BACHELOR OF ENGINEERING IN DIGITAL MEDIA TECHNOLOGY (HONOURS)

[R/0613/6/0036] 11/27 [MQA/FA5487]

DURATION	INTAKE	MEDIUM OF INSTRUCTION
4 years	February/ April/ September	English

ABOUT THE PROGRAMME

The DMT programme at Xiamen University (XMU) is offered through the Software School, one of the 35 national exemplary software engineering schools approved by China's Ministry of Education. The Software School has established joint research and development collaborations with a number of overseas IT enterprises including MICROSOFT, IBM, BEA, ORACLE, SYBASE, SUN and DELL.

The programme focuses on the provision of a strong background in fundamental computing knowledge along with a dose of Computer Animation, Game Design, and 3D Modeling. We provide advanced and specialised courses such as Audio-visual Language, 3D Animation, Virtual Reality, Augmented Reality Technology and Design, Big Data Analytics, etc.

Our programme at Xiamen University Malaysia equips graduates with a solid specialty background that enables them to adapt to the ever-changing digital media technology and the operating environment through the analysis, evaluation, design, development, implementation, and management of computer animation, computer games, and human-computer interaction software.

Note: The degree is not among the fields of engineering in the register of the Board of Engineers Malaysia.

PROGRAMME HIGHLIGHTS

- A strong curriculum that covers core fundamental knowledge along with a wide range of elective courses

- An emphasis on interdisciplinary training that encompasses humanities, social sciences, economics, and business management

- A combination of creativity and technical knowledge that enables students to develop a meaningful career in the fast-growing and highly competitive digital media sector

- A blend of theoretical knowledge and real-life applications for industry

- Plenty of networking opportunities that connect students with the outside world through multi-media events and seminars

CAREER OPPORTUNITIES

- Computer animation
- VR/AR app development
- Mobile application development
- Game design and development
- Human-computer interaction design
- Film production and other related fields
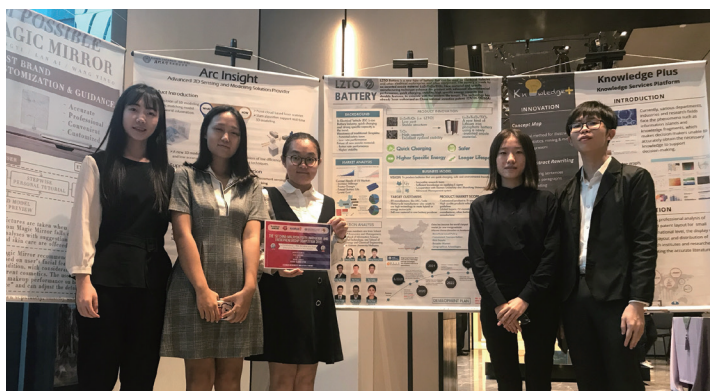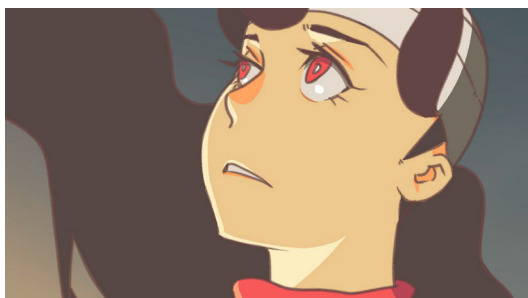
Student work

Industry Advisory Panel Talk

ENTRY REQUIREMENTS   *For other equivalent qualifications, please consult our programme counsellor*

STPM (Science Stream)	A pass in STPM with at least a Grade C in Mathematics and 1 Science/ICT subject
STPM (Non-Science Stream)	A pass in STPM with at least a Grade C (GP2.0) in any 2 subjects AND a credit in Additional Mathematics in SPM or its equivalent
A-LEVEL	A pass in A-Level with at least a Grade D in any 2 subjects
UEC	A pass in UEC with at least a Grade B in 5 subjects
Foundation/Matriculation	A pass in Foundation / Matriculation with at least a CGPA of 2.0 out of 4.0
Diploma	A pass in Diploma in Computing fields (Computer Science/Software Engineering/Information Technology/ Information System/Data Science) with at least a CGPA of 2.5* out of 4.0 **OR** A pass in any Diploma in Science and Technology or the equivalent with at least a CGPA of 2.75** out of 4.0
AND	(i) Additional Mathematics*** —a credit in SPM or the equivalent; **OR** (ii) Mathematics and any 1 Science/Technology/Engineering subject —a credit in SPM or the equivalent AND pass a Mathematics placement test organised by XMUM before joining the programme

NOTES: *Candidates with a CGPA of less than 2.5 but more than 2.0 may be accepted subject to a stringent internal evaluation process.
**Candidates with a CGPA of less than 2.75 but more than 2.5 may be accepted subject to a stringent internal evaluation process.
***The requirement for the Additional Mathematics at SPM level can be exempted if the Foundation/Matriculation or its equivalent offers a Mathematics course that is of a similar or higher level compared to the Additional Mathematics at SPM level.

MAIN COURSES

YEAR 1
- Discrete Mathematics B
- Computer Fundamentals
- C and C++Programming
- Principles of Information Systems
- Data Structure
- Introduction of Software Engineering
- Computer Architecture
- Fundamentals of Network Technology

YEAR 2
- Principles of Artificial Intelligence
- Operating Systems
- Database
- Software Architecture and Design Patterns
- Introduction to Game Design
- Computer Graphics
- Fundamentals of Computer Animation

Major Elective (choose 3)
- Algorithm Analysis and Design
- Human Computer Interaction
- Audio-visual Language
- Game Development

YEAR 3
- 3D Modeling
- Fundamental Research in Academic Project

Major Elective (choose 4)
- Non-linear Editing
- XML Design Technology
- Virtual Reality
- Software Project Management
- Embedded Game Design and Development

Major Elective (choose 5)
- 3D Animation
- Digital Synthesis Technology
- Online Game Development
- Digital Audio Technology
- Mobile Application System Design
- Information Visualization

YEAR 4
- Digital Media Technology Academic Project
- Industrial Training

Major Elective (choose 3)
- Information Security
- Augmented Reality Technology and Design
- Big Data Analytics
- Game Engine Design

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