

CREATIVE MULTIMEDIA & CINEMATIC ARTS

Global.
Entrepreneurial.
Trendsetter.

#GoForIt with MMU

Diecut line





Diecut line



PROFESSOR DATUK DR. AHMAD RAFI
MOHAMED ESHAQ
CEO/President, Multimedia University

Diecut line

“Education is the most powerful weapon used to change the world. Our greatest responsibility as educators is to teach our students to think both intensely and critically. By equipping our students with the right tools, knowledge and skills, they can go out into the world and shape their future.

As a Premier Digital Tech University and being a trendsetter of the private higher learning provider in Malaysia, we are steadfast in preparing our graduates for leadership roles in their respective disciplines and professions.”

PROFESSOR DATUK DR. AHMAD RAFI
MOHAMED ESHAQ
CEO/President, Multimedia University

CREATIVE MULTIMEDIA & CINEMATIC ARTS AT MMU

If you have your heart set on a career in Creative Multimedia & Cinematic Arts, MMU is the university for you. MMU offers award-winning, practical and industry-ready degrees that will allow you to make a real and lasting impact in the creative field.

We seek to empower our students with expertise and knowledge, and we are committed to an active and dynamic learning environment that will enhance your depth and perception as well as employability.

Both our Faculties of Creative Multimedia and Cinematic Arts incorporate constantly updated syllabi originating from reputable institutions across the world as well as our own R&D experts to properly reflect new knowledge and discoveries. Half of our full-time academic staff are international lecturers, along with guest lecturers from Thailand, Indonesia, the Philippines, and Singapore who will be able to impart real-life experience to your learning. As part of MSC Malaysia, we utilise cutting-edge innovative technologies to keep you up-to-the-minute with current and future industry needs.

PROMOTING INNOVATION AND ENTREPRENEURSHIP

MMU was the **first private university approved** by the Malaysian government. We adhere to the strictest requirements for a high quality degree; going beyond academic excellence to offer the best, complete and balanced university experience for our students.

A study by Gartner and MSC Malaysia found that MMU is among the **top five universities** preferred by major ICT players for graduate employment - a testament to the quality of our academicians, curriculum, student development programmes and our solid reputation with the industries.

One of the university's primary objectives is to be able to **inspire and innovate others**. We understand that the future lies in technology, and we are adamant to help shape people who will help make a better tomorrow.





MOHD GHAZZALI ABU BAKAR
Bachelor of Multimedia (Hons.)
(Film and Animation) 2000

MMU Alumni

“If you want to be a successful film maker, MMU is one of the best universities in Malaysia for you to gain knowledge. The lecturers are well experienced and MMU always exposes its students to the latest technologies and motivates its students to strive for excellence.”

—
MOHD GHAZZALI ABU BAKAR
Director and Founder
Media Hustler Sdn. Bhd.



AN AWARD-WINNING UNIVERSITY WITH A GLOBAL OUTLOOK



- Be part of a globally ranked university that is listed in the **Top 200 QS World University Rankings** and continues to strive with solid breakthrough to be at the 179th spot in **QS Asia University Rankings**.
- Study alongside 1,500 **international students** from more than 70 countries.
- Experience the best and latest technologies from our collaborations with **major ICT players** such as ZTE, Nokia, Intel, Microsoft, Cisco and Motorola.
- Get exposure to some of the **best practices of the world's best universities** such as MIT, Stanford, Carnegie Mellon, Harvard, USC and Tokyo University.



**Top 200 in QS Asia
University Rankings
2018**



**Top 3 - Most
Entrepreneurial
Private University**

MOHE Entrepreneurial Award
(MEA) 2016



**Awarded Self-
Accreditation Status,
2017**

Malaysian Qualifications
Agency (MQA) 2017



**97% Employability
within 6 months
of graduation**

Ministry of Higher Education
(MoHE) Tracer Study &
MOE Kemaskini Status
Pekerjaan 2015



**MMU's IT Graduates
are most preferred
by Malaysian Firms**
Frost & Sullivan Asia Pacific
(MDEC's Malaysian Digital
Talent Study 2017 Final
Findings)



**Premier Digital Tech
University Status, 2017**

Ministry of Higher Education
(MoHE) and Malaysia Digital
Economy Corporation (MDEC)

AN ENTREPRENEURIAL UNIVERSITY WITH INDUSTRY-READY PROGRAMMES



A Well-rounded Education

Be empowered with the fundamentals of your field of study that also incorporate entrepreneurial skills and expertise which are relevant to your respective industries and job markets.



Industry in Campus

Be connected and gain benefit from our state-of-the-art labs established by our industry collaboration with ZTE, Microsoft, Intel and many more.



Ready for Industry

Be enthused with Start-up Schemes from the Entrepreneur Development Centre (EDC) to encourage innovation and entrepreneurship ventures.



MOHD NIZAM ABD RAZAK
Bachelor of Multimedia (Hons.)
(Film and Animation) 2005

Diecut line

MMU Alumni

“My industry colleagues and I find that MMU graduates are well-rounded, knowledgeable, skillful and have a strong foundation in the creative arts. The industry truly appreciates MMU graduates due to these qualities.”

—

MOHD NIZAM ABD RAZAK

Creator of the popular animated series,
BoBoiBoy and Managing Director (Founder)
of Animonsta Studios Sdn. Bhd.

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A UNIVERSITY THAT IS AN INDUSTRY TRENDSETTER

- We offer programmes which are tailored to industry's needs.
- Nearly 50% of our programmes are developed for fast growing industries.
- We produce graduates who are setting new standards in Malaysia's industries. Among our successful alumni are Mohd Nizam Abd Razak, the Creator of BoBoiBoy, who has boosted the animation industry in Malaysia and Tan Aik Keong, Director of Agmo Studio, a multi-award winning mobile app development company.



A VIBRANT AND CONDUCTIVE CAMPUS LIFE

- Convenient and comfortable accommodation – on-campus and off-campus.
- Intelligent and high-tech labs.
- Digital libraries.
- Set studio and post-production suite.
- Over 100 clubs and societies.
- Extensive infrastructure – campus-wide Wi-Fi, health clinics, mosques, 24-hour security, food & beverage outlets and more.
- Comprehensive Sports Centre – track & field, indoor sports arena, gym as well as an olympic-sized swimming pool.



Scan this code
to view more on
our facilities.



TOP MALAYSIAN PRIVATE UNIVERSITY*



* Top 3 in QS Asia University Rankings 2018 among private universities in Malaysia.



There is strong societal value for the creative industry in its potential to contribute to economic growth as well as social cohesion. At MMU, our mission is to nurture the development of film and the arts not only in Malaysia, but also in the ASEAN region and globally. We explore creative expression, intercultural dialogue and collaboration in a way that is both informative and rewarding to you, both as a student and a future member of the creative industry.

Our mission is to cultivate talents who are idea innovators, solution providers, and catalysts of change in Creative Multimedia & Cinematic Arts.

WHY CREATIVE MULTIMEDIA & CINEMATIC ARTS AT MMU



The **first university** structured towards the **digital creative content industry**

The **only SEA university** to **collaborate with USC** (University of Southern California) to conduct a Cinematic Arts Degree

The **only private university** in Malaysia to offer a major in **Virtual Reality**

Award-winning local and international lecturers and mentors with **more than 100 international awards**

Excellent industry exposure for students with industry experts as panel assessors for student projects



The use of **Pinewood Studios** (Malaysia) offers our Cinematic Arts students exposure to the film-making industry

Our **student films** have been exhibited in prominent **film festivals in Malaysia and internationally**



Active participation in **industry workshops, competitions** and more than **10 major industry showcases** a year have resulted in numerous student awards



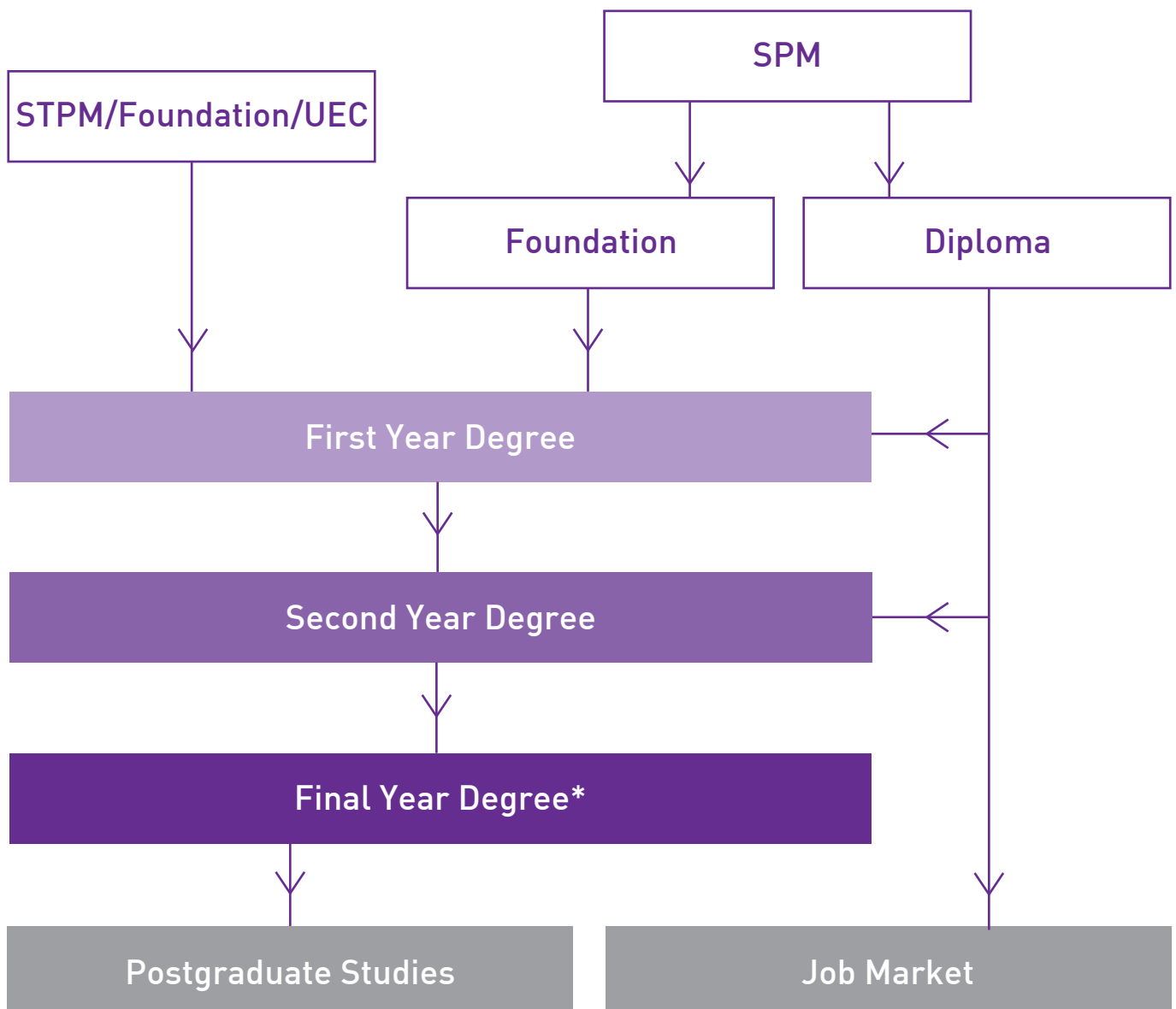
Cutting-edge technology programmes (HTC Vive, Surface Studio, Nuke and Kinect)

An **industry pioneer** that allows students to explore new frontiers in design technology



STUDY ROUTE

There isn't just one route to discover and develop your true potential. At MMU, we cater to nearly every possibility.



* Final year might differ depending on programme



FACULTY OF CREATIVE MULTIMEDIA

Cyberjaya Campus

MMU's second campus hosts about 6,600 students inclusive of 1,085 international students. Sprawled over 808,440 square metres and housing 28 academic and support buildings, our Cyberjaya campus is home to the Faculty of Creative Multimedia.



Scan this code
to view our
faculty video.

Foundation in Creative Multimedia

(R/010/3/0158) 12/18 [A9392]

The role of this one-year Foundation Programme (Pre-University/Alpha) is to provide suitable ground and basic skills in analogue (sketching, drawing, painting) and digital, basic computer graphics application and media production technique. Design Theories and application of Critical Thinking methods occur throughout the three trimesters in all of the subjects, including Design, Drawing, Photography, Computer Graphics, Humanities and English. Elements and Principles of Design are emphasised in the 2D, 3D and 4D design projects.

PROGRAMME STRUCTURE

Trimester 1

- Visual Research and Communication
- Life Drawing
- Basic Photography
- Computer Graphics 1

Trimester 2

- Visual Research and Communication
- Figure Drawing
- Creative Photography 1
- Computer Graphics 2
- Media Appreciation
- General English

Trimester 3

- Visual Research and Communication
- Creative Drawing
- Creative Photography 2
- Computer Graphics 3
- Creative Studies
- Creative English

Bachelor of Multimedia (Hons.) (Animation and Visual Effects)

(R/213/6/0157) 06/19 (A10482)

The three-year Animation & Visual Effects programme is formerly known as the Film & Animation programme. This course was designed and developed by local professionals and specialists from the industry as well as from various backgrounds. The programme is designed to enhance the student’s knowledge and skills through an intensive series of courses covering a wide spectrum of digital visual media. It fosters skills in developing creative abilities for a career in 3D content creation industries.

The programme, through various student participations, has won awards locally and internationally at animation festivals throughout the world. With a strong and well-established alumni body, the programme also has a well-recognised local and international presence.

Career Prospects: Art Director, Director, 3D Modeler, 3D Graphics Artist, Visual Effects Artist, Animator, Character Designer, Character Animator, Character Rigger Compositing Artist, Look Development Artist, Digital painter, VFX Artist, Game Designer.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
Core		
<ul style="list-style-type: none"> • Animation and Visual Effects Design 1 • Animation and Visual Effects Design 2 • Motion Graphics Applications • 3D Modeling for Animation • Film Studies • 3D Rendering for Animation • Content Innovation for Animation • Visual Storytelling • Media Culture • Video Production • Media Aesthetics 	<ul style="list-style-type: none"> • Animation and Visual Effects Design 3 • Animation and Visual Effects Design 4 • 3D Animation • Film Studies • Visual Effects and Compositing • Screenwriting • 3D Simulation • Semiotic Studies • Sound Design 1 • Media Anthropology • Internship Training 	<ul style="list-style-type: none"> • Animation and Visual Effects Design • Project 1 • Animation and Visual Effects Design • Project 2 • Motion Capture • Design Research • Sound Design 2 • Media Law
Elective Modules		
<ul style="list-style-type: none"> • Contemporary Malaysian Art • Corporate Identity • Diagram Design 	<ul style="list-style-type: none"> • Project Management • Digital Audio and Video • Motion Capture 	
University Subjects		
<ul style="list-style-type: none"> • Workplace Communication • Hubungan Etnik (Local) • Pengajian Malaysia 3 (International) • Tamadun Islam dan Tamadun Asia (Local) 	<ul style="list-style-type: none"> • Bahasa Melayu Komunikasi 2 (International) • Business and Entrepreneurship in Malaysia • Co-curriculum 	<ul style="list-style-type: none"> • Bahasa Kebangsaan A (local) • Foreign Languages (Local and International)

Note: The courses are subject to change.

Bachelor of Multimedia (Hons.) (Advertising Design)

[R/214/6/0097] 06/19 (A10483)

Advertising Design is a three-year degree programme focused on producing creative advertising content. Students are trained to master persuasive communication through design and multimedia applications. This programme emphasises on the understanding of branding, positioning, advertising strategy, media applications and product solutions. The creative process and final artwork are given great emphasis in order for our students to develop and enhance their skills and abilities to excel in this field.

We aim to develop graduates with intellectual capabilities in developing creative ideas in advertising communications, and who are technically capable in developing those ideas into working output.

Career Prospects: Art Director / Designer / Manager in Publications / Corporate and Communication Departments / Advertising agencies / Design Houses / Production Houses / Retailer; or Manager / Designer / Art Director for Film / Animation / Music Production Houses and Broadcast Agencies; or Manager of Art / Design / Branding for Retailers / Entrepreneurs / Product Designs; or Manager / Designer for Advertising related activities for small businesses; online / print / exhibition / outdoor/web advertising.

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
Core		
<ul style="list-style-type: none"> Advertising Design 1 Advertising Design 2 Web Design Environmental Design Computer Modeling Internet Applications Media Culture Video Production Multimedia Scripting and Authoring Media Aesthetics 	<ul style="list-style-type: none"> Advertising Design 3 Advertising Design 4 Copywriting Audio Visual for Advertising Integrated Brand Promotion E-marketing Multimodal Interaction Design Semiotic Studies Sound Design 1 Media Anthropology Internship 	<ul style="list-style-type: none"> Advertising Design Project 1 Advertising Design Project 2 Interactive Technology for Advertising Design Research Sound Design 2 Media Law
Elective Modules		
<ul style="list-style-type: none"> Contemporary Malaysian Art Corporate Identity Diagram Design 	<ul style="list-style-type: none"> Project Management Digital Audio and Video 	
University Subjects		
<ul style="list-style-type: none"> Workplace Communication Hubungan Etnik (Local) Pengajian Malaysia 3 (International) Tamadun Islam dan Tamadun Asia (Local) 	<ul style="list-style-type: none"> Bahasa Melayu Komunikasi 2 (International) Business and Entrepreneurship in Malaysia Co-curriculum 	<ul style="list-style-type: none"> Bahasa Kebangsaan A (local) Foreign Languages (Local and international)

Bachelor of Multimedia (Hons.) (Media Arts)

(R/214/6/0098) 06/19 (A10481)

This three-year Media Arts programme emphasises the creation of new forms of communication art enabled by computing technologies. The programme offers an inter/multidisciplinary approach to media creation that fosters individual exploration, experimentation and creative technologies practice. The word 'media' relates to mediums of communication; while 'art' emphasises the use of these mediums to create, express and challenge.

The course is conducted in an exciting environment where theories and practices can be challenged and ideas flow. The programme foregrounds experimental media creation and the results emerge in interactive systems, websites, games, installations, galleries, performances and sometimes public spaces. We strive to create socially and culturally relevant objects, experiences and spaces. Our graduates make significant contributions to the creative, cultural and multimedia industries.

Career Prospects: Creative Technologist, New Media Artist, Event / Gallery Curator, DJ / VJ, Multimedia Designer, New Media Innovators & Media Scientist, Visual Artist & Designer, Media Engineer.

PROGRAMME STRUCTURE

Year 1

Year 2

Year 3

Core

- | | | |
|--|--|---|
| <ul style="list-style-type: none"> • Media Arts Design 1 • Media Arts Design 2 • Visual Programming • Digital Imaging Art • Computer Modeling • Internet Applications • Media Culture • Video Production • Multimedia Scripting and Authoring • Media Aesthetics | <ul style="list-style-type: none"> • Media Arts Design 3 • Media Arts Design 4 • Interaction Design • New Media Technology • Real-time Expression • Generative Art and Design • Multimodal Interaction Design • Semiotic Studies • Sound Design 1 • Media Anthropology • Internship | <ul style="list-style-type: none"> • Media Arts Design Project 1 • Media Arts Design Project 2 • Media and Networking • Design Research • Art in Electronic Media • Media Law |
|--|--|---|

Elective Modules

- | | |
|--|---|
| <ul style="list-style-type: none"> • Contemporary Malaysian Art • Corporate Identity • Diagram Design | <ul style="list-style-type: none"> • Project Management • Digital Audio and Video |
|--|---|

University Subjects

- Workplace Communication
- Hubungan Etnik (Local)
- Pengajian Malaysia 3 (International)
- Tamadun Islam dan Tamadun Asia (Local)
- Bahasa Melayu Komunikasi 2 (International)
- Business and Entrepreneurship in Malaysia
- Co-curriculum
- Bahasa Kebangsaan A (local)
- Foreign Languages (Local and International)

Bachelor of Multimedia (Hons.) (Virtual Reality)

[R/213/6/0142] 04/19 [A9393]

We are committed to producing Virtual Reality specialists who are proficient in creating real-time application to content through experiential design. The three-year Virtual Reality programme trains students to start their project by researching the subject matter and designing the virtual world, interaction and interface. In the second stage, they begin to create the 3D world and breathe life into it by putting colours, sound and avatar that will engage with the user. The user is not just merely passive but highly interacting with the environment. The experience is enhanced through immersive and non-immersive technology.

Career Prospects: Asset Modeller, Texture and Lighting Artist, Technical Artist, 3D Visualizer, Game Developer, Game Level Designer 3D Environment Artist, Simulation Artist, VR Walk-through Expert, User Experience Designer, Interaction Designer, Programmer, System Analyst, Project managers.

PROGRAMME STRUCTURE

Year 1

Core

- Virtual Reality Design 1
- Virtual Reality Design 2
- Spatial Drawing
- Simulation Modelling 1
- Computer Modelling
- Internet Application
- Media Culture
- Video Production
- Interaction Studies
- Media Aesthetics

Year 2

- Virtual Reality Design 3
- Virtual Reality Design 4
- Behavioural Modeling
- Experiential Studies
- Simulation Modeling 2
- Simulation Scripting
- Reality Virtuality
- Semiotic Studies
- Sound Design 1
- Media Anthropology
- Internship

Year 3

- Virtual Reality Design Project 1
- Virtual Reality Design Project 2
- Simulation Technology
- Design Research
- Sound Design 2
- Media Law
- Project Management

Elective Modules

- Contemporary Malaysian Art Project Management
- Corporate Identity Digital Audio and Video
- Diagram Design Motion Capture
- Project Management
- Digital Audio and Video
- Motion Capture

University Subjects

- Workplace Communication
- Hubungan Etnik (Local)
- Pengajian Malaysia 3 (International)
- Tamadun Islam dan Tamadun Asia (Local)
- Bahasa Melayu Komunikasi 2 (International)
- Business and Entrepreneurship in Malaysia
- Co-curriculum
- Bahasa Kebangsaan A (local)
- Foreign Languages (Local and International)

Bachelor of Multimedia (Hons.) (Interface Design)

(R/214/6/0122) 04/20 (A11438)

This three-year programme emphasises the effective interaction between user and product to ensure the consumers and product features are integrated with the technology used. The elements of user interaction such as usability, user experience, screen design, ergonomic and user-centered design will be emphasised in product development studies where the digital approach is implemented across all levels. This includes the use of 3D printing for rapid prototyping and model making, digital sketching for an idea development, 3D modelling for final design analysis, and virtual reality for product presentation (for function, usage and technical specification).

We also analyse user feedback for the final prototype to assess the effectiveness of the new design to the target user. Each final design will be patented to protect the students' rights for the purposes of commercialisation. Through this multi-faceted approach, we believe the students will be well prepared to enter the real working environment.

Career Prospects: Designer for Product Design, Furniture Design, Transport Design, 3D Object-based Designer, Interface Designer UI/UX Designer, Academician

PROGRAMME STRUCTURE

Year 1	Year 2	Year 3
Core		
<ul style="list-style-type: none"> • Interface Design 1 • Interface Design 2 • Idea Visualization • CAD Drawing • Rapid Modeling • Structure Design • Media Culture • Interaction Studies • Computer Modeling • Media Aesthetics 	<ul style="list-style-type: none"> • Interface Design 3 • Interface Design 4 • Interface Programming and Layout 1 • Interface Programming and Layout 2 • Interface Modeling • Human Factors and Universal Usability • Multimodal interaction Design • Semiotic Studies • Sound Design 1 • Media Anthropology • Internship 	<ul style="list-style-type: none"> • Interface Design Project 1 • Interface Design Project 2 • Design Research • Design Specification and Prototyping • Market and Design Studies • Media Law
Elective Modules		
<ul style="list-style-type: none"> • Contemporary Malaysian art Project Management • Corporate identity Digital Audio and Video 	<ul style="list-style-type: none"> • Diagram Design • Project Management • Digital Audio and Video 	
University Subjects		
<ul style="list-style-type: none"> • Workplace Communication • Hubungan Etnik (Local) • Pengajian Malaysia 3 (International) • Tamadun Islam dan Tamadun Asia (Local) • Bahasa Melayu Komunikasi 2 (International) • Business and Entrepreneurship in Malaysia (International) • Co-curriculum • Bahasa Kebangsaan A (local) • Foreign Languages (Local International) 		

Note: The courses are subject to change.

Diploma in 3D Modelling & Animation

(N/231/4/0005) 05/22 (MQA/PA8497)

This two-and-a-half-year programme is a university-industry collaboration programme. It focuses on knowledge and skills development that integrates academic studies with an extensive mixture of creative 3D animation tools and new media technology. The syllabus is designed to enable students to complete 3D animation projects that showcase their skills and create a professional portfolio.

Career Prospects: 3D Animator, Storyboard Artist, Lighting & Rendering Artist, Composer, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Motion Capture Artist.

Upon completion of the Diploma programme, you can opt for a related Degree programme from the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Trimester 1

- 3D Modelling
- Internet Application
- Drawing Fundamental
- Computer Graphics 1

Trimester 2

- Animation Foundation
- Motion Graphics Application
- Digital Animation 1
- Digital Photography
- Design Fundamental
- Computer Graphics 2

Trimester 3

- Basic Academic Writing

Trimester 4

- Animation Design 1
- Digital Animation 2
- Digital Sound Production
- Video Production Process
- Digital Storyboarding
- Design Appreciation

Trimester 5

- Animation Design 2
- 3D Character Setup
- Motion Capture
- 3D Rendering & Compositing
- Family and Society in Malaysia

Trimester 6

- Industrial Training

Trimester 7

- 3D Modelling & Animation Project

Electives

- Contemporary Malaysian Art
- Corporate Identity
- Diagram Design
- Project Management
- Digital Audio and Video
- Sculpture

University Subjects

- Pengajian Malaysia (Local)
- BM Komunikasi 1 (International)
- Co-Curriculum

Diploma in Digital Motion Graphic

(N/231/4/0006) 06/22 (MQA/PA8498)

This is an immersive programme that focuses on visual design and technical skills with a diversity of usages in digital multimedia application. Designed to merge creative skills with industry professionalism, this two-and-a-half-year programme will enable students to complete motion graphic projects that showcase their skills and create a professional portfolio for future job applications.

Career Prospects: Motion Graphic Artist, Composer, Layout Artist, FX Artist, Production Designer, 3D Artist, Graphic Designer, 3D Game Designer, Video Editor, Sound Designer, Digital Artist, Mobile App Designer, Photographer, Videographer, Web Designer, Motion Capture Artist, Visual Artist.

Upon completion of the Diploma programme, you can opt for a related Degree programme from the Faculty of Creative Multimedia.

PROGRAMME STRUCTURE

Trimester 1	Trimester 2	Trimester 3	Trimester 4
<ul style="list-style-type: none"> • 3D Modelling • Internet Application • Drawing Fundamental • Computer Graphics 1 	<ul style="list-style-type: none"> • Animation Foundation • Vector Motion Graphics • Digital Animation 1 • Digital Photography • Design Fundamental • Computer Graphics 2 	<ul style="list-style-type: none"> • Basic Academic Writing 	<ul style="list-style-type: none"> • Motion Graphic Design 1 • Interaction Studies • Digital Sound Production • Video Production Process • Digital Storyboarding • Design Appreciation
Trimester 5	Trimester 6	Trimester 7	
<ul style="list-style-type: none"> • Motion Graphic Design 2 • Applications Design • Multimedia Scripting & Authoring • Motion Graphics Application • Family and Society in Malaysia 	<ul style="list-style-type: none"> • Industrial Training 	<ul style="list-style-type: none"> • Motion Graphics Design Project 	
Electives			
<ul style="list-style-type: none"> • Contemporary Malaysian Art • Corporate Identity • Diagram Design • Project Management • Digital Audio and Video • Sculpture 			
University Subjects			
<ul style="list-style-type: none"> • Pengajian Malaysia (Local) • BM Komunikasi 1 (International) • Co-Curriculum 			



FACULTY OF CINEMATIC ARTS

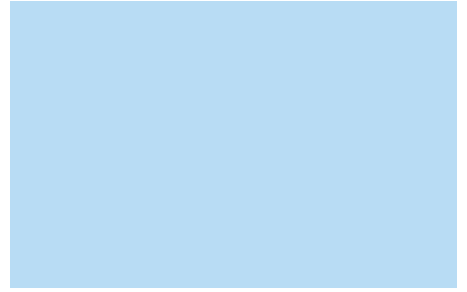
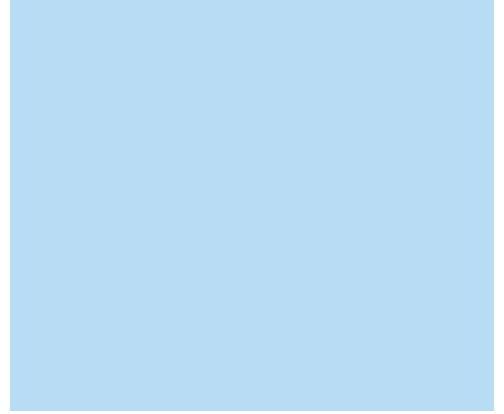
Johor Campus

Located in EduCity, an educational hub initiated by the Iskandar Regional Development Authority in Iskandar Puteri, our Johor campus houses the Faculty of Cinematic Arts (FCA), which is equipped with state-of-the-art facilities.

Our third MMU campus aims to transform Iskandar into a hub for the development of the creative industries for Malaysia and the Southeast Asian region.



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faculty video.



Foundation in Cinematic Arts

(N/213/3/0301) 12/21 (MQA/PA8420)

The Foundation in Cinematic Arts provides a broad scope in the humanities and social sciences with an emphasis on the visual arts. Students gain basic knowledge and skills required for enrolling in a higher education degree programme in the fields of cinematic and other arts and media, such as the degree programmes offered at Faculty of Cinematic Arts.

PROGRAMME STRUCTURE

Trimester 1

- The Static Image
- Imagineering: Art as Tool
- Critical Thinking & Reasoning
- Sociology in Contemporary Societies
- Storytelling & Mythology
- Communicative English

Trimester 2

- The Sequential Image
- Digital Media Entrepreneurship
- Computer Graphics
- Comparative Philosophy
- Contemporary Asian Literature
- Essential English

Trimester 3

- The Moving Image
- The Language of Cinema
- Basic Accounting for Creative Business
- An Introduction to Psychology

Bachelor of Cinematic Arts (Hons.)

(N/213/6/0100) 01/18 (MQA/FA2287)

This three-year programme takes a comprehensive approach to the "script-to-screen" method of filmmaking, where students begin their studies with the basics of idea development right up to producing and showing work of their own. Cinematic Arts students are taught to merge theory and practice as well as work on short films, ranging from narrative fiction film and documentary to music video and interactive and experimental moving images.

Mentorship from full-time lecturers and industry professionals accelerates the synergy of theory and practice and stimulate critical reflection, intellectual growth and interpersonal communication; thus helping students to realise their personal goals and develop into well-rounded members of our increasingly global society.

Career Prospects: Film and Television Production, Television Programming, Advertising, Post-Production, Screenwriting, Documentarian, Education/Academia, Culture/Creative Industries

PROGRAMME STRUCTURE

Year 1

Core

- Cinematic Arts Design 1
- Film Study 1
- Production Management
- Principles of Directing and Acting
- Screenwriting Fundamentals
- Cinematic Arts Design 2
- Film Study 2
- Lighting
- Post-Production
- Sound Design

Year 2

- Documentary Design
- Fundamentals of Documentary
- Asian Cinema
- New Modes of Cinematic Arts Design
- New Modes of Cinematic Production
- Production Design and Art Direction
- Visual Effects
- Internship

Year 3

- Cinematic Arts Design Project 1&2 (Final Year Project)
- Cinematic Research Project
- TV Production
- Professional Practice and Management
- Cinematic Applications
- Portfolio Preparations
- Media Law

Elective Modules

- Advanced Post-Production
- Producing
- Advanced Screenwriting
- Motion Capture
- Advanced Production
- Directors
- Sound Design 2

University Subjects

- Workplace Communication
- Hubungan Etnik (Local)
- Pengajian Malaysia 3 (International)
- Tamadun Islam dan Tamadun Asia (Local)
- Bahasa Melayu Komunikasi 2 (International)
- Co-curriculum
- Bahasa Kebangsaan A (local)
- Foreign Languages (Local and International)

MINIMUM ENTRY REQUIREMENTS

FACULTY OF CREATIVE MULTIMEDIA

Diploma in 3D Modelling and Animation & Diploma in Digital Motion Graphic (Cyberjaya)

- Pass SPM / O- level or its equivalent with minimum of grade C in at least three (3) subjects; OR
- Pass UEC with minimum of grade B in at least three (3) subjects; OR
- Pass in STPM/A-Level or its equivalent with minimum of grade C in at least one (1) subject; OR
- Pass in STAM with grade Maqbul; OR
- Pass Certificate in related field from a recognised institution.

Foundation in Creative Multimedia (Cyberjaya)

- Pass SPM / O-level or its equivalent with minimum of grade C in at least five (5) subjects, inclusive of Mathematics and English; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of Mathematics and English; OR
- Other equivalent qualification recognised by the Malaysian Government.

Bachelor of Multimedia (Hons.) (Advertising Design / Animation and Visual Effects / Media Arts / Interface Design / Virtual Reality)

- Pass Foundation / Matriculation in related field from a recognised institution*
* Candidates from non-related field may be admitted subject to a rigorous internal assessment process.
OR
- Pass STPM / A Level or its equivalent with 3 Principals inclusive of one Information and Communications Technology (ICT) subject; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of English; OR
- Pass Diploma in the related or relevant field from a recognised institution with minimum CGPA of 2.50**.
**Candidates with CGPA below 2.50 but above 2.00 may be admitted subject to a rigorous internal assessment process.

FACULTY OF CINEMATIC ARTS

Foundation in Cinematic Arts (Johor)

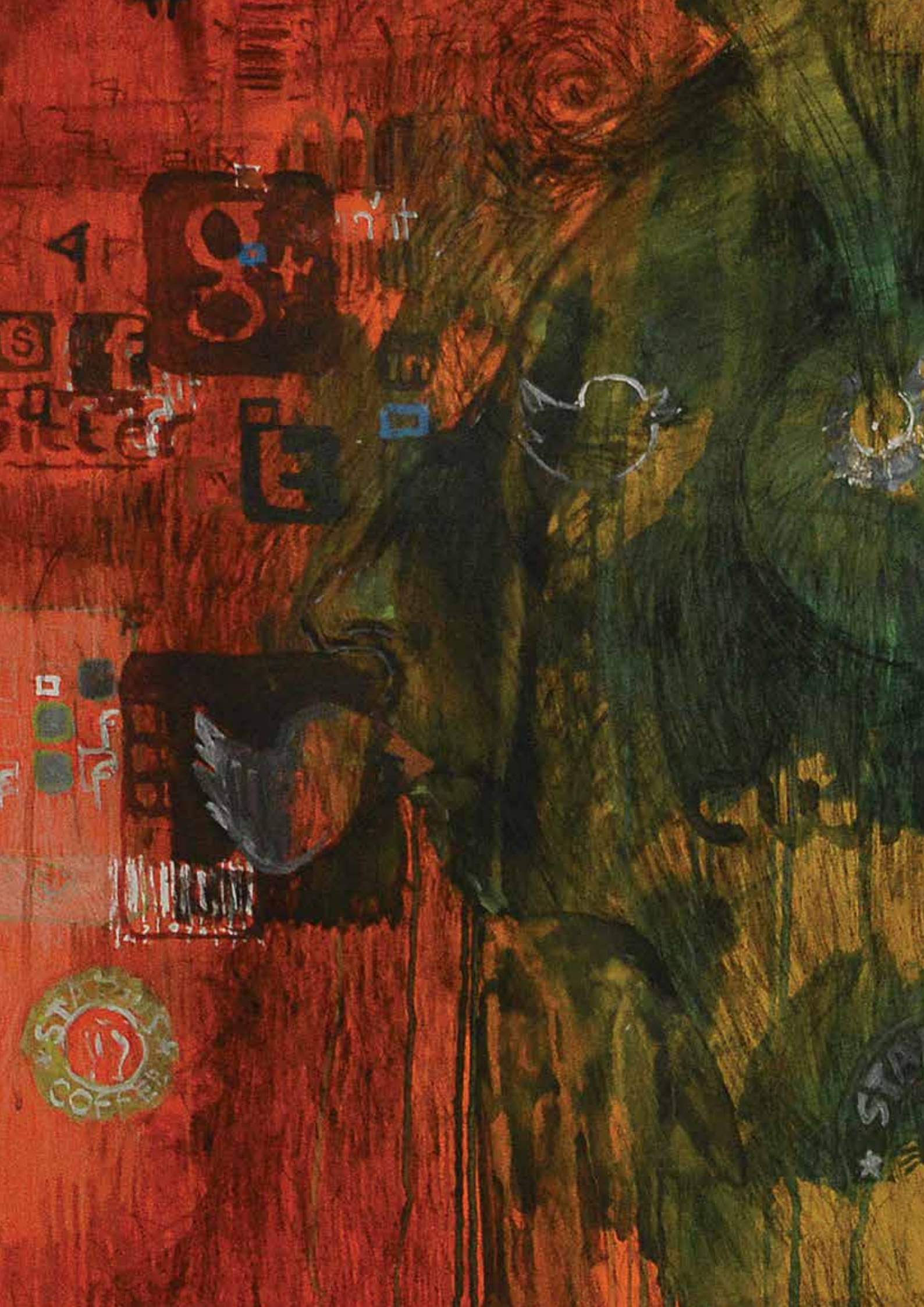
- Pass SPM / O-level or its equivalent with minimum of grade C in at least five (5) subjects inclusive of English; OR
- Pass UEC with minimum of grade B in at least four (4) subjects inclusive of English; OR
- Other equivalent qualification recognised by the Malaysian Government.

Bachelor of Cinematic Arts (Hons.) (Johor)

- Pass Foundation / Matriculation in related field from a recognised institution*;
* Candidates from non-related field may be admitted subject to a rigorous internal assessment process.
OR
- Pass STPM or its equivalent with 2 principals; OR
- Pass UEC with minimum of grade B in at least five (5) subjects inclusive of English; OR
- Pass Diploma in the related or relevant field from a recognised institution with minimum CGPA of 2.50**.
**Candidates with CGPA below 2.50 but above 2.00 may be admitted subject to a rigorous internal assessment process.

English Entry Requirement for International Students:

- All programmes offered by Faculty of Creative Multimedia and Faculty of Cinematic Arts require a minimum score of 5.0 for IELTS or its equivalent.



Cyberjaya Campus DU001(B)

Multimedia University
Jalan Multimedia,
63100 Cyberjaya,
Selangor, Malaysia.


Johor Campus DU001-02(J)

Multimedia University
Persiaran Canselor 1,
Educity@Iskandar,
79200 Iskandar Puteri, Johor

Get in touch

1 300 800 668

www.mmu.edu.my
info@mmu.edu.my

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