SYNOPSIS PROGRAMME DIPLOMA IN INFORMATION TECHNOLOGY

This programme provides education and training in Computing field with a specific emphasis on Information Technology area. The courses provide opportunities for students to get into a broad range of careers in a variety of ICT sectors. This programme also provides the students with transferable skills and multiskilling which enable them to adapt to new technologies. In addition to the technical courses, students are also taught English for Digital Technology, Penghayatan Etika dan Peradaban, Pengajian Islam or Pendidikan Moral and Co- Curriculum, to enhance their competencies in soft skills. As the programme emphasizes self-initiated learning and hands-on competencies, graduates of this programme should be ready to take the challenges in the world of computing technologies.

PROGRAMME EDUCATIONAL OBJECTIVES

The Diploma in Information Technology programme shall produce semi-professionals ICT practitioners who are capable to:

1. Computer technicians have basic knowledge with numeracy and technical skill to solve well-defined and routine problems in computing in line with the industry requirements.
2. Computer technicians have the supervisory ability and good interpersonal and communication skills to interact in various environments.
3. Computer technicians have a commitment to lifelong learning and an entrepreneurial mindset for self and career development.
4. Computer technicians who are committed to ethical conduct and professional practices in the organization and society.

JOB PROSPECT

ICT manpower demand is expected to have a strong growth recently based on the research done by Malaysia Digital Economy Corporation (MDEC). The rapid development in ICT has raised the demand for qualified IT graduates that meet the industry needs and requirements for both locally and globally. The knowledge and skills that the students acquire from the programme will enable them to participate in the job market such as:

1. Computer Application Programmer
2. Internet Programmer
3. Web Programmer
4. Database Programmer
5. System Analysts Assistant
6. Software Developer
7. Database Administrator
8. Software Tester

9. System Support Personnel
10. Technical Helpdesk/ Support
11. System Programmer
12. Network Support Personnel
13. Network Administrator
14. IT Support Engineer
15. Assistant Network Engineer
16. Assistant Game Programmer
17. Game Designer
18. Game Programmer
19. Assistant Security Analysis
20. Assistant Information Security Engineer
21. Assistant Game Developer
22. Assistant Data Analysis
23. Assistant Penetration Tester
24. Assistant Data Scientist
25. Assistant Data analyst
26. Business Intelligence Analyst
27. Junior Data Visualization
28. Junior Statistician
29. Junior Data Insight and Visualization
30. Web Designer
31. Web Developer

PROGRAMME STRUCTURE
DIPLOMA IN INFORMATION TECHNOLOGY (DIT)

COMPONENTS	COURSE CODE	COURSE NAME	CREDIT HOURS
SEMESTER 1			
Compulsory	MPU24031	Sukan 1	1
Compulsory	MPU24041	Kelab/ Persatuan 1	
Compulsory	MPU24XX1	Unit Beruniform 1	
Compulsory	MPU22153	English for Digital Technology	3
Core Computing	DBM10143	Calculus and Algebra	3
Core Computing	DFC10263	Computer Architecture	3
Core Computing	DFC10273	Operating Systems	3
Discipline Core	DFC10252	Problem Solving and Program Design	2
Discipline Core	DFT10173	Introduction to Computer System	3
		TOTAL CREDIT	**18**
SEMESTER 2			
Compulsory	MPU23162	Pengajian Islam	2
Compulsory	MPU23272	Pendidikan Moral	
Compulsory	MPU24051	Sukan 2	1
Compulsory	MPU24061	Kelab/ Persatuan 2	
Compulsory	MPU24XX1	Unit Beruniform 2	
Core Computing	DBM20153	Discrete Mathematics	3
Core Computing	DFC20283	Database Fundamentals	3
Core Computing	DFC20293	Network and Data Communication	3
Core Computing	DFC20303	Programming Fundamentals	3
Core Computing	DFC20313	Cybersecurity Fundamentals	3
		TOTAL CREDIT	**18**
SEMESTER 3			
Compulsory	MPU21072	Penghayatan Etika dan Peradaban	2
Core Computing	DFC30323	Statistics and Probability	3
Core Computing	DFC30333	Ethics in Computing	3
Discipline Core	DFT30183	Cyberpreneurship	3
Discipline Core	DFG30433	TRACK SUBJECT 1 : PRINCIPLES OF GAME	3
Discipline Core	DFG30443	TRACK SUBJECT 2 : DIGITAL MULTIMEDIA	3
		TOTAL CREDIT	**17**
SEMESTER 4			
Core Computing	DFC40343	System Analysis and Design Fundamentals	3
Discipline Core	DFG40463	TRACK SUBJECT 3 : INTERACTIVE 2D PROGRAMMING	3
Discipline Core	DFG40493	TRACK SUBJECT 4 : MOBILE GAME PROGRAMMING	3
Discipline Core	DFG40453	FREE ELECTIVE 5 : 3D MODELLING AND ANIMATION	3
Discipline Core	DFG40482	FREE ELECTIVE 6 : PRINCIPLES OF ANIMATION	2
Discipline Core	DFG40473	FREE ELECTIVE 7 : DIGITAL DRAWING	3
		TOTAL CREDIT	**17**
SEMESTER 5			
Compulsory	MPU22071	KURSUS INTEGRITI DAN ANTI RASUAH (KIAR)	1
Discipline Core	DFG50503	TRACK SUBJECT 8 : INTERACTIVE 3D PROGRAMMING	3
Discipline Core	DFG50513	TRACK SUBJECT 9 : MATHEMATICS AND PHYSICS IN PROGRAMMING	3
Discipline Core	DFG50434	FREE ELECTIVE 10 : FUNDAMENTALS OF AUGMENTED REALITY	4
Project	DFG50534	PROJECT	3
		TOTAL CREDIT	**14**
SEMESTER 6			
Industrial Tranning	DUT60019	Industrial Trainning	9
		TOTAL CREDIT	**9**
		TOTAL	**93**