



PROGRAM SPECIFICATION

Program Name	Diploma in Information Technology	
Graduation	Diploma in Information Technology	
Duration of study	Minimum	Maksimum
	6 semester	10 semester

Entry Requirements

The entry requirements for this program are:

1. The holders of Sijil Pelajaran Malaysia or equivalent University's General Requirements:
Passes the Sijil Pelajaran Malaysia or equivalent, and typically obtain at least FIVE (5) distinction including distinction in Bahasa Melayu and passes Bahasa Inggeris.

Program's Specific Requirements:

- i. Distinction in Additional Mathematic
- ii. Distinction in Mathematic
- iii. Distinction in any TWO (2) subjects below:
 - a. Information Technology
 - b. The Fundamental of Information Processing
 - c. Entrepreneurship Studies
 - d. The Fundamental of Economic
 - e. Principle of Accounting
 - f. Commerce
 - g. Design and Innovation
 - h. Physics
 - i. Chemistry
 - j. Biology
 - k. Additional Science
 - l. Science
 - m. Engineering Technology
 - n. Electronic Technology
 - o. Electrical Technology
- iv. Applicants are free from colour blind and physical disabilities which can hinder the effectiveness of lab works.

2. The holders of Polytechnique Certificate or equivalent University's General Requirements:
Passes the Sijil Pelajaran Malaysia or equivalent with distinction in Bahasa Melayu and passes Bahasa Inggeris.

Program's Specific Requirements:

Passes a certificate in related field from Malaysian Higher Education Ministry's Polytechniques or has been recognized to be equivalent by Malaysian Government and obtain at least CPA 2.70.

*Opened to all applicants from Science/Technical stream only.



PROGRAM SPECIFICATION

Program Learning Objectives

Graduates should achieve the following Program Learning Objectives after few years graduating:

1. To develop a good quality ICT software.
2. To cooperate as a team in solving problems in ICT organization.
3. To execute/perform their responsibilities professionally and propriety.
4. To be an ICT entrepreneur.

Program Learning Outcomes

Once graduated, graduates should be capable of:

1. Implementing ICT knowledge.
2. Involving/taking part in lifelong learning.
3. Communicating and conversing/conveying information efficiently.
4. Playing a role as individual and a team effectively.
5. Practicing and imposing good values professionally in community.
6. Being knowledgeable as ICT entrepreneur.

FAKULTI TEKNOLOGI MAKLUMAT DAN MULTIMEDIA
UNIVERSITI TUN HUSSEIN ONN MALAYSIA



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Programme Structure

Code	Subjects	Credit	Lecture	Tutorial	Lab	JJP
UMB1011	English For Academic Purposes	1	1	1	0	2
UMB1112	Technical Communication I	2	2	1	0	3
UQK1**1	Co-Curriculum 1	1	0	0	3	3
UMA1172/1142	Islamic Studies/ Moral studies	2	2	0	0	2
DIT1033	Matematik IT I	3	2	1	0	3
DIT1064	Principles Of Programming	4	3	0	3	6
DIT1053	Introduction To Information Technology	3	2	0	3	5
UMB1122	Technical Communication II	2	2	1	0	3
UMA3032	Aqidah Ketuhanan & Sains	2	2	0	0	2
DIT1073	Matematik IT II	3	2	1	0	3
DIT1104	Programming	4	3	0	3	6
DIT1143	Multimedia Concept	3	2	0	3	5
DIT1043	Fundamental Of Computer Architecture	3	2	0	3	5
UMS1133	Nationhood and current development of Malaysia	3	3	0	0	3
DPK2022	Introduction to Management	2	2	0	0	2
DIT2014	Data Structure	4	3	0	3	6
DIT2023	Fundamental Of Analysis And Design System	3	2	0	3	5
DIT2033	Operating System Principle	3	2	0	3	5
DIT2152	Information Technology Professional Ethics	2	2	0	0	2
UM*1312	Foreign Language	2	2	1	0	3
DIT2072	Accounting And Finances	2	2	0	0	2
DIT2142	Information Technology Skills	2	0	0	6	6
DIT2044	Database	4	3	0	3	6
DIT2054	Principle Of Object-Oriented Programming	4	3	0	3	6
DIT2123	Fundamental Of Computer Network	3	2	0	3	5
DPK2032	Entrepreneurship	2	2	0	0	2
DIT3243	Web-Based Programming	3	2	0	3	5
DIT3254	Development E-Business Application	4	3	0	3	6
DIT3223	Modelling And 3D Animation	3	2	0	3	5
DIT3324	Java Programming	4	3	0	3	6
DIT3419	Industrial Training	9	0	0	0	0
TOTAL		92	63	6	54	132



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Matrix and Mapping of Programme Learning Outcome – Subjects

No.	Code	Subjects	Hasil Pembelajaran Program												
			LO1		LO2		LO3		LO4		LO5		LO6		
			1	2	1	2	1	2	1	2	1	2	1	2	
1	UMB 1011	English For Academic Purposes					X					X		X	
2	UMB 1112	Technical Communication I					X					X		X	
3	UQK 1**1	Co-Curriculum 1			X		X			X		X			
4	UMA 1172/1142	Islamic Studies/ Moral studies					X					X		X	
5	DIT 1033	Matematik IT I	X		X		X		X		X				
6	DIT 1064	Principles Of Programming	X		X										
7	DIT 1053	Introduction To Information Technology	X		X										
8	UMB 1122	Technical Communication II					X					X		X	
9	UMA 3032	Aqidah Ketuhanan & Sains					X					X		X	
10	DIT 1073	Matematik IT II	X		X		X		X		X				
11	DIT 1104	Programming	X												
12	DIT 1143	Multimedia Concept			X					X		X			
13	DIT 1043	Fundamental Of Computer Architecture	X		X										
14	UMS 1133	Nationhood and current development of Malaysia					X					X		X	
15	DPK 2022	Introduction to Management				X		X		X	X			X	
16	DIT 2014	Data Structure	X		X										
17	DIT 2023	Fundamental Of Analysis And Design System	X		X		X		X						
18	DIT 2033	Operating System Principle	X				X							X	
19	DIT 2152	Information Technology Professional Ethics	X		X				X		X				
20	UM* 1312	Foreign Language					X				X			X	
21	DIT 2072	Accounting And Finances			X									X	
22	DIT 2142	Information Technology Skills	X		X			X	X	X		X			
23	DIT 2044	Database	X		X										
24	DIT 2054	Principle Of Object-Oriented Programming	X							X		X			
25	DIT 2123	Fundamental Of Computer Network	X		X		X		X					X	
26	DPK 2032	Entrepreneurship	X		X		X		X			X		X	
27	DIT 3243	Web-Based Programming	X		X					X					
28	DIT 3254	Development E-Business Application	X							X					
29	DIT 3223	Modelling And 3D Animation	X							X					
30	DIT 3324	Java Programming	X		X										
31	DIT 3419	Industrial Training		X		X		X		X		X			



PROGRAM SPECIFICATION

Delivery Method

Our academic program uses various teaching methodology in delivering student-centered learning environment. The methodologies are

1. Lecture/formal learning sessions
2. Practical and application-based sessions – lab work/practical, presentation and simulation tasks.
3. Industrial seminars and visits.
4. Problem-based learning / case-based learning
5. Individual and group projects and presentations
6. E-Learning

Assessment method

Formative and summative evaluation comprise of:

1. Written exam
2. Test/Quiz
3. Individual/Group assignment
4. Assignment/Project presentation
5. Practical/Lab test
6. Lab/Practical report
7. Log book project
8. Skill Portfolio
9. Industrial training evaluation

Awarding Requirement

The requirements for the degree award are as follows :

1. Student's application for award are verified by the faculty;
2. Passed all subjects that are compulsory for the program;
3. Obtained the specified number of credit hours for the program with *Good Passing Grade* (Kedudukan Baik - KB);
4. Obtained a distinction in Bahasa Melayu at *Sijil Pelajaran Malaysia* level;
5. Application should be made using Application Form for Degree or Degree Award within a specified term, determined by the University;
6. Received the award verification and validation from the Senate.



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Career Opportunities

Graduates from our Diploma of Information Technology will have the opportunity to work in a computer related fields. The learning environment that focus more on the practical aspects enable the graduates to work in the public or private sector. Career opportunities covers a wide range of job categories including computer programmer, assistant system analyst, application or web developer, technician and IT support officer. With the accreditation from Public Service Department (Jabatan Perkhidmatan Awam) and Malaysia Quality Assurance (MQA), diploma holders excellent results are eligible to continue their studies to degree level at any universities, local or abroad.

Related Information

(Lecturers / Facilitators / Project / Target Group / Fees / etc.)

1. Academia
Lecturers who teach compulsory subjects and supporting subjects are academia from Science Studies Centre (Pusat Pengajian Sains), Communication Studies Centre and Humanities (Pusat Pengajian Komunikasi dan Kemanusiaan), Faculty of Technology Management (Fakulti Pengurusan Teknologi) and Co-curriculum Centre (Pusat Kokurikulum), Sports and Culture (Sukan dan Kebudayaan). Core and majoring subjects are taught by lecturers from Faculty of Information Technology and Multimedia (Fakulti Teknologi Maklumat dan Multimedia).
2. Target Group
The program is targeted for two (2) main groups are polytechnic certificate holders or equivalent and students with *Sijil Pelajaran Malaysia* (SPM) who intend to further their studies at Malaysian Public Institution of Higher Learning.
3. Education Concept
The concept of *practice-oriented* and *Outcome-Based Education* are imposed on students comprise of theoretical and practical training for 6 semesters at the university and 18 weeks at the industry.
4. Fee
Fees rate for the program are RM 410 (One-time fee payment) and RM1330 (Repeating fee payment with accommodation) for local students or RM 2541 for international students.
5. The faculty's PROFORMA can be access from the university's website, www.uthm.edu.my

Prepared by

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Note: Information is true at the time of printing and can be modified at any time.