

Entry Requirement (cont.)

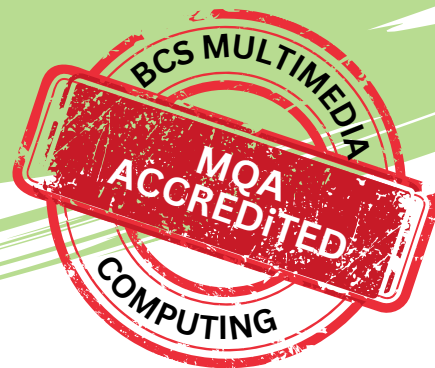
INTERNATIONAL ADMISSION

General Entry Requirements

- National Higher School Certificate (or an Advanced Level) with a grade of 80% and above (prioritized in Mathematics, Physics and 75% (B) for any two (2) subjects (Computing/Chemistry/Biology) OR
- A Diploma from a recognized institution with at least a CGPA of 3.00

English Language Requirement

1. Score 550 (PBT)/213 (CBT) / 80 (iBT) in TOEFL, or
2. Band 6.0 > IELTS Academic, or
3. Score 57 > PTE Academic



MORE INFO

APPLICATION CHANNELS

UPU

<https://online.mohe.gov.my/UPUOnline2/login>

SATU

Open Channel @
<https://studyum.edu.my>



INTERNATIONAL
<https://studyum.edu.my>

DURATION OF STUDY
7 SEM/
3.5 YRS

INTAKE
SEPT/OCT

MEDIUM OF INSTRUCTION
ENGLISH

MODE OF STUDY
FULLTIME



UNIVERSITI
MALAYA



#60
2025

#1
IN M'SIA
COMPUTER SCIENCE
& INFORMATION
SYSTEMS

#75
IN THE WORLD
COMPUTER SCIENCE
& INFORMATION
SYSTEMS

#29
IN THE WORLD
ARTIFICIAL
INTELLIGENCE &
DATA SCIENCE

Faculty of Computer Science & Information Technology UNDERGRADUATE



**Bachelor of Computer Science
Multimedia Computing**

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science Multimedia Computing

This programme is designed to produce graduates with the necessary knowledge and skills in the field of Computer Science and Multimedia Computing through a mix of classroom instructions and hands-on experience. Our graduates will be able to apply their expertise in Multimedia Computing to create new solutions for Information Technology problems. They will also be very adept at utilizing software or tools to design and develop multimedia assets and successively achieve the goals of multimedia system developments such as Multimedia Games, Augmented reality applications, Adaptive Multimedia applications and Metaverse.



Elective Courses (Specialization)

- Digital Image Processing
- Computer Graphics
- Audio Synthesis
- Interactive Design
- Mathematics for Multimedia
- Rendering and Animation
- Multimedia Programming
- Virtual Reality
- Game Development
- Digital Video Processing
- Special Topics in Multimedia
- Multimedia Forensic and Security
- Data Visualization
- Web Programming



Career Path

Could include (but not limited to):

- Consultant
- Web/Apps/ Developer
- Graphics Designer
- Animator
- Game Developer
- Multimedia Forensic
- Academician
- Researcher
- Metaverse developer
- Project Manager



Fees

- Local (UPU) : RM 10,800.00
- Local (SATU) : RM 57,700.00
- International: RM 72,800.00

Entry Requirement

STPM

- Passed the STPM with at least CGPA 3.00
- Obtained at least Grade B at the STPM level in the following subjects:
 - Mathematics (T)
 - Physics/ Information and Communications Technology (ICT)
 - Chemistry/ Biology
- Obtained at least Grade B at the SPM level in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

MATRICULATION/ FOUNDATION

- Passed the Matriculation/Foundation with at least CGPA 3.00
- Obtained at least Grade B at the Matriculation/Foundation level in the following subjects:
 - Mathematics
 - Physics / Programming / Computing / Information Technology
 - Chemistry/ Biology
- Obtained at least Grade B at the SPM level in the following subjects:
 - Additional Mathematics
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DIPLOMA

- Possess a Diploma in Computer Science or Diploma in Information Technology or a Diploma in related fields from Public or Higher Education institutions recognized by the Government of Malaysia and the University Senate with at least CGPA 3.00
- Obtained at least Grade B in the Diploma level in one of the Mathematics subject;
- Obtained at least Grade B at the SPM/O-Level/GCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET.

A-LEVEL

- Have a GCE A Level qualification with at least Grade A in the following subject:
 - Mathematics
 - Physic/ Computing
- Obtained at least Grade B in one of the following subjects:
 - Further Mathematics/Chemistry/ Biology
- Obtained at least Grade B at the SPM/O-Level/IGCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

INTERNATIONAL BACCALAUREATE (IB)

- Have an International Baccalaureate (IB) Diploma with at least 30 points scored and Grade 5 (Higher Level) in the following subject:
 - Mathematics
 - Physic/ Computer Science
 - Chemistry/Biology
- Obtained at least Grade B at the SPM/O-Level/IGCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

AUSTRALIAN MATRICULATION PROGRAMME (AUSMAT)

- Have an Australian Matriculation Programme (AUSMAT) with at least 80% score in Australian Tertiary Admission Rank (ATAR) and 16 points (High Achievement) in the following subject:
 - Mathematics
 - Physics / Computing
- Obtained at least 16 points (High Achievement) in one of the following subjects:
 - Chemistry
 - Mathematics Specialist
- Obtained at least Grade B at the SPM/O-Level/IGCSE in the following subjects:
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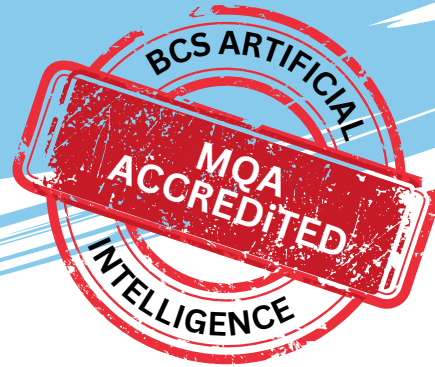
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Faculty of Computer Science & Information Technology **UNDERGRADUATE**



Bachelor of Computer Science Artificial Intelligence

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science Artificial Intelligence

The Bachelor of Computer Science (Artificial Intelligence) is an exciting and cutting-edge program that prepares students to design and develop computer systems that mimic and showcase human intelligence. With a strong emphasis on both theory and practice, students will gain in-depth knowledge and practical skills in a wide range of areas, including Robotics, Cognitive Science, Image Processing, Natural Language Processing, Machine Learning, Artificial Neural Network, Fuzzy Logic, Expert Systems, and Logic Programming. The program also offers hands-on opportunities for students to apply their skills and knowledge through real-world applications, including their final year projects. Join us and embark on a journey to unlock the endless possibilities of artificial intelligence in the dynamic field of computer science.



Elective Courses (Specialization)

- Knowledge Representation & Reasoning
- Computing Math II
- Cognitive Science
- Functional & Logic Programming
- Natural Language Processing
- Fuzzy Logic
- Autonomous Robot
- Deep Learning
- Evolutionary Computation
- Computer Vision & Pattern Recognition
- Practical Artificial Intelligence
- Numerical Analysis
- Internet of Things (IoT)
- Virtual Reality



Career Path

Could include (but not limited to):

- Artificial Intelligence Software Developer
- Robotics Engineer
- Data Scientist
- Knowledge Engineer
- Artificial Intelligence Consultant
- Researcher
- Academician



Fees

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- Obtained at least Grade B in one of the following subjects:
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Entry Requirement (cont.)

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General Entry Requirements

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MALAYA



Faculty of Computer Science & Information Technology UNDERGRADUATE



**Bachelor of Computer Science
Computer System & Network**

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science

Computer System & Network

The programme focuses on computer science knowledge in specialization of computer systems and networks. The program specialization has three main cores: Computer System, Computer Networks, and Computer Security. Theoretical knowledge and practical skills are applied in specialization courses based on three main core fields. The programme also equipped the prospective graduates with the latest technological knowledge that aligns with the relevant industry needs. The prospective graduates are ready with the required skill sets of in-demand career certifications such as CCNA (Cisco Professional Certification), HCIA (Huawei Professional Certification), EC Council certification (Security Professional Certificate) and etc.



Elective Courses (Specialization)

- Network Security
- Internet Technology
- Programmable Network
- Digital Forensic
- Cyber Security
- Internet of Things (IoT)
- Mathematics in Networking
- Cryptography
- Embedded System Programming
- Computer Penetration
- Enterprise Network Design and Management
- Mobile Computing
- Principles of Distributed System
- Microprocessor
- Parallel Programming



Career Path

Could include (but not limited to):

- Network Analyst
- Network Administrator
- System Analyst
- Security Analyst
- Forensic Analyst
- Network Programmer
- Network / Security Consultant
- Academician/Researcher



Fees

- Local (UPU) : RM 10,200.00
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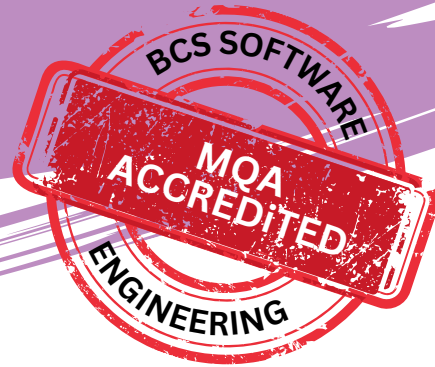
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Faculty of Computer Science & Information Technology UNDERGRADUATE



Bachelor of Computer Science
Software Engineering

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science Software Engineering

The programme offers the students a complete and comprehensive Software Engineering perspectives, by providing not only critical fundamental and theoretical knowledge, but also the current practical skill sets, tools and technologies demanded by modern businesses and various industries. The programme covers a thorough Software Engineering workflow beginning with the problem understanding and software requirement elicitation, then moving into software analysis, architecture and UI/UX design, and finally the software development and software verification/validation, to create a well-rounded Software Engineering graduates that are innovative, competent, adaptive and ready to meet the challenges in the industry.



Elective Courses (Specialization)

- Software Requirements Engineering
- Web Programming
- Software Testing
- Software Process and Quality
- Software Architecture and Design Paradigms
- Software Maintenance and Evolution
- Component Based Software Engineering
- Real Time Systems
- Python for Scientific Computing
- Programming Language Paradigm
- Concurrent and Parallel Programming
- Game Development
- Internet of Things (IoT)



Career Path

- Could include (but not limited to):
- Software Engineer or Developer (Web, Mobile, Desktop or Distributed Application)
 - Software Consultant, Architect, Analyst or Requirement Engineer
 - Front End Engineer or UI/UX Designer
 - Software Quality Assurance Engineer or Tester



Fees

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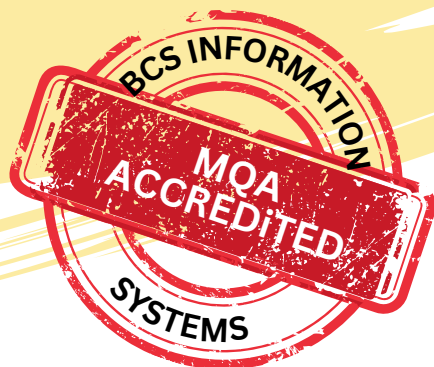
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Faculty of Computer Science & Information Technology UNDERGRADUATE



Bachelor of Computer Science Information Systems

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science Information Systems

The Bachelor of Computer Science (Information Systems) is designed to produce graduates with the analytical, design, development and management skills of information system. Information systems are the heart of organisations an important to support their daily operations. Analysing and managing huge amount of data exist in the systems are important in creating significant value for organisations and it has become as an enabler for the organization in making decisions. Courses offered in this programme enable the students to develop their skills to understand the needs of managing, analysing and mining data, securing systems and integrating systems.



Elective Courses (Specialization)

- Trends in Information System
- Open Source Programming
- Introduction to Data Science
- Information Retrieval and Web Search
- Advanced Database
- E-Commerce
- Information System Control & Security
- Knowledge Management and Engineering
- Information System Auditing
- Data Mining and Warehousing
- Business Analytics and Intelligence
- Data Visualization
- Web Programming
- Internet of Things (IoT)



Career Path

Could include (but not limited to):

- Database Administrator
- Data Engineer
- System Analysts
- IT Project Consultant
- Information Security Analyst
- Data scientist
- System/Application analyst
- Information systems manager



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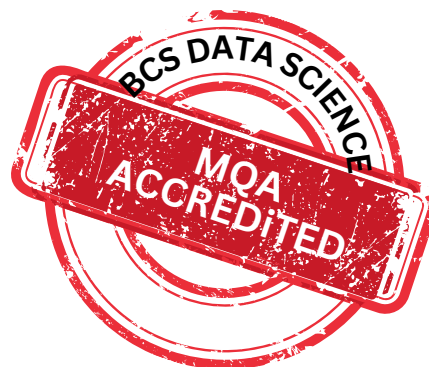
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COMPUTER SCIENCE
& INFORMATION
SYSTEMS

#75
IN THE WORLD
COMPUTER SCIENCE
& INFORMATION
SYSTEMS

#29
IN THE WORLD
ARTIFICIAL
INTELLIGENCE &
DATA SCIENCE

Faculty of Computer Science
& Information Technology

UNDERGRADUATE



Bachelor of Computer Science
Data Science

Enquiries:

Deputy Dean (Undergraduates)
Email: tdid_fsktm@um.edu.my
Telephone: (603) 7967 6301

Bachelor of Computer Science

Data Science

The Bachelor of Computer Science (Data Science) is an industrial mode program (2u2i programme). This programme is developed in partnership with industry to give students more exposure and engagement with industry in tackling real-world problems and practice. Data science is complex and dynamic, where students explore the technical, analytical and practical skills needed to solve real-world and data driven problems. The programme covers the data science pipelines and utilize data sets in the presence of analytics experts for the business perspective. Student will learn how to harness the power of data through data analytics and machine learning which later it'll be used to develop an innovative solution to the important challenges of interpreting the enormous volumes of complex business data



Elective Courses (Specialization)

- Data Analytics
- Knowledge Representation and Reasoning
- Computing Mathematics II
- Functional and Logic Programming
- Natural Language Processing
- Data Mining and Warehousing
- Business Analytics and Intelligence
- Data Visualization
- Big Data Applications and Analytics
- Trends in Data Science



Career Path

Could include (but not limited to):

- Data Scientist
- Data Analyst
- Machine Learning Engineer
- Data Modeler
- Data Miner
- Webometrician
- Statistician
- Data Engineer
- Academician
- Researcher
- Entrepreneur



Fees

- Local (UPU) : RM 20,500.00
- Local (SATU) : RM 71,000.00

Note: This programme is not offered to International applicants

Entry Requirement

STPM

- Passed the STPM with at least CGPA 3.00
- Obtained at least Grade B at the STPM level in the following subjects:
 - Mathematics (T)
 - Physics/ Information and Communications Technology (ICT)
 - Chemistry/ Biology
- Obtained at least Grade B at the SPM level in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

MATRICULATION/ FOUNDATION

- Passed the Matriculation/Foundation with at least CGPA 3.00
- Obtained at least Grade B at the Matriculation/Foundation level in the following subjects:
 - Mathematics
 - Physics / Programming / Computing/ Information Technology
 - Chemistry/ Biology
- Obtained at least Grade B at the SPM level in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

DIPLOMA

- Possess a Diploma in Computer Science or Diploma in Information Technology or a Diploma in related fields from Public or Higher Education institutions recognized by the Government of Malaysia and the University Senate with at least CGPA 3.00
- Obtained at least Grade B in the Diploma level in one of the Mathematics subject;
- Obtained at least Grade B at the SPM/O-Level/GCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET.

A-LEVEL

- Have a GCE A Level qualification with at least Grade A in the following subject:
 - Mathematics
 - Physic/ Computing
- Obtained at least Grade B in one of the following subjects:
 - Further Mathematics/Chemistry/ Biology
- Obtained at least Grade B at the SPM/O-Level/GCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

INTERNATIONAL BACCALAUREATE (IB)

- Have an International Baccalaureate (IB) Diploma with at least 30 points scored and Grade 5 (Higher Level) in the following subject:
 - Mathematics
 - Physic/ Computer Science
 - Chemistry/Biology
- Obtained at least Grade B at the SPM/O-Level/IGCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET

AUSTRALIAN MATRICULATION PROGRAMME (AUSMAT)

- Have an Australian Matriculation Programme (AUSMAT) with at least 80% score in Australian Tertiary Admission Rank (ATAR) and 16 points (High Achievement) in the following subject:
 - Mathematics
 - Physics / Computing
- Obtained at least 16 points (High Achievement) in one of the following subjects:
 - Chemistry
 - Mathematics Specialist
- Obtained at least Grade B at the SPM/O-Level/IGCSE in the following subjects:
 - Additional Mathematics
 - Mathematics / Physics
- Obtained at least Band 3 in MUET