTER SCIENCE
& ENGINEERING

***Future Begins
@UNIMY***

UNIMY PARTNERS:



A MEMBER OF



ACADEMIC PARTNERS



PRESTARIANG PARTNERS:



and many more

A wholly-owned University by





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. ”

FOUNDATION IN COMPUTING & ENGINEERING

KPT/JPS (R/010/3/0144)05/23 | MQA/FA 3180

INTAKE : February, May & September

DURATION : 1 Year

SEMESTER 1

- English 1
- Mathematics 1
- Fundamental to Physics
- Fundamental to Computing
- Fundamental to Chemistry 1

SEMESTER 2

- English 2
- Mathematics 2
- Fundamental to Computational Science
- Fundamental to Logic and Electricity
- Fundamental to Chemistry 2

SEMESTER 3

- Fundamental to Probability and Statistics
- Creative Thinking
- Fundamental to Business Management
- Introduction to Emerging Science and Technology

ENTRY REQUIREMENTS

SPM/ SPVM

Min. 5 Credits

OR

IGCSE / O-LEVEL

Min. 5 Grade C

OR

UEC

Min. 3 Grade B

ENGLISH LANGUAGE REQUIREMENTS

- Minimum credit in Sijil Pelajaran Malaysia (SPM/SPMV)
- Minimum credit in O-Level
- Other equivalent qualification recognised by the Malaysian government

SCAN HERE



“ If student had the chance to get involved in an actual project within the industry, they would have the opportunity to get real life experience practicing the theory and concept they have learned. They would also be able to familiarise with the industry and understand how it actually works. It prepares them for their future. ”

HENRY NG

Adjunct - Professor, Thales

UNIMY Industry Collaboration Partner



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

BACHELOR OF COMPUTER SCIENCE WITH HONOURS

KPT/JPS (R/481/6/0295)06/23 | MQA/FA 2692

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

YEAR 1

- Mathematics 1 & 2
- Statistics & Probability
- Programming Techniques
- Computer Organization and Architecture
- Systems Development
- Data Structures and Algorithms
- Data Communication and Networks
- Software Engineering
- Databases
- Research and Innovative Thinking
- Hubungan Etnik
- Tamadun Islam dan Tamadun Asia (TITAS)
- Co-Curriculum

YEAR 2

- Programming Paradigm
- Object-Oriented Programming
- Algorithm Design and Analysis
- Operating Systems
- Computer Science Theory
- Programming Language Design and Semantic
- Information Assurance and Security
- Software Project Management
- Computing and Society
- Professional Communication
- 3rd Language
- Cyberpreneurship
- Industrial Workshop

YEAR 3

- Artificial Intelligence
- Compiler and Program Analysis
- Human Computer Interaction
- Principle and Applications of
- Parallel Programming
- Distributed Applications Development
- *Elective Subjects
- Final Year Project 1 & 2
- Industrial Training

ELECTIVE SUBJECTS* (choose 4)

- Database Server Administration Fundamental I
- Database Server Administration Fundamental II
- Dynamic Web System Development
- Quality Assurance and Software Testing
- Ethical Hacking
- Information Technology System Security
- Network Defence
- Information Technology Management (MIS)
- Fiber Optic
- Interconnect Network Infrastructure I
- Interconnect Network Infrastructure II
- Networking Systems and Technology
- Media Digital Production
- Project Management Integration
- Integrated Software Development

ENTRY REQUIREMENTS

STPM

(Sijil Tinggi Persekolahan Malaysia)
MIN. 2.00+ CGPA
(in 2 subjects)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

OR

GCE A-LEVEL

(General Certificate of Education)
MIN. GRADE C
(in 2 subjects)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

DIPLOMA

in related fields
BETWEEN 2.0-2.5 CGPA
or
in other fields
MIN. 2.50+ CGPA
(subject to rigorous UNIMY assessment)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

OR

FCE / HEP / MATRICULATION

(UNIMY Foundation Programme / Higher Education Provider Foundation Programme / Matriculation Programme)
MIN. 2.00+ CGPA
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

UEC

(Unified Examination Certificate)
MIN GRADE B IN 5 SUBJECTS
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

BACHELOR OF SOFTWARE ENGINEERING WITH HONOURS

KPT/JPS (R/481/6/0296)06/23 | MQA/FA 2693

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

YEAR 1

- Mathematics 1 & 2
- Statistics & Probability
- Programming Techniques
- Computer Organization and Architecture
- Systems Development
- Data Structures and Algorithms
- Data Communication and Networks
- Software Engineering
- Databases
- Research and Innovative Thinking
- Hubungan Etnik
- Tamadun Islam dan Tamadun Asia (TITAS)
- Co-Curriculum

YEAR 2

- Object-Oriented Programming
- Operating Systems
- Computer Science Theory
- Software Requirement Engineering
- Software Project Management
- Mobile Software Engineering
- Mobile Device Programming
- Service-Oriented Architecture
- Computing and Society
- Professional Communication
- 3rd Language
- Cyberpreneurship
- Industrial Workshop

YEAR 3

- Human Computer Interaction
- Software Testing & Quality Assurance
- Mobile System
- Mobile Electronic Commerce
- Formal Methods
- *Elective Subjects
- Final Year Project 1 & 2
- Industrial Training

ELECTIVE SUBJECTS* (choose 4)

- Database Server Administration Fundamental I
- Database Server Administration Fundamental II
- Dynamic Web System Development
- Quality Assurance and Software Testing
- Ethical Hacking
- Information Technology System Security
- Network Defence
- Information Technology Management (MIS)
- Fiber Optic
- Interconnect Network Infrastructure I
- Interconnect Network Infrastructure II
- Networking Systems and Technology
- Media Digital Production
- Project Management Integration
- Integrated Software Development

ENTRY REQUIREMENTS

STPM

(Sijil Tinggi Persekolahan Malaysia)
MIN. 2.00+ CGPA
(in 2 subjects)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

OR

GCE A-LEVEL

(General Certificate of Education)
MIN. GRADE C
(in any 2 subjects)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

DIPLOMA

in related fields
BETWEEN 2.0-2.5 CGPA
or in other fields
MIN. 2.50+ CGPA
(subject to rigorous UNIMY assessment)
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

OR

FCE / HEP / MATRICULATION

(UNIMY Foundation Programme / Higher Education Provider Foundation Programme / Matriculation Programme)
MIN. 2.00+ CGPA
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

UEC

(Unified Examination Certificate)
MIN GRADE B IN 5 SUBJECTS
& ADDITIONAL MATHEMATICS
(credit at SPM level) or its equivalent

95%

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

BACHELOR OF ENGINEERING (HONS) IN COMPUTER ENGINEERING

KPT/JPS (N/523/6/0271)11/20 | MQA/PA 7028

INTAKE : May & September
DURATION : 4 Years (8 Long Semesters + 1 Short Semester)

YEAR 1

- Hubungan Etnik / Malaysian Studies III
- Discrete Structures
- Engineering Mathematics I & II
- Programming Techniques
- Electrical Circuits
- Foreign Language
- Data Structures and Algorithms
- Electronic Devices
- Digital Electronics

YEAR 2

- Engineering Mathematics III
- Object-Oriented Programming
- Databases
- Electronic Circuits and Systems
- Signals and Systems
- Co-curriculum
- Linear Algebra
- Multimedia and Human-Computer Interaction
- Electromagnetic Field Theory
- Electronic Instrumentation and Measurements
- Digital Systems

YEAR 3

- Tamadun Islam dan Tamadun Asia (TITAS) / Bahasa Melayu Komunikasi III
- Probability and Statistics
- Software Engineering
- Communication Principles
- Control Systems
- Microprocessors
- Professional Communication
- Basic Power Systems and Electrical Machines
- Digital Signal Processing
- Computer Organization and Architecture
- Data Communication and Networking
- Computer Engineering Capstone Project

YEAR 4

- Computing and Society
- Operating Systems
- VLSI System Design
- *Elective Subjects
- Final Year Project I & II
- Cyberpreneurship
- Embedded Processor Systems
- Free Elective
- Industrial Training

ELECTIVE SUBJECTS* (choose 4)

- Robotics and Autonomous Devices (Computer Application)
- Emerging Communication 5G
- IoT and Smart Applications
- Wireless and Networking

ENTRY REQUIREMENTS

STPM

(Sijil Tinggi Persekolahan Malaysia)
MIN. GRADE C
(in any 2 subjects including
Mathematics & Physical Sciences*)

OR

GCE A-LEVEL

(General Certificate of Education)
PASS
(in any 2 subjects including
Mathematics & Physical Sciences*)

DIPLOMA

in related field (Level 4, Malaysian
Qualification Framework - MQF)
MIN. 2.00+ CGPA
including
Mathematics & Physical Sciences*

OR

FCE / HEP / MATRICULATION

(UNIMY Foundation Programme
/ Higher Education Provider
Foundation Programme /
Matriculation Programme)
MIN. 2.00+ CGPA
including
Mathematics & Physical Sciences*

BACHELOR OF BUSINESS ADMINISTRATION (MANAGEMENT INFORMATION SYSTEMS) (HONS)

KPT/JPS (N/345/6/0933)12/21 | MQA/PA 7554

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

YEAR 1

- Accounting
- Cognitive Process and Problem Solving
- Foundation of Information Systems
- Principles of Management
- Microeconomics
- Cyberpreneurship
- Problem Solving and Programming
- Macroeconomics
- Organizational Behaviour
- Data and Information Management
- Business Mathematics II
- Principles of Marketing
- Database Systems
- Hubungan Etnik
- Co-Curriculum

YEAR 2

- Cost and Management Accounting
- Financial Management
- Business Information Systems
- Analysis and Design
- Business Statistics II
- Consumer Behaviour
- Computing and Society
- Internet Systems Development
- Enterprise Architecture
- Information Systems
- Project Management
- Human Resource Management
- Business Laws
- Labour and Industrial Relations
- Effective Communication - Workplace and Persuasive Presentation
- Tamadun Islam dan Tamadun Asia (TITAS)

YEAR 3

- IS Strategy, Management, and Acquisition
- Database Modelling and Design
- Business Research Methods
- Production and Operation Management
- Information Technology Infrastructure
- Corporate Social Responsibility
- Strategic Management
- *Elective Subjects
- Final Year Project I & II
- Practical Training

ELECTIVE SUBJECTS* (choose 4)

- Transaction Processing
- Database Modelling and Design
- Consumer Behaviour (cert)
- Media Digital Production (cert)
- Cognitive Process and Problem Solving
- Labour and Industrial Relations
- Investment Analysis

ENTRY REQUIREMENTS

STPM

(Sijil Tinggi Persekolahan Malaysia)
PASS
in at least 2 subjects
(with minimum CGPA of 2.0)
& MATHEMATICS
(credit at SPM level) or its equivalent

OR

GCE A-LEVEL

(General Certificate of Education)
PASS
& GRADE C IN MATHEMATICS

DIPLOMA

in related field
(Computer/Business Fields)
MIN. 2.00+ CGPA
or in other fields
MIN. 2.00+ CGPA
& MATHEMATICS
(credit at SPM level) or its equivalent

OR

FCE / HEP / MATRICULATION

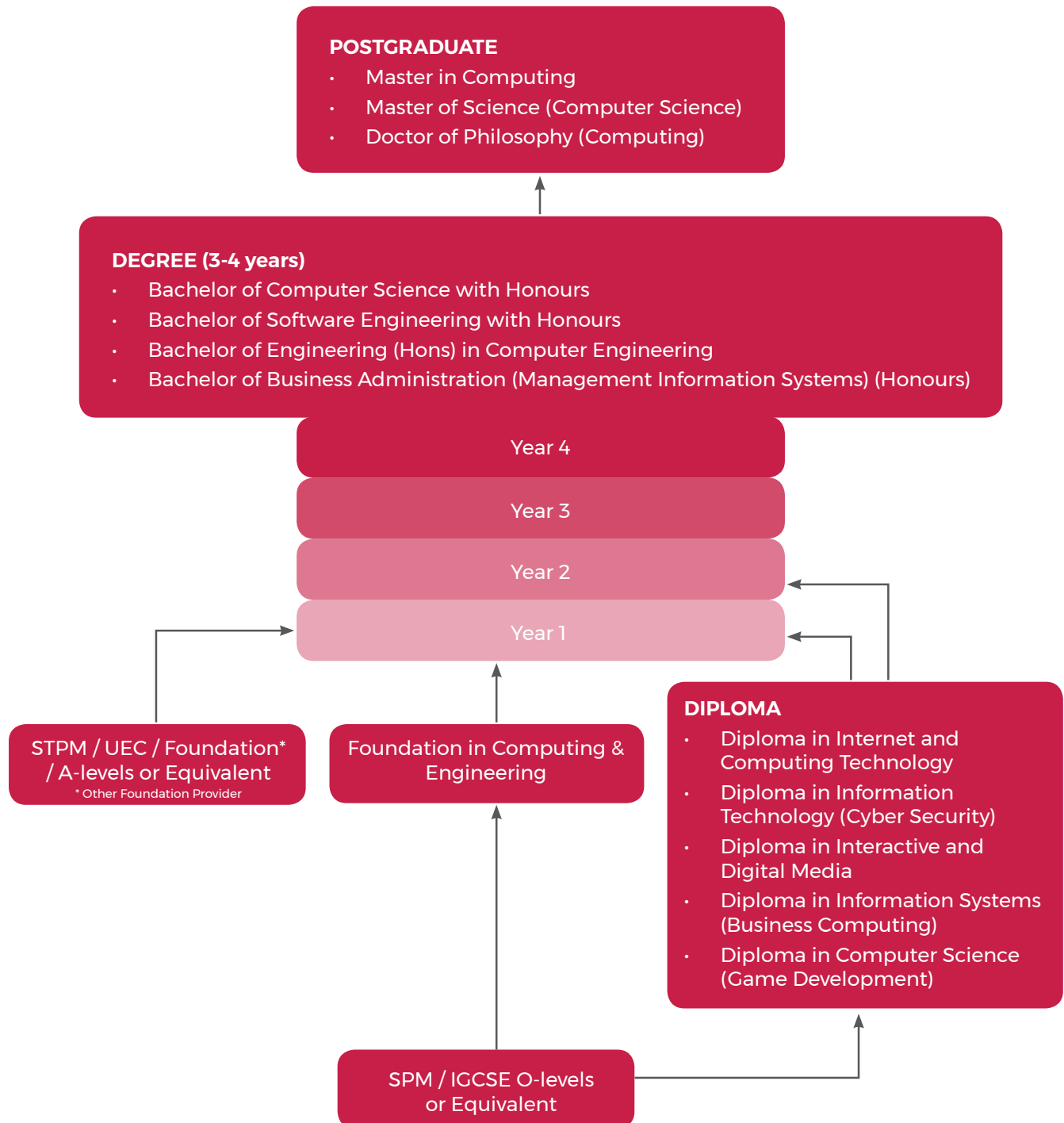
(UNIMY Foundation Programme
/ Higher Education Provider
Foundation Programme /
Matriculation Programme)
**MIN. 2.00+ CGPA &
MATHEMATICS**
(credit at SPM level) or its
equivalent

UEC

(Unified Examination Certificate)
MIN GRADE B IN 5 SUBJECTS
including Mathematics

* inclusive of Physics or Chemistry or Biology

EDUCATION PATHWAY



ENGLISH LANGUAGE REQUIREMENTS

FOR MALAYSIAN STUDENTS

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

FOR INTERNATIONAL STUDENTS

- Minimum pass in IGCSE
- Pass TOEFL with a minimum score of 500; or
- Pass IELTS with a minimum score of Band 5
- MUET Band 3 : Validity 5 years
- 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

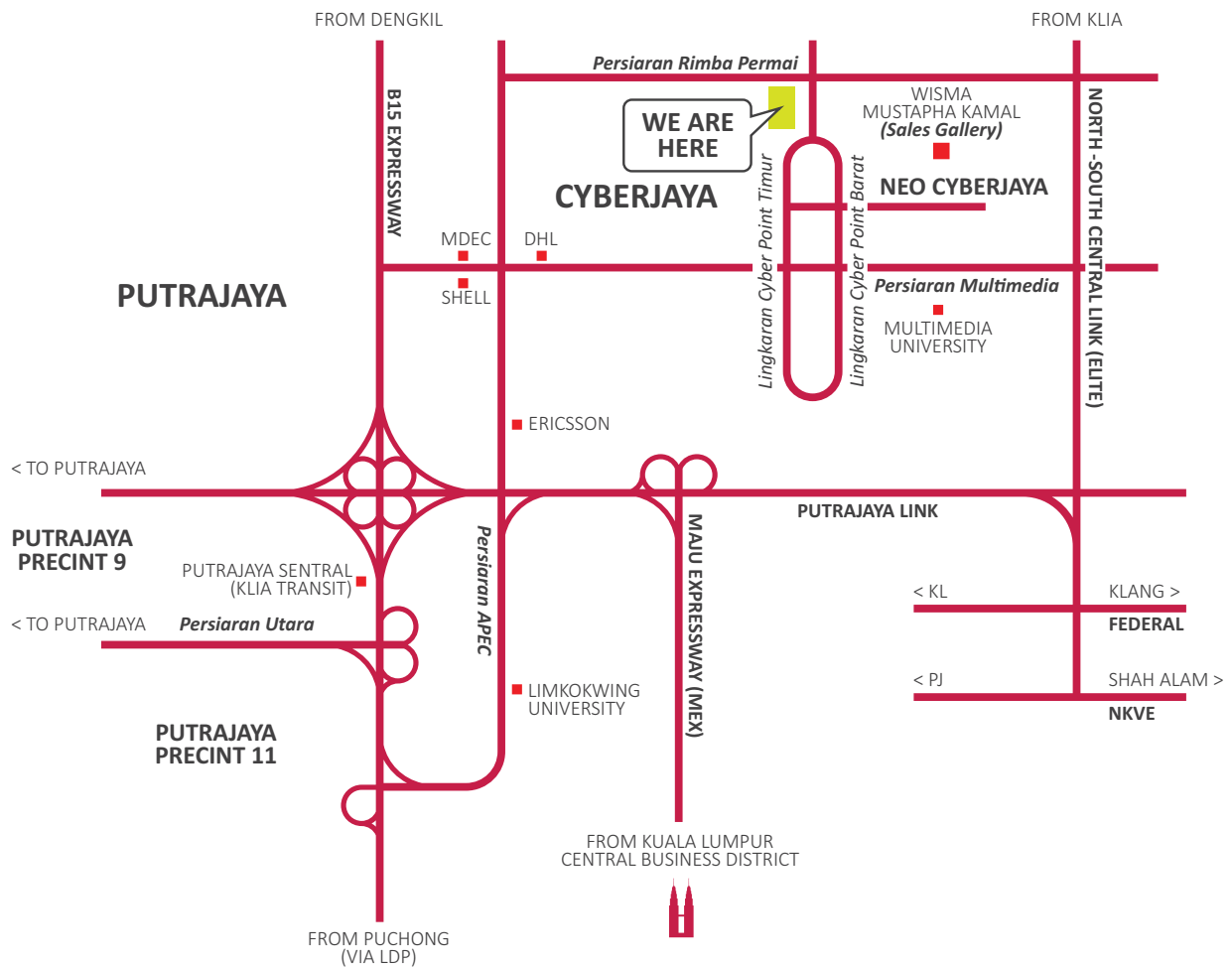
Hardware engineers design computer hardware.

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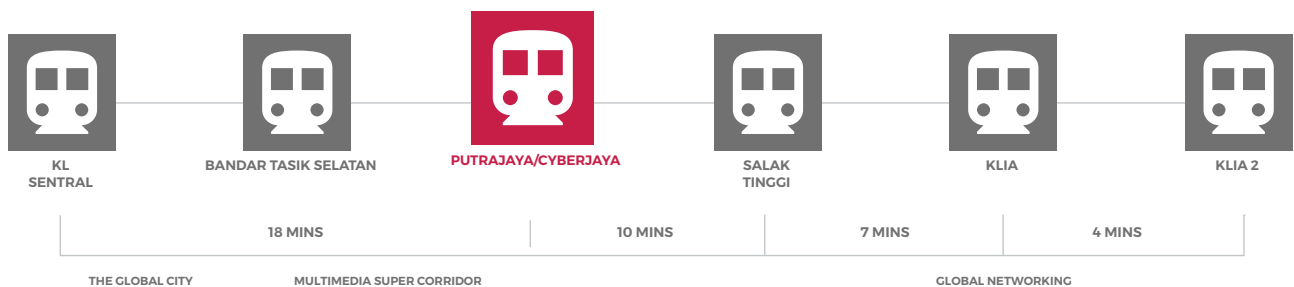
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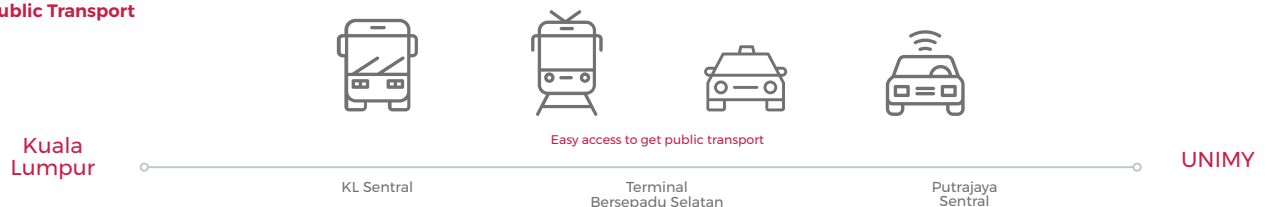
UNIMY MAP



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Public Transport



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