

Join us! @FTMK

FACILITIES & SHORT COURSES

General Facilities

Mosque
Sports Complex
Canselor Hall
Health Centre
Library
Cafeteria
Student Activity Centre
Shuttle Services
Student Hostels
ICT Services
Wifi

Lab Facilities

Seminar Hall	Mini Theatre
Meeting Room	Studio
Discussion Room	CLEAR Room
Executive Lab	Fiber Optic Lab
CMERP Satellite Lab	CCNA Lab
Games Lab	Research Lab
MP's – Lab	
AI's – Lab	
Multimedias's Lab	
Apple Mac Lab	
Programming Lab	
Virtual Reality Studio	

Professional & Short Courses

IT profession nowadays require both technical knowledge and soft skills. Therefore, we provide a wide variety of training courses to fulfill this requirement. Our courses include intensive hands-on lab exercises and demonstrations to provide students with the real world experience they need to thrive in their work projects. Below are the list of courses provide in our faculty:

Adobe Photoshop	Joomla/WordPress	Web Based Development
Adobe Illustrator	Blogspot/Web	iTunes U content development
Adobe InDesign	ECommerce	Audio Video
Adobe Flash/ Animate	Online Shopping	Basic with Arduino
Adobe After Effect	2D Mobile Game	Visual Basic
Adobe Premiere	Handphone Repair	Intro to IOT (Arduino)
Adobe Captivate	3D Game Development-UNITY (Basic)	Pengaturcaraan C
Oracle Database	High Impact Presentation	Maxon Cinema 4D
Humonoid Robot	3D Game Development-UNITY (Int-Adv)	Game Development
AutoCAD	Basic Photography	System Dynamic
iBook	Multiplatform Game Dev. + Projek	Research Methodology
MOOC	Slide Presentation with Latex	Research Proposal Development
iSpring	3D Maya (Basic-Int)	Gnuplot
Moodle	HTML5 Programming	Thesis Writing
Adobe After Effect	Produksi Video (Basic)	Inspired Computing
Button Conferencing System	Robotik Lego Mindstorm EV3	Grantt Application Writing
Articulate Storyline	Produksi Video + Projek	Predictive Analytics
Windows Movie Maker	Simulation and Modelling	LaTeX
Microsoft Office 2016	SketchUp	Python
Intel XDK	Python Programming (Basic)	Academics Book Writing
Microsoft Project	3D Studio Max	Literature Review Writing
Android Studio	PHP & MySQL	Mapple Software
Pivot Table	LabView 2	SEM/AMOS
Prezi – Presentation Tool		Rasch Model
2D Mobile Game Dev		Matlab



FACULTY OF
INFORMATION & COMMUNICATION
TECHNOLOGY
Fakulti Teknologi Maklumat & Komunikasi

KEMENTERIAN PENDIDIKAN TINGGI

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

UNDERGRADUATE PROGRAMS



Vision

To be the leading creative and innovative centre of excellence in ICT education, research and services.

Mission

To produce highly competent professionals in the field of Information and Communication Technology through a world-class quality technical education based on application-oriented teaching, learning and research with smart university-industry partnership in line with the country's aspiration.

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Objectives

1. To produce highly competent professionals in the field of Information and Communication Technology, who become the first choice of industries, local and abroad.
2. To lead and develop applied researches in the ICT field which create new knowledge and innovative technologies needed by the industry or to be commercialized and recognized worldwide.
3. To improve staff professionalism and competency and contribute to the generation of the university's financial resource through high-quality consultation services, professional trainings and continuous education.
4. To contribute towards improving the understanding and culturing of ICT in the society and other social programs that contribute to the social and economic development.
5. To initiate continuous smart partnership and co-operation with industry bodies and institutions of excellence, local and abroad.
6. To develop and apply a high-quality, efficient, effective and user-friendly faculty administration and management system which highly supports the programs and activities that achieve the objectives and aims of the faculty.



UNDER GRADUATE PROGRAMS

Admission Requirements

Diploma Programme

General Requirement:

- Citizen of Malaysia
- SPM or equivalent with minimum five (5) credits including Bahasa Melayu

Specific Requirement:

- Minimum of Grade C in Mathematics subject in SPM
- Minimum of Grade C in three (3) other subjects (science/technical/art stream) in SPM

Bachelor Degree Programme

General Requirement:

- SPM or equivalent with credits including Bahasa Melayu
- MUET with minimum Band 2
- Has no physical disability that prevents from doing practical work

Specific Requirement for CC10, CC11, CC13, CC14, CC25, CC27:

STPM Leavers:

- Minimum of 6C in the credits of Mathematics / Additional Mathematics at SPM level.
- STPM with minimum of Grade C in two (2) of the following subjects:
 - ✓ Mathematics T / Advance Mathematics / Mathematics S / Physics / Chemistry / Biology / Economy / Accounting / Business Studies / Geography

Matriculation Leavers:

- Passed matriculation with minimum of grade C in two (2) of the following subjects:
 - ✓ Mathematics / Engineering Mathematics
 - ✓ Information Technology / Computer Science / Physics / Computer Engineering / Civil Engineering / Chemistry / Chemistry Engineering / Biology / Mechanical Engineering / Electric and Electronic Engineering, Accounting / Economy and Business Management

Diploma Leavers:

- Diploma with minimum CGPA of 3.00 relevant fields from an accredited institution.

Specific Requirement for CC30

STPM Leavers:

- Minimum of Grade C in the subject of General Studies
- Minimum of Grade C in two (2) other subjects
- Minimum of Grade C in the following subjects:
 - ✓ Mathematics T / Advance Mathematics / Mathematics S
 - ✓ Physics / Chemistry / Biology

Matriculation Leavers:

- Passed matriculation with minimum of grade C in two (2) of the following subjects:
 - ✓ Mathematics
 - ✓ Physics / Chemistry / Biology

Diploma Leavers:

- Diploma with minimum CGPA of 3.00 relevant fields from an accredited institution.
Or
- Pass Polytechnic Certificate with minimum CGPA of 3.50 in relevant fields with Senate's approval

Fees

Diploma and Bachelor Programme:

Please refer to the following URL: <http://www.utem.edu.my>

DIPLOMA PROGRAMME

FULL TIME, Duration: Minimum of 6, maximum of 10 semesters

Diploma of Information and Communication Technology

This course is offered to produce graduates who are well equipped with knowledge and skills in ICT field specifically in computer programming, software development, computer systems and hardware, multimedia, internet and network technology.

Career prospect: Programmer, Technician, Software Developer

BACHELOR DEGREE PROGRAMME

FULL TIME, Duration: Minimum of 7, maximum of 11 semesters

This course are offered to produce graduates who are well equipped with knowledge and skills in :

Bachelor of Computer Science (Software Development)(Hons) – CC10

Bachelor in Computer Science (Software Development) (Hons) is offered in order to produce knowledgeable and highly skilled graduates in the field of information and communication technology. Graduates pursuing the program are equipped with the necessary knowledge and specialized skills in engineering and software development which could meet the industrial needs in the field.

Career prospect: Information System Officer, System Analyst, Software Engineer, Software Tester.

Bachelor of Computer Science (Computer Networking) (Hons) – CC11

Bachelor in Computer Science (Computer Networking) (Hons) is aimed to produce highly knowledgeable and skillful graduates in the field of information technology and communication. Graduates are competent in advanced specialized knowledge and skill in analyzing, developing, installing, administrating, servicing, and controlling computer and communication network system.

Career prospect: Network Administrator, Network Engineer, Network Programmer.

Bachelor of Computer Science (Interactive Media) (Hons) – CC13

Bachelor of Computer Science (Interactive Media) (Hons) is to produce knowledgeable and skillful graduates in the area of multimedia. It is including the knowledge and capability to develop high quality interactive media products and multimedia applications which fulfill the industry specifications.

Career prospect: Multimedia Author, Web Developer, Graphic Designer, Multimedia Consultant.

Bachelor of Computer Science (Database Management) (Hons) – CC14

Bachelor of Computer Science (Database Management) (Hons) is to produce knowledgeable and highly skilled graduates in the field of database management. This includes the ability to analyze, design, develop program using structured programming method, manage and maintain database system which could meet the industrial needs in the field.

Career prospect: Database Analyst/Designer/Administrator/Programmer

Bachelor of Computer Science (Artificial Intelligent) (Hons) – CC25

Bachelor of Computer Science (Artificial Intelligence) (Hons) academic program is offered to prepare graduates with a thorough understanding and superior skills of Computer Science, particularly in Information & Communication Technology. Graduates will also be equipped with advance scientific knowledge and engineering skills in Artificial Intelligence to fulfil industrial needs especially in the field of ICT, robotics and manufacturing.

Career prospect: Knowledge Engineer, Intelligent System Developer, System Consultant, AI Developer, Data Analyst

Bachelor of Computer Science (Computer Security) (Hons) – CC27

Bachelor of Computer Science (Computer Security) (Hons) is to produce highly knowledgeable and skillful graduates in the field of security related to computer science and information technology. Graduates are competent in advanced specialized knowledge and skill to analyze, design, install, configure, implement, administer, maintain and monitor the security infrastructure.

Career prospect: Network Security Administrator, Network Security Consultant

Bachelor of Information Technology (Game Technology) (Hons) – CC30

Bachelor of Computer Science Game Technology) (Hons) is offered to produce graduates who are highly knowledgeable and skilled in the field of computer games technology. The graduates are well equipped with knowledge and specific skills such as computer game programming, design and develop various types of computer games, the principle of games, web-based games, project management as well as 2D and 3D game development.

Career prospect: Game Developer/Programmer/Designet/Animator/Tester.