

**FACULTY OF INFORMATION TECHNOLOGY AND MULTIMEDIA  
UNIVERSITI TUN HUSSEIN ONN MALAYSIA**



**PROGRAM SPECIFICATION**

<b>Program Name</b>	<b>Bachelor of Information Technology (Hons)</b>	
<b>Award</b>	<b>Bachelor of Information Technology (Hons)</b>	
<b>Duration</b>	<b>Minimum</b>	<b>Maximum</b>
	<b>7 semesters</b>	<b>11 semesters</b>

**Entry Requirements**

Entry requirements for the program:

1. Candidates for *Sijil Tinggi Persekolahan Malaysia (STPM)*

University's Requirements:

- i. Pass *Sijil Pelajaran Malaysia (SPM)* or its equivalent with credit in subject *Bahasa Melayu / Bahasa Malaysia* or credit in July paper for *Bahasa Melayu / Bahasa Malaysia*.
- ii. Pass *Sijil Tinggi Persekolahan Malaysia (STPM)* with at least PNGK 2.00 and at least Grade C (NGMP 2.00) for subject *Pengajian Am* and Grade C (NGMP 2.00) for two other subjects.
- iii. Get at least Band 1 in Malaysian University English Test (MUET).

Program Requirements:

- i. Get at least Grade C (NGMP 2.00) in STPM for one of the following subjects: Mathematics T, Further Mathematics T, Mathematics S or at least Grade 5C in SPM for Additional Mathematics.
- ii. Pass subject English Language in SPM.
- iii. Candidate is not short sighted and disabilities that will hinder the effectiveness of the laboratory work.

2. Candidates for *Matrikulasi Kementerian Pendidikan*

University's Requirements:

- i. Pass *Sijil Pelajaran Malaysia (SPM)* or its equivalent with credit in subject *Bahasa Melayu / Bahasa Malaysia* or credit in the July paper for *Bahasa Melayu / Bahasa Malaysia*.
- ii. Pass KPM Matriculation/UM Fundamentals Science/ Fundamentals UiTM with at least PNGK 2.00;
- iii. Get at least Band 1 in Malaysian University English Test (MUET).

Program Requirements:

- i. Get at least Grade C (2.00) in Matriculation/Fundamentals in subject Mathematics / Engineering Mathematics.
- ii. Pass subject English Language in SPM.
- iii. Candidate is not short sighted and disabilities that will hinder the effectiveness of the laboratory work.

3. Candidates for Diploma or equivalent

University's Requirements:

- i. Pass *Sijil Pelajaran Malaysia (SPM)* or its equivalent with credit in subject *Bahasa Melayu / Bahasa Malaysia* or credit in July paper for *Bahasa Melayu / Bahasa Malaysia*.
- ii. Pass a related Diploma or its equivalent that is recognized from Malaysian Government and SENATE.
- iii. Get at least Band 1 in Malaysian University English Test (MUET).

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**PROGRAM SPECIFICATION**

**Program Requirements:**

- i. Hold Diploma in Information Technology area (Computer Science, Information Technology, Multimedia, Information System, Networking and Computer Engineering) with at least *Purata Matanilai Himpunan (CPA/PNGK)* 2.50 from higher learning institutions or polytechnics or pass a related diploma from a recognized institution that is endorsed by the Malaysian Government and SENATE.
- ii. Candidates that do fulfil minimum requirements of CPA/PNGK 2.50 but hold working experiences of at least 2 years in related area can be considered.
- iii. Candidates that do fulfil the requirements but did not get at least Band 32 in MUET can apply but if chosen must at least get Band 3 in MUET before awarding the degree.
- iv. Pass English Language in SPM.
- v. Candidate is not short sighted and disabilities that will hinder the effectiveness of the laboratory work.

Note: Diploma holders can be considered for credit exemptions according to subject and area of study.

**Objectives for the Program**

Objective for the program is to produce competent ICT professionals that are capable of:

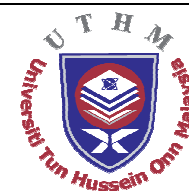
1. Applying basic knowledge, principles and skills related to IT field fulfilling job specification.
2. Executing responsibility in solving problem analytically, critically, effectively, innovatively, but market driven.
3. Functioning effectively as an individual, or in group in providing information in an organization and community.
4. Practicing good values professionally and ethically in any community and being able to lead effectively as a competent worker.

**Learning Outcomes for Program**

Upon graduation, the graduates should be:

1. Able to apply the knowledge and understanding related to important facts, conceptual principles, and theories involving IT. (C3)
2. Able to manipulate IT knowledge in analyzing, modelling, designing, developing and assessing computer solution as effective as possible. (P4)
3. Able to communicate in both ways i.e., orally and writing in order to give information, problem and solution as effectively as possible. (A2)
4. Able to analyze relevant techniques that look viable in IT fields in solving problems by using analytical critical thinking. (C4)
5. Able to exhibit work group skills, interpersonal wise and socially with effectiveness and confidence. (P4)
6. Able to use skills and learning principles as long life learning in academic world and continuous career development. (C3)
7. Able to develop entrepreneurship characteristics in his own career development. (P5)
8. Able to apply values, attitude, and responsibilities as professional as possible from the aspect of social, ethics, and human concerns. (A2)
9. Able to execute leadership responsibilities as effectively as possible. (A3)

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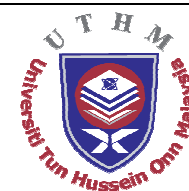


**PROGRAM SPECIFICATION**

**Program Structure**

CATEGORY	CODE	COURSE	CREDIT	L	T	A	JJP
UNIVERSITI COMPULSORY COURSE	UWB 10101	English For Academic Purposes *	1	1	1	0	2
	UWB 10202	Effective Communication	2	2	1	0	3
	UQ* 1***1	Co-Curriculum I	1	1	0	1	2
	UWA 10302	Islamic And South East Asia Civilisation	2	2	0	0	2
	UQ* 1***1	Co-Curriculum II	1	1	0	1	2
	UWB 10302	Technical Writing	2	2	1	0	3
	UWS 10202	Ethnic Relationship ***	2	2	0	0	2
	UWA 10102	Islamic Studies	2	2	0	0	2
	UWA 10202	Moral Studies					
	BIT 20502	Creativity & Innovation	2	2	1	0	3
	UWB 10*02	Foreign Language	2	2	1	0	3
	UWS 10103	Nationhood and Malaysia Recent Development **	3	3	0	0	3
PROGRAM CORE COURSE	BPK 30702	Environmental and Occupational Safety	2	2	0	0	2
	BIT 10103	Software Engineering	3	2	0	2	4
	BIT 10203	Introduction to Information Technology	3	2	0	2	4
	BIT 10303	Computer Programming	3	2	0	2	4
	BWM 11603	Statistics	3	2	0	0	2
	BPK 10403	Basic Accounting	3	3	0	0	3
	BIT 10403	Introduction to Multimedia	3	2	0	2	4
	BIT 10703	Data Structure and Algorithm	3	2	0	2	4
	BIT 11103	Discrete Structure	3	2	0	2	4
	BIT 10803	Information Technology Skills	3	1	0	4	5
	BIT 21002	Computer, Ethics and Social	2	2	0	0	2
	BPK 20502	Principles of Management	2	2	0	0	2
	BIT 20103	System Analysis and Design	3	2	0	2	4
	BIT 20203	Graphic Programming	3	2	0	2	4
	BIT 20303	Computer Architecture	3	2	1	0	3
	BPK 20802	Entrepreneurship	2	2	0	0	2
	BIT 20403	Operating Systems	3	2	0	2	4
	BIT 20603	Object Oriented Programming	3	2	0	2	4
	BIT 20703	Network and Data Communication	3	2	0	2	4
	BIT 20803	Database System	3	2	0	2	4
	BIT 10503	Cyber Entrepreneurship	3	2	0	2	4
	BIT 31003	Information Technology Application	3	1	0	4	5
	BIT 33503	Final Project	3	0	0	12	12
	BIT 33803	JAVA Programming	3	2	0	2	4
	BIT 33403	Project Research Methodology	3	2	0	2	4
BIT 40112	Industrial Training	12	0	0	0	0	
ELECTIVE COURSE	BIT ****3	Elective1	3	2	0	2	4
	BIT ****3	Elective2	3	2	0	2	4
	BIT ****3	Elective3	3	2	0	2	4
	BIT ****3	Elective4	3	2	0	2	4
	BIT ****3	Elective5	3	2	0	2	4
	BIT ****3	Elective6	3	2	0	2	4
			<b>121</b>	<b>79</b>	<b>6</b>	<b>64</b>	<b>149</b>

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**PROGRAM SPECIFICATION**

**Matrix Course and Program Learning Outcome**

Matrix Course and Learning Outcome				Learning Outcome								
				Knowledge	Practical Skill	Communication Skill	Critical Thinking and Problem Solving	Teamwork Skill	Life-long Learning & Information Management	Entrepreneurship Skill	Moral & Professional Ethics	Leadership Skill
No.	Code	Course	Credit	P1	P2	P3	P4	P5	P6	P7	P8	P9
<b>UNIVERSITY COMPULSORY COURSE</b>												
1	UWB 10101	English For Academic Purposes *	2	x		x			x			
2	UWB 10202	Effective Communication	1	x		x		x				
3	UQ* 1***1	Co-Curriculum I	1	x		x			x			
4	UWA 10302	Islamic And South East Asia Civilisation	2	x		x					x	
5	UQ* 1***1	Co-Curriculum II	1	x				x	x			
6	UWB 20302	Technical Writing	2	x		x			x			
7	UWS 10202	Ethnic Relationship ***	2	x				x			x	
8	UWA 10102	Islamic Studies	2	x		x					x	
	UWA 10202	Moral Studies										
9	BIT 20502	Creativity & Innovation	2	x				x				x
10	UWB 10*02	Foreign Language	2	x		x			x			
11	UWS 10103	Nationhood and Malaysia Recent Development **	3	x							x	x
<b>Total</b>			<b>20</b>	<b>11</b>	<b>0</b>	<b>7</b>	<b>0</b>	<b>4</b>	<b>5</b>	<b>0</b>	<b>4</b>	<b>2</b>

<b>PROGRAM CORE COURSE</b>												
12	BPK 30702	Environmental and Occupational Safety	2	x							x	x
13	BIT 10103	Software Engineering	3	x				x				x
14	BIT 10203	Introduction to Information Technology	3	x		x				x		
15	BIT 10303	Computer Programming	3		x		x		x			
16	BWM 11603	Statistics	3	x			x		x			
17	BPK 10403	Basic Accounting	3	x					x	x		
18	BIT 10403	Introduction to Multimedia	3		x			x		x		
19	BIT 10703	Data Structure and Algorithm	3		x		x		x			
20	BIT 11103	Discrete Structure	3	x			x		x			
21	BIT 10803	Information Technology Skills	3		x			x		x		
22	BIT 21002	Computer, Ethics and Social	2	x		x					x	
23	BPK 20502	Principles of Management	2	x		x					x	
24	BIT 20103	System Analysis and Design	3	x			x	x				
25	BIT 20203	Graphic Programming	3		x		x		x			
26	BIT 20303	Computer Architecture	3	x				x				x
27	BPK 20802	Entrepreneurship	2		x			x		x		

28	BIT 20403	Operating Systems	3	x				X				x
29	BIT 20603	Object Oriented Programming	3		x		x		x			
30	BIT 20703	Network and Data Communication	3	x				X		x		
31	BIT 20803	Database System	3		x		x	X				
32	BIT 10503	Cyber Entrepreneurship	3		x			X		x		
33	BIT 31003	Information Technology Application	3		x			X		x		
34	BIT 33503	Final Project	3		x	x	x			x		
35	BIT 33803	JAVA Programming	3		x		x		x			
36	BIT 33403	Project Research Methodology	3		x	x	x					
37	BIT 40112	Industrial Training	12		x	x						x
	<b>Total</b>		<b>83</b>	<b>11</b>	<b>14</b>	<b>6</b>	<b>11</b>	<b>11</b>	<b>8</b>	<b>9</b>	<b>4</b>	<b>4</b>

**ELECTIVE COURSE**

No.	Code	Course	Credit	P1	P2	P3	P4	P5	P6	P7	P8	P9
38	BIT ****3	Elective1	3		x	x	x					
39	BIT ****3	Elective2	3		x	x	x					
40	BIT ****3	Elective3	3		x	x	x					
41	BIT ****3	Elective4	3		x	x	x					
42	BIT ****3	Elective5	3		x	x	x					
43	BIT ****3	Elective6	3		x	x	x					
	<b>Total</b>		<b>18</b>	<b>0</b>	<b>6</b>	<b>6</b>	<b>6</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
	<b>Total Credit</b>		<b>121</b>									
	<b>TOTAL</b>			<b>22</b>	<b>20</b>	<b>19</b>	<b>17</b>	<b>15</b>	<b>13</b>	<b>9</b>	<b>8</b>	<b>6</b>

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**PROGRAM SPECIFICATION**

**Method of Delivery**

This academic program is delivered using various modes to fulfil the subject learning outcomes and in principal is able to give opportunity to study at centre. The modes are:

1. Lectures
2. Laboratory: lab sessions, demonstration and system simulation
3. Seminar with industry and visit
4. Problem Based Learning
5. Project and Presentation
6. E-Learning

**Method of Assessment**

The assessment consists of the following:

1. Written Examination
2. Quizzes and Test
3. Assignment and Group Work
4. Presentation of Group Work and Assignment
5. Practical/Laboratory Test
6. Practical/Laboratory Report
7. Monitoring and Skills
8. Project Log Book
9. Skills Portfolio
10. Industrial Training Assessment

**Awarding Requirements**

Awarding requirements are as follows:

1. Student request for awarding and the request must be endorsed by the faculty;
2. Pass all subjects required by the program;
3. Fulfils total credits that have been set by the faculty and get status *Good Passing Grade (Kedudukan Baik - KB)*;
4. Get credit for subject *Bahasa Melayu / Bahasa Malaysia* in *Sijil Pelajaran Malaysia*;
5. Get at least Band 3 for MUET;
6. Student must use the required form for awarding degree or diploma in specified period that has been fixed by the university;
7. Get consensus and certified by the SENATE.

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**PROGRAM SPECIFICATION**

**Career Opportunity**

Graduate program for Bachelor of Information Technology have various career opportunities in work force especially involving information technology area. Conducive environment for learning with the concepts of practical learning will be able to let the graduates from this academic program work in public and private sectors. Among the careers that can be fill up are programmer, computer analyst, software and system developer, web developer, network administrator and multimedia applications developer. Apart from that, with endorsement from JPA and MQA, graduates are eligible to peruse their studies at master level at various universities either locally or international if they get good academic result. Finally, graduates who want to involve in teaching can be a lecturer at various institutions.

**Related Information**

(Lecturer/Facilitator/Project/Target Group/ Fees/etc)

1. Academic Staff  
Lecturer who teaches compulsory and core subjects are staff from the faculty. Lecturer who teaches University subjects are academic staff from Faculty of Science, Arts and Heritage, Faculty of Technology Management, Business and Entrepreneurship and Centre of Co-Curricular, Sports and Culture.
2. Target Group  
This academic program is target to two groups: candidates from polytechnics or equivalent and candidates from STPM and matriculation.
3. Education Concepts  
This program is based on practical oriented system and outcome based education (OBE) where students will learn the theory and practical at university for 7 semesters and industry attachment or 18 weeks.
4. Fees  
Fees rate is RM 520 / RM 570 (once for entire education) for national students and international students respectively and recurrent fees per semester with hostel fees is RM 1436.50 for national students and RM 4095.50 for international students. Fees are subject to change without prior notice and will be determined by the university.
5. PROFORMA faculty can be found from university website address at [www.uthm.edu.my](http://www.uthm.edu.my)

*Note: Information is valid at printing and can be changed according to time*