

UNIMY

UNIVERSITY MALAYSIA
OF COMPUTER SCIENCE
& ENGINEERING

Wholly Owned by



**CREATING
A DIGITAL
NATION**

T H R O U G H
**CREATIVE
MULTIMEDIA**

IGNITE CREATIVITY THAT
DRIVES INNOVATION



e-BRANDING AWARD 2020
(EDUCATION COMPUTER
SCIENCE & ENGINEERING)



DISCOVER CREATIVE MULTIMEDIA

@ UNIMY

CREATIVE MULTIMEDIA focuses on anything from how the characters appear in the *Among Us* game, to the colour of the button on the Twitter's homepage. The vast majority of designers in the digital tech industry are absolute experts in one of the many software programmes available.

At UNIMY, CREATIVE MULTIMEDIA students will get the opportunity to learn varieties of design focus and technical skills while gaining the understanding of how things are developed on the Internet. Students will be exposed to tools and theories of learning design, creating engaging and innovative concepts, as well as applications of technology innovation.

Why Creative Multimedia @ UNIMY ?

- ✓ Great for those who love digital arts and creativity blended with technology.
- ✓ Game development students will be exposed to two key areas: how to develop the interface of the game (design) and how to develop the architecture of the game (logic, algorithm, programming).
- ✓ Interactive and digital media students will be exposed to two key areas: how to create digital media and how to make the digital media created to become more interactive.
- ✓ Strong link and real-life industry exposure through projects mentored by industry leaders.
- ✓ Up to 6 months of internship and practical experience to provide students with practical skills, workplace experience, and greater industry knowledge.
- ✓ Employability skills are embedded into the curriculum to prepare students for the workforce.

Why Study @ UNIMY?

PREMIER
DIGITAL
TECHNOLOGY
UNIVERSITY

8 TECH
FOCUS
AREAS
FOR IR 4.0

OWNED
BY THE
INDUSTRY -
*More job
opportunity and
exposure for
students*

WORK
READY,
GLOBAL
READY
GRADUATES

100%
JOB EMPLOYABILITY
WITHIN
6 MONTHS*

EXPERIENCED
LECTURERS
ACTIVELY
INVOLVED IN
RESEARCH &
INNOVATION

*Based on 2019 data

UNIMY'S 8 FOCUS AREAS



IOE [INTERNET OF EVERYTHING]



AI & INTELLIGENT MACHINE



CLOUD COMPUTING



XR [AR, VR, MR]



CYBER SECURITY



HUMAN-MACHINE INTERACTION



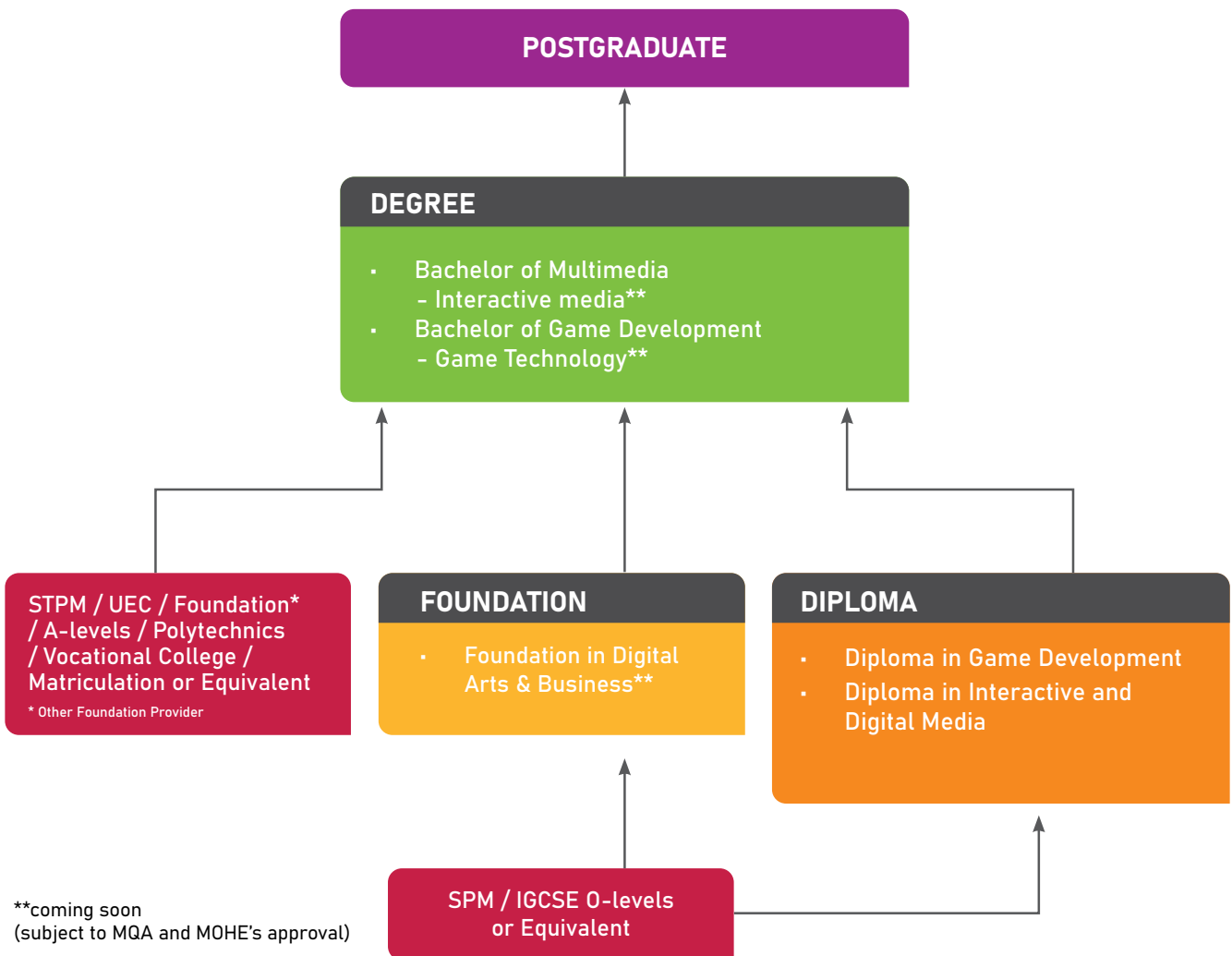
CODING DEVELOPMENT & OPERATION



BUSINESS TECHNOLOGY

EDUCATION PATHWAY

FOR CREATIVE MULTIMEDIA @UNIMY





PROGRAMMES OFFERED FOR CREATIVE MULTIMEDIA @UNIMY

DIPLOMA IN GAME DEVELOPMENT KPT/JPS (N/481/4/0723) | MQA/PA 6622

The programme produces creative game developers for desktop and mobile platforms who are capable of exploring game ideas through the infinite world of imagination and develop them from concepts into virtual reality. Students will be exposed to core areas of game development such as art, visual design, game designing, programming, game production and game production and marketing through hands-on experience, creating work samples to showcase their talents and skills at the end of the programme.

INTAKE : February, May & September		DURATION : 3 Years (6 Long Semesters + 2 Short Semesters)	
YEAR 1		YEAR 2	
Semester 1 <ul style="list-style-type: none"> • Introduction to Computing • Problem Solving and Programming • History of Arts • Introduction to Arts and Design • Introduction to Drawing • Cognitive Process and Problem Solving Semester 2 <ul style="list-style-type: none"> • Computing Mathematics I • Cyberpreneurship • Visual Studies • Introduction to Computer Games • Game Programming I Semester 3 <ul style="list-style-type: none"> • Introduction to Creative Thinking • Pengajian Malaysia II • Issues in the Malaysian Economy 		Semester 1 <ul style="list-style-type: none"> • Database Management Systems • Computing Mathematics II • Game Programming II • Game Mathematics and Physics • 3D Graphics and Animation Semester 2 <ul style="list-style-type: none"> • Data Structures and Algorithms • Game Artificial Intelligence • Characters Design • 3D Game Design and Development • Elective 1 Semester 3 <ul style="list-style-type: none"> • Effective Communication – Workplace and Persuasive Presentation • Fundamentals for Creative Professionals • Co-Curriculum 	
ELECTIVE SUBJECTS* (Choose 2)		CO-CURRICULUM* (Choose 1)	
<ul style="list-style-type: none"> • Introduction to Human-Computer Interaction • Networking Fundamentals 3 • Basic Concepts of Marketing • Introduction to Audio Design • Web Applications Development 		<ul style="list-style-type: none"> • Co-curriculum Martial Arts and Self Defense • Community Service 	

CAREER PROSPECTS	<ul style="list-style-type: none"> • Games Programmer • Games Designer • Mobile Games Developer 	<ul style="list-style-type: none"> • Games Producer • 2D Artist and Animator • 3D Modeller and Animator
<ul style="list-style-type: none"> • Concept Artist 		



DIPLOMA IN INTERACTIVE AND DIGITAL MEDIA KPT/JPS (R/213/4/0276) | MQA/FA 6623

The programme expands students' creative potentials through the combination of theories and practical work in many aspects of new media whereby students will be taught the conceptual development and production of media content, equipping them with the skills, knowledge and attitude required to provide graphic design and interactive solutions. The programme also helps students to acquire the skills necessary to communicate ideas and stories over different media. Graduates of the programme will be qualified to attain and excel in entry-level positions in the digital media industry.

INTAKE : February, May & September		DURATION : 3 Years (6 Long Semesters + 2 Short Semesters)	
YEAR 1		YEAR 2	
Semester 1 <ul style="list-style-type: none"> • Introduction to Computing • Problem Solving and Programming • History of Arts • Introduction to Arts and Design • Introduction to Drawing • Cognitive Process and Problem Solving Semester 2 <ul style="list-style-type: none"> • Object-Oriented Programming Fundamentals • Cyberpreneurship • Visual Studies • Audio Design • 2D and 3D Animation Semester 3 <ul style="list-style-type: none"> • Introduction to Creative Thinking • Pengajian Malaysia II • Issues in the Malaysian Economy 		Semester 1 <ul style="list-style-type: none"> • Human-Computer Interaction • Database Management Systems • Digital Media Technologies • 3D Graphics and Animation • Digital Video Semester 2 <ul style="list-style-type: none"> • Web Applications Development • Digital Compositing • Motion Graphics • Digital Design and Pre-Print Workflow • Elective 1 Semester 3 <ul style="list-style-type: none"> • Effective Communication – Workplace and Persuasive Presentation • Fundamentals for Creative Professionals • Co-Curriculum 	
YEAR 3		ELECTIVE SUBJECTS* (Choose 2)	
Semester 1 <ul style="list-style-type: none"> • Animation and Visual Effects Automation • 3D Animation Production • Final Year Project • Elective 2 Semester 2 <ul style="list-style-type: none"> • Practical Training 		<ul style="list-style-type: none"> • Networking Fundamentals • Project Management Fundamentals • Basic Concepts of Marketing • Game Programming I • Game Programming II 	
ELECTIVE SUBJECTS* (Choose 2)		CO-CURRICULUM* (Choose 1)	
<ul style="list-style-type: none"> • Networking Fundamentals • Project Management Fundamentals • Basic Concepts of Marketing • Game Programming I • Game Programming II 		<ul style="list-style-type: none"> • Co-curriculum Martial Arts and Self Defense • Community Service 	

CAREER PROSPECTS

- Audio-Visual Editor
- Digital Media Designer
- Technology Specialist
- Concept Artist
- 3D Modeller
- 2D and 3D Animator
- Visual Designer
- Web Designer
- Multimedia Designer
- Interactive Experience Designer / Developer
- Animation Producers
- Game and Web Application Developer

ADMISSION REQUIREMENTS

DIPLOMA IN GAME DEVELOPMENT

- Pass SPM /SPVM with at least Credit in any 3 Subjects inclusive of Mathematics; *OR*
- Pass IGCSE / O-LEVEL with a minimum of Grade C in any 3 Subjects inclusive of Mathematics; *OR*
- Pass SKM LEVEL 3 in a related field *and* required to attend a bridging programme; *OR*
- Pass UEC with a minimum of Grade B in any 3 Subjects inclusive of Mathematics; *OR*
- Any equivalent qualification recognised by the Government of Malaysia

DIPLOMA IN INTERACTIVE AND DIGITAL MEDIA

- Pass Sijil Pelajaran Malaysia (SPM) or equivalent with at least three (3) credits; *OR*
- Pass IGCSE / O-LEVEL with a minimum of Grade C in any 3 Subjects; *OR*
- Pass UEC with a minimum of Grade B in any 3 Subjects; *OR*
- Pass SKM LEVEL 3 in a related field *and* required to attend a bridging programme; *OR*
- Pass UEC with a minimum of Grade B in any 3 Subjects; *OR*
- Any equivalent qualification recognised by the Government of Malaysia

ENGLISH LANGUAGE REQUIREMENT

FOR MALAYSIAN STUDENT

(Foundation / Diploma / Bachelor Degree)

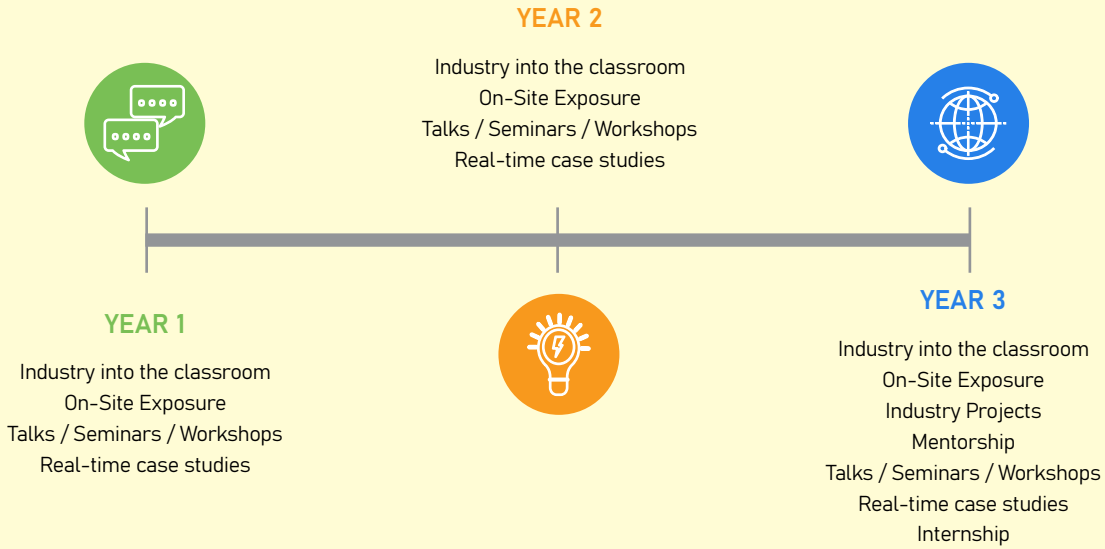
- Minimum Pass in SPM/SPVM/IGCSE/O-Level or equivalent.

FOR INTERNATIONAL STUDENT

- **Foundation / Diploma**
 - IGCSE: Minimum pass; *OR*
 - MUET: Minimum band 2; *OR*
 - IELTS: Minimum band 4.0; *OR*
 - TOEFL: Minimum score of 397; *OR*
 - Any equivalent qualification recognised by the Government of Malaysia

EARLY INDUSTRIAL EXPOSURE

THE learning journey at UNIMY exposes students to the industry from their very first year. Depending on the duration of the programme, industrial experience will be provided to the students for 3 consecutive years.



UNIMY WIN

UNIMY students will undergo the World Industrial Network (WIN), a programme developed to produce dynamic graduates who are equipped with all the much-needed skills that are relevant and required by the industry. The programme aims to enhance the quality of UNIMY graduates by instilling strategic and futuristic thinking through specialised academics, exclusive experiential learning, and inspiring industry experts and practitioners.

This is also an initiative to close the skills gap between graduates and the industry while ensuring easy transition of graduates into the world of work. Students will attend a 6-day WIN course towards the end of their final year to gain and develop 5 high-level WIN skills which are Self Awareness, Organisational Awareness, Global Awareness, Design Thinking, and Making Things Happen.

UNIMY IAB

UNIMY has established an Industry Advisory Board (IAB) to ensure programmes content, laboratory equipment and software, and professional practices meet the latest industry standards. The members of UNIMY IAB comprises practicing professionals from the industry who are committed to share their views on skill expectations from the digital tech industry and their companies.

INDUSTRY PARTNERS



ACADEMIC PARTNERS



DIGITAL TRANSFORMATION LEARNING

As a student at UNIMY, you will get to enjoy a **free*** UNIMY PLUS 1-year subscription package. This is your chance to ride on the digital transformation learning at UNIMY and take advantage of all the features available.

1. Microsoft 365 Education A3 Student Subscription



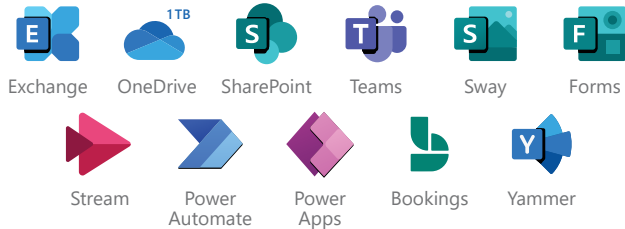
1 User
12-month subscription

Install the Office desktop or mobile apps on up to 5 PCs / Macs, tablets and phones

OFFICE APPS INCLUDED



SERVICES INCLUDED



2. LinkedIn Learning Premium Subscription



Unlimited library access
Access 16,000+ courses taught by real-world professionals.



Certificate of completion
Stand out by earning certificates to add your LinkedIn profile.



How and when you want
Learn at your own pace with bite-sized videos or in-depth content, audio-only or offline viewing.



Interactive learning
Practise what you learn with exercise files and course quizzes.



Personalised for you
Course recommendations tailored to your interests and needs.



Full access to LinkedIn Premium
Salary and job insights, unlimited profile viewing, InMail credits, and more.

LEARNING TOPICS



BUSINESS

Business Analysis and Strategy
Business Software and Tools
Leadership & Management
Marketing
Professional Development
Sales
Productivity Software
Project Management
and More



TECH

Artificial Intelligence
Cloud Computing
Data Science
Database Management
Design Thinking
Mobile Development
Software Development
Web Development
and More



CREATIVE

Animation and Illustration
Audio and Music
Graphic Design
Motion Graphics and VFX
Photography
Video
Visualization and Real-Time
Web Design
and More

REAL-TIME PROJECTS

UNIMY ensures all students are exposed to and provided with real-time projects training to prepare them well for the working world. With Serba Dinamik Group Berhad (SDGB) as our parent company, UNIMY students will have the opportunity to work with real-time projects from the prestigious SDGB as well as its prominent subsidiaries such as E-Security & Privacy Channel (ESPC) and Serba Dinamik IT Solutions (SDIT).



Huawei Malaysia and Serba Dinamik as Partners in Digitalisation – The collaboration aims to explore and develop innovative digital solutions as well as to jointly establish a digital industry and Smart Campuses in Malaysia.



SMART MAINTENANCE IN PAKA, TERENGGANU – A multi-channel Integrated Innovative Digital Platform that brings together powerful digital forces like Mixed Reality, IoT Frameworks, Big Data and Machine Learning.



VR ENTERTAINMENT AT D-VIRTUAL PARK IN KOTA SAMARAHAN, SARAWAK – VR Knight Rider, a VR Horse Riding Simulator offering shocking game scenes, real riding experience, sensitive interactive handles.



XR TRAINING AND INDUSTRY AT PERTAMINA, INDONESIA – Virtual Reality HSE Centre developed to offer customized Technical Training in VR for learners and corporates.



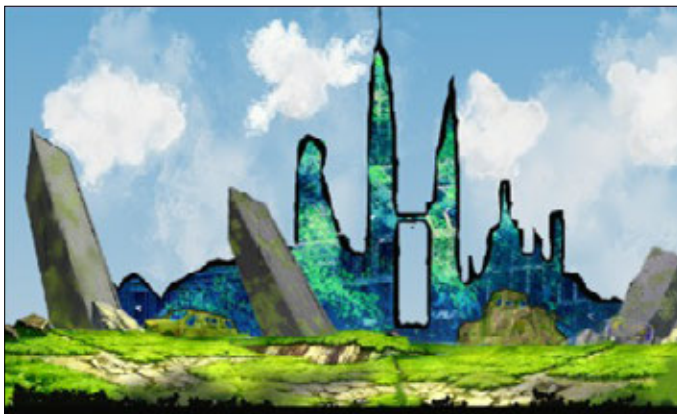
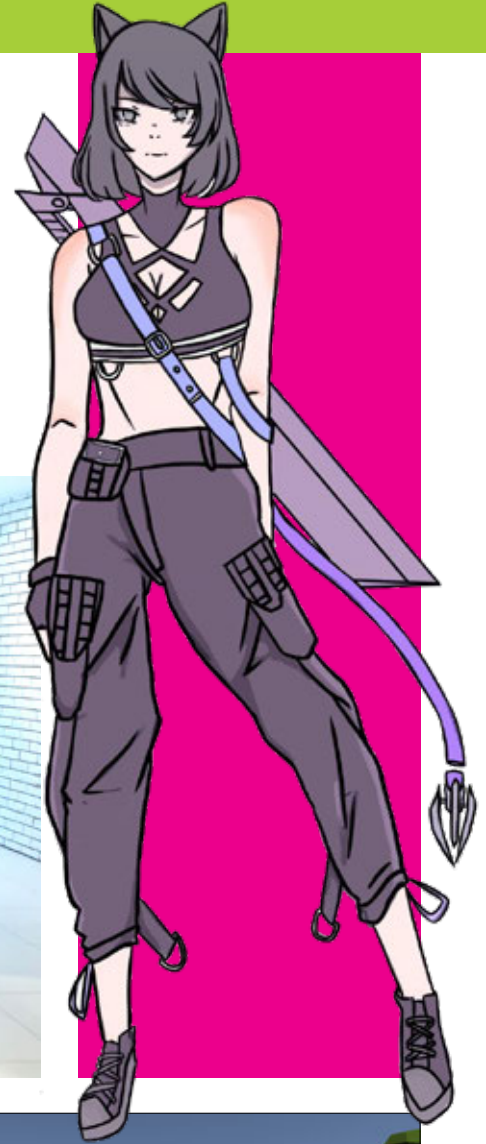
D-VIRTUAL PARK IN KOTA SAMARAHAN, SARAWAK – A Virtual Reality Park that offers futuristic, immersive and high-tech gaming experience.

FINAL-YEAR PROJECTS (FYP)

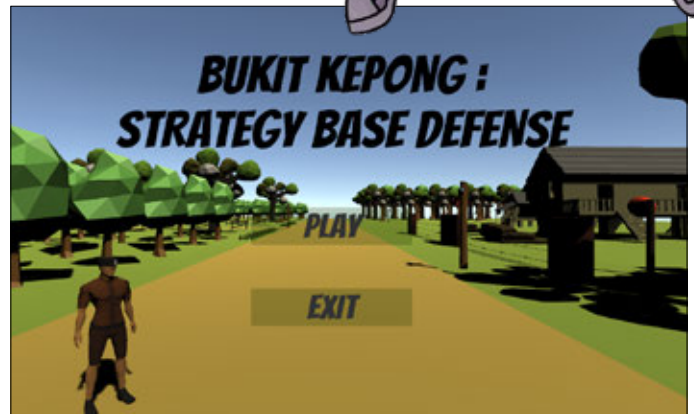
Students from Creative Multimedia @ UNIMY will carry out substantial individual project in their final year.

The Final Year Project provides the opportunity for students to demonstrate all that they have learnt throughout their studies. These projects

by Creative Multimedia students represent a capstone design experience which involves design and development of a media project. All final year students are required to build a final project based on the programmes taken. A written report, demonstration and an oral presentation are also required.



RYTHM GAME: CHRONO CRUISING IN 2055



BUKIT KEPONG: STRATEGY BASE DEFENSE



MONSLIASYNTHESIS - 2D ACTION-ADVENTURE GAME



HIDDEN GUARDIAN - 2D PLATFORM GAME

LEARNING BEYOND THE CLASSROOM

UNIMY students are encouraged to go beyond the classroom walls and labs by taking advantage of all the opportunities available to practise in real-world settings. Through the programmes and activities available, students can increase skills in the related discipline, boost job opportunities, and strengthen confidence as a person while putting their theoretical classroom knowledge to the test.

Some of the industry immersion programmes that UNIMY students have participated and volunteered in include:



Research and Innovation Poster Competition (RIPC)

RIPC provides a platform for students to present and share their final year project, thesis, or dissertation, while encouraging research and innovation culture among students.



Dell Hack2 Hire

Hack-to-Hire is DELL's holistic hiring process which allows them to observe students on their problem-solving skills, learnability, collaboration, empathy, teamwork, and articulation.



Industry Into The Classroom

A programme where industry speakers are invited to give talks to UNIMY students on topics related to their courses. Some of the activities involve Industrial Relations, Competitions and Project Showcase Partnering with global brands for short courses and seminars, as well as to compete in renowned competitions and showcase key final year projects.



Trailblazing

Trailblazing is a platform where students get a chance to communicate directly and gain valuable insights from the industry experts. Featuring top executives from KPMG, Dell, Celcom Axiata and many more, the event epitomises how UNIMY students are empowered to design and run strategic engagement events in collaboration with leading industry experts.



Disrupt-IT Challenge

Disrupt-IT Challenge is an inter-varsity technology and innovation challenge where university students are encouraged to ideate and create innovative solutions that will provide new meaningful solutions for the benefit of businesses and the society.



UNIMY X.Rage Collaboration

The collaboration was tailored to the youngsters, in promoting news consumption as part of R.AGE's focus on using digital platform to instigate societal change. It is an international award-winning investigative journalism platform based in Malaysia specialising in short multimedia documentaries and cause-driven media campaigns.



BFM: A.I For Good Hackathon

UNIMY students participated in the inaugural Hackathon, which was organised by an established local business station, BFM. The students consolidated their resources to design and build Artificial Intelligence (AI)-enabled smart city applications for the community. It focuses on the urban poor, disabled and homeless as well as non-governmental organisations that support these groups in Malaysia.



KPMG Innovative Challenge

UNIMY students won the inaugural KPMG Cyber Security Challenge. This competition heightened awareness and further encouraged students to pursue careers as Cyber Security Professionals.



CIMB Data Science Challenge

UNIMY students won the 5th runner-up prize in the CIMB Data Science Challenge competition. This annual challenge is open to university students to test participants' application and knowledge of data preparation and data mining.



Melbourne, AUSTRALIA
University of Melbourne

LOCAL & GLOBAL INTERNSHIP

INTERNSHIPS are vital for students to face the real working world and most importantly to be job-ready. The Centre for Student Experience (CSE) at UNIMY provides full support to ensure that all students are ready to apply for their internships and be prepared to be an intern. From finding a suitable placement to creating a good resume and handling internship interviews, the CSE team is there every step of the way.

Internship placements are also arranged at various government and non-government organisations abroad. They offer students a wide range of experiences from field internships to research work and/or administrative placements.

Global interns are assigned to client engagement teams and work alongside talented professionals. Through this programme, the students will benefit from mentoring, performance management and have access to our top-rated training.

Global Internship provides the candidates with the opportunity to enhance student learning and job-related skills by applying academic knowledge to an international and intercultural work environment. They will gain global competencies that will enhance their marketability and provide them with a competitive edge.

To date, UNIMY students have done their internship with some of the most prominent and innovative companies around, such as:



Tokyo, JAPAN
Digital Hollywood University



Madrid, SPAIN
Universidad Politécnica De Madrid

- **Petronas**
- **KPMG**
- **Earnst & Young**
- **Daikin**
- **Malaysian Airports Holding Berhad**
- **Future Lab**
- **Stone Forest Malaysia Sdn Bhd**
- **AEM Enersol**
- **TM Research and Development**

- **RW Tech Labs Sdn Bhd**
 - **DoubleTree by Hilton Kuala Lumpur**
 - **DKSH Corporate Shared Services Center Sdn Bhd**
 - **HeiTech i-Solutions**
 - **Malaysia Automotive Robotics and IoT Institute (MARii - agovernment agency under MITI)**
 - **Fusionex**
 - **Maxis Broadband Sdn Bhd**
 - **Sony EMCS (Malaysia) Sdn Bhd.**
- and many more...*

CREATIVE MULTIMEDIA STUDENT ACTIVITIES

WORDS FROM OUR ALUMNI



“ In my opinion, the best experience stems from the hardest times in life. As a former student and an SRC member from UNIMY, the most notable moment for me was when I successfully managed UNIMY's Deans List Award event. One of the key things that I have learned from this course is the development aspect of any projects, and how programming languages work and co-relate with each other. The specific aspect of UNIMY that remains the same for me is the community. You will never find a friendlier and welcoming community other than in UNIMY.”

AHMAD ARIF BIN HAZMAN
Diploma In Computer Science
(Game Development)



“ My best experience at UNIMY has to be during the FYP semester – the freedom of choosing my own project and the responsibility of developing it from start to finish and presenting the game to UNIMY staff and colleagues. I would recommend UNIMY because of its freedom and networking opportunities while being in the city of technology. You can make friends with people you never expected to, discover your passions in clubs, explore Cyberjaya, do self-networking, or just train yourself for what comes after.”

**MUHAMMAD SAJJAD
BIN MOHAMMAD HALIL**
Diploma In Interactive
And Digital Media



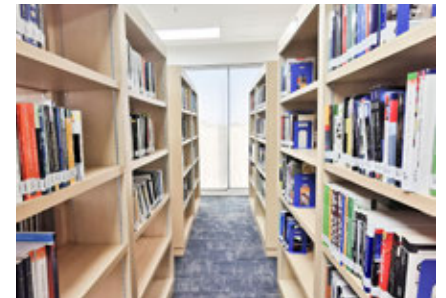
Visit to national art gallery for History of Art class.



Visit to Catgear Games OÜ, Cyberjaya.

OUR CAMPUS AND FACILITIES

Situated strategically in the heart of Cyberjaya, the slick-looking UNIMY premises boasts state-of-the-art facilities for our students to enjoy quality campus life and get the most out of their UNIMY years.



As UNIMY aspires to be the best university in digital technology and innovation, we offer digital tech-focused facilities and services, such as:

- Auditorium
- Cyber Security Centre
- Digital Research Lab
- Inspirational Student Hangout Area
- Postgraduate Centre
- Game Development Centre
- Virtual Reality Studio (AR, VR)
- Production House
- Computer Lab



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UNIVERSITY MALAYSIA
OF COMPUTER SCIENCE
& ENGINEERING




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Disclaimer: This publication contains information which is current as of March 2021.
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.

Malaysia's Premier Digital Technology University | Creating A Digital Nation




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