COMPUTING, TECHNOLOGY, SOFTWARE ENGINEERING,
DATA SCIENCE, ARTIFICIAL INTELLIGENCE (AI), IoT,
CYBER SECURITY, GAME DEVELOPMENT & VR/AR

A · P · U

ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION



I am innovative

COMPUTING, TECHNOLOGY, SOFTWARE ENGINEERING,
DATA SCIENCE, ARTIFICIAL INTELLIGENCE (AI), IOT,
CYBER SECURITY, GAME DEVELOPMENT & VR/AR

INNOVATIVE
THINKING
CAN CHANGE
YOUR WORLD

QAA
INSTITUTION ACCREDITED
ASIA PACIFIC UNIVERSITY OF
TECHNOLOGY AND INNOVATION
Valid: 04/2024 - 04/2029

5 STAR
EXCELLENT RATING
SETARA

MD™
Premier Digital
Tech Institution

QS WORLD UNIVERSITY RANKINGS
2027

QS 1st Malaysian University
5-Stars Plus

First and Only Malaysian University with QAA UK Accreditation 2024 - 2029





APU achieves Global Quality Accreditation from QAA UK

Asia Pacific University of Technology & Innovation (APU), a leading Malaysian University has achieved a significant milestone by securing accreditation from the Quality Assurance Agency for Higher Education (QAA) in the United Kingdom. This accreditation underscores APU's commitment to excellence, rigorous quality assurance processes, and student-centered education.

The Quality Assurance Agency (QAA) carries out Quality Assurance for UK higher education institutions.

- APU underwent a thorough review process conducted by independent reviewers appointed by QAA. This involved almost a year of intense preparation and submission of documentation.
- A comprehensive physical Audit was held at APU in March 2024. Based on the Audit, APU has been deemed to have achieved Accreditation by the QAA – the FIRST ever Malaysian University to have achieved this.
- The Audit Panel confirmed that APU meets all ten UK and European Quality Assurance standards covering areas such as teaching & learning, student support, research, facilities, resources and governance.
- APU Degrees will now be recognised on an equal basis with Degrees from UK universities due to QAA Accreditation of APU as an QAA Accredited Institution.
- APU graduates will benefit from this prestigious recognition of their qualifications in Malaysia, the UK and beyond.

APU's commitment to continuous improvement and adherence to international best practices played a pivotal role in achieving this accreditation. QAA accreditation enhances APU's global reputation and validates its commitment to quality education. APU will continue to uphold the QAA standards and strive for further excellence with pride.

1st Malaysian University

5-Stars Plus

1 of 24 in the world

QS WORLD UNIVERSITY RANKINGS 2027

QS WORLD UNIVERSITY RANKINGS 2027

TOP 2% in the World

#528	#20	#157	TOP 500	#177
WORLDWIDE	INTERNATIONAL STUDENTS	INTERNATIONAL FACULTY	EMPLOYER REPUTATION	STUDENT EXPERIENCE
Top 2% Globally				

QS WORLD UNIVERSITY RANKINGS : ASIA 2026

#39	#147
IN SOUTH EAST ASIA	IN ASIA

AppliedHE™ Public & Private University Ranking ALL ASIA 2026

TOP 20 IN ASIA & TOP 5 IN ASEAN

APU has achieved outstanding recognition in the AppliedHE All Asia 2026 Private University Ranking. This remarkable achievement reflects our unwavering commitment to academic excellence, innovation, and global impact. The AppliedHE Private University Ranking: All Asia was created with the goal of measuring the things about private universities that students deciding on their higher education journey find most important. The ranking measures what is important to students: the quality of teaching and learning, Employability, Research, Internationalisation, Community Engagement and Institution Reputation.

QS WORLD UNIVERSITY RANKINGS 2027

APU MAKES WAVES IN THE QS WORLD UNIVERSITY RANKING 2027 - TOP 2% GLOBALLY

The Asia Pacific University of Technology & Innovation (APU) has been officially recognised among the world's leading universities in the QS World University Rankings 2027, achieving a global ranking of #528 and placing APU within the Top 2% of universities worldwide. APU is also ranked #20 in the World for International Students, reflecting its highly diverse, multicultural and globally inclusive learning environment, with students representing more than 130 nationalities studying together on campus.

GE TALENTBANK GRADUATE EMPLOYABILITY INDEX

APU IS AWARDED 2026 EMPLOYERS' CHOICE OF UNIVERSITY - TALENTBANK

Renowned for its 100% employability rate among graduates, APU underlined its strengths by being selected as the 2026 Employers' Choice of University in Talentbank's annual survey of employers. Further reinforcing its strong employability outcomes, APU programmes received the prestigious Talentbank 6-Star Employer Choice rating in the following fields: Computing & IT, Actuarial Science, Analytics, Animation, Banking, Business Management, Event Management, Finance, Games Design & Development, Human Resource Management, and Mechatronic Engineering.



APU IS AWARDED **BEST AI UNIVERSITY, BEST TECH UNIVERSITY & BEST FUTURE READY UNIVERSITY** - PC.COM AWARDS 2025

The PC.com Awards are prestigious accolades that celebrate organisations demonstrating excellence and leadership in technology and innovation. At the 2025 Awards, Asia Pacific University of Technology & Innovation (APU) once again stood out, earning Best Tech University, Best Future Ready University, and the newly introduced Best AI University titles, as voted by PC.com readers. These achievements reaffirm APU's dedication to delivering world-class digital technology programmes and shaping future-ready graduates. APU continues its winning streak, having previously secured both Best Tech University and Best Future Ready University in 2024, and Best Tech University in 2023.

APU'S LIST OF FIRSTS:

- **1st** Malaysian University to achieve Five Stars Plus in the latest QS Stars Rating
- **1st** Local Institute awarded Multimedia Super Corridor Status
- **1st** Institute awarded the MSC Research & Development Grant
- **1st** Institute awarded MS ISO 9002 Quality Certification
- **1st** Institute appointed Novell Education Academic Partner
- **1st** Institute appointed Authorised Sun Education Centre
- **1st** Institute appointed Microsoft Training Partner
- **1st** Institute listed in Enterprise 50 Award Programme
- **1st** Institute appointed University Alliance Partner by SAP
- **1st** XR Studio - Mixed & Extended Reality Infrastructure in Asia
- **1st** Integrated Cybersecurity Talent Zone in Malaysia

QS defines rating as “The system evaluates universities across a wide range of important performance indicators as set against pre- established international standards. By covering a broader range of criteria than any world ranking exercise, QS Stars™ shines a light on both the excellence and the diversity of the rated institution”.

"The QS Stars university rating system audits and rates over 600 universities globally in a broader range of criteria than any world ranking exercise. Comprehensive audits are also independently carried out as part of the rating exercise. QS Stars™ shines a light on both the excellence and the diversity of the rated institution. Congratulations to Asia Pacific University (APU) for being the first-ever QS 5-Stars Plus rated institution in Malaysia and being 1 amongst 20 in the world."

Leigh Kamolins - Head of Evaluation, QS Intelligence Unit

OUTSTANDING

Rated for Excellence

Asia Pacific University of Technology & Innovation

The QS Intelligence Unit has, through rigorous and independent data collection and analysis of performance metrics as set out in the QS Stars™ methodology, rated Asia Pacific University of Technology & Innovation as a Five Stars Plus institution.

Teaching	Internationalisation	Facilities	Social Responsibility
Employability	Academic Development	Accounting & Finance	Inclusiveness
Online Learning			

QS STARS

The QS Stars™ rating system is operated by the QS Intelligence Unit, the independent compiler of the QS World University Rankings® since 2004. The system evaluates universities across a wide range of important performance indicators as set against pre-established international standards. By covering a broader range of criteria than any world ranking exercise, QS Stars shines a light on both the excellence and the diversity of the rated institution.

Leigh Kamolins, Head of Evaluation

18 Oct 2021

Inspiring



COMPUTING, TECHNOLOGY, IMMERSIVE TECHNOLOGY & GAME DEVELOPMENT PROGRAMMES

DEGREE PROGRAMMES

- **Bachelor of Science (Honours) in Information Technology**
- **Bachelor of Science (Honours) in Information Technology**
  with a specialism in:
  - *Information System Security*
  - *Cloud Engineering*
  - *Internet of Things (IoT)*
  - *Financial Technology (FinTech)*
  - *Business Information Systems*
  - *Sustainable Computing*
- **Bachelor of Science (Hons) in Software Engineering**
- **Bachelor of Science (Honours) in Computer Science**
- **Bachelor of Science (Honours) in Computer Science**
  with a specialism in Quantum Computing
- **Bachelor of Science (Honours) in Computer Science**
  with a specialism in Data Analytics
- **Bachelor of Computer Science (Hons) (Artificial Intelligence)**
- **Bachelor of Science (Honours) in Computer Science (Cyber Security)**
- **Bachelor of Science (Honours) in Computer Science (Cyber Security)** *with a specialism in Digital Forensics*
- **Bachelor in Interactive Media and Immersive Technology (Honours)**
- **Bachelor in Interactive Media and Immersive Technology (Honours)** *with a specialism in VR/ AR*
- **Bachelor in Game Development (Honours)**

APU – A 5-STAR (EXCELLENT) RATED INSTITUTION

5 STAR EXCELLENT RATING SETARA
APU amongst the Highest Rated Emerging Universities - 2019

APU has consistently received the highest ratings among emerging Universities through the SETARA Ratings exercise conducted by the Ministry of Higher Education, ever since the SETARA Ratings system was introduced, including having attained 5 STARS in the latest ratings announced in Dec 2020.

The SETARA ratings system employs a rigorous assessment methodology to rate an education institution's three core functions, namely teaching, research and services.

APU IS A PREMIER DIGITAL TECH INSTITUTION - MALAYSIA DIGITAL ECONOMY CORPORATION

MD Premier Digital Tech Institution

APU was among the first institute in Malaysia awarded Premier Digital Tech Institution status by the Malaysia Digital Economy Corporation (MDEC) and Ministry of Higher Education (MOHE). APU is recognised for its commitment to offer top-notch digital technology courses and ensuring our highly-skilled graduates continue to flourish and fill future digital job demands locally and globally.

APU IS AWARDED BEST AI UNIVERSITY, BEST TECH UNIVERSITY & BEST FUTURE READY UNIVERSITY - PC.COM AWARDS 2025



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APU - FIRST EVER MALAYSIAN UNIVERSITY WITH QAA UK ACCREDITATION

QAA
INSTITUTION ACCREDITED
ASIA PACIFIC UNIVERSITY OF TECHNOLOGY AND INNOVATION

Experience

APU's iconic campus

Asia Pacific University of Technology & Innovation (APU) is amongst Malaysia's Premier Private Universities, and is where a unique fusion of technology, innovation and creativity works effectively towards preparing professional graduates for significant roles in business and society globally.







An Ultra-modern Campus Built Today for the Needs of Tomorrow

Asia Pacific University of Technology & Innovation (APU)'s Ultra-Modern University Campus in MRANTi - Technology Park Malaysia is designed to be the state-of-the-art teaching, learning and research facility providing a conducive environment for students and staff. TPM is the ideal location for this new and contemporary campus due to its strong positioning as Malaysia's primary hub for leading-edge and high-tech developments in a wide variety of areas. It is also located in one of the most rapidly developing areas in Kuala Lumpur, and is well served and accessible through major highways, LRT and other forms of public transportation.

APU has earned an enviable reputation as an award-winning University through its achievements in winning a host of prestigious awards at national and international levels.

Malaysia's Award Winning University

- A Stylish Blend of Functionality & Accessibility
- A Unique Fusion of Technology, Innovation and Creativity
- Cutting-edge Technologies
- A Wide Variety of Spaces to Learn, Engage & Transform









APU's iconic campus is setting a new benchmark for design excellence among Malaysian Universities, combining an eco-friendly campus with a dynamic blend of technology and innovation to enable professional learning. It is a magnificent teaching & learning space for our students & staff designed by our award-winning architects & consultants.

Ranked No.20 in the **World** for **International Students**
QS World University Rankings 2027

MALAYSIA'S AWARD WINNING UNIVERSITY

Engineering Degrees Accredited under **WASHINGTON ACCORD** (accepted Worldwide)

100% Employability*

TOP 20 in **Asia**
AppliedHE All Asia Private University Rankings 2026

FIRST IN MALAYSIA TO ACHIEVE 5-STARS PLUS IN QS RATINGS

** Latest Graduate Tracer Study by Ministry of Higher Education, Malaysia*



100% of our graduates are employed by graduation*; this is not just a number, but a significant symbol of our success and pride in nurturing professionals for global careers.

** Latest Graduate Tracer Study by Ministry of Higher Education, Malaysia.*







Empowering High-Impact Careers

APU is widely recognised for producing career-ready graduates with exceptional employability and competitive starting salaries across Malaysia's key growth sectors. By integrating industry-relevant curricula, practical learning experiences, and strong corporate engagement, APU equips its graduates to succeed in dynamic and globally connected career pathways.



Industry Ready Graduates

The APU Career Centre connects and engages with over 12,000 Employers to ensure that our graduates are highly employable in both local and international corporations, as it closely supports APU students in both internship and career placement activities.

Work-ready, World-ready

Study with us and we'll equip you to become a world-ready professional, with the knowledge, attributes, skills and expertise that employers look for.

Employers are demanding that graduates not just have qualifications, but also have the experience and ability to contribute to the workplace. To meet these demands, APU develops programmes and partnerships with academic and industry partners, with a heavy focus on applied learning. This helps to ensure that the skills and knowledge taught at APU are up-to-date and in high demand.

QS WORLD UNIVERSITY RANKINGS 2027

RANKED

#20 in the World for International Students

QS World University Rankings 2027



A Hub of Cultural Diversity

With students from over 130 countries, we ensure that you will gain memorable experiences alongside the diversifed and colourful cultural environment. We have students from Asia, Central Asia, Middle East, Africa, Europe, Latin America and Oceania. Our International Students Support Centre helps you with the procedure to apply for your Student Pass before coming here. Upon arrival in Kuala Lumpur, you will be greeted with warmth by our friendly staff, who will pick you up and bring you to our campus.

Student Welcome Team

The Student Welcome Team was established by Asia Pacific University of Technology & Innovation (APU) to improve the arrival experience of international students in Malaysia. "Warm Welcome, Warm Hello, Warm What's up" is the theme of this ASK ME Team.

A Truly International Community

Just like the beautiful country in which we are located, APU is a rich blend of traditional and modern styles. We have developed a singular character to embrace those things that set us apart. We pride ourselves on the quality of both our teaching and research as well as having a unique living and learning environment.











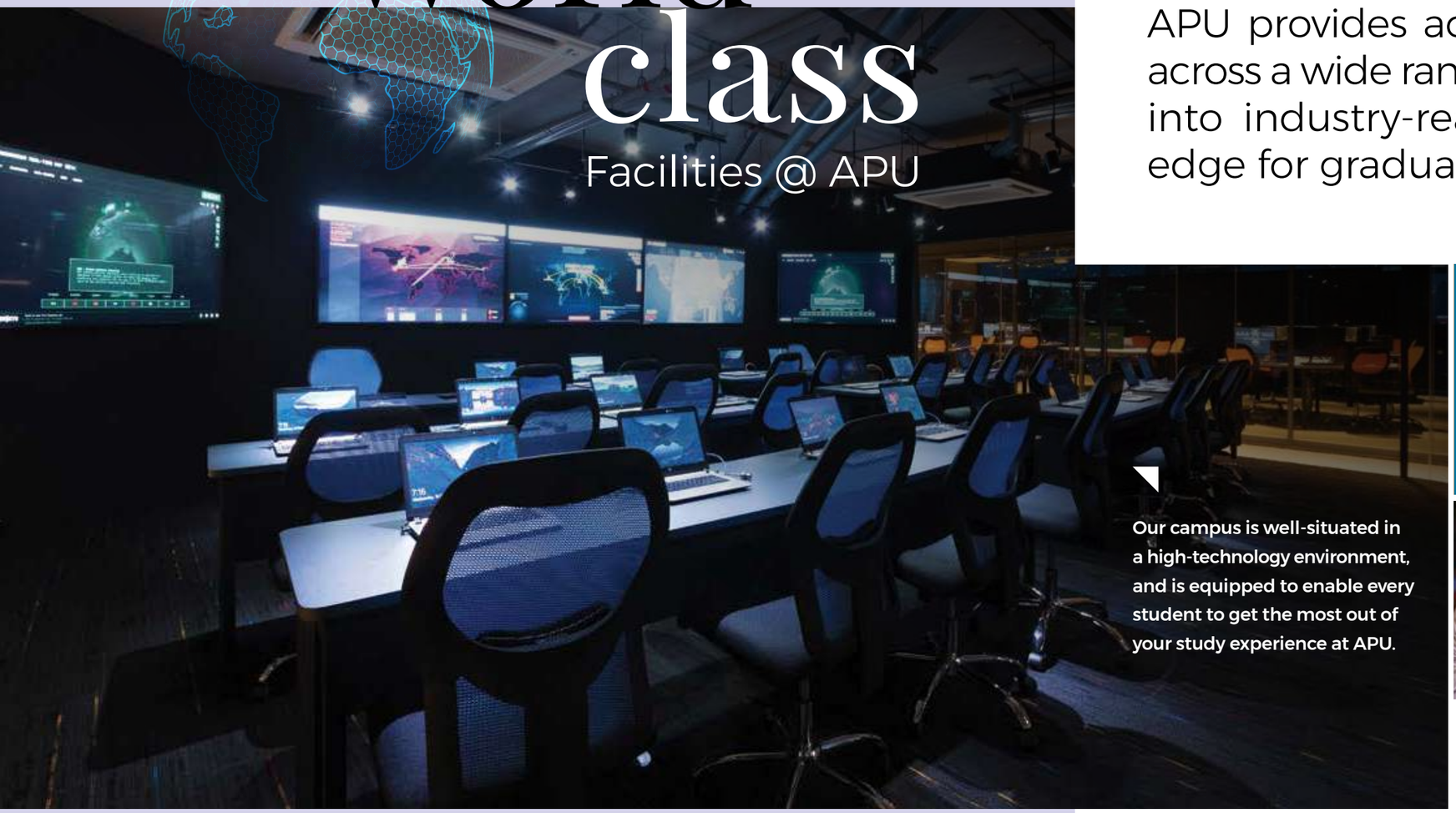


Student Life @ APU

Being a university student can be one of your most exciting expeditions. Higher education opens up a world of new ideas, intellectual growth, new adventures and the building of lifelong friendships. Here at APU, we support you to take the time to explore not only the educational experiences but also the wide range of social, sporting and cultural activities on campus.

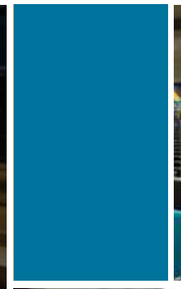
World-class

Facilities @ APU



APU provides access to world-class resources across a wide range of disciplines. This translates into industry-ready skills and a competitive edge for graduates.

Our campus is well-situated in a high-technology environment, and is equipped to enable every student to get the most out of your study experience at APU.









Cutting-Edge Technologies

The Campus blends technology, integration, innovation and creativity under one roof. It provides not just a learning environment, but also a lively community spot for our students to formulate new ideas, gain intellectual growth and discover new adventures. It is not only a university campus, but also the nurturing ground for world-changing global ideas. All spaces are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, while enabling professional learning and cultivating global mindsets. APU, as Malaysia's leading technological university, is the incubator for self-starting and innovative APU graduates. Our educational technology environment supports the development of graduates of this calibre, in which well-equipped computing and engineering laboratories with advanced software, hardware and technologies place students at the forefront of technological excellence.

Social Interaction Platforms

Fitness Sweatzone, student lounges, sports facilities and breakout rooms provide spaces for relaxation and socialisation throughout the day. They are carefully designed to create an unforgettable learning and lifestyle experience that lasts for a lifetime, especially for students who are studying away from home.

An Integrated Community

The campus aims to establish a community aspect for the university – where integration is the key. Walkways, classrooms, communal spaces and discussion areas promote connectivity and cultivates exchange of ideas among students from different disciplines and academics, to implement cooperative learning concepts in line with the Industry Revolution 4.0.









Our Partner in Quality

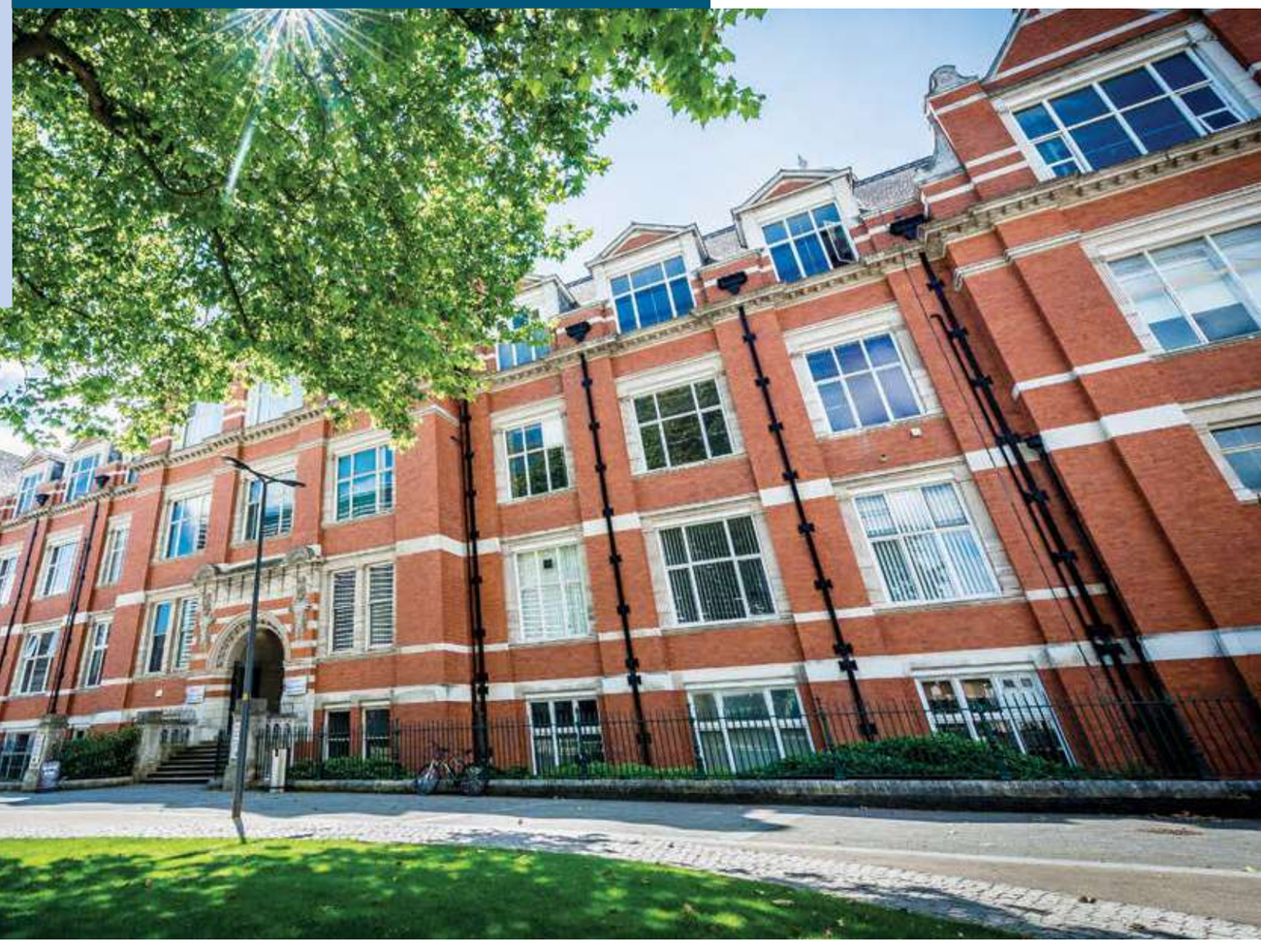
De Montfort University (DMU), UK











150 years of academic excellence

De Montfort University (DMU) Leicester is a dynamic, 21st century UK university. With an original campus in Leicester, a new one in London and growing campuses around the world in Dubai, Kazakhstan and Cambodia, DMU has a truly global outlook and international reach.

At DMU, our supportive and nurturing community will empower you to realise your dreams. Our courses are carefully designed and taught by expert academics to help you gain the skills needed to enter today's competitive job market and succeed in your career. The university is organised into four faculties; Arts, Design and Humanities, Business and Law, Health and Life Sciences and Computing, Engineering and Media. Our award-winning Careers Team provides guaranteed work experience opportunities including placements, internships and career mentoring to open doors that will help you achieve your ambitions..





About DMU

- Since its beginnings in Leicester 150 years ago, DMU has transformed into a global university. We deliver outstanding education around the world, both at our own campuses and with our partner universities.
- Each year, international students from more than 140 countries choose to study at DMU.
- DMU is rated a 5-star 'excellent' institution by QS Top Universities for our teaching, facilities, employability, global outlook and more.
- DMU's Careers Team won Employability Team of the Year at the TargetJobs National Graduate Recruitment Awards for helping students reach their ambitions.
- DMU is the only UK university to be appointed as Chair of the hub for the United Nations' sustainable development goal 11 - sustainable cities and communities.
- Leicester is known for being welcoming and student-friendly, with a rich history and a diverse culture. It's been named the best city in the East Midlands to live and work (Good Growth for Cities Index, 2024).

Double your Advantage

APU-DMU **Dual Degree Programme**


With the approval of the University Senate,
the Asia Pacific University of Technology & Innovation
hereby confers upon

Juliana David

the Award of

Bachelor of Science
in Computer Games Development
with First Class Honours

Awarded on this 7th day of July 2020

Vice-Chancellor

Registrar

A·P·U


De Montfort University

Juliana David

has been awarded the degree of

Bachelor of Science (Honours)
First Class

having followed an approved programme in

Computer Games Development

7th July 2020

The Vice-Chancellor of De Montfort University

Executive Director of Student and Academic Services

Student ID: 3234567

SAMPLE



- APU's partnership with DMU enables students to be awarded Dual Awards - separate degree certificates from each institution – and enhances not just teaching and learning experiences, but also career prospects.
- Upon graduation, students will receive 2 Degree Certificates & Transcripts: 1 from APU, Malaysia and 1 from DMU, UK.
- Both degrees are recognised locally & internationally.
- The APU-DMU Dual Degree Programmes are offered under an approved collaboration in accordance with the QAA UK Quality Code for Higher Education for the Assurance of Academic Quality and Standards in Higher Education as published by the United Kingdom Quality Assurance Agency (QAA).





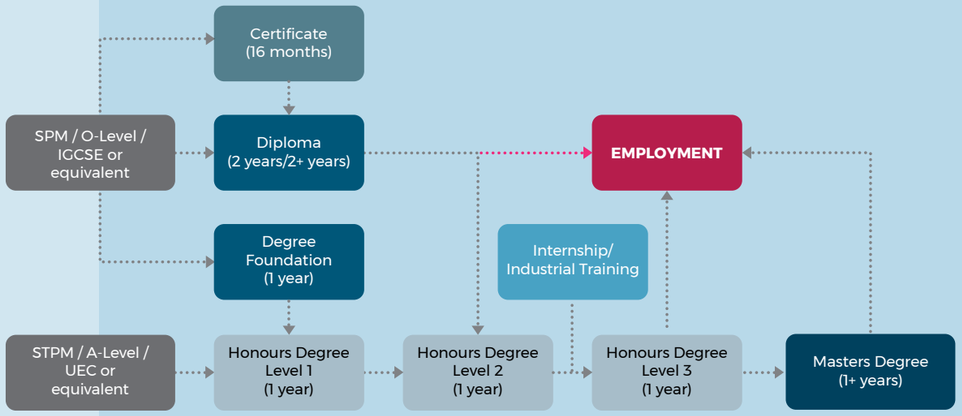






Pathways & Admission Requirements

YOUR STUDY PROGRESSION



APU FOUNDATION ADMISSION REQUIREMENTS

- 5 Credits in at least 5 subjects at SPM level with a minimum of a pass in Bahasa Malaysia and Sejarah (History);
- 5 Credits (Grade C & above) in at least 5 subjects at IGCSE/O-Levels;
- 3 Credits (Grade B & above) in at least 3 subjects in UEC.
- A qualification that APU accepts as equivalent to the above.

* *Some Degree Programmes may require a Credit in Mathematics at SPM/IGCSE/O-Level or equivalent.*

* *Engineering Degree Programmes require a Credit in Mathematics and Physics or Chemistry at SPM/IGCSE/O-Level or equivalent.*

* *Foundation in Computing (ODL) - 100% Online requires a Credit Pass in Mathematics*

ADMISSION REQUIREMENTS

BACHELORS (HONS) DEGREE PROGRAMMES

Entry Qualification	Computer Science / Software Engineering / Cyber Security / Artificial Intelligence	Information Technology	Immersive Technology / Game Development
STPM	• 2 Passes in STPM in Science stream with minimum Grade C (GPA 2.0) in Mathematics and one Science or ICT Subject. **OR** • 2 Passes in STPM with minimum Grade C (GP 2.0) in any subject with a credit in Additional Mathematics at SPM. **OR** • 2 Passes in STPM with minimum Grade C (GP 2.0) in any subject with a credit in Mathematics and any one Science or ICT subjects at SPM. *Candidates need to do a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.*	• 2 Passes in STPM with minimum Grade C (GP 2.0) in any subject with a Credit in Mathematics at SPM. *Note : Candidates who have obtained a **Pass in Mathematics**, but do not have a **Credit Pass in Mathematics** at SPM/IGCSE or equivalent, need to take a Pre-Requisite Mathematics module prior or at the beginning of the study.*	• 2 Passes in STPM with minimum Grade C (GP 2.0) in any subject. • Pass an interview or a portfolio review. PORTFOLIO OR INTERVIEW REQUIRED
A-LEVEL Overseas qualification that are equivalent to 12th Grade/ A-Level/ HSC are accepted.	• 2 Passes (Grade A-D) in A-Level in Science stream with a Pass in Mathematics and one Science or ICT subject. **OR** • 2 Passes (Grade A-D) in A-Level with a Credit in Additional Mathematics at SPM/ O-Level/ IGCSE or equivalent **OR** • 2 Passes (Grade A-D) in A-Level with a Credit in Mathematics and Science or ICT subjects at SPM/ O-Level/ IGCSE or equivalent. *Candidates need to do a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.*	• 2 Passes (Grade A-D) in A-Level and with a Credit in Mathematics at SPM/IGCSE or equivalent. *Note : Candidates who have obtained a **Pass in Mathematics**, but do not have a **Credit Pass in Mathematics** at SPM/IGCSE or equivalent, need to take a Pre-Requisite Mathematics module prior or at the beginning of the study.*	• 2 Passes (Grade A-D) in A-Level. • Pass an interview or a portfolio review. PORTFOLIO OR INTERVIEW REQUIRED
UEC	• 5 Grade B Passes in UEC in any subject including Mathematics and one Science or ICT subject. • 5 Grade B Passes in UEC in any subject including Additional Mathematics. • 5 Grade B Passes in UEC in any subjects with Credit in Mathematics and Science or ICT Subject at SPM or equivalent. *Candidates need to do a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.*	• 5 Grade B Passes in UEC in any subjects including Mathematics. *Note : Candidates who have obtained a **Pass in Mathematics**, but do not have a **Credit Pass in Mathematics** at SPM/IGCSE or equivalent, need to take a Pre-Requisite Mathematics module prior or at the beginning of the study.*	• 5 Grade B Passes in UEC in any subjects. • Pass an interview or a portfolio review. PORTFOLIO OR INTERVIEW REQUIRED
FOUNDATION/ MATRICULATION	• A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 with a Credit in Additional Mathematics at SPM/ IGCSE/ O-Level or its equivalent. *Note : The requirement for the Additional Mathematics can be exempted if the Matriculation or Foundation offers Mathematics module which is equivalent or higher requirement than the Additional Mathematics at SPM level.* **OR** • A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 and a Credit in Mathematics and Science or ICT subject at SPM/ IGCSE/ O-Level or its equivalent. *Candidates need to do a Pre-Requisite module in Further Mathematics or equivalent in the first semester of Degree Programme.*	• A pass in Matriculation or Foundation studies with minimum CGPA of 2.0 with a Credit in Mathematics at SPM/ IGCSE/ O-Level or its equivalent. *Note : Candidates who have obtained a **Pass in Mathematics**, but do not have a **Credit Pass in Mathematics** at SPM/IGCSE or equivalent, need to take a Pre-Requisite Mathematics module prior or at the beginning of the study.*	• A pass in Matriculation or Foundation studies with minimum CGPA of 2.0. • Pass an interview or a portfolio review. PORTFOLIO OR INTERVIEW REQUIRED
ICT RELATED DIPLOMAS	• Diploma with a minimum CGPA of 2.75. *Note: Student with CGPA above 2.0 and below 2.5 may be accepted using rigorous assessment conducted by APU and subject to the approval of the Academic Board.*	• Diploma in Computing related areas with a minimum CGPA of 2.50 and fulfilment of requirements for Credit Transfer is subject to approval by the APU Academic Board. *Note: Student with CGPA above 2.0 and below 2.5 may be accepted using rigorous assessment conducted by APU and subject to the approval of the Academic Board.*	• Diploma with a minimum CGPA of 2.0. • Pass an interview or a portfolio review. PORTFOLIO OR INTERVIEW REQUIRED

Note: Students who do not have a Credit in Additional Mathematics in SPM/ O-Level/ IGCSE but have an acceptable achievement in Mathematics related subjects during the Foundation which may be equivalent to SPM/ O-Leve/ IGCSE Additional Mathematics, can be accepted into Degree Programmes. Students can be given preferential entry for ICT related subject in SPM/ O-Level/ IGCSE.

Any qualification that APU accepts as equivalent to the above.

ENGLISH REQUIREMENTS (only applicable to International Students)

Programmes	Requirements
Foundation Programmes	• IELTS : 4.0 • TOEFL IBT : 30-31 • Pearson (PTE) : 36 • MUET : Band 3
Diploma Programmes	• IELTS : 4.5 • TOEFL IBT : 33 • Pearson (PTE) : 43 • MUET : Band 3
Bachelor (Hons) Degree Programmes	• IELTS : 5.0 • TOEFL IBT : 40 • Pearson (PTE) : 47 • MUET : Band 3.5
Bachelor in Interactive Media and Immersive Technology (Honours) Bachelor in Game Development (Honours)	• IELTS : 5.5 • TOEFL IBT : 46 • Pearson (PTE) : 51 • MUET : Band 4

Please note that under Ministry of Higher Education regulations, only students who have achieved the minimum requirement in the English Language proficiency assessment as indicated above will be allowed to continue their studies in the main study programme. Students who do not have the required English Language achievement may apply for a student visa on conditional basis and are allowed to enrol in an English Language Certification programme at APU upon arrival in Malaysia and, subsequently, appear for the IELTS/TOEFL/PTE/MUET assessment.

Students who are unable to obtain the required level of English Competency during the maximum 12 months' period, will not be allowed to pursue their studies in the main programme and will have to return to their home country.
Students from English speaking countries and those with qualifications taught in English (IGCSE, A-Level, IB, American High School Diploma etc) are exempted from English requirements. Applications for exemption must be accompanied by supporting documents.

Note: The above entry requirements may differ for specific programmes based on the latest programme standards published by Malaysian Qualifications Agency (MQA).

Foundation Programme – Your Future. Your Choice.

Duration: 1 Year (3 Semesters)

(R3/0011/3/0089)(11/29)(A10955)

MODULES YOU STUDY

The modules studied help develop your study skills, introduce you to what you can expect on your degree and also allow you to discover what you can study depending on whether you choose a degree in Accounting, Banking, Finance, Actuarial Studies, Psychology, Business & Management, Computing & Technology, Game Development, Engineering, Industrial Design, Animation, Visual Effects, Media, Hospitality & Tourism and International Relations.

ENRICHING EXPERIENCES - MORE THAN JUST A FOUNDATION

The APU Foundation Programme lays the pathway towards professional tertiary education. It is a vital transformation point for students; soft skills, general knowledge and preparatory subject fundamentals acquired at the Foundation lead to excellence in a student's education performance, as well as career-readiness as they move on as global professionals eventually. This is achieved through 4 key areas:

- Leadership & Teamwork
- Problem-Solving Skills
- Social Skills & Responsibilities
- Practical Skills

The unique support system at APU Foundation Programme consists of helpful academic mentors who are committed in ensuring academic achievements, providing pastoral care, advising, mentoring, motivating students' potential and performance, to ensure that they undergo a smooth transition from secondary education to tertiary learning.

Learn, Apply, Achieve - Practical Assessments for Meaningful Learning

At APU, learning is designed to be practical, engaging, and relevant. Many Foundation modules are assessed through projects, presentations, case studies, and coursework, allowing you to apply knowledge in real-world situations. This approach builds critical thinking, problem-solving, communication, and teamwork skills while preparing you for degree-level studies and future career success. Where appropriate, final examinations are included to ensure a well-rounded academic foundation.

SEMESTER 1 (COMMON SEMESTER 1)	• English for Academic Purposes • Personal Development & Study Skills • Digital Communication & Collaboration • Mathematics			
ROUTES	**BUSINESS, FINANCE & SOCIAL SCIENCES**	**COMPUTING & TECHNOLOGY**	**ENGINEERING**	**ARCHITECTURE & DESIGN**
SEMESTER 2	• Public Speaking & Personal Branding • Global Business Trends & Supply Chains • Digital Business & Entrepreneurship • Further Mathematics** / Psychology & Behavioral Science • Principles of Accounting and Finance / Global Citizenship & Cultural Intelligence	• Public Speaking & Personal Branding • Digital Business & Entrepreneurship • Computational Thinking & Programming • Further Mathematics • Computer Systems, Networks and Cloud Technologies	• Public Speaking & Personal Branding • Digital Business & Entrepreneurship • Computational Thinking & Programming • Mechanics for Engineers • Engineering Mathematics	• Public Speaking & Personal Branding • Introduction to Digital Photography • Fundamentals of Drawing • Design Studies • Design Project 1 / Architecture and Built Environment
SEMESTER 3	• Research & Data Literacy • Business Economics & Global Markets • AI for Business & Design • Co-Curricular *Choose **one** of the following modules:* • Discovering Media in the Digital Age • Cyberpsychology and Digital Society • Exploring Hospitality, Travel & Tourism • Fundamentals of Risk Management • Next-Gen Accounting Tech and FinTech	• Research & Data Literacy • Cyber Security & Digital Resilience • AI Essentials for the Digital World • Co-Curricular *Choose **one** of the following modules:* • Exploring Games & Immersive Technologies • Discovering Media in the Digital Age • Cyberpsychology and Digital Society • Exploring Hospitality, Travel & Tourism	• Research & Data Literacy • Science for Engineers • AI, Robotics & Automation Fundamentals • Design Thinking for Engineers – Fraunhofer IEM • Co-Curricular	• Research & Data Literacy • AI for Business & Design • Life Drawing / Architectural Drawing and Communication • Design Project 2 / Architectural Design Project • Co-Curricular *Choose **one** of the following modules:* • History of Design and Media • Exploring Games & Immersive Technologies • Cyberpsychology and Digital Society
You may then proceed to Level 1 of a Degree of your choice in the following pathways				
PRIMARY PATHWAYS	**- Business, Management, Hospitality & Tourism** **- Accounting, Finance, Banking & Actuarial Studies** **- Media, Communication & Psychology** **- International Relations**	**- Computing & Technology** **- Immersive Technology & VR/AR** **- Game Development**	**- Electrical and Electronic Engineering** **- Mechatronic & Mechanical Engineering** **- Computer Engineering** **- Petroleum Engineering**	**- Industrial Design, Visual Effects, Animation & Digital Advertising** **- Architecture**
ALTERNATIVE PATHWAYS Students may alternatively choose the following:	- Computing & Technology - Immersive Technology & VR/AR - Industrial Design, Visual Effects, Animation & Digital Advertising - Architecture - Game Development	- Business, Management, Hospitality & Tourism - Accounting, Finance, Banking & Actuarial Studies - Industrial Design, Visual Effects, Animation & Digital Advertising - International Relations - Media, Communication & Psychology - Architecture	- Computing & Technology - Immersive Technology & VR/AR - Accounting, Finance, Banking & Actuarial Studies - Business, Management, Hospitality & Tourism - Industrial Design, Visual Effects, Animation, Digital Advertising & Architecture - International Relations - Media, Communication & Psychology - Game Development	- Computing & Technology - Immersive Technology & VR/AR - Accounting, Finance, Banking & Actuarial Studies - Business, Management, Hospitality & Tourism - International Relations - Media, Communication & Psychology - Game Development

YOUR FOUNDATION PATHWAY TO A DEGREE OF YOUR CHOICE

(Please refer to individual course brochure for details and admission requirements.)

CREDIT / GRADE C in SPM / O-Level / IGCSE is required in:

Mathematics

Leading from APU Foundation to your Choice of Degree Studies; please note that a Credit Pass in Mathematics at SPM / O-Level / IGCSE is required for the following programmes:

Computing & Technology

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology with a specialism in
  - Information System Security
  - Cloud Engineering
  - Internet of Things (IoT)
  - Sustainable Computing
  - Financial Technology (FinTech)
  - Business Information Systems
- Bachelor of Science (Hons) in Software Engineering*
- Bachelor of Science (Honours) in Computer Science*
- Bachelor of Science (Honours) in Computer Science with a specialism in
  - Data Analytics*
  - Quantum Computing*
- Bachelor of Computer Science (Hons) (Artificial Intelligence)*
- Bachelor of Science (Honours) in Computer Science (Cyber Security)*
- Bachelor of Science (Honours) in Computer Science (Cyber Security) with a specialism in
  - Digital Forensics*

Accounting, Banking, Finance & Actuarial

- Bachelor of Accounting and Finance (Honours)
- Bachelor of Accounting and Finance (Honours) with a specialism in
  - Forensic Accounting
  - Forex and Investments
  - Accounting Technology
- Bachelor in Banking and Finance (Hons)
- Bachelor in Banking and Finance (Hons) with a specialism in
  - Investment Analytics
  - Financial Technology
- Bachelor of Financial Technology (Honours)
- Bachelor of Science (Honours) in Actuarial Studies
- Bachelor of Science (Honours) in Actuarial Studies with a specialism in
  - Data Analytics
  - Financial Technology

Architecture

- Bachelor of Science (Honours) in Architecture

PORTFOLIO OR INTERVIEW REQUIRED

Immersive Technology & Game Development

- Bachelor in Interactive Media and Immersive Technology (Honours)
- Bachelor in Interactive Media and Immersive Technology (Honours) with a specialism in
  - VR/AR
- Bachelor in Game Development (Honours)

PORTFOLIO OR INTERVIEW REQUIRED

CREDIT / GRADE C in SPM / O-Level / IGCSE is required in:

Mathematics

Physics OR Chemistry OR Technical Science

Leading from APU Foundation to your Choice of Degree Studies; please note that a Credit Pass in Mathematics and Physics OR Chemistry at SPM / O-Level / IGCSE is required for the following programmes:

Engineering

- Bachelor of Electrical and Electronic Engineering with Honours
- Bachelor of Mechatronic Engineering with Honours
- Bachelor of Mechanical Engineering with Honours
- Bachelor of Computer Engineering with Honours
- Bachelor of Petroleum Engineering with Honours

CREDIT / GRADE C in SPM / O-Level / IGCSE is required in:

Mathematics

Science OR Physics OR Chemistry OR Biology

Leading from APU Foundation to your Choice of Degree Studies; please note that a Credit Pass in Mathematics and Science OR Physics OR Chemistry OR Biology and a Pass in English at SPM / O-Level / IGCSE is required for the following programme:

Psychology

- Bachelor of Science (Honours) in Psychology
- Bachelor of Science (Honours) in Psychology with a specialism in
  - Cyberpsychology
  - People and Culture

Leading from APU Foundation to your Choice of Degree Studies:

Business, Management, Marketing & Digital Marketing

- Bachelor of Arts (Honours) in Business Management
- Bachelor of Arts (Honours) in Business Management with a specialism in
  - E-Business
  - Digital Leadership
  - AI & Business Analytics
  - Business Economics
- Bachelor of Arts (Honours) in International Business Management
- Bachelor of Arts (Honours) in International Business Management with a specialism in
  - Supply Chain Management
- Bachelor of Arts (Honours) in Human Resource Management
- Bachelor of Arts (Honours) in Human Resource Management with a specialism in
  - People Analytics
- Bachelor in Digital Marketing (Honours)

Hospitality & Tourism

- Bachelor of Arts (Honours) in Tourism Management
- Bachelor of Science (Honours) in Hospitality and Tourism with a specialism in
  - Hospitality Innovation
  - Events Management
  - Aviation Management

Media and International Relations

- Bachelor of Arts (Honours) in Media and Communication Studies
- Bachelor of Arts (Honours) in International Relations

Media, Arts & Design

- Bachelor of Arts (Honours) in Industrial Design
- Bachelor of Arts (Honours) in Visual Effects
- Bachelor of Arts (Honours) in Animation
- Bachelor of Arts (Honours) in Digital Advertising

PORTFOLIO REQUIRED

* Students who choose to progress to Computer Science, Software Engineering, Data Analytics, Cyber Security, Digital Forensics and Artificial Intelligence programmes will be required to undertake Foundation Pathways from the **Computing & Technology** route or **Engineering** route if the student does not have a credit in Additional Mathematics at SPM / O-Level / IGCSE or equivalent.

Students who have completed Foundation from other routes apart from the above are required to do a Pre-Requisite module in Further Mathematics or equivalent in the first semester of the Degree Programme, provided they also still have Credit in Maths and Science or ICT subject at SPM / O-Level / IGCSE or equivalent.

** Further Mathematics module is Compulsory for students who choose to progress to Bachelor of Science (Honours) in Actuarial Studies.



Open & Distance Learning (ODL)

100% Online

APU FOUNDATION PROGRAMME (ODL-100% ONLINE)

Foundation in Computing (ODL)

- The Foundation in Computing (ODL) allows young students the opportunity to gain a solid Pre-University qualification from the comforts of their home or country.
- Open Distance Learning (ODL) as practiced at APU provides a high-quality and flexible learning experience for students utilising state-of-the-art technological innovations & pioneering teaching and learning practices.
- This flexibility is also an ideal option for families who wish for their children to obtain an innovative and high quality education yet remain connected to their communities of origin.

METHOD OF DELIVERY - Synchronous & Asynchronous Learning

Synchronous Learning

- Operates very much like conventional classrooms, with scheduled study times and live discussions conducted for 3-4 hours per week.
- Allows the student to engage with class materials at the same time as their peers.
- Provides the student with a structured and immersive learning environment.
- Uses web & video-conferencing technologies for classrooms via Microsoft Teams.

Microsoft Teams

Synchronous Learning

Asynchronous Learning

Asynchronous Learning

- Allows the student to study at his/her own pace and time, adapted to their personal preferences
- Provides the student with the flexibility to study in a self-paced manner.
- Is well designed to track the student's progress and provide immediate feedback.
- Gives the student the flexibility to revise, progress and challenge themselves according to their own strengths.
- Provides learning support to the student through discussion forums and personalised chat sessions.

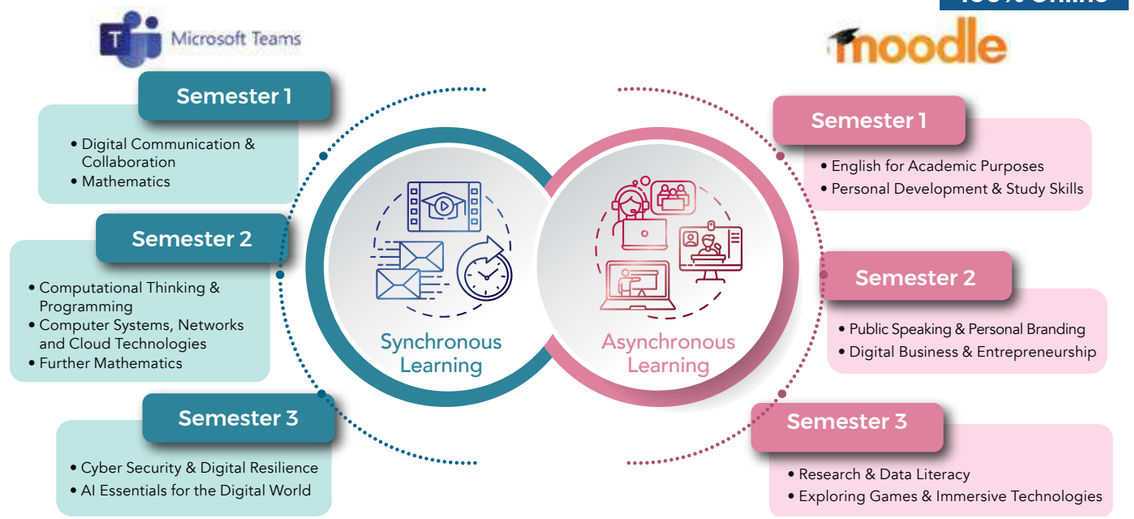
moodle

(N-DL/0610/3/0001)(07/27)(MQA/FA15688)

Duration: 1 Year (3 Semesters)

Synchronous and Asynchronous Modules for Foundation in Computing (ODL)

100% Online



In summary, these are the modules you will be taking during your Foundation in Computing (ODL) programme:

SEMESTER 1	SEMESTER 2	SEMESTER 3
Modules	**Modules**	**Modules**
• English for Academic Purposes • Personal Development & Study Skills • Digital Communication & Collaboration • Mathematics	• Public Speaking & Personal Branding • Digital Business & Entrepreneurship • Computational Thinking & Programming • Computer Systems, Networks and Cloud Technologies • Further Mathematics	• Research & Data Literacy • Cyber Security & Digital Resilience • AI Essentials for the Digital World • Exploring Games & Immersive Technologies

Further Studies

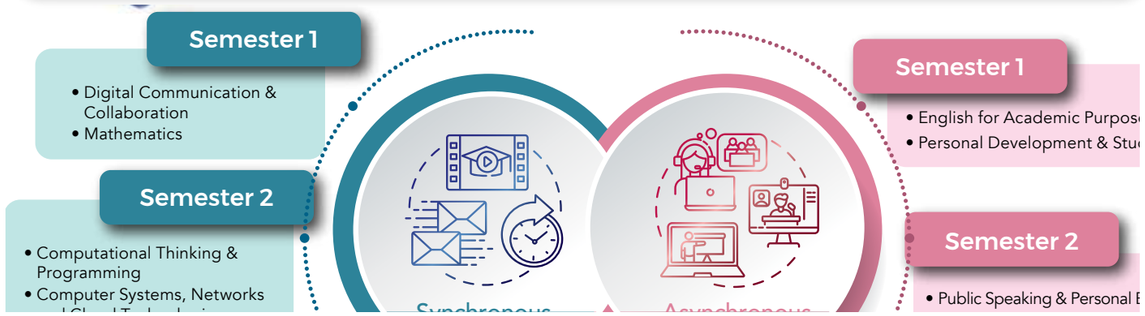
Upon successful completion of this programme, you will be eligible to progress into any of the following degree pathways offered at APU. Students will also have the option to opt-in for the APU-DMU Dual Degree Scheme.

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology with a specialism in:
  - Information System Security
  - Cloud Engineering
  - Internet of Things (IoT)
  - Sustainable Computing
  - Financial Technology (FinTech)
  - Business Information Systems
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science
- Bachelor of Science (Honours) in Computer Science with a specialism in:
  - Data Analytics
- Bachelor of Computer Science (Hons) (Artificial Intelligence)
- Bachelor of Science (Honours) in Computer Science (Cyber Security)
- Bachelor of Science (Honours) in Computer Science (Cyber Security) with a specialism in:
  - Digital Forensics
- Bachelor in Interactive Media and Immersive Technology (Honours)
- Bachelor in Interactive Media and Immersive Technology (Honours) with a specialism in
  - VR/AR
- Bachelor in Game Development (Honours)

Alternative Pathways:

- Business, Management, Marketing & Tourism
- Accounting, Finance, Banking & Actuarial Studies
- Architecture, Industrial Design, Visual Effects, Animation & Digital Advertising
- International Relations
- Media, Communication & Psychology*

**Leading from APU Foundation to Psychology programme; please note that a Credit Pass in Mathematics and Science OR Physics OR Chemistry OR Biology and a Pass in English at SPM / O-Level / IGCSE is required.*



Computing, Technology & Game Development

THE MOST WELL-ESTABLISHED COMPUTING PROGRAMMES

WIDE VARIETY OF SPECIALISED PROGRAMMES

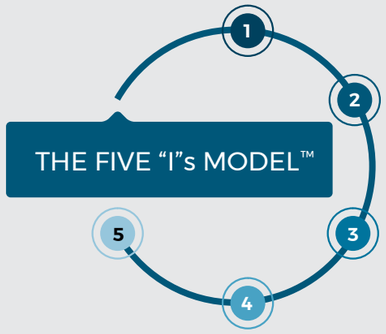
INDUSTRY-READY GLOBAL GRADUATES

STRONG LINK WITH INDUSTRY PARTNERS

HEAVY FOCUS ON INNOVATION

THE AIMS OF THE APU COMPUTING, TECHNOLOGY, IMMERSIVE TECHNOLOGY & GAME DEVELOPMENT PROGRAMMES ARE TO:

- **Facilitate your progression, both academic and practical, by developing knowledge, key skills and the capacity for independent and lifelong learning**
- **Develop your skills in imaginative problem-solving and decision-making**
- **Help you develop a Personal Development Portfolio to support your career aspirations**
- **Provide you with a stimulating, interactive and accessible course of study that gives you a sound grasp of Information Technology knowledge & analysis and contemporary issues which you can develop and apply in your future employment**
- **Develop your imagination and innovative abilities and help you show initiative and creativity in your work**
- **Develop your intelligence, ingenuity, inventiveness and independence as well as your communication skills**



1: INNOVATION
through the design of curriculum, the module content and the learning approaches

2: INTEGRATION
through developing your capabilities to interrelate knowledge and to work in multidisciplinary teams

3: INFORMATION
through developing your knowledge and also your abilities to communicate effectively and persuasively

4: INTERACTIVITY
through the use of group work to develop your teamwork skills and through the use of technology to achieve interactivity of devices and people

5: IMAGINATION
in relation to new products, ideas, applications and solutions



Diploma Programmes

Our Diploma Programmes are designed to prepare those with SPM, O-Levels, IGCSE or similar qualifications with academic aspect as well as the vocational aspects of various areas of studies. The programmes are designed to:

- Prepare students for careers in the respective environment
- Provide students with academic and professional skills to develop solutions requiring a holistic outlook in various areas of studies
- Provide students with critical, independent and cooperative learning skills so as to facilitate their response to continuous future international change
- Develop intellectual skills, communications ability and team working capability
- Provide students with opportunities for progression into the Degree Programmes of their choice*

* Pathways after Diploma Programme vary accordingly.

OUR DIPLOMA PROGRAMMES:

- **Diploma in Information & Communication Technology**
- **Diploma in Information & Communication Technology** *with a specialism in Software Engineering*
- **Diploma in Information & Communication Technology** *with a specialism in Data Informatics*
- **Diploma in Information & Communication Technology** *with a specialism in Interactive Technology*
- **Diploma in Business Information Technology**

PATHWAYS AFTER DIPLOMA TO COMPUTING, TECHNOLOGY, IMMERSIVE TECHNOLOGY & GAME DEVELOPMENT DEGREES

Upon successful completion of the Diploma Programmes with a minimum CGPA of 2.5, you will be eligible to progress into Year 2 of any of the following degree programmes offered at APU.

Diploma in Information & Communication Technology

Students who undertake this programme will be eligible to progress into Year 2 of:

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology *with a specialism in:*
  - *Information System Security** - *Cloud Engineering*
  - *Financial Technology (FinTech)* - *Sustainable Computing*
  - *Business Information Systems* - *Internet of Things (IoT)**
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science (Cyber Security)
- Bachelor of Science (Honours) in Computer Science (Cyber Security) *with a specialism in:*
  - *Digital Forensics*
- Bachelor of Science (Honours) in Computer Science*
- Bachelor of Science (Honours) in Computer Science *with a specialism in:*
  - *Data Analytics* - *Quantum Computing*
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

Diploma in Information & Communication Technology with a specialism in Software Engineering

Students who undertake this programme will be eligible to progress into Year 2 of:

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology *with a specialism in:*
  - *Information System Security** - *Cloud Engineering*
  - *Financial Technology (FinTech)* - *Sustainable Computing*
  - *Business Information Systems* - *Internet of Things (IoT)**
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science (Cyber Security)
- Bachelor of Science (Honours) in Computer Science (Cyber Security) *with a specialism in:*
  - *Digital Forensics*
- Bachelor of Science (Honours) in Computer Science
- Bachelor of Science (Honours) in Computer Science *with a specialism in:*
  - *Data Analytics* - *Quantum Computing*
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

** Bridging module(s) needed before progress into Year 2.*

Diploma in Information & Communication Technology with a specialism in Data Informatics

Students who undertake this programme will be eligible to progress into Year 2 of:

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology *with a specialism in:*
  - *Information System Security** - *Cloud Engineering*
  - *Financial Technology (FinTech)* - *Sustainable Computing*
  - *Business Information Systems* - *Internet of Things (IoT)**
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science (Cyber Security)
- Bachelor of Science (Honours) in Computer Science (Cyber Security) *with a specialism in:*
  - *Digital Forensics*
- Bachelor of Science (Honours) in Computer Science
- Bachelor of Science (Honours) in Computer Science *with a specialism in:*
  - *Data Analytics* - *Quantum Computing*
- Bachelor of Computer Science (Hons) (Artificial Intelligence)

Diploma in Information & Communication Technology with a specialism in Interactive Technology

Students who undertake this programme will be eligible to progress into Year 2 of:

- Bachelor in Game Development (Honours)
- Bachelor in Interactive Media and Immersive Technology (Honours)
- Bachelor in Interactive Media and Immersive Technology (Honours) *with a specialism in:*
  - *VR/AR*
- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology *with a specialism in:*
  - *Information System Security** - *Cloud Engineering*
  - *Financial Technology (FinTech)* - *Sustainable Computing*
  - *Business Information Systems* - *Internet of Things (IoT)**
- Bachelor of Science (Hons) in Software Engineering
- Bachelor of Science (Honours) in Computer Science (Cyber Security)*
- Bachelor of Science (Honours) in Computer Science (Cyber Security) *with a specialism in:*
  - *Digital Forensics**
- Bachelor of Science (Honours) in Computer Science*
- Bachelor of Science (Honours) in Computer Science *with a specialism in:*
  - *Data Analytics** - *Quantum Computing*
- Bachelor of Computer Science (Hons) (Artificial Intelligence)*

Diploma in Business Information Technology

Students who undertake this programme will be eligible to progress into Year 2 of:

- Bachelor of Science (Honours) in Business Management
- Bachelor of Science (Honours) in Business Management *with a specialism in:*
  - *E-Business* - *AI & Business Analytics*
  - *Digital Leadership* - *Business Economics*
- Bachelor of Arts (Honours) in International Business Management
- Bachelor of Arts (Honours) in International Business Management *with a specialism in:*
  - *Supply Chain Management*
- Bachelor in Digital Marketing (Honours)
- Bachelor of Arts (Honours) Human Resource Management
- Bachelor of Arts (Honours) Human Resource Management *with a specialism in:*
  - *People Analytics*
- Bachelor of Arts (Honours) in Tourism Management*

** Bridging module(s) needed before progress into Year 2.*

Upon successful completion of this program with CGPA of 2.75 or higher you will be eligible to advance to Level 1 with transferred credits. Students with 2.5 CGPA must pass rigorous assessment.

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology *with a specialism in:*
  - *Cloud Engineering*
  - *Financial Technology (FinTech)*
  - *Business Information Systems*
  - *Information System Security*
  - *Sustainable Computing*

Please take note that students who wish to progress to BSc (Hons) in Information Technology or its specialism, require a Credit Pass in Mathematics at SPM or a Credit Pass in Mathematics at Diploma in Business Information Technology. Candidates with only a pass in Mathematics need to take and pass the reinforcement Mathematics.

Note: Student with CGPA above 2.0 and below 2.5 may be accepted using rigorous assessment conducted by APU and subject to the approval of the Academic Board.

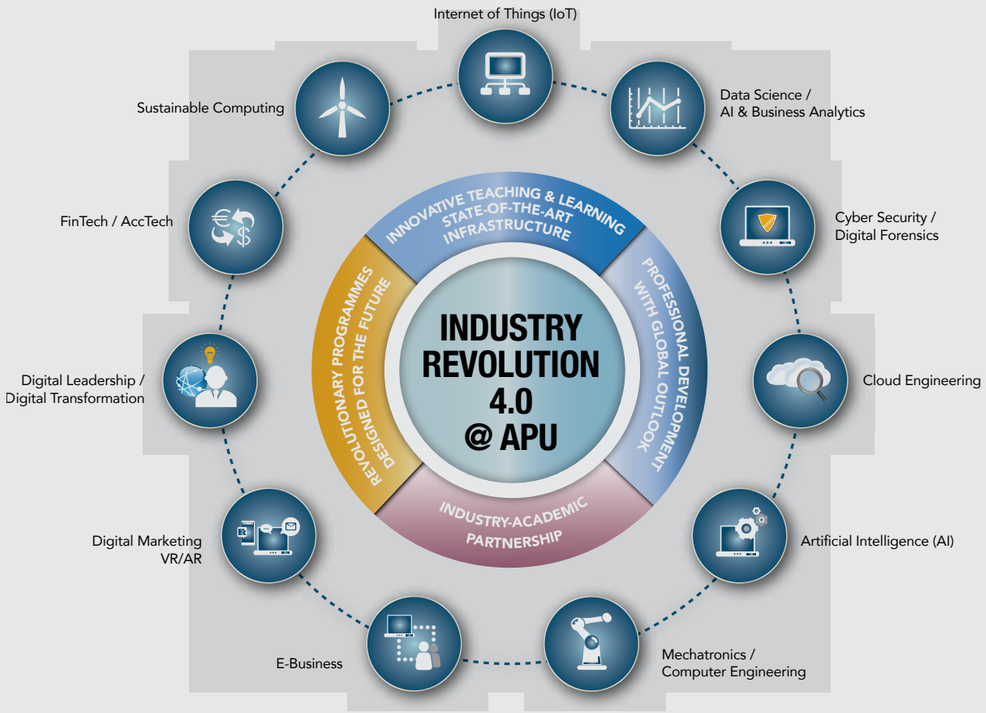
For the full listing of our Diploma Programmes, please refer to the Pre-University programme brochure.

Embracing the wave of Industry Revolution 4.0

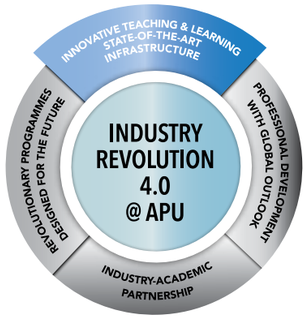
FUTURE-PROOFING THE WORKFORCE OF THE FUTURE

New waves of technological disruptions and the emergence of advanced technologies have resulted in the Fourth Industrial Revolution (IR4.0), where Robotics, Artificial Intelligence (AI), Machine Learning, Virtual Reality (VR), Cloud Engineering, Internet of Things (IoT), Data Science are going to transform the way businesses operate – routine, mundane jobs will be replaced and there is a growing need to develop "smarter" talents that can ride along the wave of digital transformation.

At APU, we developed our own IR 4.0 strategy to prepare our students to join the workforce of the future. We nurture the world's future innovators and uphold our Vision as a University of Technology and Innovation.

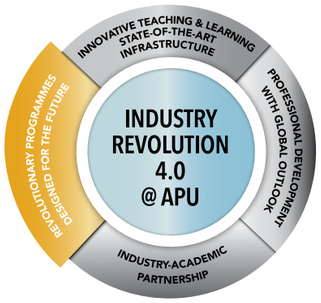


INDUSTRY REVOLUTION 4.0 @ APU



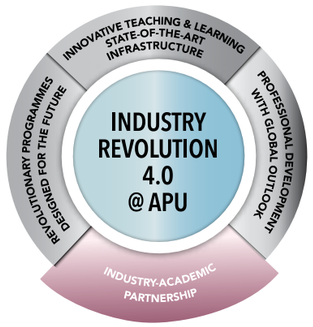
INNOVATIVE TEACHING & LEARNING STATE-OF-THE-ART INFRASTRUCTURE

In the era of IR 4.0, learning is no longer confined within the classroom. Our iconic campus houses world-class facilities that aim to nurture Creativity & Innovation. Industrial-grade infrastructure are built to provide real-life exposure to our students, cultivating their practical skills aside from academic knowledge. We have also redesigned our teaching & learning methods to stimulate critical thinking, decision making, teamwork and build confidence.



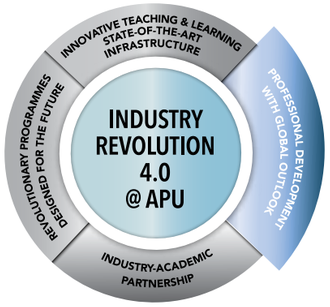
REVOLUTIONARY PROGRAMMES DESIGNED FOR THE FUTURE

New technologies mean new expertise, while this translates into a new need of talents in new areas. We address the needs of the industry, to help to build talents who can manage, operate and innovate under the new IR4.0 environment, by carefully designing new programmes of the future. Our programmes are first-of-its-kind, such as in Cyber Security, Data Science, Internet of Things (IoT), Artificial Intelligence (AI), Digital Leadership, Digital Transformation, Sustainable Computing, VR/AR, Financial Technology (FinTech), Accounting Technology (AccTech), Digital Marketing, E-Business, Mechatronic, Computer Engineering, Cloud Engineering and more.



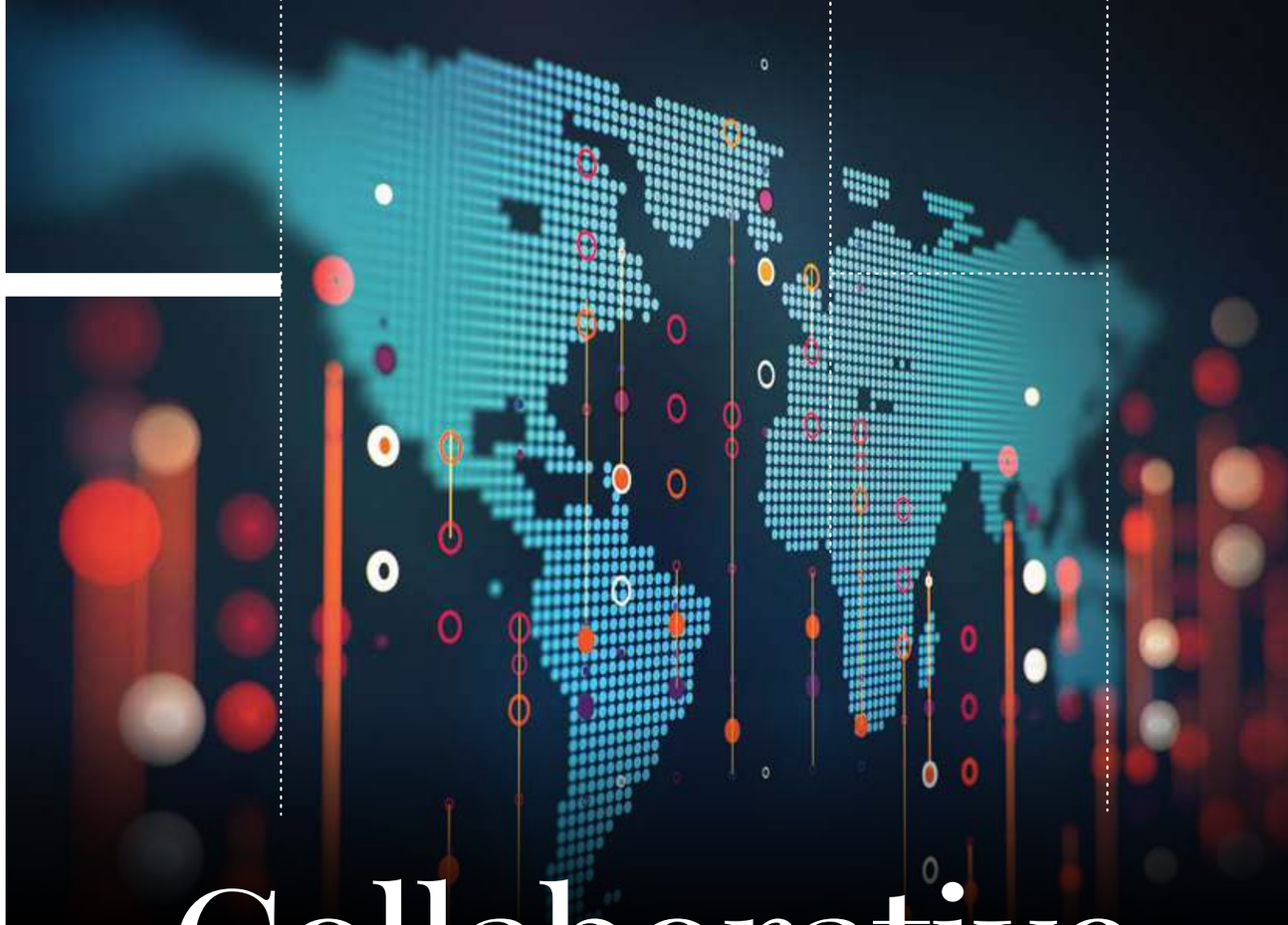
INDUSTRY-ACADEMIC PARTNERSHIP

Industry 4.0 is all about the "industry". Our close relationship with our industry partners allows students to be exposed to real-life case studies, enabling them to formulate innovative solutions even before they graduate. Innovative accelerators such as GrowthX Academy and Supercharger create a platform for students to realize their world-changing ideas, inspiring them to build startups and develop world-changing solutions.



PROFESSIONAL DEVELOPMENT WITH GLOBAL OUTLOOK

Communication skills, professionalism and cultural sensitivity are 'people' element skills that cannot be replaced by machines and automation. Under our unique formula to nurture professionalism, we create an ecosystem that simulates the workplace on-campus. Global outlook, international understanding and respect are nurtured through continuous immersion in multicultural discourse, as our campus houses a community of students from over 130 countries.



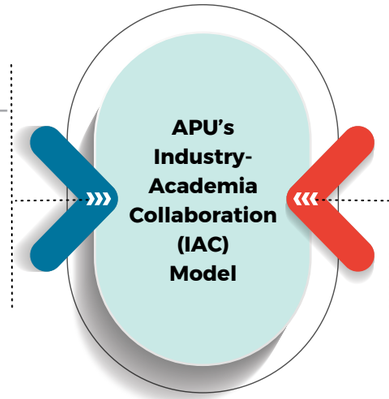
Collaborative Industrial Partners

Industry-academia collaboration is a strategic necessity to ensure the quality and relevance of our programmes. Through our Industry-Academia Collaboration (IAC) model, we design programmes in collaboration with inputs from the industry, that are also aligned with the government's initiatives to address the shortage of skilled talents. Over the years, APU has established collaborations with key industry players worldwide; we have been delivering highly-relevant programmes that help us develop skilled and professional graduates for the workforce.

COLLABORATIVE INDUSTRIAL PARTNERS

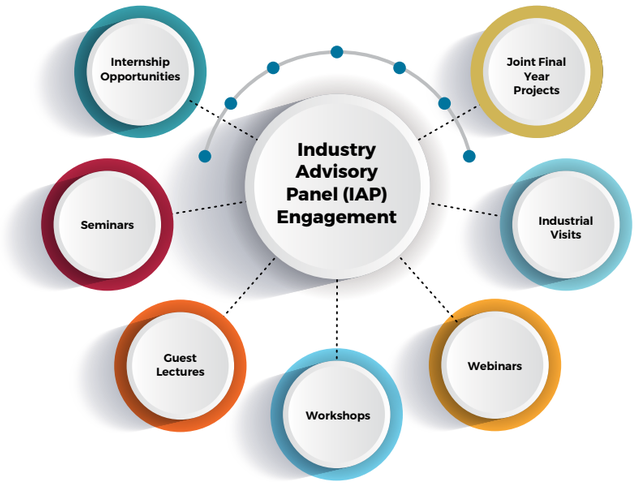
INDUSTRY

- Industry Advisory Panel (IAP)
- Joint Certifications
- Supply of Internationally-Recognised & Industry-Relevant Skills



GOVERNMENT

- Enhancing Employability of Graduates
- Simulation of Growth within ICT Industry
- Talent Development Plans to Address Job Needs



APU has signed a MoA with HILTI allowing for HILTI to sit in our industrial advisory panel for curriculum development. HILTI is where many of APU graduates are currently working having established OJTs in Liechtenstein and Switzerland. Traditionally APU academicians have been judges and students as participants in HILTI industrial competitions in which APU has done well constantly.

Microsoft has been an APU industrial partner for over two decades. APU is one of the frontier universities on the Microsoft Talent Development programme. Students at APU have continued to engage directly with professionals from Microsoft via workshops and talk sessions. Many of these students have also attained professional Microsoft certification allowing for greater job prospects. APU has also received the Microsoft Azure Educator Grant Award.

APU collaborated with IBM on academic initiative to deliver a series of technical workshop, technology talks, industry visits, etc. IBM academy collaboration has received overwhelming participations from APU students. APU has produced over 200 students as IBM certified solution designers and application developers so far.

APU continues to work closely with MDEC on the development of IT graduates feeding into the industry. APU has built itself as a top institution serving the needs of digital, computing and IT employability in Malaysia. This is further enhanced via student competitions and projects that APU has been directly involved with.

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COLLABORATIVE INDUSTRIAL PARTNERS

Under the Elevating IT Education (ELITE) program, a unique Education Outreach Program set up by Tecforte Group, a Security Operation Centre (SOC) is set up in APU to produce career-ready graduates that are able to "hit the ground running" upon graduation and are equipped with relevant cybersecurity skillsets that would meet the expectation from the industry. By manning the live industry-grade Security Operations Centre, students get to have practical hands-on & Industry-like experience from the People, Process and Technology perspectives.

The state-of-the-art Cisco Networking Academy laboratory in collaboration with Cisco is built to provide hands-on experience and vibrant environment to gain practical experience and learn modern concepts and industry practices in computer networks. Equipped with routers, switches and a multitude of academic and commercial software to design, simulate, test, monitor, analysis and manage computer networks, the laboratory is used by the Cisco Networking Academy program to equip students with hands-on digital skills training.

The joint collaboration between APU and Salesforce is committed towards talent development of customer relationship management (CRM) professionals in Malaysia and the region. Salesforce is a developer, manufacturer and distributor of CRM technologies and with this partnership APU looks forward to having a working relationship with Salesforce in the teaching of CRM concepts to IT professionals for the industry.

Materialise and APU have collaborated to mutually work to facilitate opportunities for consultancy or project development services directly towards talent building in the field of computer engineering, online services and 3D printing. This agreement is intended to facilitate the industrial relationship between both parties concerning opportunities for consultancy services in the areas of expertise of APU.

Cyber Test Systems is a French company composed of experts with more than 20 years of experience in the field of cyber defense training. The Cyber Test Systems introduced the first of its kind cyber defence technologies called "Cyber Range" in Malaysia, that can simulate highly complex cyber-attacks in a hyper realistic environment, enabling cyber security professionals and students to prepare themselves in dealing with real cyber threat attack when it happens.

APU-ISACA Student Group is officially recognized by ISACA International Headquarters. It is the first officially recognized ISACA Student Group in Malaysia.ISACA Student Groups (ISGs) encourage education beyond the classroom by allowing students to network and learn from each other, and connect with a supportive group of professionals. Upon the establishment of this group, APU is accessible to ISACA's material, tools as well as a range of other benefits.

APU is the first Amazon Web Services (AWS) Public Sector Transformation Partner in Malaysia. This partnership enables students & staff to obtain free computing resources, gain access to free workshops, trainings, boot camps and other activities organized by AWS. With the prestige under this partnership, students & staff also have the opportunities to work on research projects, that are funded by AWS to support our academic activities.

The collaboration between APU and KPMG is intended to drive Cyber Security capability building and students involvement within APU which is relevant to ICT industry requirements by tapping into KPMG's experience and network. KPMG has also been involved in industry review and feedback of APU's Cyber Security programmes.

APU and SAS have signed an MoA in partnership to develop Data Scientists in Malaysia. SAS also has endorsed the UG and PG level programmes in Data Analytics by providing tools and educational material support for learning and research purposes. All UG and PG Data Analytics graduates will received a Joint Professional Certificate from SAS.

APU and Finterra Technologies have entered into a partnership to build on block chain capability by collaborating on industrial training and internship placements, industry inputs on academic programme development, student project supervision, guest lectures and adjunct appointments as well as on research and development.

APU became the first university in Malaysia to partner with EMC under its successful EAA initiative and introduced courses on Data Science and Big Data Analytics, Cloud Infrastructure and Services, Information Storage & Management to undergraduate students.

APU and Wizlynx have partnered to facilitate the industrial relationship and collaboration for research & development and for collaborative activities in IT Security and technology development.

COLLABORATIVE INDUSTRIAL PARTNERS

APU established Oracle Academy partnership which makes available CS education resources that are up-to-date, industry-relevant, and engaging. It also provides support in curriculum, Faculty Professional Development, Certifications and community building.

APU and F-Secure has been partners in joint students skills development enhancement in the areas of forensics and cyber security. F-Secure's prominent industrial level competitions have been constantly participated in by APU students and they have traditionally done extremely well.

The collaboration between APU and ASTRO is to mutually facilitate opportunities to benefit the growing need for software engineers in the current ICT industry and the requirements of digital transformation. This is in line with projects by APU students as part of their coursework assignments or final year projects as supervised by APU academicians with ASTRO professionals as the industry supervisors. A project working space in the name of APU-ASTRO Innovation Zone (AIZ) to be provided for students to work on live projects with an ASTRO stationed personnel.

APU and LuxTag have agreed to work mutually to facilitate opportunities for consultancy and development services to benefit the growing need for technology and innovation in the current ICT industry. As the main focus, LuxTag will provide knowledge sharing services on Blockchain Technology to the students of APU, starting with seminars and workshops that could be embedded as part of the curriculum. In addition, this would provide opportunities for students and lecturers to participate in Research & Development activities.

Red Hat is a recognized leader in the IT industry, particularly in the Linux environment. Learning Red Hat Linux can provide students with skills that are in high demand in the job market. Red Hat Academy partners with APU to provide the next generation of IT talent to learn practical skills based on use cases from thousands of enterprise implementations. Red Hat recognizes the importance of closing the technology skills gap for the future of enterprise software and promotes equal opportunity for all to do so. Learning Red Hat can equip graduates with the necessary skills to be 'work-ready' in the IT industry.

The partnership between APU and Joget under the Joget Education, Innovation & Entrepreneurship (EIE) Program fosters technological innovation by empowering the next generation of innovators with industry-relevant knowledge and practical skill sets that are highly valued in the future workplace. Bridging the gaps between classroom learning and industry, this program cultivates the development of problem-solving, collaboration, creativity and practical application of innovation in real-world scenarios, while providing opportunities for hands-on experience through industry projects leveraging Joget.

DLS, a leader in innovative ICT and Geographic Information Systems (GIS) solutions, proudly partners with APU to establish the GIS Collaboration Lab. This cutting-edge facility empowers APU students with practical GIS skills, bridging academic theory and real-world applications. Equipped with advanced GIS tools, the lab offers hands-on training in spatial analysis, mapping, and data visualization, preparing students for careers in urban planning, disaster management, and more. Through this collaboration, DLS and APU aim to nurture future GIS professionals, fostering innovation and excellence in the rapidly growing geospatial industry.

Xhinobi is a game development studio established in Kuala Lumpur since 2018. Besides gamification for enterprises, they also provide solutions in video game development and VR & AR projects. APU and Xhinobi have been in collaboration by providing industrial experience opportunities such as internship and industrial talks for our students in the area of computer games development.

APU has joined with Supercharger to develop future talents and academicians that are proficient in financial technology via Fin Tech Specialization Centre by allowing exchange of knowledge and expertise and to ensure talents are well prepared to enter the financial services industry.

Metronomik is a video game company founded and has been one of the APU Industrial Advisory Panel (IAP) members in providing industrial input and feedback on our Computer Games Development (CGD) programme. Besides, various activities such as the industrial visits, talks and seminars have been co-organised with Metronomik since 2018.

APU joined MyUniAlliance SAP UAP in 2012. This alliance allows students to access SAP curriculums, demos, webinars, recorded videos and other learning platforms.

APU became CompTIA's First Academic Partner in Malaysia. It provided an excellent opportunity for APU students to get vendor-neutral IT education embedded in their curriculum through CompTIA.



Professional Certification Partners

- Bachelor of Science (Honours) in Information Technology
- Bachelor of Science (Honours) in Information Technology with a specialism in Cloud Engineering
- Bachelor of Science (Honours) in Information Technology with a specialism in Information System Security
- Bachelor of Science (Honours) in Information Technology with a specialism in Internet of Things

Amazon Web Services (AWS) is the world's most broadly adopted cloud platform offering several fully featured services from data centers globally. As an Amazon Web Services (AWS) Academy member institution, Asia Pacific University of Technology & Innovation offers the AWS Academy cloud computing curriculum through its multi-disciplinary IT degree options that prepares students to pursue careers in the fast-growing cloud computing space and industry-recognized AWS Certifications.
The AWS Academy curriculum is developed and maintained by AWS subject matter experts, ensuring that it reflects current services and up-to-date best practices. Courses are taught by AWS Academy-accredited educators who are trained by AWS to help students become proficient in AWS technology.

PROFESSIONAL CERTIFICATION PARTNERS

AWS ACADEMY MEMBER INSTITUTION

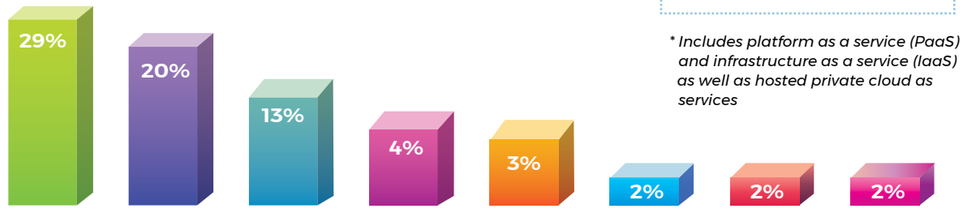
The rapid rise of computing is creating a growing number of high-quality jobs at organizations around the world, and the technical skills that students develop through this program will position them well for their careers today and in the future.

Career Options:

- Cloud Architect
- Systems Engineer
- Systems Analyst
- DevOps Engineer
- Reliability Engineer
- Build Engineer
- Software Developer
- System Architect
- Software Development Manager
- IT Manager
- Data Innovation Manager
- Machine Learning Scientist
- Business Process Engineer
- Data Wrangler / Munger / Miner
- Business Intelligence Manager
- Analytics & Reporting Manager
- Decision Analytics Manager

AWS Stays Ahead as Cloud Market Accelerates

Worldwide market share of leading cloud infrastructure service provider in Q3 2025*



Cloud infrastructure service revenue in Q3 2025
$ 107 billion

** Includes platform as a service (PaaS) and infrastructure as a service (IaaS) as well as hosted private cloud as services*

Source: Synergy Research Group

CISCO CERTIFIED CCNA

- **Bachelor of Science (Honours) in Information Technology with a specialism in Cloud Engineering**

CISCO is the worldwide leader in IT and networking. Achieving CISCO CCNA certification is the first step in preparing for a career in IT technologies. To earn CCNA certification, you pass one exam that covers a broad range of fundamentals for IT careers, based on the latest networking technologies, software development skills, and job roles.

The undergraduate APU students who enlist under this programme, will get an opportunity to get the CISCO CCNA certification which follows CCNA v7 prospectus. There are 4 modules under this programme that were designed following CCNA syllabus. This giving benefits to students as they have access to various resources and simulation software through the learning platform to facilitate their learning. As a CISCO Academy partner, APU had a dedicated CISCO lab with all CISCO devices. This facility is provided to ensure our students are exposed to the real physical configuration of network devices such as routers and switches in their lab sessions at level 2 and level 3 of their undergraduate program. With the best facility and skilled certified instructors, the students should be fully ready to sit for their CCNA certification exam during their final semester of undergraduate study.



Degree Programmes

COMPUTING, TECHNOLOGY, DATA SCIENCE, AI, CYBER SECURITY, GAME DEVELOPMENT & VR/AR STUDY PATHWAYS

COMMON SEMESTER 1 / LEVEL 1	PROGRAMMES
All the programmes have similar modules in semester 1. Modules that provide appropriate foundation for any IT professional include Systems Analysis & Design, Introduction to Networking, Python Programming and introductory programming. Modules such as Mathematics for Technology provide the basic academic skills that students require. General understanding of the work environment and aspects of personal and organisational development are provided by Digital Thinking and Innovation, Fundamental of Entrepreneurship, and Introduction to Databases.	• Bachelor of Science (Honours) in Information Technology • Bachelor of Science (Honours) in Information Technology *with a specialism in:* *- Information System Security* *- Cloud Engineering* *- Internet of Things (IoT)* *- Sustainable Computing* *- Financial Technology (FinTech)* *- Business Information Systems* • Bachelor of Science (Hons) in Software Engineering • Bachelor of Science (Honours) in Computer Science • Bachelor of Science (Honours) in Computer Science *with a specialism in:* *- Quantum Computing* *- Data Analytics* • Bachelor of Computer Science (Hons) (Artificial Intelligence)
SPECIALISED LEVEL 1*	• Bachelor of Science (Honours) in Computer Science (Cyber Security) • Bachelor of Science (Honours) in Computer Science (Cyber Security) *with a specialism in:* *- Digital Forensics*
SPECIALISED LEVEL 1*	• Bachelor in Interactive Media and Immersive Technology (Honours) • Bachelor in Interactive Media and Immersive Technology (Honours) *with a specialism in:* *- VR/AR*
SPECIALISED LEVEL 1*	• Bachelor in Game Development (Honours)

*Note: *Although Semester 1 at Level 1 is common for some programmes, students who are on scholarships or loans (e.g. PTPTN, MARA etc) are required to decide on your degree upon commencement and are not allowed to change to another programme unless approved by the Loan/ Scholarship provider. International Students are required to re-apply for a new Student Pass (visa) should they decide to change the programme.*



Computing & Technology Programmes

Computing is science of creating, shaping, and transforming the world through technology.

Computing Technology have become the backbone of virtually every industry and have transformed the way societies and nations communicate, conduct business, socialize and innovate. The world of computing once largely defined by four major pillars; computer science, software engineering, information technology and information systems has now evolved into a diverse ecosystem of specialised fields, each addressing very distinct technological challenges and opportunities.

Advances in artificial intelligence are reshaping how we interact with technology in our everyday lives; cybersecurity is safeguarding our personal data, financial systems and both corporate and national infrastructure; data science is enabling businesses to make better decisions and grow faster than ever before; while game technologies and extended reality are redefining human interaction with the digital space and virtual environments for everything from entertainment to education. At the same time, advances in software systems, quantum computing, cloud technologies, digital infrastructure, and embedded systems continue to create entirely new possibilities for industry and society.

Recognising this transformation, APU has strategically organised its computing technology disciplines into six specialised schools, each representing a key pillar of the future tech ecosystem. This structure enables deeper expertise, stronger industry alignment, clearer academic identity, and closer engagement with rapidly evolving professional ecosystems.
Together, these six schools embody APU's vision of shaping the future through technology and advancing the frontiers of intelligence, computation, security, software systems, immersive experiences, and digital entertainment to create meaningful impact for industry, society, and the world.

COMPUTING & TECHNOLOGY PROGRAMMES

SCHOOL OF DIGITAL INNOVATION AND TECHNOLOGY

The School serves as a bridge between technology, organisational infrastructure and society, focusing on the application of digital technologies to solve real-world challenges and drive business transformation. The School encompasses a broad spectrum of disciplines including information technology, cloud engineering, sustainable computing, Internet of Things, financial technology, digital transformation, and business information systems. By integrating technology with operational, organisational, and societal needs, the School prepares our talents to lead digital innovation initiatives and support the transformation of industries in an increasingly connected and technology-driven world.

- **Bachelor of Science (Honours) in Information Technology**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Information System Security**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Cloud Engineering**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Internet of Things (IoT)**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Financial Technology (FinTech)**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Business Information Systems**
- **Bachelor of Science (Honours) in Information Technology with a specialism in Sustainable Computing**

SCHOOL OF SOFTWARE ENGINEERING

The School is dedicated to the design, development, and evolution of the software systems that power modern society. As software increasingly forms the foundation of businesses, governments, and digital services, the School focuses on the engineering principles, architectures, and methodologies required to build reliable, scalable, and secure systems at scale. From enterprise platforms and cloud-native applications to emerging digital ecosystems, the School prepares future professionals to lead the development of software solutions that drive innovation, productivity, and digital transformation across industries.

- **Bachelor of Science (Hons) in Software Engineering**

SCHOOL OF COMPUTER SCIENCE AND QUANTUM COMPUTING

The School is dedicated to advancing the fundamental sciences that underpin the world of digital technology and the next generation of computational technologies. As industries move towards high-performance computing and new computational architectures, we aim to develop future innovators who will shape the evolution of computing including the exciting area of Quantum Computing, one of the world's most advanced and rapidly emerging areas of computer sciences and engineering technology.

- **Bachelor of Science (Honours) in Computer Science**
- **Bachelor of Science (Honours) in Computer Science with a specialism in Quantum Computing**

SCHOOL OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

This specialised school focuses entirely on teaching talents how to extract meaning from data, build intelligent models, and deploy them to solve complex problems to bridge the gap between human curiosity and machine capability to impact the real-world. The graduates in this school are not just expected to enter the job market but rather to shape it. From artificial intelligence and advanced analytics to generative AI and data-driven innovation, the School empowers our talents to unlock insights to engineer intelligence, extract deep insights, and build software that can think, learn, and adapt.

- **Bachelor of Science (Honours) in Computer Science with a specialism in Data Analytics**
- **Bachelor of Computer Science (Hons) (Artificial Intelligence)**

SCHOOL OF CYBERSECURITY AND FORENSICS

The School is dedicated to training our talents in safeguarding the digital infrastructure, ecosystems, and sensitive data that underpin modern society. As cyber threats continue to evolve in scale and sophistication, the School focuses on enhancing knowledge in protection, resilience, and investigation of digital environments across both public and private sectors. Spanning cybersecurity, threat intelligence, incident response, and digital forensics, the School addresses the growing global demand for professionals capable of defending critical systems, investigating cyber incidents, and supporting trust and security in an increasingly connected world.

- **Bachelor of Science (Honours) in Computer Science (Cyber Security)**
- **Bachelor of Science (Honours) in Computer Science (Cyber Security) with a specialism in Digital Forensics**

SCHOOL OF GAME DEVELOPMENT AND EXTENDED REALITY

The School explores the convergence of technology, creativity, and human experience in shaping the future of digital interaction and entertainment software. The School focuses on the development and technology of interactive experiences, immersive environments, and real-time technologies that underpin video games, virtual reality, augmented reality, and emerging spatial computing applications. The School embodies the concept of technological artistry. This is an approach to merge creativity into technology, producing talents who can be the bridge between the two fields positioning the School at the forefront of the next generation of immersive digital experiences and the multi-billion-dollar video games industry.

- **Bachelor in Interactive Media and Immersive Technology (Honours)**
- **Bachelor in Interactive Media and Immersive Technology (Honours) with a specialism in VR/AR**
- **Bachelor in Game Development (Honours)**



Bachelor of Science (Honours) in INFORMATION TECHNOLOGY

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with a broad range of information technologies and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and apply appropriate strategies and techniques to the development of information technologies.

Career options

- Systems Analyst
- IT Executive
- IT Consultant
- Information Systems Analyst
- Chief Technology Officer (CTO)
- Technical Support Manager
- IT Sales Manager
- IT Application Developer
- IT Auditor
- IT Project Manager
- IT Helpdesk Manager
- System Administrator
- Systems Consultant

Certification by:

aws academy
Member Institution

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, programming languages and techniques, and further analysis and design skills. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Systems and Network Administration
- Integrated Business Processes with ERP Systems
- Data Center Infrastructure

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Mobile and Web Multimedia
- Internet of Things: Concepts and Applications **OR** Distributed Computer Systems **OR** Blockchain Development
- Emergent Technology
- Designing and Developing Applications On the Cloud **OR** Knowledge Discovery and Big Data Analytics **OR** Fundamentals of Quantum#
- Investigations in Information Technology
- Information Technology Project

 # Specific Mathematics requirements apply.



Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INFORMATION SYSTEM SECURITY

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with a broad range of information technologies and how they are used.
- A specialised and focused emphasis on information systems security as it applies in contemporary industry.
- The skills and knowledge required to critically evaluate and refine information systems security strategies and programmes.

Career options

- IT Security Officer
- IT Security Analyst
- IT Security Consultant
- IT Security Infrastructure Designer
- IT Security Solutions Designer
- IT Security Engineer
- IT Security Specialist
- Chief Technology Officer (CTO)
- Information Security Engineer
- Information Security Analyst
- Information Security Manager
- Technical Support Manager
- Network Security Engineer
- System Administrator

Certification by:

aws academy
Member Institution

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. Some specialised modules will provide them basic knowledge of security and computer forensics. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of information systems, along with specialised skills and knowledge required to critically evaluate and refine information systems security strategies and programmes. Students will gain solid technical knowledge of computer systems security with the appreciation to human security policies and actions. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will will make use of their previous studies and industrial experience to extend their familiarity in a broad range of information technologies and to refine their personal and professional development. Students will enhance their programming skills and move further into the areas of cloud computing and big data. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Systems and Network Administration
- Ethical Hacking and Incident Response

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Computer Systems Security
- Penetration Testing
- Database Security
- Wireless and Mobile Security
- Investigations in Information System Security
- Information Systems Security Project

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



DUAL DEGREE

Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN CLOUD ENGINEERING

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- An understanding of frameworks and planning techniques for the strategic management of cloud-based information systems in organisations.
- The ability to critically evaluate and apply cloud computing technologies, networking technologies and topologies, as well as the skills and expertise required for cloud-focused engineering roles.
- The skills and knowledge required to develop and assess network architectures and networked computing applications.

Career options

- Chief Technology Officer (CTO)
- Server Developer
- Cloud Solution Consultant
- Technical Support Manager
- IT Cloud Test Engineer
- Cloud Platform Developer
- Data Center Operator
- Cloud Architect
- Cloud Software Engineer
- Cloud Network Engineer
- Cloud Product Manager
- Cloud Consultant
- Network Designer

Certification by:

aws academy
Member Institution

cisco Networking Academy

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through computer architecture, operating systems, networks, and databases. Some specialised modules will provide students with basic knowledge of web design and development. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of frameworks and planning techniques for the strategic management of organization's computing resources, along with technical skills to evaluate, design, configure and maintain shared computing infrastructure. They will gain solid understanding of the importance of enterprise systems and network administration in virtual computing environments. They will have programming skills needed in systems administration, network technologies, network design, and network security. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of cloud computing and to refine their personal and professional development. Students will learn how to design and manage cloud-based systems in enterprises using programming skills, management, and planning strategies. Students will have a deeper understanding of enterprise network components, settings, and methodologies, as well as a better understanding of edge computing concepts and applications. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking, and analytical skills to produce a personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Network Security
- Switching and Routing Essentials
- Data Center Infrastructure

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Edge Computing: Concepts and Applications
- Enterprise Networking and Automation
- Designing and Developing Applications On The Cloud
- Cloud Architecture
- Investigations in Cloud Engineering
- Cloud Engineering Project

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



DUAL DEGREE

Bachelor of Science (Honours) in INFORMATION TECHNOLOGY WITH A SPECIALISM IN INTERNET OF THINGS

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- The knowledge to design, engineer, and develop IoT- based solutions using various platforms in a broader and vendor neutral perspective.
- An understanding of important insights on sensor devices, internet based technologies, wireless communications, and cloud computing.

Career options

- Microcontroller Programmer
- Machine Learning Programmer
- Cloud Security Specialist
- Embedded Device Developer
- Data Scientist
- Network Developers
- Mobile Application Developer
- Web Developer
- Big Data Analysts
- Technology Consultant
- Web Development Engineer
- Project Manager – IoT
- IoT Innovation Manager
- IoT Software Developer
- Infrastructure and Test Engineer

Certification by:

aws academy
Member Institution

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. Some specialised modules will provide them basic knowledge of programming and Internet of Things (IoT). The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain better understanding of the broad range of Internet of Things technologies, which include networking, systems programming and security. They will gain solid understanding of IoT as an enabler for an organisation. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of Internet of Things (IoT) and to refine their personal and professional development. Students will move further into the frameworks and planning techniques for strategic management of cloud-based IoT systems in organisations. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module
- Introduction to Internet of Things

LEVEL 2

Common Modules
- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Network Security
- IoT Connectivity
- Developing IoT Applications

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Distributed Computer Systems
- Edge Computing: Concepts and Applications
- Emergent Technology
- Human Computer Interaction and Usability
- Investigations in Internet of Things
- Internet of Things Project

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency



DUAL DEGREE

Bachelor of Science (Honours) in **INFORMATION TECHNOLOGY** WITH A SPECIALISM IN FINANCIAL TECHNOLOGY (FinTech)

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with a broad range of information technologies and how they are used.
- Knowledge and skills in managing financial products, product development and working within the rapidly changing Global Banking and Finance Industry.

Career options

- FinTech Systems Analyst
- IT and FinTech Consultant
- FinTech Infrastructure Administrator
- Chief Technology Officer (CTO)
- Global Business Solution Consultant
- IT Business Development Manager
- IT Business Analyst
- Technical Business Analyst
- Business Systems Analyst
- System Analyst
- Business Intelligence Manager
- CRM Business Analyst

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. Some specialised modules will provide the basic knowledge of business information technologies. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of the broad range of Information Technologies, and the specialised skills to apply frameworks and planning techniques for the strategic management of financial technologies. They will gain solid understanding of the support of business information technologies in modern organisational operations. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of business information technologies and to refine their personal and professional development. A final year project requires them to investigate and develop a solution for a real world finance business problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules

- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module

- Fundamentals of Web Design and Development

LEVEL 2

Common Modules

- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules

- Network Security
- Financial Management
- Financial Technology

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules

- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules

- Distributed Computer Systems
- Blockchain Development
- Emergent Technology
- Fintech Risk Management and Regulations
- Investigations in Financial Technology
- Financial Technology Project



DUAL DEGREE

Bachelor of Science (Honours) in **INFORMATION TECHNOLOGY** WITH A SPECIALISM IN BUSINESS INFORMATION SYSTEMS

(R3/0611/6/0038)(08/30)(A6210)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with a broad range of Information Systems and how they are used.
- An understanding of frameworks and planning techniques for the strategic management of information systems in organisations.
- The ability to critically evaluate and recommend appropriate information system to fulfill the organisation's needs.

Career options

- IT Business Systems Developer
- IT Systems Analyst
- E-Commerce Consultant
- Chief Technology Officer (CTO)
- Management Information System (MIS) Manager
- Global Business Solution Specialist
- Global Business Solution Consultant
- IT Business Development Manager
- IT Quality Assurance (QA) Analyst
- IT Business Engagement Manager
- SAP Business Analyst
- Technical Business Analyst
- Business Systems Analyst
- System Analyst
- Business Intelligence Manager
- CRM Business Analyst

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through Computer Architecture, operating systems, networking and databases. Some specialised modules will provide them basic knowledge of web development and programming. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of the broad range of information technologies, and the specialised skills to apply frameworks and planning techniques for the strategic management of information systems. They will gain solid understanding of the support of business information systems in modern organisational operations. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of business information systems and to refine their personal and professional development. Students will move further into the development of business proposals that introduce the development, deployment and business impact of information systems. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules

- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module

- Introduction to Information Systems

LEVEL 2

Common Modules

- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules

- Integrated Business Processes with ERP Systems
- Enterprise Systems
- Management Information Systems

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules

- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules

- Developing E-Commerce Applications with XML
- Internet of Things: Concepts & Applications
- Emergent Technology
- Information Systems Development Trends
- Investigations in Business Information Systems
- Business Information Systems Project



SCHOOL OF DIGITAL INNOVATION AND TECHNOLOGY

Bachelor of Science (Honours) in **INFORMATION TECHNOLOGY** WITH A SPECIALISM IN SUSTAINABLE COMPUTING

(R3/0611/6/0038)(08/30)(A6210))

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- An understanding of the environmental impact of technology and promote eco-friendly practices
- The ability to design energy-efficient software and hardware, integrate renewable sources, and manage data responsibly
- An emphasis on ethical considerations, collaborations across disciplines, and advocacy for environmentally friendly technology
- Practical projects and real-world applications that will enable students to apply sustainable computing practices and measure their positive impact

Career options

- Green IT Consultant
- Sustainability Analyst
- Corporate Sustainability Manager
- Data Centre Sustainability Specialist
- IT Sustainability Officer
- ICT Environmental Manager
- Project Manager (Sustainability Project)
- Sustainable ERP Officer

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of the underlying computer system through computer architecture, operating systems, networks, and databases. The specialized module will provide students with basic knowledge of web design and development. The modules will also help them develop personal and organizational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of sustainable computing principles, focusing on the environmental, social, and economic aspects of computing technology. This will further delve into advanced concepts of sustainable computing, exploring topics such as green computing, sustainable technology policies, and implementing sustainable practices in an enterprise resource planning environment.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity with the field of sustainable computing and to refine their personal and professional development. Students will focus on emerging trends in sustainable computing by exploring topics like renewable energy, digital strategies, and leadership roles in fostering sustainable business practices in organizations. A final year project requires them to investigate and develop a solution for a real-world problem- they will demonstrate their ability to combine technical knowledge, critical thinking, and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- Introduction to Databases
- Introduction to Networking
- System Software and Computing Concepts
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Integrated Computer Systems
- Mathematical Concepts for Computing
- Introduction to Security and Forensic Technologies
- Fundamental of Entrepreneurship

Specialised Module
- Fundamentals of Web Design and Development

LEVEL 2

Common Modules
- Green Computing
- System Development Methods
- Object Oriented Development with Java
- Innovation Process
- Mobile and Wireless Technology
- Concurrent Programming
- Human Computer Interaction
- Web Applications
- Research Methods for Computing and Technology

Specialised Modules
- Integrated Business Processes with ERP Systems
- Sustainable Technology and Policy
- Network Security

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Advanced Database Systems
- Critical Issues in Managing Information Systems in Organisations
- Cloud Infrastructure and Services
- Venture Building

Specialised Modules
- Digital Strategy and Analytics
- Social and Collaborative Computing
- Emergent Technology
- Sustainable Leadership
- Investigations in Sustainable Computing
- Sustainable Computing Project



SCHOOL OF SOFTWARE ENGINEERING

Bachelor of Science (Hons) in **SOFTWARE ENGINEERING**

(R3/0612/6/0013)(04/31)(MQA/FA0366)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Familiarity with the tools and rigorous methodologies used to develop mission-critical and safety-critical software systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop large-scale and complex software systems.
- A deep appreciation of the importance of software architecture, testing, documentation, and maintainability.

Career options

- Software Engineer
- Systems Analyst
- Project Manager
- Software Consultant
- Programmer
- Chief Technology Officer (CTO)
- Application Engineer
- Software Test Engineer
- Software Quality Assurance (QA) Specialist
- R&D Specialist
- Software Architect
- Systems Integration Engineer
- Senior Technical Lead
- Product Manager
- Solutions Architect
- Development Manager
- Senior System Designer

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, problem solving skills, algorithmic skills, mathematical techniques and systems analysis and design. Some specialised modules will provide students with basic knowledge of underlying computer systems such as Computer Architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of design paradigms, languages, and algorithms used for developing large-scale and complex software systems. They will gain solid understanding of software lifecycle, and methodologies for specification, design, development, testing, evaluation, analysis and maintenance of software systems. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of software engineering and to refine their personal and professional development. Students will move further into system design methods that help them improve on software design, organisation and maintainability to produce concise and powerful software applications. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Digital Thinking and Innovation
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

Specialised Modules
- Introduction to Object-Oriented Programming
- Mathematical Concepts for Computing

Elective Modules (Choose 1)
- Introduction to Artificial Intelligence
- Fundamentals of Web Design & Development

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Programming for Data Analysis
- System Development Methods
- Object Oriented Development with Java
- Requirements Engineering
- Enterprise Systems
- Data Structures
- Software Testing
- Software Architecture
- Design Methods

Elective Modules (Choose 1)
- Concurrent Programming
- Further Web Design & Development
- Mobile App Engineering

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Venture Building
- Development and Operations

Specialised Modules
- Investigations in Software Engineering
- Project Management
- Design Patterns
- Software Quality Engineering
- User Experience
- Project in Software Engineering
- Designing and Developing Applications on Cloud

Elective Modules (Choose 2)
- Distributed Computer Systems **OR** Enterprise Programming for Distributed Applications **OR** Blockchain Development
- Advanced Database Systems **OR** Optimisation and Deep Learning



DUAL DEGREE

Bachelor of Science (Honours) in COMPUTER SCIENCE

(R2/0613/6/0055)(06/29)(MQA/FA4622)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- Technical knowledge, skills and background in the design and organisation of computer systems.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies.

Career options

- Computer Engineer
- Systems Engineer
- Software Developer
- Programmer
- Chief Technology Officer (CTO)
- IT Technical Manager
- Technical Architect
- Technical Support Manager
- IT Service Desk Manager
- Application Engineer
- Mainframe Developer
- Software Architect
- Software Quality Assurance
- Data Warehouse Manager
- Applications Development Manager
- Applications Architect

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. Some specialised modules will provide them basic knowledge of underlying computer systems such as Computer Architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain better understanding of designing and implementing new software, and solving new computing problems through theoretical and algorithmnic foundations. They will gain solid understanding of platform technology through modules in application development. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the development of advanced programming techniques and algorithms, interface design, networking, and/or multimedia. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Digital Thinking and Innovation
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

Specialised Modules
- Mathematical Concepts for Computing
- Introduction to Artificial Intelligence
- Introduction to Object-Oriented Programming

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Systems and Network Administration
- System Development Methods
- Object Oriented Development with Java
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique
- Data Structures

Elective Modules (Choose 3)
- Programming for Data Analysis **OR** Probability and Statistical Modelling
- Business Intelligence Systems **OR** Network Security
- Mobile and Wireless Technology **OR** Mobile App Engineering **OR** Fundamentals of Quantum Computing

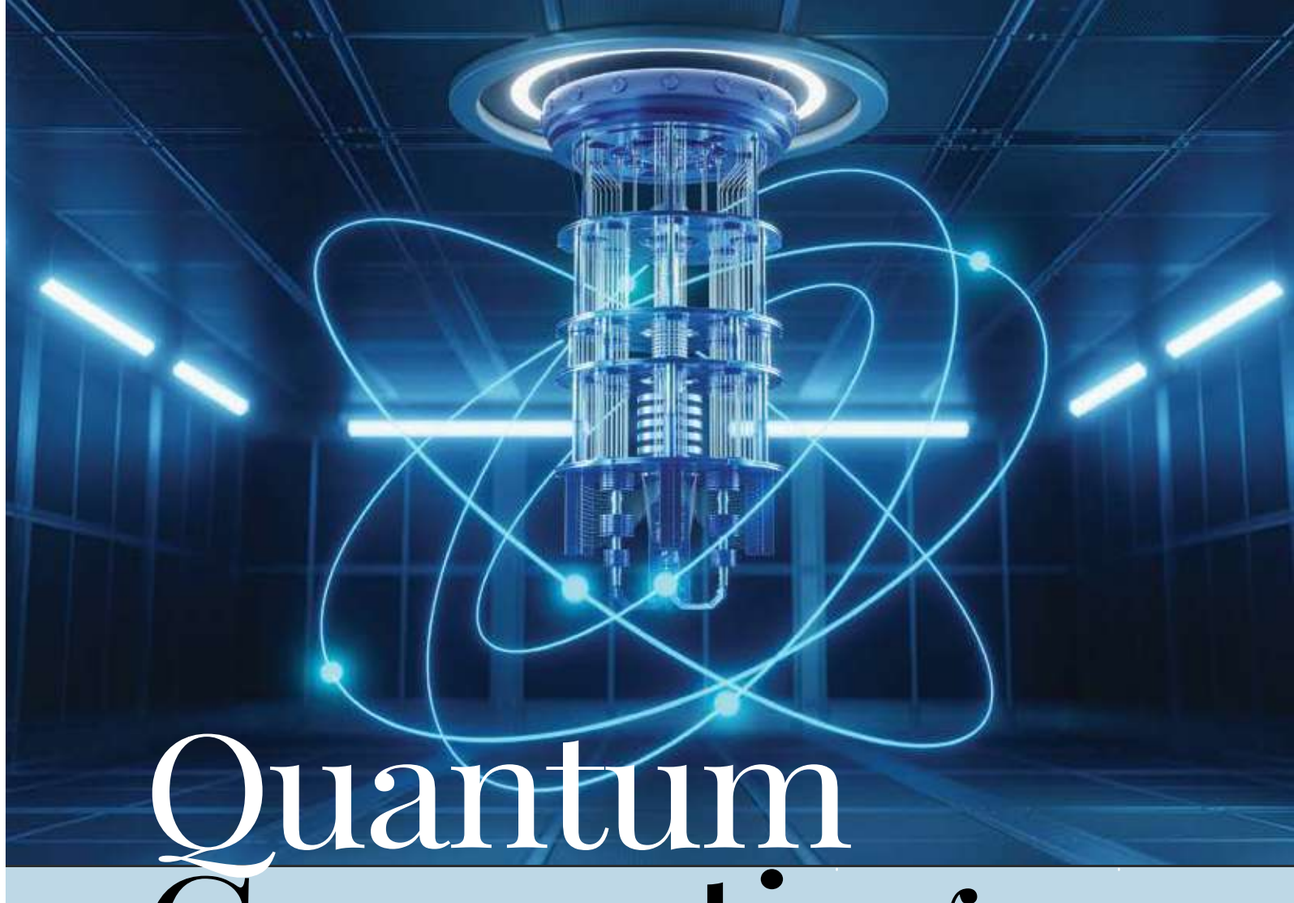
INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Venture Building

Specialised Modules
- Investigations in Computer Science
- Algorithmics
- User Experience
- Advanced Database Systems
- Project in Computer Science

Elective Modules (Choose 4)
- Computer Systems Security **OR** Quantum Algorithms
- Image Processing, Computer Vision and Pattern Recognition **OR** Blockchain Development
- Designing and Developing Applications on the Cloud **OR** Quantum Machine Learning
- Wireless and Mobile Security **OR** Optimisation and Deep Learning



Quantum Computing

QUANTUM COMPUTING - THE NEXT BIG LEAP IN TECHNOLOGY

Asia Pacific University of Technology and Innovation's Quantum Computing **specialised pathway electives** are designed to introduce students to one of the world's most advanced and rapidly emerging areas of computer sciences and engineering technology.

WHAT MAKES QUANTUM COMPUTING DIFFERENT?

Unlike traditional systems, quantum computers process information using **quantum bits (qubits)** - enabling them to handle problems that are practically impossible today.



Classical computers, like your laptop or smartphone, process information using binary bits - 0s and 1s.

As industries begin preparing for the next generation of computational technologies, quantum computing is increasingly seen as a field that may eventually transform key areas such as cybersecurity, artificial intelligence, scientific simulation, advanced robotics and data science.

THE REAL INSIGHT

Quantum Computing isn't about replacing today's computers - It's about solving problems we've **never been able to solve before**.

WHAT THIS MEANS FOR THE FUTURE

We are moving toward a world where:

- Innovation happens faster than ever
- Industries are reshaped by advanced computation
- Competitive advantage depends on deep tech adoption

Structured from computational science and engineering perspectives, APU's specialised quantum pathways comprises three modules: Fundamentals of Quantum Computing, Quantum Circuits and Algorithms, and Advanced Quantum Computing which equips students with a strong foundation in quantum concepts, including superposition, entanglement, quantum circuits, quantum information, and algorithm design, while providing exposure to practical quantum programming tools and development environments.



Bachelor of Science (Honours) in **COMPUTER SCIENCE** WITH A SPECIALISM IN QUANTUM COMPUTING

(R2/0613/6/0055)(06/29)(MQA/FA4622)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- To equip graduates with foundational and applied competencies in quantum computing, enabling them to understand quantum information principles, design and implement quantum algorithms and circuits, and explore emerging applications in quantum communication, quantum machine learning, and near-term quantum technologies using industry-relevant tools and platforms.

Career options

- Quantum Computing Developer
- Quantum Software Engineer
- Quantum Machine Learning Engineer
- Quantum Research Associate
- Quantum Applications Developer
- Quantum Systems Analyst
- AI and Quantum Computing Consultant
- Research Assistant in Quantum Information Science

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. Some specialised modules will provide them basic knowledge of underlying computer systems such as computer architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

Students will develop a broader range of skills, gaining a deeper understanding of designing and implementing software solutions and solving complex computing problems through theoretical, mathematical, and algorithmic foundations. They will strengthen their understanding of platform technologies through modules in application development while being introduced to the principles of quantum computing, including quantum information, quantum mechanics principles and quantum states; mathematic principles for quantum computing like complex numbers and linear algebra; qubits, quantum gates, and the circuit model. Creativity, innovation, and independent learning will be further nurtured to prepare students for emerging technologies and future workplace demands.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will build upon their previous studies and industrial experiences to deepen their expertise in computer science and further enhance their personal and professional development. They will progress into advanced programming techniques, algorithms, interface design, networking, and specialized areas such as quantum circuit theory, advanced qiskit patterns, quantum application development, quantum ecosystem and ethics. Through practical implementation using industry-relevant quantum software platforms, students will gain exposure to emerging domains such as quantum machine learning and quantum optimization. A Final Year Project will require students to investigate and develop a solution to a real-world problem, demonstrating their ability to integrate technical knowledge, critical thinking, analytical skills, and innovation to produce a significant personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Digital Thinking and Innovation
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

Specialised Module
- Mathematical Concepts for Computing
- Introduction to Artificial Intelligence
- Introduction to Object-Oriented Programming

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Systems and Network Administration
- System Development Methods
- Object Oriented Development with Java
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique
- Data Structures
- AI Methods
- Computing Theory
- Fundamentals of Quantum Computing

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Venture Building

Specialised Modules
- Investigations in Quantum Computing
- Algorithmics
- User Experience
- Advanced Database Systems
- Computer Systems Security
- Designing and Developing Applications on the Cloud
- Quantum Algorithms
- Quantum Machine Learning
- Project in Quantum Computing

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



DUAL DEGREE

Bachelor of Science (Honours) in **COMPUTER SCIENCE** WITH A SPECIALISM IN DATA ANALYTICS

(R2/0613/6/0055)(06/29)(MQA/FA4622)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- The ability to develop technical knowledge, skills and background in the design and organisation of computer systems with an emphasis on data analytics.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies with data analytics concepts and tools.

Career options

- Software Tool Developer
- Data Analyst
- Data Scientist
- Data Wrangler/Munger/Miner
- Chief Technology Officer (CTO)
- Data Analytics Manager
- Business Process Engineer
- Business Analyst Manager
- Data Innovation Manager
- Business Intelligence Developer
- IT Risk Analyst
- Advance Analytics Professional
- Data Engineer
- Business Intelligence Analyst
- Machine Learning Scientist
- Business Intelligence Solutions Architect
- Analytics Manager
- Data Visualization Developer

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. Some specialised modules will provide them basic knowledge of underlying computer systems such as Computer Architecture, operating systems, networking and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which students will gain better understanding of designing and implementing new software, and solving new computing problems through theoretical and algorithmnic foundations. They will gain solid understanding of platform technology and data analytics through modules in application development and knowledge discovery techniques. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of computer science and to refine their personal and professional development. Students will move further into the focus on advanced analytics through business analytics and intelligence modules. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

SAS | THE POWER TO KNOW.

APU and SAS have signed an MoA in partnership to develop Data Scientists in Malaysia. SAS also has endorsed the UG and PG level programmes in Data Analytics by providing tools and educational material support for learning and research purposes. All UG and PG Data Analytics graduates will received a Joint Professional Certificate from SAS.

Module outline

LEVEL 1

Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Digital Thinking and Innovation
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship

Specialised Module
- Mathematical Concepts for Computing
- Introduction to Artificial Intelligence
- Introduction to C Programming

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Systems and Network Administration
- System Development Methods
- Object Oriented Development with Java
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique
- Data Structures
- Probability and Statistical Modelling
- Data Management
- Data Mining and Predictive Modelling

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Venture Building

Specialised Modules
- Investigations in Data Analytics
- Algorithmics
- User Experience
- Advanced Database Systems
- Text Analytics and Sentiment Analysis
- Behavioural Science and Marketing Analytics
- Database Security
- Optimization and Deep Learning
- Project in Data Analytics

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



SCHOOL OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

DUAL DEGREE

Bachelor of Computer Science (Hons) (ARTIFICIAL INTELLIGENCE)

(R2/0613/6/0041)(06/29)(MQA/FA4621)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- The ability to design and develop systems that exploit artificial intelligence techniques such as machine learning, fuzzy logic, natural language processing, etc.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems.
- The ability to evaluate and respond to opportunities for developing and exploiting new applications of artificial intelligence.

Career options

- Business Decision Support Engineer
- Robotics R&D Engineer
- Backend Game Developer
- Machine Learning Engineer
- Deep Learning Scientist
- Artificial Intelligence (AI) Engineer
- Artificial Intelligence (AI) Specialist
- Algorithm Specialist
- Machine Vision Engineer
- AI Platform Architect
- Artificial Intelligence Analyst
- NLP Engineer

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of artificial intelligence techniques and algorithmnic thinking. Some specialised modules will provide them basic knowledge of underlying computer systems such as Computer Architecture, operating systems, networks and databases. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

A broader range of skills will be learnt, in which the students will gain a better understanding of artificial intelligence techniques such as machine learning, fuzzy logic, and natural language processing. They will gain solid understanding of techniques used to develop complex software systems that include data acquisitions via various sensors. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of intelligent systems and to refine their personal and professional development. Students will move further into artificial intelligence design paradigms and algorithms, programming techniques and statistical techniques applicable to artificial intelligence. A final year project requires them to investigate and develop a solution for a real-world problem - they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Introduction to Networking
- Systems Software and Computing Concepts
- Introduction to Databases
- Digital Thinking and Innovation
- Python Programming
- Systems Analysis and Design
- Integrated Computer Systems
- Fundamental of Entrepreneurship
- Mathematical Concepts for Computing

Specialised Modules
- Introduction to Artificial Intelligence
- Introduction to Object Oriented Programming

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology
- System Development Methods
- Object Oriented Development with Java

Specialised Modules
- Systems and Network Administration
- Web Applications
- Concurrent Programming
- Computer Systems Low Level Technique
- Data Structures
- Programming for Data Analysis
- AI Methods
- Imaging and Special Effects

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Venture Building

Specialised Modules
- Investigations in Artificial Intelligence
- Algorithmics
- User Experience
- Advanced Database Systems
- Text Analytics and Sentiment Analysis
- Image Processing, Computer Vision and Pattern Recognition
- Further Artificial Intelligence
- Optimization and Deep Learning
- Project in Artificial Intelligence

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



SCHOOL OF CYBERSECURITY AND FORENSICS

DUAL DEGREE

Bachelor of Science (Honours) in COMPUTER SCIENCE (CYBER SECURITY)

(R/0613/6/0029)(08/29)(MQA/FA12440)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- The ability to develop technical knowledge, skills and background in the design and organisation of computer systems focusing on cyber security.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to develop complex software systems related to cyber security.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies and applications in cyber security.

Career options

- Cyber Security Engineer/ Architect
- Cyber Security Consultant/ Specialist
- Cyber Security Incident Response Analyst
- Security Operations Center (SOC) Analyst
- Intrusion Detection Analyst
- Cyber Threat Intelligence Advisor
- Ethical Hacker / Penetration Tester
- Secure Applications Engineer
- Information Security Analyst/ Engineer
- Information Security Technical Specialist
- Software Developer
- Cyber Security Governance & Compliance Manager
- Chief Technology Officer (CTO)
- Chief Information Security Officer (CISO)

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. A sound grasp of mathematical techniques and skills in algorithmic thinking are important pre-requisites for their second and third year studies in this area. System software and computing concepts, integrated computer systems, , networks, databases, security and forensic technologies are the underlying platforms in cyber security.

LEVEL 2

A broader range of skills will be learnt, in which students will gain better understanding in Cyber Security related areas. The students should be flexible in performing a range of computing tasks using extended theories and practice related to Cyber Security. In the second year, the core modules deepen the understanding of platform technology, while specialised modules allow them to go further into system & network administration, computing theory, implementation of secure systems, and social psycology, fundamentals of Quantum Computation**.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will draw on their previous studies and industrial experience to refine their personal and professional development in the field of computer science majoring in Cyber Security. Students will move further into Cyber Security by learning the core and specialised modules to enhance new skills and advanced knowledge on the current and future technologies. Elective modules are offered to strengthen their essential skills and knowledge. A final year project requires them to investigate and develop a solution for a real world problem. They will demonstrate the ability to combine technical knowledge, critical thinking, and analytical skills to produce personal achievement portfolio.

Specialised Elective Tracks
In Level 2 and 3, students can tailor their academic journey through specialised tracks designed to align with emerging industry needs. Choose from focused pathways in:
- **General Cybersecurity**
- **Secure Programming**
- **Secure Operations**
- **Cyberpsychology**
- **Quantum Computing****

These options empower students to deepen their expertise and graduate with a distinct professional edge in their chosen cybersecurity domain.

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

Module outline

LEVEL 1

Common Modules
- System Software and Computing Concepts
- Introduction to Networking
- Introduction to Databases
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis & Design
- Mathematical Concepts for Computing
- Integrated Computer Systems
- Fundamental of Entrepreneurship

Specialised Modules
- Introduction to Security and Forensic Technologies

Elective Modules (Choose 1)
- Introduction to Artificial Intelligence
- Introduction to Object-Oriented Programming

LEVEL 2

Common Modules
- System Development Methods
- Object Oriented Development with Java
- System & Network Administration
- Innovation Process
- Research Methods For Computing & Technology
- Computing Theory
- Web Application
- Human Computer Interaction
- Data Structure

Specialised Modules
- Practical CTF Strategies
- Switching and Routing Essential

Elective Modules (Choose 1)
- Ethical Hacking and Incident Response
- Implementation of Secure Systems
- Social Psychology
- Fundamentals of Quantum Computing**

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Algorithmics
- Deep Learning for Intrusion Detection
- Venture Building
- Advanced Software Security
- Advanced Database Systems

Specialised Modules
- Investigations in Cyber Security
- Vulnerability Assessment and Penetration Testing
- Advanced Cyber Security
- Project in Cyber Security

Elective Modules (Choose 1)
- Cloud Infrastructure & Services
- Internet of Things: Concepts & Applications
- Network Threat Management and Defense
- DevSecOps Principles and Practices
- Cyberpsychology
- Quantum Circuits and Algorithms**

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

(** All students selecting these modules need to ensure their Mathematics module in Year 1 is atleast A grade and above)



SCHOOL OF CYBERSECURITY AND FORENSICS

DUAL DEGREE

Bachelor of Science (Honours) in **COMPUTER SCIENCE (CYBER SECURITY)** WITH A SPECIALISM IN DIGITAL FORENSICS

(R/0613/6/0029)(08/29)(MQA/FA12440)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- The ability to develop technical knowledge, skills and background in the design and organisation of computer systems with an emphasis on digital forensics.
- The ability to critically evaluate design paradigms, languages, algorithms, and techniques used to perform advanced forensic investigation and incident response.
- The ability to evaluate and respond to opportunities for developing and exploiting new technologies with digital forensics methods and tools.

Career options

- Digital Forensics Investigator
- Forensic Compliance Investigator
- Computer Forensics Analyst
- Cyber Defense Forensics Analyst
- Cyber Defense Incident Response Analyst
- Ethical Hacker / Penetration Tester
- Intrusion Detection Analyst
- Forensic Analytics Specialist
- Secure Applications Engineer
- Information Security Analyst / Engineer
- Information Security Technical Specialist
- Software Developer
- Chief Technology Officer (CTO)
- Chief Information Security Officer (CISO)

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by every IT professional, and the basic understanding of programming, mathematical and algorithmic skills. A sound grasp of mathematical techniques and skills in algorithmic thinking are important pre-requisites for their second and third year studies in this area. System software and computing concepts, integrated computer systems, networks, databases, security and forensic technologies are the underlying platforms in cyber security and digital forensics.

LEVEL 2

A broader range of skills will be learnt, in which students will gain better understanding in digital forensics related areas. The students should be flexible in performing a range of computing tasks using extended theories and practice related to cyber security and digital forensics. In the second year, the core modules deepen the understanding of platform technology, while specialised modules allow them to go further into System & Network Administration, Advanced Forensics Methods, Ethical Hacking and Incident Response, Forensic Analysis and Recovery.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will draw on their previous studies and industrial experience to refine their personal and professional development in the field of computer science majoring in cyber security and digital forensics. Students will move further into cyber security by learning the core and specialised modules to enhance new skills and advanced knowledge on the current and future technologies. Elective modules are offered to strengthen their essential skills and knowledge. A final year project requires them to investigate and develop a solution for a real world problem. They will demonstrate the ability to combine technical knowledge, critical thinking, and analytical skills to produce personal achievement portfolio.

Module outline

LEVEL 1

Common Modules
- Systems Software and Computing Concepts
- Introduction to Networking
- Introduction to Databases
- Python Programming
- Digital Thinking and Innovation
- Systems Analysis and Design
- Mathematical Concepts for Computing
- Integrated Computer Systems
- Introduction to Artificial Intelligence
- Fundamental of Entrepreneurship

Specialised Module
- Introduction to Security and Forensic Technology

LEVEL 2

Common Modules
- System Development Methods
- Object Oriented Development with Java
- System & Network Administration
- Innovation Process
- Research Methods For Computing & Technology
- Computing Theory
- Web Application
- Data Structure
- Human Computer Interaction

Specialised Modules
- Advanced Forensics Methods
- Ethical Hacking & Incident Response
- Forensic Analysis and Recovery

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Project Management
- Algorithmics
- Advanced Software Security
- Advanced Database Systems
- Venture Building

Specialised Modules
- Deep Learning for Intrusion Detection
- Investigations in Digital Forensics
- Advanced Cyber Security
- Legal & Professional Practice in the Cyber World
- Project in Digital Forensics
- Penetration Testing

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)



IMMERSIVE TECHNOLOGY VR/AR/MR

XR STUDIO

ASIA'S 1ST XR STUDIO INFUSED WITH A BUILT-IN MIXED AND EXTENDED REALITY INFRASTRUCTURE

POWERED BY MINISTRYXR

This programme by APU is designed to cater a vast spectrum of technologies: VR, AR, Mixed Reality (MR) and Extended Reality (XR). In 2020, APU established Malaysia's first XR Studio among universities, in collaboration with our industry partner, Ministry XR. The APU XR Studio is a first-of-its-kind facility that comprises technologies capable of developing Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR) applications. Developed in partnership with Ministry XR Malaysia, the studio is equipped with a Volumetric Video Capture Station, EDEX Station and Mixed Reality Smart Glasses in the form of Microsoft HoloLens, Oculus Quest and HTC Vive.

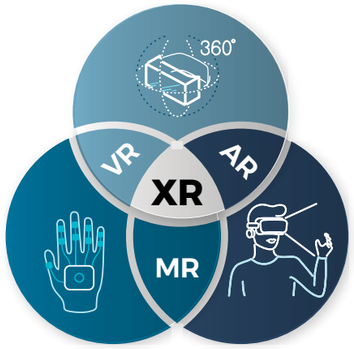






The equipment and the functionalities of the XR Studio uplifts APU as a pioneer, game changer and trailblazer in education, research and project development within the AI domain.

VR, AR, MR & XR - Endless Possibilities for a Creative Future



"Extended Reality" (XR) describes a full spectrum of enhanced digital and physical experiences: augmented reality (AR), virtual reality (VR), and mixed reality (MR). It refers to all real-and-virtual combined environments and human-machine interactions generated by computer technology and wearables.

XR is gaining tremendous demand and due to the global Covid-19 pandemic, growth is expected to be exponential. XR technology is building its momentum across industries such as gaming, movie & entertainment, healthcare, retail and tourism, etc.

"The global augmented reality and virtual reality market is projected to grow from USD 40.76 billion in 2026 to USD 441.51 billion by 2034, representing a compound annual growth rate of 34.69%." - **Fortune Business Insights**

"Asia Pacific is projected to be the fastest-growing region in the global Extended Reality (XR) market, with a forecast CAGR of 41.2% between 2026 and 2031, driven by rapid 5G deployment, manufacturing digitisation, and strong government support for immersive technologies." - **Mordor Intelligence**

"The global Extended Reality (XR) market is projected to grow from USD 52.7 billion in 2025 to USD 514 billion by 2032, at a CAGR of 38.5% during 2025–2032." - **P&S Intelligence**

"VR and AR technology will benefit all industries by creating more efficient processes, enhancing training, and offering more ways for people to collaborate and work together." - **Pricewaterhouse Coopers, PwC**

Extended Reality (XR) Powers the Future of:


AI & Spatial Computing


Healthcare


Smart Manufacturing


Architecture & Digital Twins


Education & Training


Video Games & Entertainment


Retail & E-Commerce


Tourism & Hospitality


Robotics & Autonomous Systems


Business & Remote Collaboration



SCHOOL OF GAME DEVELOPMENT AND EXTENDED REALITY

DUAL DEGREE

Bachelor in INTERACTIVE MEDIA AND IMMERSIVE TECHNOLOGY (HONOURS)

(R3/0211/6/0044)(04/31)(MQA/FA0364)

Duration:
3 years full-time

This programme is specifically designed to provide students with:
- In depth knowledge of multimedia concepts, principles, and technologies.
- The knowledge and skills required to work in the multimedia industry as an author, animator, or modeller.
- The specific skills required to create 3D models and animation, digital music, video, and similar creative assets.

Career options
- Multimedia Designer
- Animator
- Multimedia Content Designer
- Digital Media Specialist
- Video Editor
- Creative Director
- 2D/3D Graphic Designer
- Multimedia Artist
- Web Designer
- Graphic Designer
- Interface Designer
- Multimedia Producer
- Video Specialist

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will learn fundamental skills required by technical multimedia professionals, and the basic understanding of programming and system design. Some specialised modules will provide them basic knowledge of multimedia techniques such as 3D graphics, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the Introduction to VRAR.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of wide range of multimedia applications through components, frameworks, guidelines and techniques in animation, audio and visual. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace. Besides, the importance of copyright of digital content is mentioned in this level.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of multimedia technology and to refine their personal and professional development. Students will move further into media scripting technology and more advanced multimedia development and techniques. Furthermore, you are required to learn and analyse the perceptions and feedback of your users, for example, socio-economic factor, cultures and regional considerations in User Experience and HCI and Usability. A final year project requires them to investigate and develop a solution for a real-world problem – they will demonstrate their ability to combine technical knowledge, critical thinking and analytical skills to produce a personal achievement portfolio.

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- System Analysis & Design
- Programming with Python
- Mathematical Concepts for Computing
- Fundamental of Entrepreneurship

Specialised Modules
- Introduction to VRAR and Metaverse
- Web Design and Development
- Audio Visual Technology
- Introduction to Graphics & Basic 3D Applications
- Digital Image Production

Elective Modules (Choose 2)
- Intercultural Awareness and Cultural Diversity **OR** Digital Thinking and Innovation
- Introduction to Object-Oriented Programming **OR** Introduction to Visual Programming

LEVEL 2

Common Modules
- Programming for Data Analysis
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Multimedia Applications
- Interactive Content Development
- Basic 3D Computer Character Modelling
- Digital Audio and Video
- Synthesiser Technology
- Principles of Creative Animation
- Intellectual Property, Ethics & Legal Issues
- Web Multimedia

Elective Modules (Choose 1)
- Web Applications
- Human Computer Interaction

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Venture Building
- Project Management

Specialised Modules
- Advanced Multimedia
- HCI and Usability
- Advanced 3D Character Modelling and Animation
- Multimedia Scripting
- Multimedia Techniques for Animation, Games & Films Effects
- User Experience
- Investigations in Multimedia Technology
- Multimedia Technology Project

Elective Modules (Choose 1)
- Mobile and Web Multimedia
- VRAR Design Project



DUAL DEGREE

Bachelor in **INTERACTIVE MEDIA AND IMMERSIVE TECHNOLOGY (HONOURS)** WITH A SPECIALISM IN VR/AR

(R3/0211/6/0044)(04/31)(MQA/FA0364)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- In depth knowledge of multimedia concepts, principles and technologies.
- The knowledge and skills required to work in the multimedia industry as an author, animator or modeller.
- The specific skills required to create 3D models and animation, digital music, video, and similar creative assets.

Career options

- Visual Developer
- Motion Graphic Designer
- User Interface Developer (VR)
- VR Scenario Developer
- VR Video Engineer
- Multimedia Designer (Video Editing)
- Graphics and Multimedia Executive
- Interactive Developer/ Creative Multimedia Programmer
- Extended Reality(XR) Content Developer
- VR/AR Applications Engineer
- VR/AR Web Developer
- Unity Developers (VR/AR/MR)
- Meta Engineer
- Meta Consultant
- Meta Designer

Premier Digital Tech Institution

Note: The specialism will appear only in the academic transcript.

At a glance

LEVEL 1

Students will learn fundamental skills required by technical multimedia professionals, and the basic understanding of programming and system design. Some specialised modules will provide them basic knowledge of multimedia techniques such as 3D graphics, digital image and more. The modules will also help them develop personal and organisational skills, as well as nurture creativity and innovation. On the other hand, an exciting delivery approach of multimedia content in virtual reality and augmented reality is highlighted in the Introduction to VRAR.

LEVEL 2

A broader range of skills will be learnt, in which students will gain a better understanding of wide range of multimedia applications through components, frameworks, guidelines and techniques in animation, audio and visual. We will further nurture their creativity and innovation as well as independent learning to prepare them for the workplace. Besides, the importance of copyright of digital content is mentioned in this level. Moreover, you dive into the context of virtual reality (VR) and augmented reality (AR) with principles and technology of VR and AR used theoretically and practically in the market and projects.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of multimedia technology and to refine their personal and professional development. Students will move further into media scripting technology and more advanced multimedia development and techniques. Furthermore, you are required to learn and analyse the perceptions and feedback of your users, for example, socio-economic factor, cultures and regional considerations in User Experience and HCI and Usability. In this year, you have an opportunity to develop the academic and practical aspects of your areas of study via student-project. Additionally, you will again equip yourself based on your area of studies such as the generation of virtual environment and superimpose of computer-generated images on a user's view of the real world.

MQA Compulsory Subjects*

- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- System Analysis & Design
- Programming with Python
- Mathematical Concepts for Computing
- Fundamental of Entrepreneurship

Specialised Module
- Introduction to VRAR and Metaverse
- Web Design and Development
- Audio Visual Technology
- Introduction to Graphics & Basic 3D Applications
- Digital Image Production

Elective Modules (Choose 2)
- Intercultural Awareness and Cultural Diversity **OR** Digital Thinking and Innovation
- Introduction to Object-oriented Programming **OR** Introduction to Visual Programming

LEVEL 2

Common Modules
- Programming for Data Analysis
- Innovation Process
- Research Methods for Computing and Technology

Specialised Modules
- Multimedia Applications
- Interactive Content Development
- Basic 3D Computer Character Modelling
- Digital Audio and Video
- VRAR Design Principles
- Advanced Virtual Reality Technology
- Intellectual Property, Ethics & Legal Issues
- Simulation, Visualisation and Virtual Reality

Elective Modules (Choose 1)
- Web Applications
- Human Computer Interaction

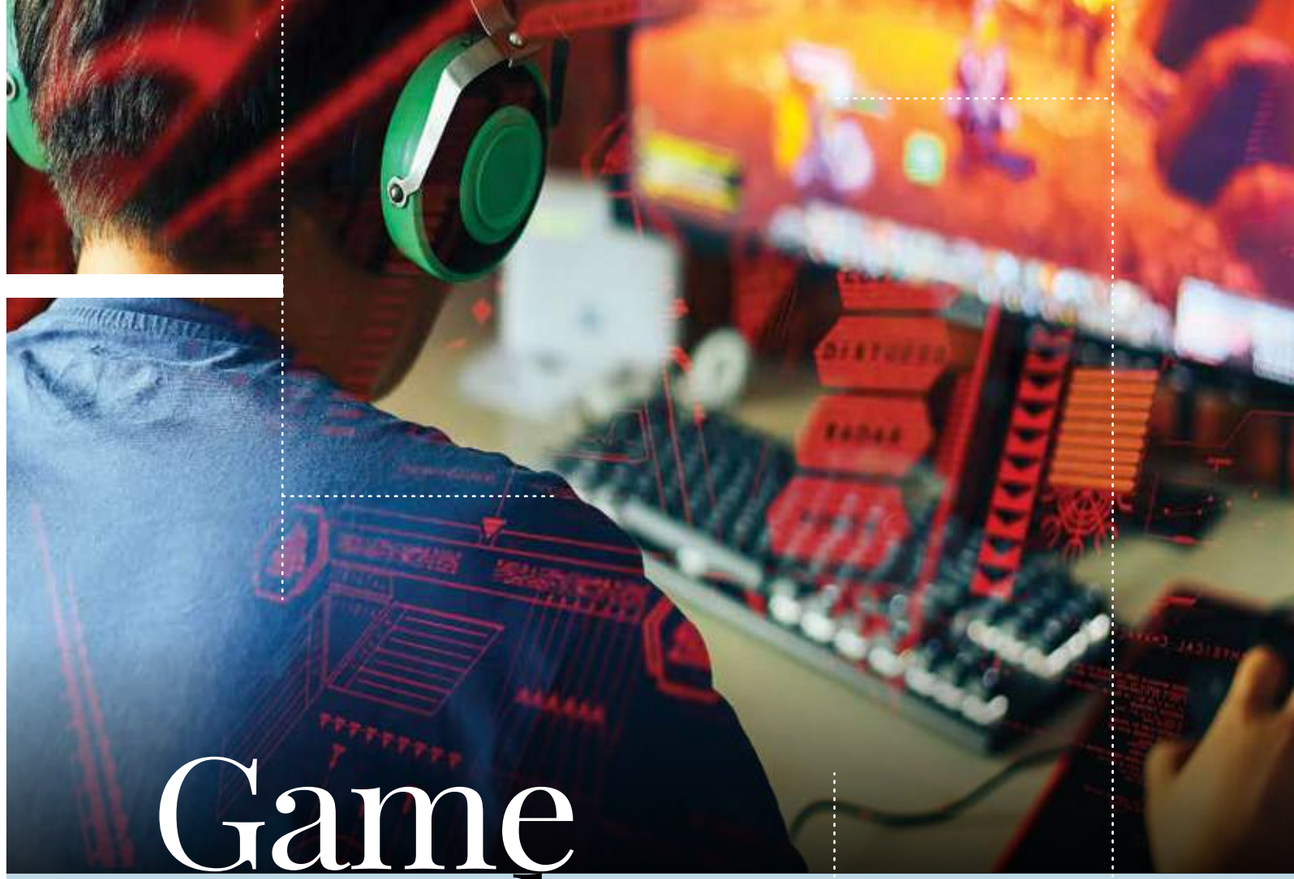
INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Venture Building
- Project Management

Specialised Modules
- Stereoscopic Vision System
- HCI and Usability
- Advanced 3D Character Modelling and Animation
- Multimedia Scripting
- VRAR Design Project
- User Experience
- Investigations in Multimedia Technology
- Multimedia Technology Project

Elective Modules (Choose 1)
- Mobile and Web Multimedia
- Multimedia Techniques For Animation, Games & Film Effects



Game Development

Game Development is the processes, techniques, theories and practices related to the creation of predominantly digital games but can also extend to non-digital games as well as game-based applications. It is a process that involves a combination of multi-disciplinary sets of knowledge and skills ranging from programming to psychology; and from artistic flair to business acumen. The game development process may involve just a single individual or a team of people working for a large development studio.

Game Development is a fusion of three major disciplines, namely Game Technology, Game Art and Game Design. The industry can also be expanded to a broad umbrella of serious games, educational games and table-top games.

Our Success Stories, Our Pride in the Computer Games industry



Wan Hazmer - *Ex-Lead Game Designer of Final Fantasy XV, Square Enix and Founder, CEO and Game Director at Metronomik Sdn Bhd*

Years before joining SQUARE ENIX Tokyo in 2010, Hazmer was a student at APIIT. He became a programmer in an advertising agency, then moved on to lecturing at APU while creating indie games on the side. In 2008, he took the great leap to Tokyo to join the Japanese game industry. After working on FINAL FANTASY TYPE-0 as a Game Designer, he now brings life to the exotic locales of FINAL FANTASY XV as Lead Game Designer of the Culture Team, mixing the real and fantastic to achieve new levels of immersive gameplay.

In December 2017, with aims to contribute to the Malaysian gaming industry scene, Hazmer returned to Malaysia and founded Metronomik Sdn Bhd. With his contribution, we anticipate the formation of a new realm of games development within the country.



Jussi Pekka Tuomi - *Developer of Flail Rider and Super Flail Rider*

Jussi graduated from the BSc (Hons) in Computer Games Development at APU. When he was a full-time student from Finland, Jussi was also the developer of Flail Rider, a game inspired by his Ludum Dare project. To date, the game has been downloaded for more than 2 million copies on App Store and Google Play. In January 2017, Jussi participated the Taipei Game Show, in which he demonstrated his creation to over 400,000 computer games enthusiasts.

LEARN ABOUT THE WORLD OF VIDEO GAMES





BY THE END OF 2029 THE GLOBAL VIDEO GAMES INDUSTRY IS ESTIMATED TO REACH

USD665,000,000,000

IN 2023 THE MARKET WAS AROUND USD195BILLION



IN COMPARISON, THE ENTIRE MUSIC INDUSTRY IN 2023 WAS ONLY WORTH

USD28,600,000,000

DID YOU KNOW?

THAT MALAYSIA HAS BEEN INVOLVED IN VIDEO GAMES SINCE THE 90S?



These are just some of the internationally acclaimed games that Malaysia has been involved in.

DID YOU KNOW?

MALAYSIA IS HOME TO OVER 85 GAMEDEV STUDIOS.

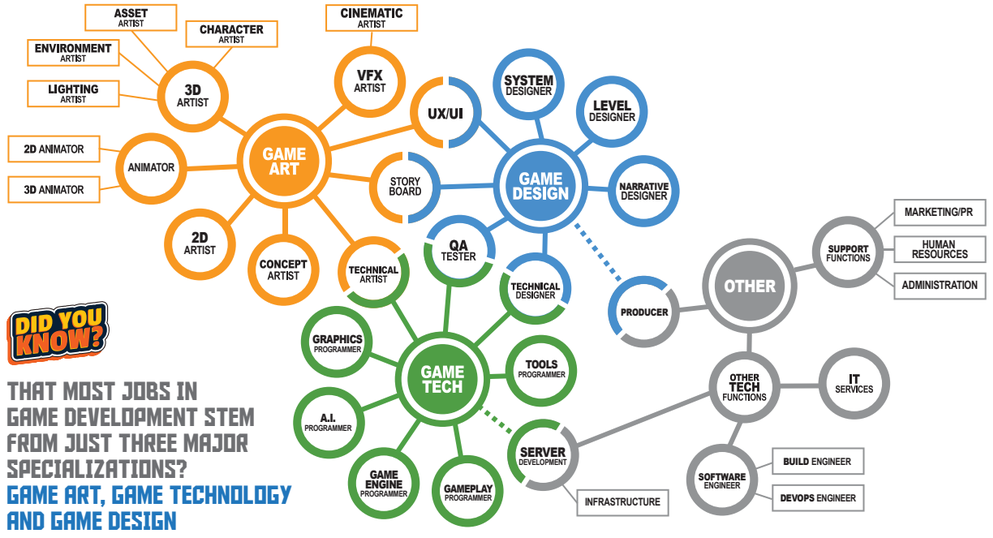


PLAYSTATION STUDIOS MALAYSIA
VIRTUOS STUDIOS MALAYSIA
NX3 GAMES (MALAYSIA)
PASSION REPUBLIC GAMES
LEMONSKY GAMES
AMMOBOX STUDIOS
PERSONA THEORY
WHYKNOT STUDIO
WEYRD WORKS
KURECHII GAMES
KAIGAN GAMES
HIDDEN CHEST
METRONOMIK
FORUST
ETC

THAT OUT OF THOSE, 9 ARE INTERNATIONAL STUDIOS.

Here are some notable International Games Studios in Malaysia

- **Codemasters Studios** is one of UK's largest independent games developer. They established a Kuala Lumpur Studio in 2006. In 2021, they became proud members of the EA SPORTS™ family.
- **Streamline Studios** is an independent US/Dutch outsourcing and game development studio that established a KL presence in 2010. Their art outsourcing projects include Final Fantasy XV and Street Fighter V to name a few.
- **Bandai Namco** is a Japanese multi-national video game developer and publisher which established their Malaysian Studio in 2016. Bandai Namco is famous for games such as Tekken, Soulcalibur and Dark Souls.
- **Larian Studios** is an independent video game developer and publisher founded in Belgium. It is the studio behind award-winning RPGs in the Divinity universe as well as Baldur's Gate 3, the best-selling game on both Steam and GOG.com on the day of its early access launch. Larian opened its Malaysian office in 2021.
- **Double Eleven** is a British video game developer and publisher. In 2021, Double Eleven opened their first studio outside UK right here in Kuala Lumpur. The studio worked on games such as Rust, Minecraft Dungeons and good simulator.



DID YOU KNOW?

THAT MOST JOBS IN GAME DEVELOPMENT STEM FROM JUST THREE MAJOR SPECIALIZATIONS?

GAME ART, GAME TECHNOLOGY AND GAME DESIGN



SCHOOL OF GAME DEVELOPMENT AND EXTENDED REALITY

DUAL DEGREE

Bachelor in **GAME DEVELOPMENT** (Honours)

(R3/0211/6/0042)(08/30)(A6216)

Duration:
3 years full-time

This programme is specifically designed to provide students with:

- A strong foundation in game development principles, incorporating technical, creative and artistic perspectives.
- A tailored pathway in either Game Art or Game Programming to align with students' interests, career aspirations and the needs of the video games industry.
- Hands-on group projects simulating professional studio environments to enhance teamwork, project management skills and understanding of game development workflows.
- Exposure to current tools, technologies, and practices to ensure the students are well-prepared to meet the needs of this rapidly growing multi-billion-dollar industry.

Career options

Game Technology
- Game Programmer
- Tools Programmer
- Gameplay Engineer
- Graphics Programmer
- Game Engine Programmer
- Technical Designer

Game Art
- Game Artist
- Asset Artist
- Game FX Artist
- Gameplay Animator
- Character Artist
- Environment Artist
- Technical Artist

Game Design and Production
- QA Game Tester
- Game Level Designer
- Game Project Manager

Premier Digital Tech Institution

At a glance

LEVEL 1

Students will be exposed to the fundamental knowledge, practices, terminologies and workflows of the game development industry ranging from game art, game design and game technology (programming). In this first year, students will also acquire the basic technical skills in video games depending on their chosen area of specialisation. They will also develop personal and organisational skills, as well as nurture creativity and innovation.

LEVEL 2

In-depth technical skills, understanding of pipelines and workflows will be introduced here. Students will also be trained to work in groups simulating a studio project environment with the task of producing a workable video game concept and product. Nurturing their creativity and innovation as well as independent learning is emphasised to prepare them for the workplace.

INTERNSHIP

Students will undertake an Internship/Industrial Training for a minimum period of 16 weeks to prepare them for a smooth transition from the classroom to the working environment.

LEVEL 3

Students will make use of their previous studies and industrial experience to extend their familiarity in the field of game development and to refine their personal and professional development. Students will move further into advanced techniques in their chosen area of specialisation. A final year project requires them to investigate and develop their portfolio, and they will be given an opportunity to demonstrate their ability to combine technical knowledge, teamwork, critical thinking and analytical skills to produce a game development prototype. They will also be given an opportunity to take electives that will expand their skillsets to technical arts, technical design or even game design.

MQA Compulsory Subjects*
- Appreciation of Ethics and Civilisation (M'sian Students)
- Malay Communication Language (Int'l Students)
- Philosophy and Current Issues
- Workplace Professional Skills
- Integrity and Anti-corruption
- Co-Curriculum

(*All students are required to successfully complete these modules as stipulated by the Malaysian Qualification Agency)

Module outline

LEVEL 1

Common Modules
- Fundamentals of Entrepreneurship
- Principles of Game Art
- Principles of Game Design
- Principles of Game Technology
- Game Development Fundamentals
- Game Development Team Project 1

Specialised Module

Game Art Track
- Texturing Essentials
- Introduction to 3D Modelling
- Art Fundamentals

Game Technology Track
- Introduction to C++ Programming
- Mathematics for Games
- Data Structures and Algorithms

LEVEL 2

Common Modules
- Innovation Process
- Research Methods for Computing and Technology
- Game Business and Publishing
- Game Development Team Project 2
- Game Development Team Project 3

Specialised Modules

Game Art Track
- Visual Ideation and Concept Art for Games
- 3D Modelling for Games
- 3D Workflow and Design
- Advanced 3D Modelling for Games
- Introduction to Gameplay Animation

Game Technology Track
- Applied Mechanics and Progressive Game Engines
- Advanced C++
- Requirements Engineering
- Game Optimization and Performance
- Performant Rendering with C++

INTERNSHIP (16 weeks)

LEVEL 3

Common Modules
- Venture Building
- Project Management
- Investigations Module
- Game Development Final Year Project

Specialised Modules

Game Art Track
- Advanced Gameplay Animation
- World Building

Game Technology Track
- Advanced Game Engine Application
- Graphics and Shader Programming

Elective Modules (Choose 2)
- Character Development and Storytelling for Games
- Game World Creation
- Game Level Design
- UX/UI for Games
- Artificial Intelligence for Games
- Mobile Game Development



Leading Your Way To Innovation

APU'S SCHOOL OF COMPUTING & TECHNOLOGY, OUR ULTIMATE FORMULA TO SUCCESS:

- OUTCOME BASED CURRICULUM
- VALUE ADDED SKILLS TRAINING
- STUDENT INDUSTRIAL ACTIVITIES
- PROFESSIONAL DEVELOPMENT

COMPUTING & TECHNOLOGY PROGRAMME STRENGTHS

Outcome Based Education

Our curriculum is a collaborative effort, between our team of dedicated academicians and our credible Industry Advisory Panel (IAP). We design our curriculum based on the needs of the industry, to ensure Employability Edge among our students, while maintaining our standards, by ensuring our programmes are full-accreditation compliant.

The trend of our programme delivery is based on Outcome Based Education (OBE), in which high graduates' employability is our end result.





Value-added Skills Training

Apart from technical knowledge in the IT/Computing field, we highly believe that students should also possess life skills such as critical thinking, communication and professionalism. Our Problem Based Learning (PBL) leads to producing critical and innovative graduates, in which multiple winnings in various industry-standard-competitions are our best testaments of success.

Student Experiences

Our academicians believe that learning should not be confined within classrooms and lecture halls. As early as the first year of their study, students possess the opportunities to gain hands-on exposure to the industry, to experience the lives as an IT/Computing Professional, as well as to build connections with IT/Computing Professionals through regular industrial visits to Gaming Studios, Microsoft Academy and HILTI Asia Pacific Development Centre.









I am APU

WHAT DO OUR ALUMNI SAY...

WONG MUN CHOONG, ALEXANDER (Malaysia)

Diploma in Information Technology (2010)
BSc (Hons) in Computing with a specialism in Software Engineering, Class of 2012
Technical Manager - Standard Chartered Global Business Services

"I would describe these place as exciting and opportunistic. Every day, there are constantly new adventure to tried up, ranging from hackathon and competition that are constantly recommended by the professor or tutor in order to push our limit. In fact, what benefit me most is the encouragement and support provided by staff and tutor during the entire journey as an APIITian and prepped me in every challenge faced throughout career. What you learned in classroom will never be enough. Take the opportunity you have as student and challenge yourself to the limit. You will be surprise the amount of experience you will get from these."

CHRISTOPHER PRATAMA (Indonesia)

BSc (Hons) in Computer Science, Class of 2018
Solution Engineer - Oracle

"APU is a great university to attend. You can connect with people from all across the world. In APU, learning will not be just in the lecture hall since students are given chances to have hands-on experience in the industrial training. Graduating from APU gives you the edge when applying for a job and show people that you are more than just a student."

WHAT DO OUR ALUMNI SAY...

LIM KAI YUAN (Malaysia)

BSc (Hons) in Information Technology, Class of 2014
Software Engineer (DevOps) - zooplus, Germany

I am so glad that the lecturers in APU are helpful, especially one of the lecturers whom I met during my final year. Being knowledgeable and experienced in the Software industry as he was, yet he was still down to earth. He always inspires me to learn more and tell me that it is okay to say "I don't know" as long as you are willing to learn.

ADRI AHMAD BIN ADLAN (Malaysia)

BSc (Hons) in Computer Games Development, Class of 2014
Game Test Analyst - Playstation Studios Malaysia

Studying in APU has been an unforgettable experience. I entered APU with such hopes of becoming a video game developer but what I got instead were something more than that. Throughout my years in APU, I did a lot of things. Being a librarian in the library, joined various Homestay events, became president for the APU Malay Cultural Society, co-founded an anime club called Manga, Anime and Games (M.A.G.) Club, join more fun events and so much more! I've encountered many people and hold many positions but those accumulated into a huge experience that I will never forget. So I would like to give a special thanks to the staff, the lecturers, my fellow course mates and classmates for making APU a great place to not only to acquire knowledge but also allows you to become someone better that you did not imagine before. I can say that not only I learn the fundamentals of video game development from the classes APU provides but I learn the fundamentals of life from the people I meet here in APU.

BIBI JEHAAN NAAILAH GHASEETA (Mauritius)

BSc (Hons) in Information Technology specialism in Forensic Computing, Class of 2016
Agile Coach - SWIFT Malaysia

APU has not only given me the chance to study what I wanted but it has also helped me develop the essential skills I needed to secure my dream job right after graduation! Studying and working alongside with people from all over the world was a knowledge-and-exposure enriching experience. My lecturers and other staffs were very friendly and helpful. The excellent study resources and facilities provided to us were top-notch and APU always encouraged me to think "outside-the-box" and opened my eyes into a whole new horizon. I was a also proud member of the Student Welcome Team and Student Ambassadors Team. The challenges that I went through in my student life being away from my family and beloved Mauritius had actually transformed me into the independent and responsible person that I am today. I am now working in the IT Security Team of an international company in Malaysia and I'm proud to say that I'm an APU Graduate!

KEE HONG CHENG (Malaysia)

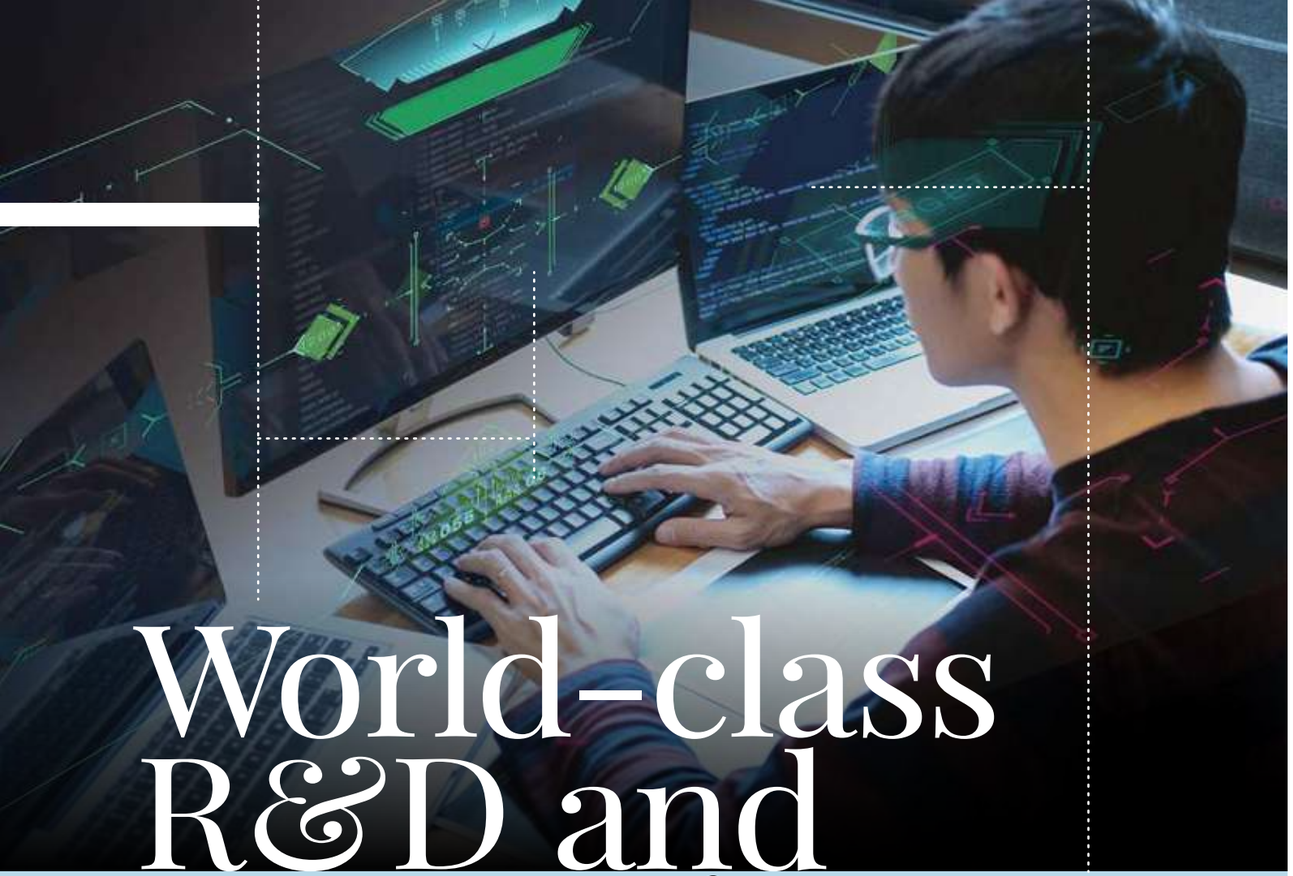
BSc (Hons) in Software Engineering, Class of 2014
MSc in Technology Management (2018)
Lead Developer - Sitecore Malaysia Sdn Bhd

While I was studying at APU, the modules that I learnt gave me a strong foundation in programming and IT concepts. This has shaped my adaptability in multiple IT application development environments throughout my career. The formal dress code and strong emphasis on professionalism prepares me better for the working place, as I have become more confident in workplace communication.

PO STEFANIE ANDRIANTA (Indonesia)

BSc. (Hons) in Information Technology with specialization in Intelligent System, Class of 2010
Senior Software Engineer - Orchard Global Asset Management (S) Pte. Ltd., Singapore

I didn't have any problem finding a job after graduated and didn't have any difficulties adapting to the real job. APU has prepared me well for the 'real' world. Apart of the basic knowledge of programmings, they taught me leadership, communication, business, and teamwork. I would definitely recommend APU to anyone who is looking for the best IT / Computing programs.



World-class R&D and Innovation

ACADEMIC RESEARCH

For our staff, learning is a continuous journey where we keep abreast with the latest knowledge in a variety of fields. Our academic staff publish papers and present them at conferences worldwide. Some of the areas of research include:

- **Embedded Systems & RFID**
- **Biometrics**
- **Games Engines**
- **3D Graphics and Virtual Reality**
- **Security**
- **New Media Technologies**
- **Knowledge Management**
- **Mobile Learning**
- **Wireless Networks and Internet of Things (IoT)**
- **Adding Facial Expressions to Talking Head Models**
- **Two and Three Dimension Audio-Visual Speech Synthesis**
- **Handwritten Signature Verification Using a Single Master Signature**
- **Healthcare Informatics**
- **Gamification**
- **Sociotechnology**
- **Ram-Less Computers**
- **Deep Learning**
- **Cyber Security**
- **Natural Language Processing**
- **Digital Forensics**
- **Image Processing**
- **Artificial intelligence**

Malaysia's First Integrated Cybersecurity Talent Zone









APU's Cybersecurity Talent Zone is a clear and perfect example of how APU collaborates closely with industry leading organisations to expose students to best-in-class technologies and systems. This Zone features a fully-functional Security Operations Centre (SOC) that allows students to have hands-on cybersecurity operations experience. APU's Cyber Security students are able to actively analyse occurrences of cyber-attacks and plan counteractive measures towards cyber threats through real-time data.

In addition, a full-fledged Cyber Threats Simulation and Response Centre (also known as a Cyber Range) is also located within the Cyber Security Talent Zone. The Cyber Range incorporates latest technologies and a military grade cyber-defense system that can simulate highly complex cyber-attacks in a hyper realistic environment, enabling students to understand and formulate defence strategies, and practice the entire chain of cyber defence, while preparing them to deal with real cyber threat attack when it happens. The Cyber Range is among the best-equipped facility of its kind across the Asia Pacific region.

APU's CISCO Networking Academy, its Centre for Research and Development in IoT (CREDIT) and its Forensic and Security Research centre also make up the APU CyberSecurity Talent Zone, which is truly a unique, end-to-end integrated facility to provide hands-on experience to our students - the global cybersecurity, networking and IoT talents of the future.







INNOVATIVE INDUSTRY-BASED RESEARCH CENTRES @ APU

Asia Pacific Centre of Analytics (APCA)

Asia Pacific Centre of Analytics – APCA is established in association of multi-discipline expertise from various schools in APU. The vision of APCA is to establish the foundation to develop young data scientists to meet the demands in Malaysia and global. The expertise and experience cover areas of Data Management, Machine Learning, Behavioral Studies, Business Cases, Statistics and Engineering. The formation directs to broad activities in Big Data ecosystem, in line with National vision to make Big Data Analytics the catalyst for nation's economic development: Creating new area in BDA studies, Embedding BDA topics into Undergraduate and Postgraduate studies, Development of Educational and Industrial Framework, Creating Project Marketplace, Research project commercialization and crowdfunding, Consultancy and Training Services.

Centre for Research and Development of IoT (CREDIT)

The establishment of Centre for Research and Development of IoT (CREDIT) is a significant milestone that supports the objectives of the Malaysia National IoT Strategic Roadmap initiative4. CREDIT aims to provide students and academic staff the opportunities to access IoT-related knowledge and know-how through various activities. It also acts as a hub to support commercialising potential state-of-the-art solutions resulting from R&D projects.

APU IEEE Student Branch

APU IEEE Student Branch, which is part of the Malaysia Section under Region 10 (Asia and Pacific), was formulated in 2014. As a member of IEEE, APU students have a wide variety of resources and valuable opportunities to advance their knowledge and future career. APU Student Branch provides numerous educational, technical, and professional development for its members through special projects, activities, meetings, tours and field trips.

Forensic and Cyber Security Research Centre (FSEC)

The establishment of Forensics & Cyber Security (FSec) center is to be a recognized Forensics and Cyber Security Research and Development Centre which acts as an international resource for government, industry and academia. This vision has kept us on the toe and with the closing of all cases including expert testimonies given by our dedicated analysts.

Centre for Innovation and Entrepreneurship (CIE)

The Centre provides resources for staff and student to innovation and entrepreneurship in a form of a sandbox; supports curricular and co-curricular programming, including workshops, networking events, speakers, talks and internship and start-up programs. Students have access to laboratory space, and other resources to meet their entrepreneurial needs.

Integrated Sustainability & Urban Creativity Centre (ISUC)

ISUC is committed to the mission of cultivating "sustainable shaping and innovating" leading us to be needed by the new era. The overall goal of the research centre is to establish an international, innovative, forward-looking and research-oriented world-class of think tank comprising of students and academic staff researchers with great sense of mission of the era, international perspective and native characteristics.

APU 5G Research Lab

The APU-5G research lab was established to serve as a platform for members from academia, business and industry to collaborate on 5G research to create market ready, innovative 5G technology solutions, applications and business ventures. The APU-5G research lab facilitates research at circuit, system and network level in 5G technologies and also is focused to the pathway for 6G technology to develop a powerful, faster, greener, sustainable network which will be smarter with infusion of AI, ML and Reinforcement learning.

The research lab aims at exploring the cutting edge technologies such as SDN, NFV, mm/THz Wave Band, Radio Access, Massive MIMO, D2D Communication, Ultra Densification, IoT, Big Data, Mobile Computing and fusion of AI and ML for development of 5G core and Radio Access Network Infrastructure. The developed 5G Network Infrastructure will be a platform to develop and test a range of use cases of primary, secondary and tertiary industries and business that are built on communication infrastructure. The 5G lab in association with the other research centers of APU will facilitate research in 5G network security, Network Data Collection and Analysis for Smarter 5G/6GNetwork and Highspeed Sensor Networks for Autonomous Industry.

STUDENT ACADEMIC AND LEARNING SUPPORT

Final Year Projects (FYP)

FYPBaNK – An online facility to support students' development of their final year project to meeting industry standards, to enhance employability and to assist student in ensuring projects are fit for purpose at the final year of study.

It is a facility web-based integrated system that facilitates the project management responsibilities carried out by the APU FYP students, supervisors, second markers, FYP administrators and project managers.

The companies who have and are contributing to FYPBaNK are INFOPRO SDN BHD, Bank Negara Museum and Art Gallery, DLoop Empeiria Sdn Bhd, Everly Group, GCA, Hilti, LOW Health Care Services, MAD Incubator, MIMOS Wireless Innovation Lab, Neruti Technology Sdn Bhd, REDtone, Signal Transmission (M) Sdn Bhd and Top Glove Sdn Bhd. Students are allowed to work on an industrial FYP proposals selected from the FYPBaNK. Our FYP students have successfully completed the industrial projects selected from the FYPBaNK. The end-product of each industrial project is being used by the real users.

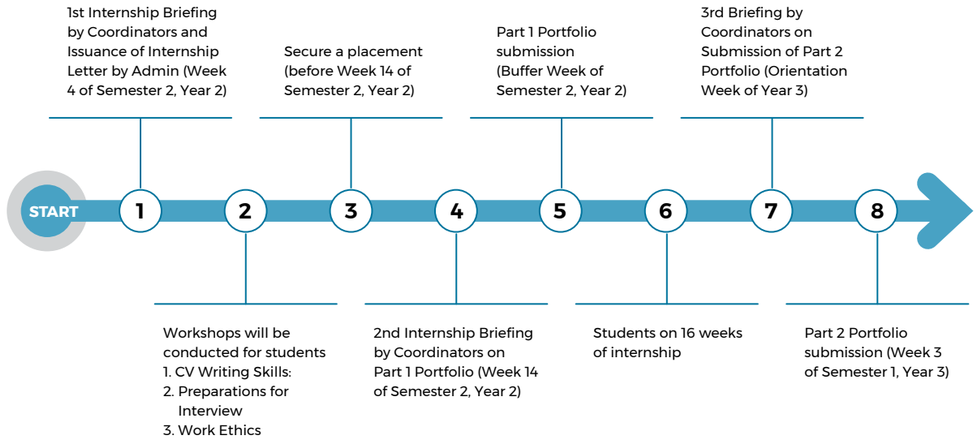
Internships & Industrial Training

Prior to starting the final year of study APU students will do internship or industrial training placements for 16 weeks. This is to enable students to gain industrial or professional learning experiences to develop transferable skills for employability so as to enhance their future value to employers. Familiarity with all common processes is essential and exposure at a practical level to a wide variety of processes is required at a level appropriate to young professional. Whilst it is clearly desirable for students to get a feel for the skills involved, the central aim is to achieve appreciation. Industrial training is a key component of learning in an integrated academic curriculum.

Taking this exposure as an important element in the curriculum APU ensures the smooth process of facilitation by starting the process a semester by guiding and nurturing the students via workshops and classes dedicated to;

1 - Development of a CV
2 - Attending Interviews
3 - Working professionally and ethically at a organization

APU also has dedicated Internship Officers per school and a company pool bank in which student can choose from in terms of writing in or direct placements.







It's all going on @APU

Students from over 130 countries ☆





















Award-Winning University

268 Awards *at Local, Regional and International Levels in 2025*

Recent Awards

MYStartup Hackathon X DNB
– Winner

GOOGLE 30-Hour No-Code Hackathon
– Champion

Intel & Crest Industry-University Challenge
– Grand Prize

APU-AWS DeepRacer Competition
– Champions

Microsoft's Code; Without Barriers Hackathon
– Champions

Shell Selamat Sampai Varsity Challenge
– Champion

PETRONAS Inter-University Capture The Flag Challenge
– Champion

MAKING HISTORY - AWARDS AND ACHIEVEMENTS

Awards received by the university and our students at local, regional and international competitions are a testimony to their knowledge, skills and professional attributes.



Intel AI Global Impact Festival
- Champion

ImpactHack by Standard Chartered
- Champion

Asia Pacific, Japan, and China (APJC) Cisco Netriders Competition
- Champion

Asia Pacific ICT Alliance (APICTA) Awards
- National Champion

MDEC PDTI Awards Winners
- Outstanding Faculty Award (University Category)
- Outstanding Faculty Member Awards (3rd Place)
- Outstanding Student Awards (1st Place, 2nd Place, & Consolation Prize)

PayNet Digital Campus 2.0 Campaign
- Champion

HILTI Global IT Challenge
- Champion

James Dyson Award Malaysia
- National Champion

Cybersecurity Excellence Awards
- Gold Winner

Institute of Engineers Malaysia (IEM) Award
- Gold Award

Society Of Petroleum Engineers (SPE) International Award
- Outstanding Student Chapter & Excellence Award

MAKING HISTORY - AWARDS AND ACHIEVEMENTS

Malaysia Techlympics: Data Science Challenge
- Champion

Ethereum Blockchain Hackathon at ETH Seoul
- Winner

Young CEO X-Factor Challenge (ESTECH)
- Champion

World of Robotics Championship
- Champion

ZTE NextGen 5G Hackathon
- First Runner-Up

Global Robot Challenge in Beijing
- Champion

SME Bank Sandbox Swiss Innovation Challenge
- Champion

World Genius Convention (WGC)Japan
- Gold Medal Award

Asia Fintech Awards
- Rising Star of the Year award

The Art of Wheels: Rim Design Challenge
- Champion

KC7 Blue Team Cyber Security Challenge
- Champion

KL Selangor Furniture Association (KSFA) Golden Axe Award
- Platinum Award

Asian Compact Sedan Design Challenge (ACSDC)
- Champion

For more awards listing, please visit APU website.

