

## PROGRAMME STRUCTURE

### Year 1

- 3D Modelling
- Visual Communication
- Graphic Design
- Visual Programming
- Computer Graphics 1
- Computer Graphics 2
- Drawing Fundamental
- Design Fundamental
- Internet Application
- Digital Photography
- Digital Storyboarding
- Creative Design 1

### Year 2

- Creative Design 2
- Creative Multimedia Project
- Information Design
- Generative Audio Visual
- Digital Sound Production
- Video Production Process
- Motion Graphic Application
- Apps Design & Development
- Entrepreneurship
- Design Appreciation
- Industrial Training

## ELECTIVES

- Introduction to Computer Application
- Creative Thinking
- E-Commerce

## UNIVERSITY SUBJECTS

- Basic Academic Writing
- Personal Social Responsibility
- Pengajian Malaysia (Local Student)
- Bahasa Melayu Komunikasi 1 (International Student)
- Family & Society in Malaysia

*Note: The above programme structure serves as a guide. Course may differ according to intakes.*