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ASIA eUNIVERSITY

SCHOOL OF ARTIFICIAL INTELLIGENCE & DIGITAL TECHNOLOGIES

Bachelor of Information & Communication Technology (Honours)

(R2-DL/481/6/0482) (05/26) (A9489) - ODL

PROGRAMME OVERVIEW

This programme is an innovative bachelor designed to equip students with the essential skills and knowledge required in today's technology-driven world. Throughout the programme, students engage with a diverse curriculum that covers key areas such as programming, networking, multimedia, and data management, while also exploring the societal impacts of technology. With its blend of theory and practical application, it prepares students upon graduation to adapt to the ever-changing landscape of information technology and succeed in their careers.

LEARNING OUTCOMES

- Apply and integrate advanced knowledge and skills in the field of information communication technology and management.
- Solve real world problems using information communication technology (ICT) approach and techniques.
- Express ideas and opinion effectively in various communication style, tools and media using digital and numerical skills.
- Recognise and formulate new approach or method in providing IT management solutions that demonstrate leadership, autonomy and responsibilities.
- Deliver and produce ideas and solutions with entrepreneurial and managerial qualities.
- Communicate and interact effectively by participating in a project-based assignment at individual or team level.
- Complete assigned tasks while maintaining good professional and ethical practices and social value in delivering services related to information communication technology.
- Discover new knowledge through informal sources and training (life-long learning).
- Relate the knowledge and skills in information technology management to the benefit of society.

PROGRAMME STRUCTURE

COMMON CORE SUBJECTS

- Fundamental Concepts of ICT
- Computer Programming
- Operating Systems
- Discrete Mathematics
- Information Systems Analysis & Design
- Database System
- Object Oriented Programming
- Computer Communication & Networks
- Introduction to Multimedia
- Human Computer Interaction
- Computer Security
- Management Information Systems
- Computer Ethics & Cyberlaw
- Knowledge Management
- ICT Project Management

Project Proposal
Final Project
Industrial Training

CONCENTRATION SUBJECTS

Choose one (1) concentration area only

- Information Systems
- Multimedia Computing
- Enterprise Networking
- Software Engineering
- Digital Marketing Technology and Analytics

UNIVERSITY COMPULSORY SUBJECTS

- Information Literacy & Research Skills
- Entrepreneurship in Asia

GENERAL SUBJECTS

Malaysian Student

- Academic Writing
- Integrity and Anti-Corruption
- Social Responsibility Project
- Penghayatan Etika & Peradaban
- Falsafah and Isu Semasa (Philosophy and Current Issues)

International Student

- Academic Writing
- Integrity and Anti-Corruption
- Social Responsibility Project
- Basics of English Grammar OR Malay Communication II
- Web Economy OR Philosophy and Current Issues

PROGRAMME DELIVERY

Delivery Mode	Full-Time Study	Part-Time Study
Open & Distance Learning (ODL)	-	4 years 8 months

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ENTRY REQUIREMENTS

DIRECT ENTRY

1. A pass in STPM with a minimum Grade of C (GP 2.00) in any TWO (2) subjects; OR
2. A pass in STAM with a minimum Grade of Jayyid in any TWO (2) subjects; OR
3. A pass in Matriculation or Foundation studies with a minimum CGPA of 2.00; OR
4. Diploma (Level 4, MQF) in Non-Computing with a minimum CGPA of 2.75. Candidates with a CGPA below 2.75 but more than 2.50 can be admitted subject to a thorough rigorous assessment; AND a credit in: Mathematics at SPM level or its equivalent; OR
5. Candidates with a pass in Mathematics at SPM level need to take and pass the reinforcement Mathematics subject that is equivalent to the SPM level. The reinforcement Mathematics subject must be offered in first semester or before enrolment with unconditional offer. OR
6. Diploma in Computing fields (Level 4, MQF) or equivalent with a minimum CGPA of 2.50. Candidates with a CGPA below 2.50 but more than 2.00 may be admitted subject to a thorough rigorous assessment; OR
7. Diploma Kemahiran Malaysia (DKM) / Diploma Vokasional Malaysia (DVM) in Computing fields with a minimum CGPA of 2.50 subjected to HEP Senate / Academic Board's approval; OR
8. Diploma Lanjutan Kemahiran Malaysia (DLKM) in Computing fields with a minimum CGPA of 2.50 subjected to HEP Senate / Academic Board's approval; OR
9. Other relevant and equivalent qualifications recognised by the Malaysian Government. (Candidates can be admitted if their admission qualification contains Mathematics subject(s) equivalent to Mathematics at the SPM level. If it is not equivalent, the reinforcement Mathematics subject equivalent to the SPM level must be offered in first semester or before enrolment with unconditional offer).

Notes:

- *Students are required to pass the reinforcement Mathematics before being allowed to take related core courses. The candidate can sit for any subjects that did not indicate Mathematics as a prerequisite.*
- *Reinforcement Mathematics can contribute to the overall graduating credit.*
- *Students from Matriculation / Foundation or its equivalent can be exempted from taking reinforcement Mathematics, provided that the Mathematics offered at that programme level is equivalent / more than the Additional Mathematics offered at an SPM level.*

ELCR Band (International Students Only):

Achieve a minimum score of 5.0 in the IELTS or equivalent.

APEL ENTRY

This applies to candidates who are:

- At least 21 years of age in the year of application
- Possess relevant working experience.

**Terms and Conditions Apply*

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***Information is accurate as of June 2025 and is subject to change without prior notice, if applicable.*