FACILITIES

Lab Facilities
Faculty of Information and Communication Technology (FTMK) has been equipped with the state-of- art computers and software and integrated into UTeM Network. These facilities ease the process of teaching and learning in FTMK.

Averages of 36 computers with latest software are located at each lab and studio to ensure application oriented teaching and learning is applicable for the students. Server, router, switches, wireless, digital camera, video, biometric machines are also provided for teaching and learning purposes.

Lab Staffs
The labs in FTMK are administered by the Lab Coordinator assisted by Assistant Engineers to ensure smooth teaching and learning processes. The infrastructure committee members are responsible for maintaining and managing respective clients in FTMK environment.

Loan Facilities on Lab Equipment
Students are allowed to loan the lab equipment to complete their assignments or projects on time. The equipment that are allowed to be used are wireless equipment, video camera, digital camera, biometric tool, GSM and others.

Lab Operational Hours

Semester

Monday to Thursday	8:00am to 6:00pm
Friday	8:00am to 12:15pm
	2:45 pm to 6:00pm

Semester Break

Monday to Thursday	8:00am to 5:00pm
Friday	8:00am to 12:15pm
	2:45 pm to 5:00pm

Saturday-Sunday / Public Holidays   Close

NAME	DESCRIPTION
Seminar Hall	The hall is equipped with audio-visual facility for 250 pax at a time
Lecture Rooms	Rooms No. 1 to Room No. 12 with each room for 60 pax
Recording Capture System (ReCap)	Mini Theatre for interactive learning environment for 114 pax
Collaborative Learning Laboratory (CLeAR)	A collaborative learning laboratory with 60 pax capacity
Mini Theatre	The theatre room for student animation presentation for 15 pax
Virtual Reality Studio	Laboratory for motion capture and games development
Photography / Recording Studio	Multimedia recording and editing studio
University-Industry Laboratory	1. Coordinated Malware Eradication and Remediation Project (CMERP) Satellite Laboratory – collaboration with Cyber Security Malaysia
Research Laboratories	Seven (7) research laboratories for postgraduates students based on faculty's research clusters under Centre for Advanced Computing Technology (C-ACT): 1. Innovative Software System & Services (IS3) Laboratory 2. Information Security Forensics and Computer Networking (INSFORNET) Laboratory 3. Optimization, Modelling, Analytics and Simulation (OptiMAS) Laboratory 4. Computational Intelligence and Technologies (CIT) Laboratory 5. Human Centered Computing and Information Systems Lab (HCC-ISL) Laboratory 6. Pervasive Computing & Educational Technology (PET) Laboratory 7. Biomedical and Engineering (BIOCORE) Laboratory

NAME

Teaching Laboratories

Other Facilities

DESCRIPTIONS

1. Computer Game Laboratory
2. Software Engineering Lab 1, 2 and 3
3. Programming Laboratory 1, 2, 3 and 4
4. Database Laboratory 1, 2 and 3
5. Network Laboratory 1 and 2
6. CCNA & CCNP Laboratory
7. Fiber Optic Laboratory
8. Security Laboratory
9. System / Hardware Laboratory
10. Wireless Laboratory
11. Virtual Reality Laboratory
12. Multimedia Laboratory 1, 2, 3 and 4
13. Artificial Intelligence Laboratory 1, 2, 3 and 4
14. Student Workshop Laboratory

1. Visiting Professor Rooms
2. Executive Laboratory
3. Administration Office – Level 2 & 3
4. FICTS Room
5. Surau or Prayer Room
6. Lobby Area
7. Parking Area for students and staffs

Lab Usage Regulation

1. Students must display their matric card at all times in the lab.
2. Students are not allowed to bring in their bags into the lab.
3. Students are not allowed to eat/drink or bring in any foods or drinks into the lab.
4. Students are not allowed to wear sandals in the lab except sandals with back straps for female students and covered sandals for male students.
5. Students are not allowed to wear t-shirt without collar in the lab. UTeM's students' dress code is referred.
6. All lab equipment used must be returned in its original condition.
7. Chairs must be arranged neatly after use.
8. Don't leave used papers or litters in the lab. Please throw it into rubbish bin if it is not needed anymore.
9. All equipment must be switched off after used.
10. Students should not enter the lab without lecturers' or tutors' presence.
11. For after-hours lab usage, students must record their details in the lab record book and submit their matric card to Assistant Engineers in duty.
12. Students are prohibited from playing games, chatting or surfing the net for unrelated content in the lab.
13. Students are not allowed to bring out any lab equipment except with permission from the lecturers or Assistant Engineers in duty.
14. Students are not allowed to bring in laptop, CPU, monitor, mouse, CD, VCD or any computer equipment except with permission from the lecturers or Assistant Engineers in duty.
15. Users are not allowed to do any installation on computers in the lab.
16. All requests for software installation into students' laptop will not be entertained.
17. Students must report immediately to lecturer or Assistant Engineers on duty if any lab equipment got lost or broken during their students' usage.
18. Students must report immediately to lecturer or Assistant Engineers on duty if there is any lab equipment that is lost or broken prior to the students' usage.
19. Research labs are for post graduates' students ONLY. Post-graduate students can get the access by referring to their supervisor.

Lab Rules Outside Teaching and Learning Allocated Times

1. Total users for a lab must comply with the maximum capacity allowed for a particular lab.
2. Students are allowed to use labs outside teaching and learning allocated times with permission from a lecturer. The lecturer will be responsible for lab for the duration of the usage. Students must record their start and end times of usage in the record book provided in the lab.
3. Studios and Recording room usage are strictly by booking only. Students can use the studios or recording room through their lecturer or Assistant Engineer on duty.

DISCIPLINARY ACTIONS WILL BE TAKEN AGAINST ANY STUDENT WHO IS FOUND BREAKING ANY RULE LISTED ABOVE.