



**FIRST CITY
UNIVERSITY
COLLEGE**
WAY AHEAD

FACULTY OF **COMPUTER SCIENCE & TECHNOLOGY**

COMPUTER SCIENCE
INTELLIGENT SYSTEMS
INFORMATION TECHNOLOGY
INFORMATION SYSTEMS
SOFTWARE ENGINEERING
NETWORKING & SECURITY



ABOUT US

First City University College has been a trusted private higher education provider in Malaysia since 1990. For over three decades, the institution has consistently offered affordable and high-quality higher education to both Malaysian and international students.

First City University College offers future-proof, industry-driven programmes and they are accredited by the Malaysian Qualifications Agency (MQA) and relevant professional bodies.

First City University College's students are reputed to be highly employable as they are prepared to be future-proof and globally competitive.

With an exemplary track record of providing private higher education of high quality in Malaysia, First City University College achieved a "Competitive" rating under the Integrated Rating of Malaysian Higher Education Institutions - SETARA by the Ministry of Higher Education, Malaysia. This accolade reflects the institution's steadfast commitment to maintaining a standard of excellence in private higher education in Malaysia.



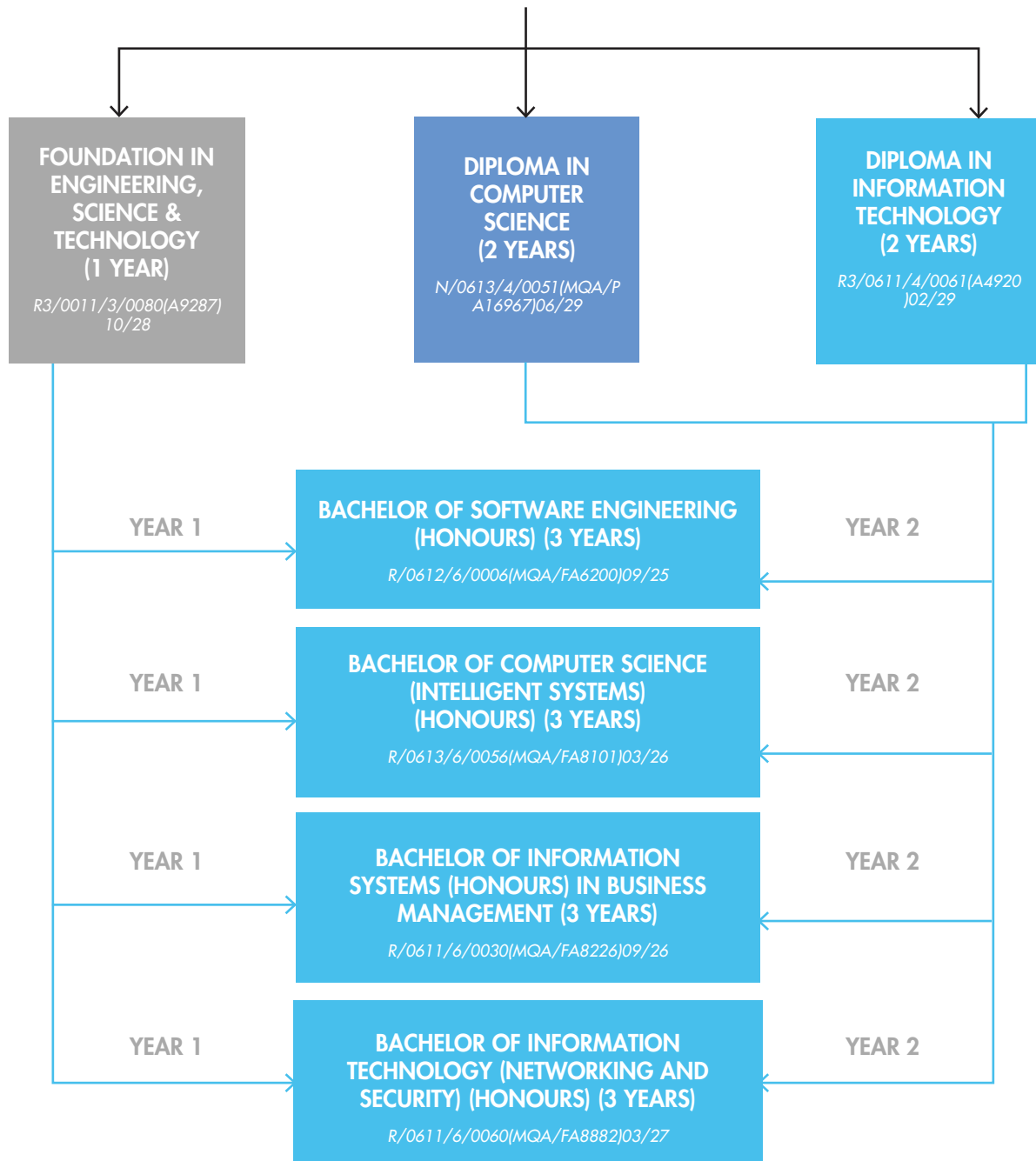


WHY STUDY COMPUTER SCIENCE & TECHNOLOGY PROGRAMMES AT FIRST CITY UNIVERSITY COLLEGE?

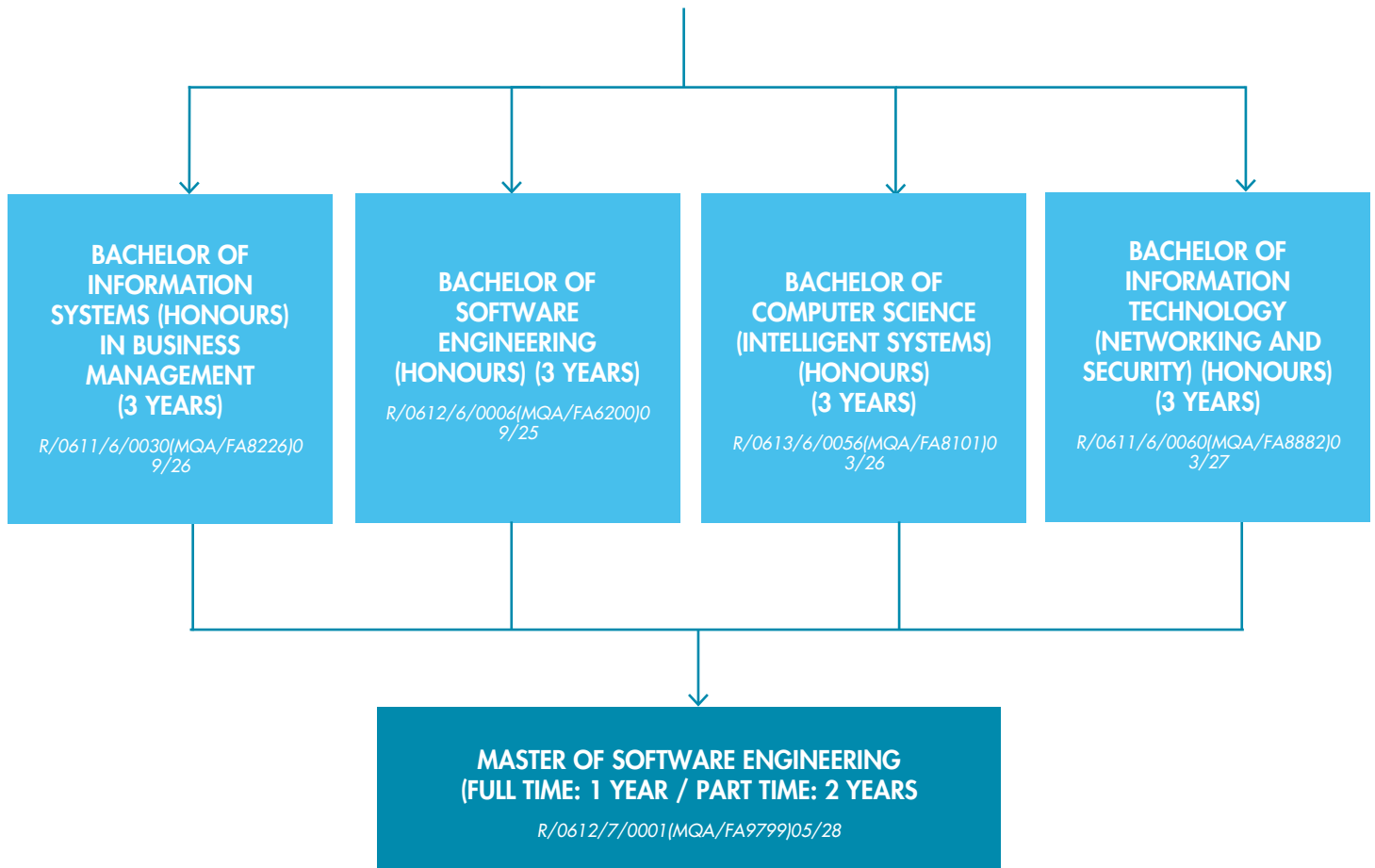
- ✓ Teaching and learning using state-of-the-art technology
- ✓ Cutting-edge programmes with industry certifications
- ✓ Academic and industrial collaborations
- ✓ Professional development and life-long learning
- ✓ Highly employable graduates & global alumni network

PROGRAMME PATHWAYS

**SPM / O-LEVEL HOLDERS OR EQUIVALENT:
FOUNDATION / DIPLOMA PATHWAYS**



**STPM / UEC / A-LEVEL HOLDERS OR EQUIVALENT:
DEGREE PATHWAYS**

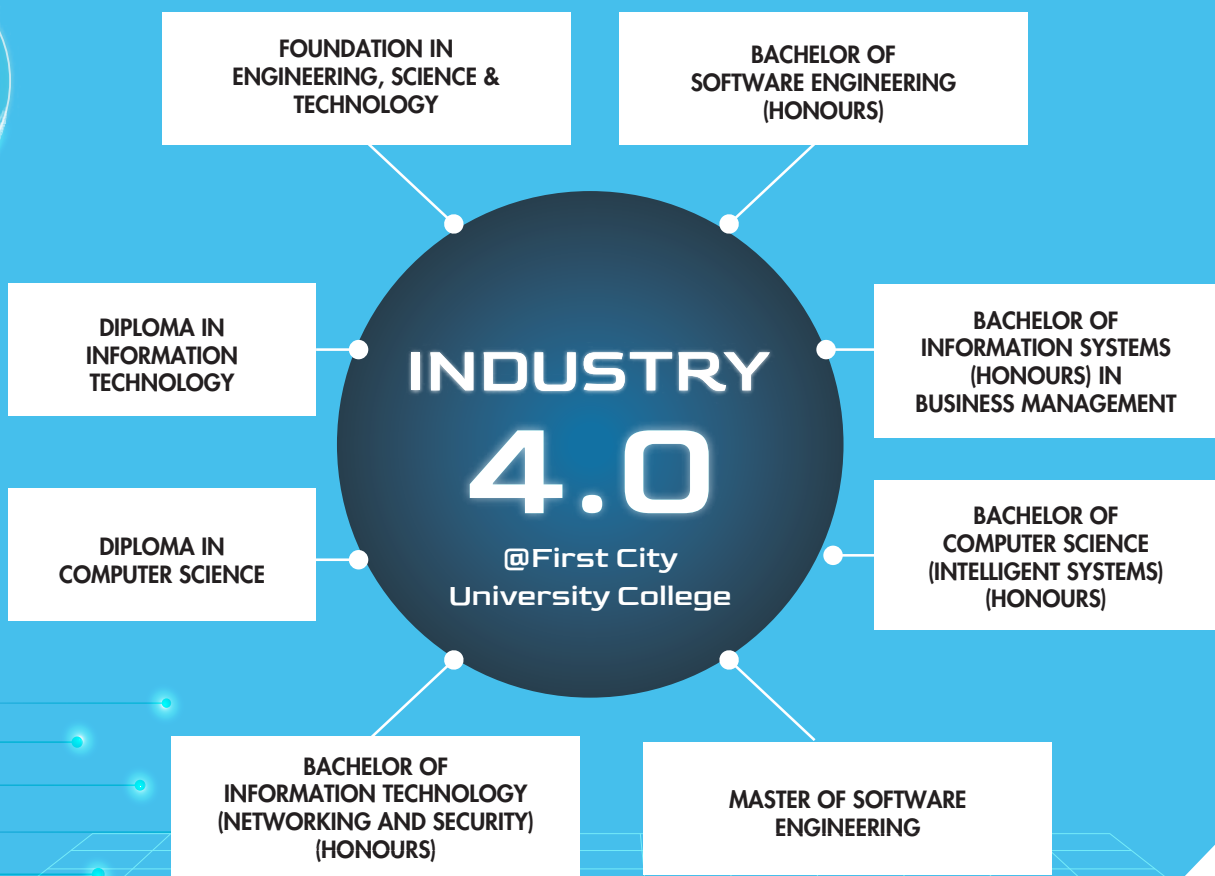


INDUSTRY 4.0

Industry 4.0, also known as the Fourth Industrial Revolution, represents the integration of advanced technologies in manufacturing and industrial practices to create smart and interconnected systems. This transformation leverages the Internet of Things (IoT), cloud computing, Artificial Intelligence (AI), and other cutting-edge technologies to enhance productivity, efficiency, and flexibility in production processes.

The key components of Industry 4.0 include the Internet of Things (IoT), Big Data Analytics, Artificial Intelligence (AI) and Machine Learning (ML), Cyber-Physical Systems, Cloud Computing, Robotics and Automation, Additive Manufacturing (3D Printing), as well as Augmented Reality (AR) and Virtual Reality (VR).

The benefits of Industry 4.0 include increased efficiency, enhanced productivity, cost reduction, lower operational costs through predictive maintenance and energy management, greater customization, improved quality, and sustainability.





International
Supply Chain
Education Alliance



Anaconda



Cisco Packet Tracer



MySQL (XAMPP)



Notepad++



PowerBI



Python



Pycharm



MongoDB



Visual Studio Community

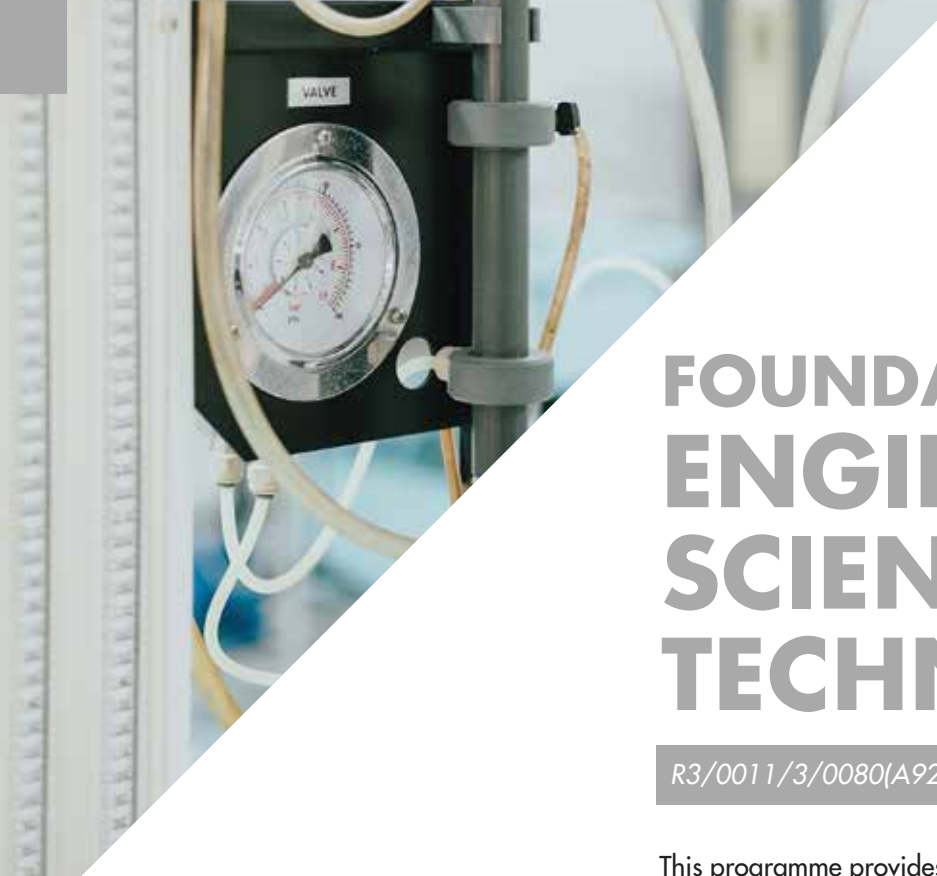


VirtualBox

Virtual Box



The Innovation Spaces



FOUNDATION IN ENGINEERING, SCIENCE & TECHNOLOGY

R3/0011/3/0080(A9287)10/28

This programme provides students with a robust foundation and essential skills in computing. The curriculum is meticulously designed to support their journey toward professional qualifications. Through targeted modules, students gain proficiency in utilizing industry-standard hardware and software essential for advancing to our bachelor's degree programmes in computing.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with a solid foundation in analytical techniques, design procedures, and study skills to ensure a smooth transition into our degree programmes.
- To equip students with a fundamental understanding of computing.
- To enable students to develop creative problem-solving skills.
- To instil in students an awareness of the social and ethical implications of computing and technology applications.
- To produce students with the appropriate skills to undertake lifelong learning.

DURATION

1 Year

INTAKE

January, May, September

ENTRY REQUIREMENTS

SPM: Minimum 5Cs (including English, Mathematics and Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects)

UEC: Minimum 4Bs (including English, Mathematics and Additional Mathematics)

GCE O-LEVEL: Minimum 5Cs (including English, Mathematics and Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects)

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

An enriching one-year programme for SPM/O-Level holders. Upon successful completion, students will gain entry into any of our Honours Degree programmes in Computing.

PROGRAMME CONTENTS

SEMESTER 1

- Analytical Mathematics
- Communication and Study Skills
- Computer Technology
- Personal and Professional Development
- Advance Office Software

SEMESTER 2

- Calculus Mathematics
- Software Design Techniques
- Web Design
- Structured Programming

SEMESTER 3

- Computing
- Group Project
- Database
- Object-Oriented Programming
- Systems Analysis and Design



DIPLOMA IN INFORMATION TECHNOLOGY

R3/0611/4/0061(A4920)02/29

This programme equips students with knowledge and technical skills in Information Technology. Students will focus on Web Development, Mobile Development, Database Management Systems, Cloud Computing, Cyber Security, Computer Networking, and E-Commerce. Students will undergo internships where they will gain hands-on experience.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with numeracy and technical skills for solving routine problems in computing in line with industry requirements.
- To enhance students with supervisory abilities and good interpersonal and communication skills for effective interaction in various environments.
- To produce graduates who are committed to lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who are committed to ethical conduct and professional practices in organisations and society.

DURATION

2 years

INTAKE

January, June, October

ENTRY REQUIREMENTS

SPM: Minimum 3Cs (including Mathematics)

UEC: Minimum 3Bs (including Mathematics)

GCE O-LEVEL: Minimum 3Cs (including Mathematics)

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

A fast track programme for SPM/O-Level holders. Upon successful completion, they will gain entry into Year 2 of any of our Honours Degree programmes in Software Engineering, Computer Science, Intelligent Systems, Information Systems Management, or Networking & Security.

CAREER OPPORTUNITIES

- Information Technology
- Networking & Security
- Software Development
- Computer and System Support
- Database Administration
- Mobile Applications
- Web Design
- Programming
- E-Commerce

PROGRAMME CONTENTS

YEAR 1

- System Analysis and Design
- Discrete Mathematics
- Operating Systems
- Introduction to Programming
- Database Management Systems
- Mathematics for Computing
- Computer Networks
- Fundamentals of Cyber Security
- Web Design and Development
- Computer Organization & Architecture
- Introduction to Statistic and Probability
- Computer Ethics and Cyber Law
- E-Commerce

YEAR 2

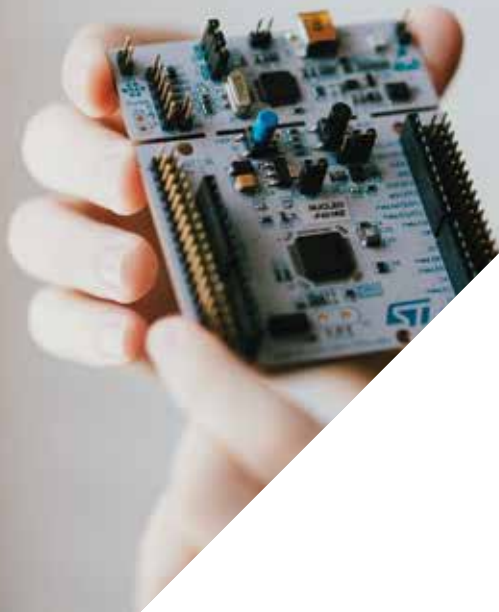
- Fundamentals of Mobile Computing
- Project Management
- Object-Oriented Development
- Human Computer Interaction
- Elective I
- Final Project
- Management Information Systems
- Fundamentals of Cloud Computing
- Elective II
- Industrial Training

ELECTIVE I :

- Software Requirement Engineering
- Fundamentals of Computer Forensics

ELECTIVE II :

- Software Testing & Quality Assurance or
- Fundamentals of IoT



DIPLOMA IN COMPUTER SCIENCE

N/0613/4/0051(MQA/PA16967)06/29

This programme provides students with a comprehensive education in the fundamentals and applications of computing. Students will focus on programming fundamentals, data structures and algorithms, operating systems, computer networking, and database systems. Students will undergo internships where they will gain hands-on experience.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with broad-based knowledge and skills in all assigned tasks within the field of computer science to produce solutions that are both innovative and effective.
- To enhance students' practical and technical skills and understanding of societal issues and the responsibilities when completing assigned tasks within the context of the computer science discipline while integrating ethical behaviour in both professional and personal conduct.
- To produce graduates with effective interpersonal, communication, entrepreneurial, and leadership skills through collaborative interactions with peers and team members from diverse backgrounds.

DURATION

2 Years

INTAKE

January, June, October

ENTRY REQUIREMENTS

SPM: Minimum 3Cs (including Mathematics)

UEC: Minimum 3Bs (including Mathematics)

GCE O-LEVEL: Minimum 3Cs (including Mathematics)

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

A fast track programme for SPM/O-Level holders. Upon successful completion, they will gain entry into Year 2 of any of our Honours Degree programmes in Software Engineering, Computer Science, Intelligent Systems, Information Systems Management, or Networking & Security.

CAREER OPPORTUNITIES

- Software Developer
- Computer and System Support
- Database Administrator
- System Administrator
- Mobile Applications
- Web Designer
- Programmer
- E-Commerce

PROGRAMME CONTENTS

YEAR 1

- System Analysis and Design
- Database System
- Operating Systems
- Discrete Mathematics
- Programming Concept and Problem Solving
- Penghayatan Etika & Peradaban OR Bahasa Melayu Komunikasi 1
- Fundamentals of Cyber Security
- Web Design and Development
- Computer Organization & Architecture
- Mathematics for Computing
- Programming Fundamentals
- Quality Work Life OR Bahasa Kebangsaan A
- Introduction to Statistic and Probability
- Computer Ethics and Cyber Law
- Introduction to Intelligent System

YEAR 2

- Data Structure & Algorithm
- Computer Network
- Fundamentals of Mobile Computing
- Object-Oriented Programming
- Human Computer Interaction
- Integrity & Anti Corruption
- Community Service
- Rapid Application Development
- Final Project
- Industrial Training
- Elective I
- Elective II

ELECTIVE I :

- Internet of Things (AI)
- Software Testing (SE)

ELECTIVE II :

- Machine Learning (AI)
- Software Engineering Principles (SE)



BACHELOR OF SOFTWARE ENGINEERING (HONOURS)

R/0612/6/0006(MQA/FA6200)09/25

This programme is designed to equip students with a comprehensive foundation in software engineering principles and practices. It emphasizes the acquisition of fundamental concepts, technical knowledge, and practical skills necessary for developing robust software solutions. Students will be encouraged to innovate and integrate ethical practices into their software development processes, ensuring their solutions are both cutting-edge and responsible. The curriculum also focuses on enhancing essential soft skills, including communication, teamwork, leadership, and entrepreneurship, preparing graduates to excel in diverse and dynamic work environments.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in software engineering according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, June, October

ENTRY REQUIREMENTS

STPM: Minimum 2Cs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

UEC: Minimum 5Bs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

GCE A-LEVEL: Minimum 2Ds, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

FOUNDATION/MATRICULATION:

Pass with a minimum CGPA of 2.0, with a credit in Additional Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master in Software Engineering or Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Software Developer/Engineer
- Systems Analyst/Programmer
- Systems Architect
- Software Engineer Consultant
- DevOps Engineer
- Software Quality Assurance (QA) Engineer
- Cloud Solutions Architect
- IT Consultant
- Web Developer
- Mobile Application Developer
- Game Developer

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Discrete Mathematics
- System Analysis and Design
- Structured Programming
- Data Communication & Networking
- Software Requirements Engineering
- Database Systems
- Operating Systems
- Data Structures and Algorithms
- Object-Oriented Programming
- Human Computer Interaction
- Internet Programming & Applications
- Professional Practice in IT

YEAR 2

- Database Management Systems
- Mobile Application Development
- Project Management
- Software Engineering Principles
- Web and Software Security
- Introduction to Artificial Intelligence
- Cloud Computing
- Software Development
- Project 1
- Software Testing
- Formal iMethod
- Elective I
- Research Methodology

YEAR 3

- Framework-Based Application Development (NEW)
- Software Quality Assurance (NEW)
- IT for Environmental Sustainability (NEW)
- Real-Time Analysis and Design
- Elective II
- Project 2
- Industrial Work Experience
- Software Safety and Measurements
- Elective III
- Elective IV

ELECTIVE I :

- Machine Learning / Systems Analysis & Implementation

ELECTIVE II :

- Machine Learning / Systems Analysis & Implementation

ELECTIVE III :

- Natural Language Processing / System Paradigm

ELECTIVE IV :

- Business Intelligence / Visual Programming

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



BACHELOR OF COMPUTER SCIENCE (INTELLIGENT SYSTEMS) (HONOURS)

R/0613/6/0056(MQA/FA8101)03/26

This programme equips students with the evolving knowledge and skills in Artificial Intelligence. Students will study modules focusing on Artificial Intelligence, Data Science, Data Engineering, Cloud Computing, System Optimisation & Performance, Natural Language Processing, Machine Learning and Mobile Programming. Emphasis is placed on application of theoretical principles, data structures & algorithms to build efficient self-learning intelligent systems. Students will undergo internships with leading AI-oriented companies in various industries.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with knowledge and skills in Artificial Intelligence.
- To foster students' ability to innovate, create, and integrate Artificial Intelligence models into AI solutions.
- To enhance students with communication, teamwork, leadership, entrepreneurial, and social skills.
- To produce graduates who can work globally and engage in research and life-long learning.

DURATION

3 Years

INTAKE

January, June, October

ENTRY REQUIREMENTS

STPM: Minimum 2Cs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

UEC: Minimum 5Bs, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

GCE A-LEVEL: Minimum 2Ds, with credit in Additional Mathematics or credit in Mathematics and Science/Technology/Engineering subjects at SPM or equivalent

FOUNDATION/MATRICULATION:

Pass with a minimum CGPA of 2.0, with a credit in Additional Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Data Scientist
- Data Engineer
- Data Analyst
- Artificial Intelligence Engineer
- Machine Learning Engineer
- Business Intelligence Analyst
- Software Developer
- Backend Developer
- DevOps Engineer
- Cloud Software Engineer
- Mobile Applications Developer
- Natural Language Processing (NLP) Engineer

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Data Communication and Networking
- Discrete Mathematics
- Introduction to Artificial Intelligence
- Structured Programming
- System Analysis and Design
- Database Systems
- Data Structure and Algorithms
- Human Computer Interaction
- Mathematics in Computing
- Object-Oriented Programming
- Operating Systems
- Research Methodology

YEAR 2

- Internet Programming Application
- Project Management
- Data Science
- Data Visualization
- Data Engineering
- Cloud Computing
- Machine Learning
- System Fundamentals
- Software Development
- Project 1
- Elective I
- Elective II
- Professional Practice in IT

YEAR 3

- Parallel and Distributed Computing
- Web and Software Security
- Natural Language Processing
- Project 2
- Industrial Work Experience
- Software Engineering Principles
- Business Intelligence
- Elective III
- Elective IV

ELECTIVE I & II :

- Internet of Things
- Control System
- Mobile Platform Programming
- Visual Programming

ELECTIVE III & IV :

- Real-Time Analysis and Design
- System Paradigm
- Computer Vision
- Autonomus Robotic Technology

Upon completion of Year 3, students are required to undergo 12 weeks of industrial training.



BACHELOR OF INFORMATION SYSTEMS (HONOURS) IN BUSINESS MANAGEMENT

R/0611/6/0030(MQA/FA8226)09/26

This programme equips students with essential knowledge and technical skills to navigate today's rapidly evolving business landscape. It focuses on developing proficiency in Business Information Systems, fostering the ability to devise innovative and ethical solutions that integrate technology with business strategies.

Students will gain expertise in communication, teamwork, leadership, and entrepreneurial skills, ensuring they are well-prepared to collaborate effectively and lead in diverse environments. Additionally, the programme encourages research and lifelong learning, empowering students to adapt and thrive in a dynamic global market. This comprehensive approach ensures that graduates are technically adept and capable of making impactful contributions to the business world.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in Business Information Systems according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, June, October

ENTRY REQUIREMENTS

STPM: Minimum 2Cs with credit in Mathematics at SPM or its equivalent

UEC: Minimum 5Bs (including Mathematics)

GCE A-LEVEL: Minimum 2Ds (including Mathematics)

FOUNDATION/MATRICULATION: Pass with a minimum CGPA of 2.0 with credit in Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum of CGPA 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Business Analyst
- Information Systems Analyst
- Data Analyst/Business Intelligence Analyst
- Information Systems Developer
- Business Applications Developer
- Web Developer
- Database Administrator
- Digital Marketer
- Digital Transformation Specialist
- IT Consultant
- IT Project Manager
- Business Development Manager

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- E-Commerce Infrastructure and Technologies
- System Analysis and Design
- Data Communication and Networking
- Fundamentals of Cybersecurity
- Structured Programming
- Principles of Marketing
- Principles of Management
- Internet Programming & Applications
- Object Oriented Programming
- Database Systems
- Operating Systems
- Professional Practice in IT

YEAR 2

- Management Information System
- Human Computer Interaction
- Database Management Systems
- Fundamental of Information System
- Mobile Application Development
- Project Management
- Software Development
- Project 1
- Systems Analysis and Implementation
- Cloud Computing
- Elective I
- Digital Marketing
- Research Methodology

YEAR 3

- Project 2
- Supply Chain Management
- Business Intelligence
- Entrepreneurship and Enterprise Management
- Elective II
- Data Science
- Industrial Work Experience
- Elective III
- Elective IV

ELECTIVE I :

- Data Structures and Algorithms / Organisational Development Management

ELECTIVE II :

- Internet of Things / Enterprise Resource Planning

ELECTIVE III :

- Introduction to Artificial Intelligence / Information Governance

ELECTIVE IV :

- Visual Programming / Risk Management

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



BACHELOR OF INFORMATION TECHNOLOGY (NETWORKING AND SECURITY) (HONS)

R/0611/6/0060(MQA/FA8882)03/27

This program equips students with comprehensive knowledge and practical skills in Information Technology. Students will engage in specialized modules covering Advanced Networking, Wireless and Mobile Communication, Cybersecurity, Computer Forensics, Biometric Technology, and Ethical Hacking. The programme also includes internships with industrial training companies, where students will gain hands-on experience working on networking or cybersecurity projects across industries.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with appropriate knowledge and technical skills in providing computing solutions for non-routine problems in Information Technology, with a specialisation in Networking and Cybersecurity according to industry requirements.
- To equip students with leadership skills and good interpersonal and communication skills to interact with stakeholders.
- To produce graduates who engage in lifelong learning and possess an entrepreneurial mindset for personal and career development.
- To produce graduates who uphold ethical conduct and professional practices to maintain integrity.

DURATION

3 Years

INTAKE

January, June, October

ENTRY REQUIREMENTS

STPM: Minimum 2Cs with credit in Mathematics at SPM or its equivalent

UEC: Minimum 5Bs (including Mathematics)

GCE A-LEVEL: Minimum 2Ds (including Mathematics)

FOUNDATION/MATRICULATION: Pass with a minimum CGPA of 2.0 with credit in Mathematics in SPM or its equivalent

DIPLOMA: Pass with a minimum CGPA of 2.5 in the relevant field

OTHER QUALIFICATIONS: Equivalent qualifications which are recognised by the Malaysian Qualifications Agency (MQA)

EDUCATION PATHWAYS

Entry into our full-time/part-time Master of Business Administration (MBA) programme.

CAREER OPPORTUNITIES

- Network administrator
- Network infrastructure engineer
- Network security engineer
- Cybersecurity analyst
- Penetration teste
- Security auditor
- Digital forensics analyst
- Forensic IT specialist
- IT consultant

PROGRAMME CONTENTS

YEAR 1

- Computer Architecture
- Data Communication and Networking
- Discrete Mathematics
- Fundamentals of Cybersecurity
- Structured Programming
- System Analysis and Design
- Database Systems
- Data Structures and Algorithms
- Human Computer Interaction
- Internet Programming and Applications
- Object-Oriented Programming
- Operating Systems
- Professional Practices in IT

YEAR 2

- Database Management Systems
- Mobile Application Development
- Project Management
- Web and Software Security
- Wireless and Mobile Communication
- Elective I
- Advanced Networking
- Cloud Computing
- Computer Forensics
- Software Development
- Elective II
- Project I
- Research Methodology

YEAR 3

- Biometric Technology
- Ethical Hacking
- Societal and Organizational Security
- Web Administration
- Project 2
- Industrial Work Experience
- System Paradigm
- Elective III
- Elective IV

ELECTIVE I :

- Data Science/Internet of Things

ELECTIVE II :

- Machine Learning/Control Systems

ELECTIVE III :

- Natural Language Processing/Introduction to Artificial Intelligence

ELECTIVE IV :

- Business Intelligence/Autonomous Robotics Technology

Upon completion of Year 2, students are required to undergo 12 weeks of industrial training.



MASTER OF SOFTWARE ENGINEERING

R/0612/7/0001(MQA/FA9799)05/28

This programme equips graduates and working professionals with advanced knowledge and skills in software engineering to meet industry standards. Students will study modules that focus on Software Architecture, Software Testing and Maintenance, Big Data Technology, Automatic Speech Processing and Application, Software Security, Cloud Computing Technology and Architecture, and Agile Software Development. These will empower them to evaluate business opportunities, design effective e-marketing strategies, materialise innovative software design ideas, develop automated speech processing solutions, and organise and manage software development research.

THE PROGRAMME OBJECTIVES ARE:

- To equip students with advanced knowledge and skills in software engineering.
- To prepare students with advanced skills to design innovative, creative, and ethical integrated software solutions.
- To enhance students' communication, teamwork, leadership, entrepreneurial, and social skills.
- To produce graduates with entrepreneurial skills, who can work globally and pursue research and lifelong learning.

DURATION

Full time: 1 Year,
Part time: 2 Years

INTAKE

January, May, September

ENTRY REQUIREMENTS

BACHELOR'S DEGREE OR ITS EQUIVALENT,
with a minimum CGPA of 2.75

OR

A BACHELOR'S DEGREE IN THE RELATED FIELD

with CGPA 2.5 – 2.74, can be accepted subject to rigorous internal assessment

OR

A BACHELOR'S DEGREE IN THE RELATED FIELD

not meeting CGPA 2.5 with 5 years working experience in a relevant field.

CAREER OPPORTUNITIES

- Software Process Engineering
- Software Architecture
- Software Development Consultancy
- Software Project Management
- Software Configuration Design and Integration
- Mobile Application Development
- IT Infrastructure & Consultancy

PROGRAMME CONTENTS

YEAR 1

Research Methodology
IT Project Management
Software Architecture
Advanced Programming and Software Development
Entrepreneurship and Innovation
Requirements Analysis and Specification
Advanced Data Structure and Algorithm
Professional Practice
Software Testing and Maintenance
Research Project 1
Research Project 2
Formal Methods for Software Engineering
Elective I
Elective II
Strategic Marketing Management
Big Data Technology
Automatic Speech Processing and Application
Software Security
Cloud Computing Technology and Architecture
Agile Software Development

INDUSTRY PARTNERS & EMPLOYERS



IT SERVICES AND SOLUTIONS

Accenture Solutions Sdn. Bhd.
Attospace ventures Sdn. Bhd.
Avanade Malaysia Sdn. Bhd.
Datasonic Smart Solutions Sdn. Bhd.
eGenting Sdn. Bhd.
Fusion Informatics Ltd
Gaia Technologies Sdn. Bhd.
MobiDev
Silverlake Group
SYS IT (M) Sdn. Bhd.
Techninier Sdn. Bhd.

IT SYSTEMS DESIGN, PRODUCTION AND MANAGEMENT

AEX System Holdings Pty. Ltd.
CNT Solution Sdn. Bhd.
Fireworks Solutions Sdn. Bhd.
Fujitsu (M) Sdn. Bhd.
Fusion Informatics Ltd.
Huawei Technologies (M) Sdn. Bhd.
Intel (M) Sdn. Bhd.
LavaX technologies Sdn. Bhd.
Longbow Technologies Sdn. Bhd.
Trinerva Technology Sdn. Bhd.
Wonder Pod Sdn. Bhd
Xhinobi Sdn. Bhd.

PRODUCT DESIGN / MANUFACTURING / DEVELOPMENT

Brownfield Engineering Sdn. Bhd.
Cryogenic Specialty Manufacturing Sdn. Bhd.
Daikin Malaysia Sdn. Bhd.
DDMan Sdn. Bhd.
Dunham Bush Industries Sdn. Bhd.
Emerald Systems Design Center
Erect Engineering PressWorks Sdn. Bhd.
Frencken Mechatronics (M) Sdn. Bhd.
HHM Machinery & Instruments Sdn. Bhd.
Hong Leong Yamaha Motor Sdn. Bhd.
J Foong Technologies Sdn. Bhd.
Panasonic Appliances Air Conditioning Malaysia Sdn. Bhd.
Pecca Leather Sdn. Bhd.
SDP Manufacturing Sdn. Bhd.
Top Glove Corporation Berhad

SEMI-CONDUCTOR INDUSTRY

Besi APac Sdn Bhd.
Uetex Microelectronics Co. Ltd.

ENGINEERING PRODUCTS

DMC Solution Groups
MIMOS Berhad
Mycron Steel CRC Sdn. Bhd.
SHOWA DENKO CARBON Malaysia Sdn. Bhd.
SMC Automation (Malaysia) Sdn. Bhd.

ENGINEERING SERVICES AND SOLUTIONS

CabNet Systems (M) Sdn. Bhd.
Gabungan Strategik Sdn. Bhd.
General System Engineering Sdn. Bhd.
Greatians Consulting Sdn. Bhd.
JJ-Lurgi Engineering Sdn. Bhd.
Klanggroup Holdings Sdn. Bhd.
Lafarge Asia Sdn. Bhd.
Iconix Consulting Sdn. Bhd.

FINANCIAL INSTITUTIONS

Affin Bank Berhad
Alliance Bank Malaysia Berhad
CIMB Bank Berhad
RHB Bank Berhad
Standard Chartered Bank Berhad

FINANCIAL SERVICES / FINANCIAL CONSULTING

Bursa Malaysia
Deloitte SEA Services Sdn. Bhd.
Pay-point (M) Sdn. Bhd.

INTELLIGENT TECHNOLOGY / CLOUD COMPUTING / INTERNET COMMUNICATION SERVICES

Dimension Data (M) Sdn. Bhd.
Enfrasys Consulting Sdn. Bhd.
goSMAC Sdn. Bhd.
I Transcend (M) Sdn. Bhd.
Ingram Micro Malaysia Sdn. Bhd.
Neuron AI Sdn. Bhd.

TECHNOLOGY AND CONSULTING SERVICES

Elvira Systems Sdn. Bhd.
IBM Malaysia Sdn. Bhd.
Indium Software (Malaysia) Sdn. Bhd.
IRIS Corporation Berhad
JF Technology Berhad
Nem Malaysia Sdn. Bhd.
TMAS Technologies Sdn. Bhd.
Unicsoft

AWARDS & ACHIEVEMENTS

1 **AppAsia Mobile Challenge 2015 winners**

2 **Yap Yi Xien**
BEng (Hons) Electrical and Electronic Engineering
1st Runner Up
IEEE Malaysia Best FYP
Telecommunication Track 2018

3 **Lee Zhi Guan**
Bachelor of Information Systems (Honours) in
Business Management
2nd Runner Up & Top 10 Performer
Huawei Malaysia Sales Elite
Challenge 2023

4 **Cornelius Jasper Patrick, Lee Zhi Guan, Carmen Lau Kar-Wei & Ong Kai Jie**
2nd Place
3rd Malaysia-China Youth Innovation Competition

5 **Jeremy Pun Kheng Ming, Wong Her Seng, Cornelius Jasper Patrick, & Lee Zhi Guan**
Top 10 Finalists
Tune Protect Group's Hackathon

6 **Lim Mun Hong**
Bachelor of Electronic Engineering with Honours
IEM Gold Medal Award

7 **Joshua Ramesh Gopal, Cornelius Jasper Patrick & Lee Zhi Guan**
Champion for the Coding King Programming Competition
ESTECH2023

8 **Cornelius Jasper Patrick, Lee Zhi Guan, Jeremy Pun Kheng Ming and Jaden Lee Wai Kin**
Grand Prize
Dell Hack2Hire hackathon



9



1



2



3



4



8



7



9 Ong Pimmada and Carmen Lau Kar-Wei
1st Place
IDEATHON PROJECT -
All Inclusive Hacks
Competition

OUR OUTSTANDING ALUMNI

CHOO HAN LIM

Software Engineer, Axflix Technologies
Master of Software Engineering (Year 2021)



CHOO HAN LIM

LIEW WEI-JENN

Content Writer, Sunway Pals
Bachelor of Information Systems (Honours)
in Business Management (Year 2021)



LIEW WEI-JENN

JASVINA MAE A/P EALN DAVAN

Programmer, E-Genting Sdn Bhd
Bachelor of Software Engineering (Hons) (Year 2020)



JASVINA MAE
A/P EALN DAVAN

JOSEPH ONG

Programmer, E-Genting Sdn Bhd
Bachelor of Software Engineering (Hons)
(Year 2019)



JOSEPH ONG

AU YEONG KHAI WENG

**Chief Technology Officer, Ouch
Free Sdn. Bhd.**
Bachelor (Honors) Electrical and Electronic
Engineering (Year 2014)



**AU YEONG
KHAI WENG**

PHANG JO YEE

Community Manager, Marketing & Partnerships, Beam Mobility

BSc (Hons) Information Technology (Year 2013)



PHANG JO YEE

KUSALA SAMARASINGHE

Head of Product Development and Delivery, Sensor Dynamics (Australia)

Bachelor of Software Engineering (Hons) (Year 2011)



**KUSALA
SAMARASINGHE**

ENG LIAN XUN

Co-founder Software Specialist, Lava X

Bachelor of Software Engineering (Hons) (Year 2009)

CHRIS LEONG

Chief Strategy Officer, Soft Space Sdn Bhd

BEng (Hons) Electronics & Computing (Year 2002)



CHRIS LEONG



ENG LIAN XUN



QUALITY EDUCATION
GLOBAL GRADUATES



FIRST CITY UNIVERSITY COLLEGE DKU031(B)

No.1, Persiaran Bukit Utama, Bandar Utama, 47800 Petaling Jaya, Selangor Darul Ehsan.

Hotline Number: +6011 - 3614 8166 Website: www.firstcity.edu.my
+6016 - 302 8166 Email: enquiry@firstcity.edu.my
Phone: +603 - 7735 2088

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