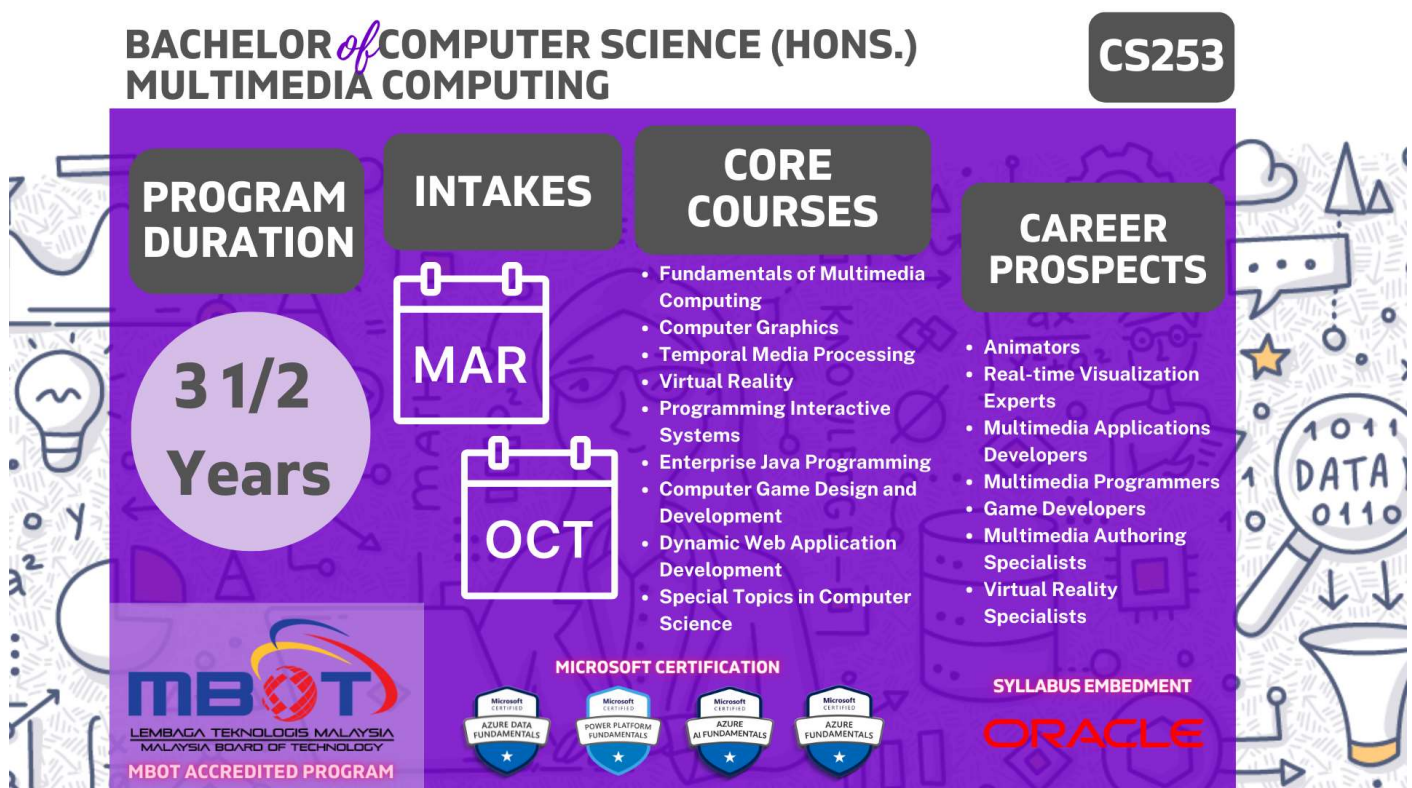# CS253 BACHELOR OF COMPUTER SCIENCE (HONS.) MULTIMEDIA COMPUTING / SARJANA MUDA SAINS KOMPUTER (KEPUJIAN) PENGKOMPUTERAN MULTIMEDIA

CS253 BACHELOR OF COMPUTER SCIENCE (HONS.) MULTIMEDIA COMPUTING / SARJANA MUDA SAINS KOMPUTER (KEPUJIAN) PENGKOMPUTERAN MULTIMEDIA

Infographic

Programme Description / Penerangan Program

Multimedia is the most exciting field of computing to discover. It will let you dream beyond your wildest imagination and turn that dream into a reality. This Bachelor of Computer Science (Hons) Multimedia Computing will teach you how. It deals with the digital fundamentals to graphics, sound, video, animation, and virtual environments. This program serves to perfection by preparing the students with knowledge of the fundamentals, technology, and techniques of multimedia, with an emphasis to the design elements and human-computer interactions. This program strives to prepare students to excel in both knowledge and skills acquisition through our creative and innovative curriculum. The well-equipped multimedia labs stand to witness the creative minds that work passionately to design and develop their multimedia productions. These are some of the secrets that have helped our students to win numerous awards in multimedia design. The graduates for this program are

sought for programming, content development, animation and audio & video creation in various digital production sectors. The faculty needs your brilliant ideas for our next multimedia project; so enroll now in this exciting Bachelor of Computer Science (Hons) Multimedia Computing and see how you can create magic at your fingertips.

Entry Requirement/ Syarat Kemasukan

		Lepasan	
Bil.	**Nama Program | Kod UiTM / Kod UPU | Tempoh Pengajian | Syarat Am Universiti**	**Min CGPA / PNGK / MUET**	**Syarat Khas Program**

FAKULTI SAINS KOMPUTER DAN MATEMATIK
Memenuhi Syarat Am Universiti serta Syarat Khas Program

	Sarjana Muda Sains Komputer (Kepujian) Pengkomputeran Multimedia **CS253 / UE6481003** **(3 ½ Tahun / 7 Semester)** **Terbuka kepada keturunan Melayu, Anak Negeri Sabah, Anak Negeri Sarawak dan Orang Asli sahaja.** **Syarat Am Universiti** • Lulus SPM / setaraf dengan baik. • Lulus Sejarah (mula diguna pakai SPM 2013). • Kepujian dalam Bahasa Melayu / Malaysia di peringkat SPM / setaraf. • Mendapat sekurang - kurangnya Gred C (NGMP 2.00) dalam Pengajian Am dan sekurang - kurangnya PNGK 2.00. • Lulus Matrikulasi KPM / Asasi Sains UM / Asasi UiTM dengan mendapat sekurang-kurangnya PNGK 2.00. • Lulus Diploma dari IPT yang diiktiraf oleh Kerajaan Malaysia. • *Malaysian University English Test* (MUET) Band 1.	col	**LEPASAN DIPLOMA UiTM**

		2.50 / Band 2	Diploma Sains Komputer / Diploma Sains Kuantitatif / Diploma Sains Matematik / Diploma Statistik / Diploma Sains Aktuari / Diploma dalam bidang Sains dan Teknologi
		2.00 / Band 2	Diploma Sains Komputer / Diploma Sains Matematik / Sains Kuantitatif / Diploma Statistik / Diploma Sains Aktuari / Setaraf dengan satu (1) tahun pengalaman bekerja dalam bidang pengkomputeran **ATAU** Diploma dalam bidang Sains dan Teknologi dengan kepujian Matematik di peringkat SPM / Setaraf dengan satu (1) tahun pengalaman bekerja dalam bidang pengkomputeran **Nota:** Calon lulus saringan di peringkat fakulti.

LEPASAN DIPLOMA INSTITUSI PENGAJIAN TINGGI YANG DIIKTIRAF OLEH KERAJAAN MALAYSIA

		2.75 / Band 2	Diploma dalam bidang Pengkomputeran **ATAU** Diploma dalam bidang Sains dan Teknologi dengan kepujian dalam Matematik di peringkat SPM / Setaraf. **Nota:** Calon lulus saringan di peringkat fakulti.

LEPASAN ASASI UiTM / ASASI SAINS UM / MATRIKULASI KPM / ASASI PINTAR UKM

		2.00 / Band 2	Lulus dengan minimum PNGK 2.00. **DAN** Lulus SPM / setaraf dengan mendapat kepujian dalam mata pelajaran berikut: a. Matematik Tambahan; atau b. Matematik dan salah satu mata pelajaran Fizik / Kimia / Biologi / Fundamentals of Programming / Programming and Development Tools / Information and Communication Technology / Sains Tambahan / Sains / Sains Komputer / Grafik Komunikasi Teknikal / Reka Cipta / Pengajian Kejuruteraan Awam / Pengajian Kej. Mekanikal / Pengajian Kej. Elektrik & Elektronik / Lukisan Kejuruteraan / Reka BentukGrafik / Produksi Multimedia.

		Lepasan	
Bil.	**Nama Program | Kod UiTM / Kod UPU | Tempoh Pengajian | Syarat Am Universiti**	**Min CGPA / PNGK / MUET**	**Syarat Khas Program**
			LEPASAN STPM / SETARAF
		2.00 / Band 2	i. Lulus STPM / setaraf dalam aliran Sains dengan minimum Gred C (NGMP 2.00) dalam satu (1) mata pelajaran Matematik dan satu (1) mata pelajaran Sains / ICT. **ATAU** ii. Lulus STPM / setaraf dengan minimum Gred C (NGMP 2.00) dalam mana - mana dua (2) mata pelajaran. **DAN** Lulus SPM / setaraf dengan mendapat kepujian dalam mata pelajaran berikut: a. Matematik Tambahan; atau b. Matematik dan salah satu mata pelajaran Fizik / Kimia / Biologi / Fundamentals of Programming / Programming and Development Tools / Information and Communication Technology / Sains Tambahan / Sains / Sains Komputer / Grafik Komunikasi Teknikal / Reka Cipta / Pengajian Kejuruteraan Awam / Pengajian Kej. Mekanikal / Pengajian Kej. Elektrik & Elektronik / Lukisan Kejuruteraan / Reka Bentuk Grafik / Produksi Multimedia.
			ACCREDITATION OF PRIOR EXPERIENTIAL LEARNING (APEL)
		Band 2	▪ Lulus Penilaian APEL (ujian Aptitud dan Portfolio) oleh MQA. ▪ Umur tidak kurang daripada 21 tahun pada tahun permohonan. ▪ Pengalaman bekerja dalam bidang Sains dan Teknologi sekurang-kurangnya tujuh (7) tahun. ▪ Lulus temu duga peringkat Fakulti.

Further information, please contact:

Dr Zulaile Mabni

Koordinator Sains Komputer

Tel: 03-55211173

Course Detail / Perincian Kursus

Plan of study

Semester 1 Year 1

Co-Curriculum I, Islamic and Asian Civilization, Programming I, Introduction to Interactive Multimedia, Computer Architecture and Organization, Applied Probability and Statistics, Calculus 1.

Semester 2 Year 1

Co-Curriculum II, English for Critical Academic Reading, Programming II, Database Design and Development, Discrete Structures, Introduction to Data Communication and Networking, Linear Algebra 1.

Semester 3 Year 2

Co-Curriculum III, Hubungan Etnik, Third Language I, Object Oriented Programming, Principles of Operating Systems, Fundamental of Multimedia Computing, Computer Graphics.

Semester 4 Year 2

Third Language II, Software Engineering: Theory and Principles, Data Structures, Programming Interactive Systems, Temporal Media Processing, English for Professional Interaction, CS Elective I.

Semester 5 Year 3

Third Language III, Artificial Intelligence Algorithm, Virtual Reality, Special Topics in Computer Science, Technology Entrepreneurship, Project Formulation, CS Elective II..

Semester 6 Year 3

Social, Ethics and Professional Issues, Enterprise Programming, Project, CS Elective III, CS Elective IV.

Semester 7 Year 4
Industrial Attachment

Job Opportunities / Peluang Pekerjaan

Graduates of this programme will be able to work in the ICT sector with concentration on highly computational and computing demands such as animators, bio-informatics computing researchers, real-time visualization experts, multimedia applications developers, multimedia programmers, multimedia network engineers, game developers, multimedia authoring specialists, and digital audio-video consultants, and virtual reality specialists.

Accreditation/ Akreditasi

Universiti Teknologi MARA (UiTM) Shah Alam (https://www2.mqa.gov.my/mqr/english/epaparIPTAAA.cfm?IdAkrKP=17673)

Universiti Teknologi MARA (UiTM) Cawangan Melaka Kampus Jasin (https://www2.mqa.gov.my/mqr/english/epaparIPTAAA.cfm?IdAkrKP=17323)

Locations / Lokasi

This program is offered at UiTM Shah Alam & Melaka (Jasin).