ABOUT UNIVERSITI POLY-TECH MALAYSIA

Universiti Poly-Tech Malaysia, also known as UPTM, is an institution of higher learning has built itself upon years of continuous improvements and change leading to a wealth of experience and wisdom.

At UPTM, the focus is on providing a comprehensive education that goes beyond theoretical knowledge to include the development of essential human attributes, attitude, and aptitude. The university's committed educators work tirelessly to ensure that every student receives personalised attention and support that enables them to realise their full potential.

UPTM's curriculum is anchored in contemporary technologies and business education, offering students a wide range of innovative courses that challenge and stimulate their skills and expertise essential for them to thrive in the fast-paced world of business. It is important to note that Poly-Tech, in this context, refers to the incorporation of cutting-edge technologies into business education, and should not be confused with technical or vocational education.

On the overall, the university's emphasis is on producing graduates who are not only highly skilled and knowledgeable, but also possess the essential qualities of professionalism, ethical responsibility, and social awareness. With its unwavering commitment to academic excellence, UPTM stands out as an institution of higher learning that prepares students for successful careers and meaningful lives.

VISION

To become a university of choice in nurturing professionals impacting the nation.

MISSION

- Develop ethical, holistic and balanced professional
- To utilize knowledge and innovative contemporary technologies to contribute towards the development of the nation.

MOTTO

Trusted ● Caring ● Resilient ● Respected

OBJECTIVES

- To provide opportunities to pursue professionally recognised programmes.
- To provide vibrant and invitational programmes relevant to current market needs and customers' demands.
- To design programmes that inculcate graduates' synergetic talents.
- To ensure that graduates are adequately prepared for the local and global workforce.
- To establish human resource development programmes as tool for assimilating the value of society.
- To establish a distinctive and accountable centre of excellence in managing research, consultation and services.

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MESSAGE FROM THE PRESIDENT

I am honored to welcome you to the University Poly-Tech Malaysia (UPTM), an esteemed academic institution based at the heart of the capital city of Malaysia. As the President of UPTM, I am excited to invite you to join our community of scholars, where you will have the opportunity to develop into ethical, holistic, and balanced professionals who can impact the nation positively.

UPTM has undergone a remarkable transformation from a college to a university college and now a full-fledged university. This growth is a testament of our commitment to academic excellence and our dedication in providing a conducive learning environment. Our vision is to become a university of choice in nurturing professionals who can make a difference in society. We aim to achieve this by providing our students with the necessary skills, knowledge, and values to excel in their chosen fields.

At UPTM, our mission is to develop ethical, holistic, and balanced professionals who can contribute to the development of the nation using knowledge and innovative contemporary technologies. We strive to ensure that our graduates possess the necessary skills to thrive in a competitive global environment. Our curriculum is designed to challenge our students while also nurturing their intellectual curiosity.

Our university's core values are based on trust, care, resilience, and respect, which guide us in all our interactions with students, faculty, and staff. We pride ourselves on our inclusivity, diversity, and the community of scholars that we have built over the years. We are confident that you will find a home at UPTM, where you can grow and learn alongside other ambitious students.

I welcome you to explore our website and learn more about UPTM. Our dedicated faculty and staff are always to answer any questions you may have about our programs, admissions process, or campus life. We hope to hear from you soon and look forward to welcoming you to our university.

Sincerely,

President
University Poly-Tech Malaysia

INTRODUCTION

The primary objective of the program is to equip students with practical and hands-on experience in the field of animation. This training is focusing more on 3D skills for film, television, visual effects, and games. The program aims to help students develop an in-depth understanding of animation and production techniques, as well as the ability to apply this knowledge to real-world situations.

As part of the program, students have the option to specialize in various areas such as character animation, production design, production management, story development or direction. This allows students to focus on their areas of interest and develop a specific skill set in their chosen field.

In addition to practical training, the program also includes theoretical knowledge. Students learn about the history and theory of film, television and animation. They also study the development of narrative structures as applied to animation, which is crucial in creating compelling stories and characters.

Upon completion of the program, graduates will have the necessary skills and knowledge to pursue a career in the animation industry. They will be prepared to work in various roles such as animators, production designers, directors, and story developers. Overall, the program offers a well-rounded education in animation that combines both practical experience and theoretical knowledge.

PROGRAMME INFORMATION

1. Programme Title   :   Bachelor of Arts in 3D Animation and Digital Media (Honours)

2. Programme Code   :   CM201

3. Duration   :

4. Total Credit Hours   :   120 Credit Hours

5. Medium of Instruction   :   English

6. Entry Requirement   :

    i. A Pass in Sijil Tinggi Persekolahan Malaysia (STPM) with at least Grade C (GP 2.00) in an TWO (2) subjects
        OR
    ii. A pass in Sijil Tinggi Agama Malaysia (STAM) with at least grade Jayyid
        OR
    iii. Matriculation of Foundation with at least CGPA of 2.00
        OR
    iv. A Diploma (Level 4, MQF) with at least CGPA of 2.00
        OR
    v. An Advanced Diploma (Level 5, MQF) with at least CGPA of 2.00
        OR
    vi. A Diploma Kemahiran Malaysia (DKM) / Diploma Vokasional Malaysia (DVM) subjected to HEP Senate / Academic Board's approval****
        OR
    vii. A Diploma Lanjutan Kemahiran Malaysia (DLKM) subjected to HEP Senate / Academic Board's approval****
        Note for (vi) & (vii): The HEPs are to conduct screening and provide necessary guidance specific to the discipline of the program
        OR
    viii. Other relevant equivalent qualifications recognized by the Malaysian Government

AND

ix.   Pass an interview (online / virtual / conventional) OR submission of student's portfolio to be determined by the HEP as required

7.   Programme   :
Educational Objectives

The Bachelor of Arts in 3D Animation and Digital Media (Honours) programme aims to produce innovative and creative graduates who are:

PEO1 :   Analyse and relate broad knowledge of Creative Multimedia Technology concepts and principles to practices incorporating technical skills in relevant fields

PEO2 :   Commit to undertake the responsibility in leading and delivering assigned tasks when leading, interacting and communicating with peers and stakeholders while ensuring ethical practices

PEO3 :   Demonstrate technical competency in the innovative and creative use of digital technology and apply numerical techniques in Creative Multimedia Technology

PEO4 :   Commit to life-long learning and exhibit entrepreneurial skills for academic and career advancement in relevant industries

8.   Programme Outcomes   :

It is hoped that upon the completion of the program, graduates should be able to:

PLO1 :   Cluster 1 – Knowledge and Understanding: Demonstrate comprehensive theoretical and technical knowledge in 3D animation and digital media in creative industries

PLO2 :   Cluster 2 – Cognitive Skills: Demonstrate advanced analytical and critical thinking skills in decision-making and problem-solving in relation to specialized fields

PLO3 :   Cluster 3A – Practical Skills: Demonstrate advanced innovative and creativity skills by applying a range of essential methods and procedures in completing assigned tasks

PLO4 :   Cluster 3B – Interpersonal Skills: Demonstrate professionalism, commitment and positive leadership attitude while working with stakeholders

PLO5 :   Cluster 3C – Communication Skills: Apply effective communication skills in conveying ideas to stakeholders

PLO6 :   Cluster 3D – Digital Skills: Use a broad range of information, digital media and 3D animation applications in completing animation tasks

PLO7 :   Cluster 3E – Numeracy Skills: Use and combine numerical, graphical, audio and visual data for work of study

PLO8 :   Cluster 3F – Leadership, Autonomy and Responsibility: Work autonomously, show leadership and professionalism in managing responsibilities within broad organizational parameters

PLO9 :   Cluster 4A – Personal Skills: Engage effectively in self-directed lifelong learning and professional pathways

PLO10 :   Cluster 4B – Entrepreneurial Skills: Demonstrate entrepreneurial competency with selected project(s)

PLO11 :   Cluster 5 – Ethics & Professionalism: Demonstrate social and ethical responsibility in creative environments

9.   Awarding Body   :   Universiti Poly-Tech Malaysia

10.   Programme Standards   :   Creative Multimedia Technology (2021)

PROGRAMME STRUCTURE

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Year 1 Semester 1:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC1053	Basic Drawing	Common Core	3	120	None	60	40
MMC1093	Digital Media	Common Core	3	120	None	60	40
ITC2273	Computer Application	Common Core	3	120	None	70	30
MMC1073	Fundamental of 3D	Discipline Core	3	120	None	60	40
ENW3123	Academic Writing	Compulsory	3	120	None	60	40
MPU3183	Penghayatan Etika dan Peradaban	Compulsory	3	120	None	70	30
	Total			18			

Year 1 Semester 2:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
ITC2213	Digital Technology and Society	Discipline Core	3	120	None	60	40
MMC2033	Basic Modeling	Common Core	3	120	MMC1073	60	40
MPU3193 / MPU3143	Falsafah dan Isu Semasa / Bahasa Melayu Komunikasi 2 (Pelajar Antarabangsa)	Compulsory	3	120	None	70	30
	Total			9			

Year 1 Semester 3

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC1083	Concept Art Illustration	Common Core	3	120	MMC1053	60	40
MMC1063	Script Writing & Screenplay	Discipline Core	3	120	None	60	40
MMC1103	Audio Production	Discipline Core	3	120	None	60	40
MMC2043	Basic Rigging	Discipline Core	3	120	MMC2033	60	40
MMC2054	3D Background Modeling & Texturing	Discipline Core	4	160	MMC2033	60	40
UCS3012 / UCS3032 / UCS3052	Arabic 1 / Mandarin 1 / French 1	Elective	2	80	None	60	40
	Total		18				

Year 2 Semester 1:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC1113	Photography in Production	Common Core	3	120	None	60	40
MPU3333 MPU3363	Pengajian Islam 3 (Pelajar Muslim) / Ethics and Moral 3 (Pelajar Bukan Muslim)	Compulsory	3	120	None	70	30
MMC2064	3D Character Modeling and Texturing	Discipline Core	4	160	MMC2033	60	40
MMC2063	Storyboard	Discipline Core	3	120	MMC1063	60	40
MMC2073	Basic Animation	Common Core	3	120	MMC1073	60	40
UCS3113	Computing and Multimedia Project for Community	Compulsory	3	120	None	60	40
	Total		19				

Year 2 Semester 2:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC3034	3D Animation Acting and Body 1	Discipline Core	4	160	MMC2073	60	40
MMC2013	Human Computer Interaction	Common Core	3	120	None	60	40
UCS3022 /	Arabic 2 /	Elective	2	80	UCS3012	60	40
UCS3042 /	Mandarin 2 /				UCS3032	60	40
UCS3062	French 2				UCS3052	60	40
	Total		9				

Year 2 Semester 3:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC3043	Lighting & Rendering	Discipline Core	3	120	MMC1073	60	40
MMC3044	3D Animation Acting and Body 2	Discipline Core	4	160	MMC3034	60	40
MMC3063	Editing for Production	Discipline Core	3	120	None	60	40
MMC2103	Production Management	Common Core	3	120	None	60	40
MMC4013	Final Year Project 1	Discipline Core	3	120	MMC2064 & MMC3034	60	40
	Total		16				

Year 3 Semester 1:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MMC3053	Compositing for Production	Discipline Core	3	120	MMC3063	60	40
UCS3103	Digital Entrepreneurship	Compulsory	3	120	None	60	40
MMC3054	Videography in Production	Discipline Core	4	160	None	60	40
MMC4015	Final Year Project 2	Discipline Core	5	200	MMC4013	60	40
	Total		**15**				

Year 3 Semester 2:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
MPU3422	Khidmat Masyarakat 2	Compulsory	2	80	None	90	10
MMC2023	Web Design Production	Common Core	3	120	None	60	40
MMC3083 / MMC3073	Branding and Advertising in Graphic Design / Introduction to Augmented Reality	Elective	3	120	None	60	40
	Total		**8**				

Year 3 Semester 3:

COURSE CODE	COURSE NAME	STATUS	CREDIT	SLT	PRE-REQ	ASSESSMENT	
						Course Work	Final Assessment
INT4018	Industrial Training	Industrial Training	8	320	Pass ALL Courses & CGPA greater or equal to 2.00	40	60
	Total		**8**				

List of Elective Courses

- Elective 1: Arabic 1 / Mandarin 1 / French 1
- Elective 2: Arabic 2 / Mandarin 2 / French 2
- Elective 3: Branding and Advertising in Graphic Design / Introduction to Augmented Reality

COURSE INFORMATION

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Computer Application (ITC2273)
Prerequisite : None

This course introduces the basics of personal computers in terms of hardware, software and its usage. It covers the component of computer hardware, such as input and output devices, system unit, secondary storage and communication media. It also covers the business application software such as word processor, spreadsheet, presentation software, Internet web browser, search engine, e-mail and messaging as well as internet technologies and current issues in Information Technology.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Script Writing & Screenplay (MMC1063)
Prerequisite : None

This course introduces the principles and concepts of screenwriting. It covers the development of storytelling in the pre-production process. Topics include developing story structure, character development, and scriptwriting, including the dialogue and descriptive action.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Concept Art Illustration (MMC1083)
Prerequisite : Basic Drawing (MMC1053)

The course is designed to develop fundamental skills in drawing, perspective, digital painting and the use of 2D and 3D software tools and then to apply these skills in designing assets, creatures, characters and environments. Students need to produce a curation and assembling of industry-ready portfolios.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Digital Media (MMC1093)
Prerequisite : None

This course introduces basic techniques to design, enhance and edit an image using editing softwares.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Audio Production (MMC1103)
Prerequisite : None

This course introduces the basics of audio design in video productions and animations. Students will be exposed to sound design techniques for various audio contents using selected softwares. At the end of the course, students are expected to apply sound design techniques in audio productions.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Basic Modeling (MMC2033)
Prerequisite : Fundamental of 3D (MMC1073)

This course introduces the techniques of basic modeling. It covers concept of modeling and texturing tools for enhancing students in knowledge of 3D animation.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Digital Storyboard (MMC2063)
Prerequisite : Script Writing & Screenplay (MMC1063)

This course will focus on storyboarding and developing ideas as key pre-production tools for narrative animation and film projects. Students will learn how to design visual storyboards and how to sell their storyboard ideas.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

3D Animation Acting and Body 1 (MMC3034)
Prerequisite : Basic Animation (MMC2073)

This course introduces the basics of acting and its associated body mechanics. It covers the analysis and construction of the technical and aesthetic quality of body mechanics based on 12 principles of animation.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

3D Animation Acting and Body 2 (MMC3044)
Prerequisite : 3D Animation Acting and Body 2 (MMC3034)

This course expands the development of skills and techniques of acting and body mechanics in animation. It covers the analysis of facial expressions and lip sync.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

3D Character Modeling and Texturing (MMC2064)
Prerequisite : Basic Modeling (MMC2033)

This course introduces the concepts in modelling and texturing. It covers the modeling, sculpting and texturing techniques to develop fully character.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Basic Animation (MMC2073)
Prerequisite : Fundamental of 3D (MMC1073)

This course introduces relevant principles of identifying animation requirements according to proper 3D animation process. It covers basic techniques in 3D animation with implementation of the animation principles to create a believable fictional character.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Fundamentals of 3D (MMC1073)
Prerequisite : None

The course is an introductory-level for 3D production using industry practices and animation software tools. It highlights on the fundamentals of 3D modeling, rigging, animation, light and rendering tools for enhancing students' knowledge and skills in creative media.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Basic Rigging (MMC2043)
Prerequisite : Basic Modeling (MMC2033)

This course develops the skills to create character rigs for 3D characters enabling animation. It also covers the concept of skins and how they deform with joint movement and animation.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

3D Background Modeling and Texturing (MMC2054)
Prerequisite : Basic Modeling (MMC2033)

The course provides advanced concepts in background modeling techniques. It emphasizes on concept background, props, and organic model with UV (bidimensional) Mapping. It develops digital manipulation skills focusing on both traditional and digital industry software tools for high quality creative design.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Lighting and Rendering (MMC3043)
Prerequisite : Fundamental of 3D (MMC1073)

This course introduces the techniques of lighting and rendering the final sequence. It covers the process of carrying out lighting, shading and final render sequence to produce an animation footage.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Final Year Project 1 (MMC4013)
Prerequisite : 3D Character Modeling and Texturing (MMC2064) & 3D Animation Acting and Body 1 (MMC3034)

This course requires the application of knowledge, skills, and ability in conducting technical project based on specialization area and interest. Student will demonstrate skills for ideation, creativity, animation techniques and communication in fulfilling required concepts in 3D animation.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Final Year Project 2 (MMC4015)
Prerequisite : Final Year Project 1 (MMC4013)

This course is the continuation of Final Year Project 01. Student will further develop the animation idea through the production and post-production processes. Student is expected to produce the 3D animation footage which fulfills the project requirements.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Branding and Advertising in Graphic Design (MMC3083)
Prerequisite : None

This course introduces basic techniques to build and establish a reputation on the branding and apply on advertising campaign design using editing softwares. The branding process such as strategy, concept, applications and implementation will be focused in this course.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Introduction to Augmented Reality (MMC3073)
Prerequisite : None

This course is an introductory-level augmented reality that using current platform following the industrial practices. It highlights on the fundamentals of augmented reality, virtual environment, interfaces and interaction for enhancing students' knowledge and skills in creative media.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Industrial Training (INT4018)
Prerequisite : Pass All Courses with CGPA ≥ 2.00

Industrial Training provides practical experience relevant to the real working environment prior to graduation. With all the experiences and knowledge acquired, students will be ready to join the workforce upon graduation.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Arabic 1 (UCS3012)
Prerequisite: None

This course introduces the basic of Arabic language : Arabic letters (Hijaiyyah), grammar and the four language skills (listening, reading, writing and speaking) in situational context.

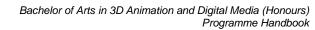**BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)**

Arabic 2 (UCS3022)
Prerequisite: Arabic 1 (UCS3012)

This course is a continuation of Arabic 1. It focuses on the development and strenghtening of the four language skills at the intermediate level.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

French 1 (UCS3052)
Prerequisite: None

This course is designed to focuses on exposure to, and practice of, general language functions in spoken, written and aural forms. Grammatical structures necessary for the production of the target language and practice of pronunciation, intonation and stress. It helps to develop language-learning skills and to foster cultural (Francophone) awareness.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

French 2 (UCS3062)
Prerequisite: French 1 (UCS3052)

This course has higher depth compared to its pre-requisite, French 1. This course is designed to focuses on exposure to, and practice of, general language functions in spoken, written and aural forms. Grammatical structures necessary for the production of the target language and practice of pronunciation, intonation and stress. It also helps to develop language-learning skills and to foster cultural (Francophone) awareness.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Mandarin 1 (UCS3032)
Prerequisite: None

This course covers information to the Chinese universal pronunciation system (Hanyu Pinyin), Chinese simplified characters, basic speaking, listening, writing and reading skills for communicate purposes on selected topics in daily life.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Mandarin 2 (UCS3042)
Prerequisite: Mandarin 1 (UCS3032)

This course covers information to the Chinese universal pronunciation system (Hanyu Pinyin), Chinese simplified characters, basic speaking, listening, writing and reading skills for communicate purposes on selected topics in daily life.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Penghayatan Etika Dan Peradaban (MPU3183)
Prerequisite: None

Kursus ini mempersiapkan pelajar untuk menghayati etika dan peradaban yang wujud dalam masyarakat kepelbagaian etnik di Malaysia untuk memperteguhkan pemikiran kritikal dan analitikal mereka bagi menangani kehidupan yang lebih mencabar. Pengisian kursus ini memfokuskan kepada penghayatan etika dan peradaban dalam acuan Malaysia. Pelajar akan didedahkan dengan dinamika konsep etika dan peradaban yang menjadi kekuatan kepada pembentukan negara Malaysia berdasarkan susur masa evolusi sejarahnya dari era pra-kolonial sehingga ke pasca-kolonial. Kefahaman tentang pembentukan etika dan peradaban dalam masyarakat kepelbagaian dibincangkan bagi meningkatkan penghayatan etika dan peradaban ke arah pemantapan kesepaduan nasional dan bangsa Malaysia. Peradaban acuan Malaysia perlu dikupas serta diperdebatkan dalam aktiviti akademik berpandukan Perlembagaan Persekutuan sebagai tapak integrasi dan wahana etika dan peradaban. Pembinaan kesepaduan nasional amat dipengaruhi oleh globalisasi dan perkembangan teknologi maklumat dan komunikasi yang kompleks. Oleh kerana itu, penghayatan etika dan peradaban menzahirkan perilaku tanggungjawab sosial dan digerakkan pada peringkat individu, keluarga, komuniti, masyarakat, dan negara. Justeru, perubahan yang berlaku dalam masyarakat dan pembangunan langsung ekonomi telah membawa cabaran baru dalam mengukuhkan kelestarian etika dan peradaban di Malaysia. Amalan Pendidikan Berimpak Tinggi (HIEPs) dipraktikkan dalam pengajaran dan pembelajaran bagi mendalami kursus ini. (pengajaran & pembelajaran).

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Khidmat Masyarakat 2 (MPU3422)
Prerequisite: None

This module provides an opportunity for students to understand the course of community service based on practical experience with the local community to engage with volunteer agencies. At the end of this course, students acquire competence in managing a community program through soft skills such as problem solving and cooperation within the group.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Bahasa Melayu Komunikasi 2 (MPU3143)
Prerequisite: None

Kursus ini melatih pelajar antarabangsa untuk berkomunikasi dalam bahasa Melayu asas yang meliputi situasi kehidupan harian. Pelajar akan diperkenalkan dengan pertuturan dan penulisan bahasa Melayu mudah. Pengajaran dan pembelajaran akan dilaksanakan dalam bentuk kuliah, tutorial, tugasan dan pengalaman pembelajaran pelajar di dalam dan di luar kelas. Pada akhir kursus ini, pelajar diharapkan dapat berkomunikasi dan menulis menggunakan ayat mudah dengan berkesan.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Falfasah Dan Isu Semasa (MPU3193)
Prerequisite: None

Kursus ini merangkumi hubungan ilmu falsafah dengan Falsafah Pendidikan Kebangsaan dan Rukun Negara. Penggunaan falsafah sebagai alat untuk memurnikan budaya pemikiran dalam kehidupan melalui seni dan kaedah berfikir serta konsep insan. Topik utama dalam falsafah iaitu epistemologi, metafizik dan etika dibincangkan dalam konteks isu semasa. Penekanan diberikan kepada falsafah sebagai asas bagi menjalin dialog antara budaya serta memupuk nilai sepunya. Di hujung kursus ini pelajar akan mampu melihat disiplin-disiplin ilmu sebagai satu badan ilmu yang komprehensif dan terkait antara satu sama lain.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Pengajian Islam (MPU3333)
Prerequisite: None

Kursus ini membincangkan ilmu-ilmu dalam Islam yang merangkumi pelbagai aspek yang berkaitan dengan urusan kehidupan individu, masyarakat dan negara. Selain itu, perbincangan juga terarah kepada cabaran semasa yang dihadapi umat Islam. Perbincangan dan perbahasan dalam kursus ini akan dapat memberi kefahaman sebenar tentang Islam sebagai satu cara hidup dan kepentingannya dalam melahirkan insan yang mampu mengamalkan nilai-nilai murni berteraskan ajaran Islam dalam mengharungi kehidupan dan cabaran yang berbagai.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Ethics And Moral 3 (MPU3363)
Prerequisite: None

This course includes exposure to a variety of ethical and moral issues that affect individuals, families and communities. The course focuses on clarification of individual values and the process of ethical decision-making.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Academic Writing (ENW3123)
Prerequisite: None

This course introduces the techniques of academic writing to improve the proficiency of the writing skills. It covers the process of writing, outlining and completing an academic paper.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Computing And Multimedia Project For Community (UCS3133)
Prerequisite: None

This course requires students to recognize a suitable community and identify possible activities that can be carried out with the community in the field of computing and multimedia. The chosen activities are expected to be impactful and beneficial to the community. Students will be guided and trained on how to discover community aspirations and needs related to computing and multimedia perspectives.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

Digital Technology And Society (ITC2213)
Prerequisite: None

This course explains the importance of internet and digital technology that give impacts to the individual and society. Current application and issues related to the misuse of technology are investigated, and ethical and legal aspects discussed.

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

DIGITAL ENTERPRENEURSHIP (UCS3103)
Prerequisite: None

This course will expose the students with theoretical knowledge and tools of digital entrepreneurship. In addition, students also will train to sell a real product through social media. This course also provides students with the basic knowledge and process on how to prepare a digital business plan. It also requires students to do research and consultation with their respective lecturers in preparing the digital business plan.

STUDY PATH

BACHELOR of ARTS in 3D ANIMATION and DIGITAL MEDIA (HONOURS) (CM201)

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                    ┌──────────────────────────────┐
                    │  Doctor of Philosophy in Arts │
                    │  And Design and PhD in        │
                    │  Related Fields               │
                    └──────────────────────────────┘
                                  ▲
                                  │
┌──────────────────────┐   ┌──────────────────────────────┐
│ Employment in        │ ◄ │ Master of Arts in Fields such │
│ Government or         │   │ as Visual Communication /     │
│ Private Sector        │   │ New Media / Design Technology │
│                       │   │            or                 │
│                       │   │ Master in Art And Design      │
└──────────────────────┘   └──────────────────────────────┘
          ▲                             ▲
          │                             │
     ┌──────────────────────────────────────────┐
     │ Bachelor of Arts in 3D Animation and      │
     │ Digital Media (Honours)                    │
     └──────────────────────────────────────────┘
                        ▲
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     ┌──────────────────────────────────────────┐
     │ Foundation / Diploma / STPM / APEL /      │
     │ A-Level related certification recognised  │
     │ by MQA                                     │
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ACADEMIC PLANNER

ACTIVITY	Long Semester	Short Semester
	Day / Week	Day / Week
Registration (New Students)	Day 1	Day 1
Induction	Day 2	Day 2
Add/Drop Week	Week 4	Week 2
Lectures	Week 1 - 7	Week 1 - 7
Mid-Semester Break	1 Week	
Lectures	Week 8 – 14	
Revision Week	2 Days	2 Days
Final Examination	3 Weeks	1 - 2 Weeks
Semester Break	2 - 3 Weeks	2 - 3 Weeks

Note: Actual academic calendar can be accessed in the UPTM website at www.uptm.edu.my.

- The University reserves the right to make any changes to the academic calendar when necessary. Students are advised to be aware of announcements regarding changes at all times.

ACADEMIC REGULATIONS

- All UPTM students are subjected to the academic rules and regulations as outlined in the Academic Regulations of Universiti Poly-Tech Malaysia (UPTM) (2023 Amendment). A copy of this academic rules and regulations can be accessed in the UPTM website at www.uptm.edu.my.

- All UPTM students pursuing academic programmes in collaboration with professional, local or foreign partner institutions are also subjected to the rules and regulations of the partner institutions. A copy of this handbook can be accessed in the UPTM website at www.uptm.edu.my