Faculty Background

The faculty was first established as the School of Actuarial Science, Statistics, Mathematics, Econometrics and Cybernetics (ASMEC), in 1966 at the Institut Teknologi MARA (ITM) Jalan Othman campus, Petaling Jaya.

Students with good background in Mathematics were offered either one of the two external programmes which prepared them for examinations by the Institute of Statisticians and the Institute of Actuaries, United Kingdom. In 1969, the school took a bold step in introducing the Diploma in Computer Science, an internal programme. The school moved to a new and much bigger campus at Shah Alam in 1970. Soon after 1974 it was renamed the School of Mathematical Sciences and Computing. The external programmes were gradually replaced by the internal diploma programmes. Students had the opportunity to further their studies when the Advanced Diploma in Statistics was introduced in 1980, and also the offering of a joint degree programmes with Universiti Kebangsaan Malaysia in 1985. The awarded degree was known as BSc Computer Science (Hons) (ITM-UKM).

In 1996, The ITM Act was changed, allowing ITM to award its own degrees. Three of the advanced diploma programmes offered in the school was renamed as Bachelor of Science with honours in their respective fields. In June that year, the school moved to a new building of its own within the Shah Alam campus. The new building provides improved computing and networking facilities for both the students and staff. Since then, the faculty has progressed with offering of programs at postgraduate, undergraduate, diploma and certificate level.
Plan Of Study

PROGRAMME OBJECTIVES

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 fundamental 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 enrol now in this exciting Bachelor of Computer Science (Hons) Multimedia Computing and see how you can create magic at your finger tips.

CAREER OPPORTUNITIES

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, digital audio-video consultants and virtual reality specialists.

1. Diploma holders from UiTM
   a) Diploma holders from Faculty of Computer and Mathematical Sciences. Achieve a minimum CGPA of 2.30.
   b) Diploma holders from Faculty of Computer and Mathematical Sciences with one (1) year working experience in computerization field. Achieve a minimum CGPA of 2.00.
   c) Diploma holders from UiTM. Achieve a minimum CGPA of 2.30. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.
   d) Diploma holders from UiTM with one (1) year working experience in computerization field. Achieve a minimum CGPA of 2.00. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.

2. Diploma holders from other Institutions accredited by the Government of Malaysia.
   a) Diploma holders in computerization field from other Institutions. Achieve a minimum CGPA of 3.00. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.
   b) Diploma holders in computerization field from other Institutions with two (2) years working experience in computerization field. Achieve a minimum CGPA of 2.75. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.

3. Assisi UiTM / PASUM / Matriculation certificate holders.
   Achieve a minimum CGPA of 2.50 with grade C+ (2.33) in two (2) subjects including Mathematics / Engineering Mathematics and grade C (2.00) in one (1) other subject. AND Pass SPM / EQUIVALENT with five (5) credits including Physics / Chemistry / Biology / Additional Science / Science.

4. STPM / EQUIVALENT certificate holders.
   Achieve a minimum CGPA of 2.50 with grade C+ (2.33) in Mathematics S / Mathematics T / Further Mathematics T and one (1) other subject not including General Paper. AND Pass SPM / EQUIVALENT with five (5) credits including Physics / Chemistry / Biology / Additional Science / Science.

Semester 1 Year 1


Semester 2 Year 1


Semester 3 Year 2


Semester 4 Year 2


Semester 5 Year 3

Reading & Research, Technopreneurship, Third Language III, Multimedia Research Project Formulation, Digital Audio & Video Technology, Industrial Training (Taken between sem. 5 & 6), Virtual Reality, Elective 3: CS/CTN

Semester 6 Year 3

Final Project Year Research Project, Ethical, Social & Professional Issues, Distributed Multimedia, History & Philosophy of Science, Elective 4: MM, Elective 5: CS

Admission Requirements

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   c) Diploma holders from UiTM. Achieve a minimum CGPA of 2.30. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.
   d) Diploma holders from UiTM with one (1) year working experience in computerization field. Achieve a minimum CGPA of 2.00. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.

2. Diploma holders from other Institutions accredited by the Government of Malaysia.
   a) Diploma holders in computerization field from other Institutions. Achieve a minimum CGPA of 3.00. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.
   b) Diploma holders in computerization field from other Institutions with two (2) years working experience in computerization field. Achieve a minimum CGPA of 2.75. AND Pass SPM / EQUIVALENT with five (5) credits including Mathematics, Additional Mathematics / Information and Communication Technology (ICT) and Physics / Chemistry / Biology / Additional Science / Science.

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Note: Applicants must:

- Pass SPM / EQUIVALENT with credit in Bahasa Melayu and a pass in English Language.
- Pass the Malaysian University English Test (MUET) with a minimum of Band 1.