



DIPLOMA IN COMPUTER SCIENCE (GAME DEVELOPMENT)

MQA/PA6622

PROGRAMME OVERVIEW

The Diploma of Computer Science (Game Development) programme aims to produce creative game developers for desktop and mobile platforms who are capable of exploring game ideas through infinite world of imaginations, and develop them from concepts into virtual reality. Students will be exposed to core areas of game development such as art and visual design, game designing and programming, and game production and marketing through hands-on experience. At the end of the programme, graduates will have a practical understanding of the fundamentals of game development and some work samples to showcase their talents and skills.

LEVEL OF STUDY :	Diploma
FACULTY :	Faculty of Computing
DURATION :	3 years (6 long semesters + 2 short semesters)
STUDY MODE :	Full Time
INTAKE :	January / April / August

ENTRY REQUIREMENTS

- Pass Sijil Pelajaran Malaysia (SPM) with at least 3 credits including Mathematics and Bahasa Melayu; OR
- Pass General Certificate of Education (GCE) O-Level with a minimum of grade B in 3 subjects including Mathematics and Bahasa Melayu; OR
- Pass Unified Examination Certificate (UEC) with a minimum of grade B in 3 subjects including Mathematics and Bahasa Melayu; OR
- Pass Sijil Tinggi Persekolahan Malaysia (STPM) with a minimum CGPA of 2.00 and at least a credit in Mathematics at SPM level; OR
- Pass Computing Certificate (Level 3 KMM) with a minimum CGPA of 2.00 and at least a credit in Mathematics at SPM level; OR
- Pass both Sijil Kemahiran Malaysia (Level 3 SKM) and SPM, with at least a credit in Mathematics at SPM level; OR
- Other equivalent qualification that is recognised by the Malaysian Government.

ENGLISH REQUIREMENT

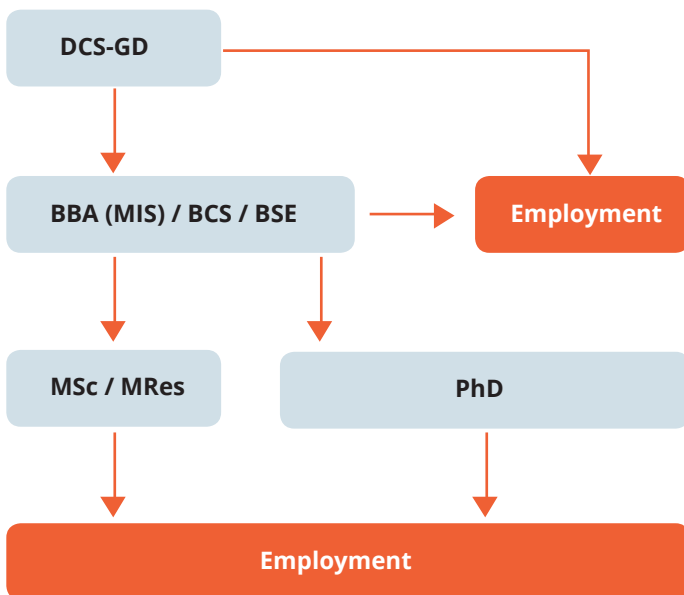
For Malaysian candidates:

- Pass Bahasa Inggeris in SPM
- Pass English 1119.

For International candidates:

- Pass TOEFL (within the 2-year validity period) with a minimum score of 550; OR
- Pass IELTS (within the 2-year validity period) with a minimum score of Band 6.

STUDY / CAREER PATHWAY



CAREER OPPORTUNITIES

- Concept Artist
- Games Programmer
- Games Designer
- Mobile Games Developer
- Games Producer
- 2D Artist and Animator
- 3D Modeller and Animator

COURSE OUTLINE

Year 1

- History of Arts
- Introduction to Arts and Design
- Introduction to Drawing
- Introduction to Visual Studies
- Introduction to Creative Thinking
- Introduction to Computing
- Cognitive Process and Problem Solving
- Problem Solving and Programming
- Computing Mathematics I
- Introduction to Computer Games
- Game Programming I
- Cyberpreneurship
- Pengajian Malaysia II
- Issues in the Malaysian Economy

Year 2

- Computing Mathematics II
- Introduction to Data Structures and Algorithms
- Database Management Systems
- Game Programming II
- Introduction to Game Artificial Intelligence
- Game Mathematics and Physics
- Introduction to 3D Graphics and Animation
- Introduction to Characters Design
- 3D Game Design and Development
- Effective Communication – Workplace and Persuasive Presentation
- Fundamentals for Creative Professionals
- Co-Curriculum
- Elective 1

Year 3

- Mobile Game Programming
- Game Production and Publishing
- Elective 2
- Final Year Project
- Practical Training

APPLICATION PROCEDURE

Online application is available at admission.unimy.edu.my

FOR ENQUIRIES

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ADDRESS

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ACADEMIC PARTNERS



INDUSTRY PARTNERS

