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UNDERGRADUATE
F A C A
STUDENT GUIDEBOOK

UNiMAS
UNIVERSITI MALAYSIA SARAWAK

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KANDUNGAN | *CONTENT*

ALUAN DEKAN | *Dean's Message*

Welcome to the Faculty of Applied and Creative Arts (FACA), a dynamic and artistic innovative driven faculty formed in 1994 as part of UNIMAS's mission and vision. Currently, FACA is one of the leading art institutes in Borneo, with over 1250 active students. There are seven programs offers in the faculty includes Design Technology, Fine Arts, Cinematography, Music, Arts Managements, Drama & Theatre, and Animation. All programs are rich with unique and innovative pedagogy that emphasize creativity, theory, performance and research to facilitate students achieve the success in their academic and professional pursuits. We are excited about our programs and we want you to learn more about us as we get to know you. Throughout the program students are encouraged, challenged and inspired to integrate their abilities, to engage in critical thinking, and follow their intuition. We are not only focusing academic per se but the students have chances to explore and engage learning experiences via community engagement projects, entrepreneurship activities, ethical practices, and embark project from multi-dimensional disciplines that not only provide the learning of art theories, but also a channel to exercise students' latent creativity and expression of innovative ideas. Our goal is to produce knowledgeable graduates with a multi-tasking and cross-disciplinary capability in the field of creative arts as well as for them to prepare for the challenges of a very complex 21st century environment.

There is numerous outstanding recognition received and achieved on academic excellent and research outcomes, including the faculty flagship events such as International Conference of Applied and Creative Arts (ICACA), Exhibition on Creativity, Innovation and Technology in the Arts (eCITRA) and The Final Year Project showcase (CIPTA). The recognition and achievement has increased the faculty's visibility nationwide and pursue innovation to develop the societies of the future on the global stage.

Last but not least, feel free to explore the possibilities and opportunities offered by our faculty in academic studies, research and consultancy.

Explore, imagine, experiment and create with us.

Associate Professor Dr Musdi Bin Hj Shanat
Dean
Faculty of Applied and Creative Arts
Universiti Malaysia Sarawak
https://expert.unimas.my/profile/564

SEJARAH UNIMAS / HISTORY OF UNIMAS

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Universiti Malaysia Sarawak (UNIMAS) ditubuhkan pada 24 Disember 1992, universiti awam kelapan di Malaysia. Sebagai universiti yang bersifat sezaman dan berpandangan jauh, program pengajian dan penyelidikan di UNIMAS disusun rapi sedemikian rupa bagi menyahut keperluan negara untuk menghadapi cabaran dan keperluan abad ke-21. Program dan kursus di UNIMAS sentiasa dinilai dan dikemaskini dari masa ke masa agar arah tujunya sentiasa dinamik, memenuhi cita rasa semasa, lebih-lebih lagi dari segi kawalan kualiti yang penting sebagai langkah untuk mendapatkan pengiktirafan di peringkat kebangsaan dan antarabangsa.

Universiti Malaysia Sarawak was officially incorporated on 24th December 1992, the eighth public university in Malaysia. As a contemporary and forward looking university, the academic programs and research in UNIMAS are constructed in such a way that caters to the nation's need to meet the challenges and needs of the 21st century. The programs and courses in UNIMAS are always evaluated and updated from time to time so that its aims are always dynamic, in line with current needs, and important quality control as a step towards obtaining national as well as international recognition.

VISI DAN MISI UNIMAS /
VISION AND MISSION UNIMAS

Visi
Untuk menjadi sebuah universiti contoh serta diiktiraf di peringkat antarabangsa dan institusi pengajian tinggi yang menjadi pilihan utama golongan pelajar dan akademik melalui pencapaian cemerlang dalam pengajaran, penyelidikan dan kesarjanaan.

Vision
To become an exemplary university of internationally acknowledged stature and a scholarly institution of choice for both students and academics through the pursuit of excellence in teaching, research and scholarship

Misi
Untuk menjana, menyebar dan menerap ilmu secara strategik dan inovatif bagi memperkasakan kualiti budaya bangsa dan kemakmuran masyarakatnya.

Mission
To generate, disseminate and apply knowledge strategically and innovatively to enhance the quality of the nation's culture and prosperity of its people.

PENGENALAN FAKULTI /
INTRODUCTION TO FACULTY

Fakulti Seni Gunaan dan Kreatif (FSGK) diwujudkan pada tahun 1994 berdasarkan kepada misi UNIMAS untuk menjadi sebuah universiti contoh serta diiktiraf di peringkat antarabangsa dan sebagai institusi pengajian tinggi yang menjadi pilihan utama golongan pelajar dan akademik melalui pencapaian kecemerlangan dalam bidang pengajaran, penyelidikan dan kesarjanaan. Demi memenuhi misi UNIMAS, Fakulti Seni Gunaan dan Kreatif mengiktiraf kepentingan teknologi dan kemahiran pengurusan bagi memanfaatkan program dan penawarannya, serta menyediakan graduan yang berjaya dalam dunia hari ini. Fakulti Seni Gunaan dan Kreatif mensasarkan untuk melahirkan graduan seni profesional yang boleh menggalakkan Bagi menyediakan pelajar dengan disiplin kemahiran asas bagi mencipta dan menjelajah idea kreatif, maka menjadi objektif fakulti untuk menyatukan penggunaan teknologi bagi menyediakan integrasi kurikulum berdasarkan konsep pendidikan penggabungan dan bersilang disiplin.

The Faculty of Applied and Creative Arts (FACA) was established in 1994 based on the university's mission of becoming an internationally recognized institution of higher learning and the main choice among students and academicians via excellence in teaching, research and scholarship. In order to fulfill this mission FACA recognises the importance of technology and management skills in exploring creativity, through programs such as Fine Arts, Design Technology, Arts Management, Music and Cinematography towards the degree of Bachelor of Applied and Creative Arts. The faculty aims to produce graduates who can promote professional artistic growth in a dynamic and diverse work environment. Towards equipping students with fundamental skills and discipline to create and to explore creative ideas, it is the faculty's objective to integrate the use of technology to enhance curriculum integration based on the concept of amalgamated education and cross disciplines.

Faculty of Applied and Creative Arts

VISI DAN MISI / VISION AND MISSION

Visi Fakulti

Visi fakulti adalah untuk menjadi sebuah institusi seni yang dinamik, inovatif dan bertaraf antarabangsa.

Faculty Vision

The faculty's vision is to become an art institution that is dynamic, innovative and global

Misi Fakulti

Fakulti berusaha untuk mempelopori dan menerajui penyatuan bidang-bidang yang terhasil daripada perkembangan teknologi melalui pengajaran, penyelidikan dan penghasilan karya kreatif serta inovatif. Peka terhadap nilai budaya sebagai pemangkin dalam menghadapi cabaran globalisasi.

Faculty Mission

The faculty strives to spearhead and lead the consolidation of the areas resulting from the development of technology in teaching, research and creative and innovative production. The faculty is sensitive to cultural values as a catalyst for the challenges of globalization.

Pengurusan Tertinggi UNIMAS/
UNIMAS Top Management

Naib Canselor/ Vice- Chancellor
Prof Datuk Dr Mohamad Kadim Hj Suaidi

Timbalan Naib Canselor (Hal Ehwal Pelajar dan Alumni)
Deputy Vice – Chancellor (Student Affair & Alumni)
Prof Dr Thomas Kana@Kamarudin bin Kana

Timbalan Naib Canselor (Penyelidikan dan Inovasi)
Deputy Vice-Chancellor (Research & Innovation)
Prof Dr. Wan Hashim Bin Wan Ibrahim

Timbalan Naib Canselor (Akademik dan Pengantarabangsaan)
Deputy Vice-Chancellor (Academic & International)
Prof Dr. Ahmad Hata Rasit

Pendaftar/ Registrar
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Bendahari/ Bursar
Tuan Haji Mazlan Kiflie

Pengarah Pembangunan/Director of Development
Encik Humphrey Rayang Janang

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3

PENGAJIAN AKADEMIK
ACADEMIC STUDY

PROGRAM TEKNOLOGI SENI REKA (UW-6-214-001)

DESIGN TECHNOLOGY PROGRAMME

Sarjana Muda Seni Gunaan dengan Kepujian (Teknologi Seni Reka)
Bachelor of Applied Arts with Honours (Design Technology)

Pengenalan

Program Teknologi Seni Reka menawarkan pendekatan yang unik dalam pengajaran melalui kerja amali dan penyelidikan. Kursus yang ditawarkan di dalam program ini dirangka untuk mendidik pelajar mengenal dan meneroka idea dan konsep melalui proses rekaan, mencipta kaedah baru dan mengaplikasikan teori-teori rekaan dalam penghasilkan karya. Pada akhir kursus ini, pelajar dapat merekabentuk produk dan perkhidmatan yang berinteraktif, kolaboratif dan merentas disiplin, yang bersepadu di seluruh bidang pengkhususan. Tempoh kursus Program Teknologi Seni Reka ini ialah 3 tahun. Pelajar harus menghabiskan minimum 123 jam kredit untuk bergraduat. Keunikan program ini ialah ianya menawarkan kursus–kursus pengkhususan disamping pelajar juga mengambil kursus-kursus teras diluar bidang pengkhususan. Dijangkakan kursus ini boleh melahirkan pelajar yang berkemahiran di dalam pelbagai bidang seni reka.

Introduction

Design Technology programme offers a unique approach in teaching through practical work and research. The courses offered in this program are designed to educate students to explore and discover new idea and concept through a process of making things, creating new methods and building new theories of design. At the end of the course, students can design products and services that are interactive, collaborative and cross-disciplinary, integrated in all areas of specialization. The duration of Design Technology programme is 3 years. Students are required to complete a minimum of 123 credit hours to graduate. The uniqueness of this programme; besides learning their specialization courses, they also study other specialize courses. Hence, this programme is expected to produce students that are skilled in various design disciplines.

Bidang Pilihan dalam Program Teknologi Seni Reka /
Optional Areas in Design Technology Programme Specialization

Modul pembelajaran yang ditawarkan di program Teknologi Seni Reka adalah bersifat dinamik. Sebagai contoh, Seni Reka Grafik memberi pendedahan kepada pengetahuan pengiklanan, multimedia, penghasilan identiti korporat, reka bentuk pembungkusan dan reka bentuk penerbitan. Manakala Seni Reka Perindustrian, menekankan kepada reka bentuk perabot, reka bentuk produk, reka bentuk automobil dan servis rekaan. Seni Reka Tekstil dan Fesyen pula menekankan kepada penghasilan reka corak tekstil, reka bentuk fesyen pakaian, pengetahuan teori sains dan teknologi tekstil. Kurikulum akademik program Teknologi Seni Reka adalah berdasarkan kepada integrasi seni, sains, teknologi dan pengurusan bagi memenuhi pasaran industri semasa dan keperluan kreatif global.

Learning modules offered in Design Technology programme is dynamic. For example, the Graphic Design's module emphasizes knowledge in advertising, multimedia, corporate identity, packaging design and publication design. Industrial Design students will be exposed to furniture design, product design, transportation design and service design. Textile and Fashion Design's module exposes the students to pattern design in textile, fashion design and the theories of science and technology in the textile field. The academic curriculum for Design Technology programme is based on integration of arts, science, technology and management in order to fulfill the current industrial market and global creative needs.

Pelajar diperkenalkan kepada tiga modul pilihan di dalam program; Seni Reka Grafik, Seni Reka Perindustrian, dan Seni Reka Tekstil dan Fesyen. Pelajar boleh memilih mana-mana antara kursus yang ditawarkan pada setiap semester mengikut pilihan dan kursus yang diminati.

Students are introduced to three optional fields in the program; Graphic Design, Industrial Design, and Textile and Fashion Design. Students can choose any of the courses offered each semester according to their choice and course of interest.
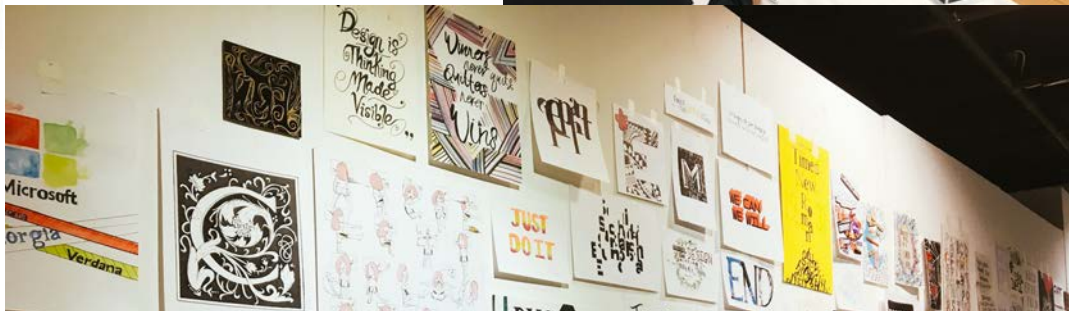
PROGRAM SENI HALUS (UW-6-211-001)
FINE ARTS PROGRAMME

Sarjana Muda Seni Gunaan dengan Kepujian (Seni Halus)
Bachelor of Applied Arts with Honours (Fine Arts)

Ijazah Sarjana Muda Seni Gunaan dengan Kepujian (Seni Halus) Program Seni Halus memberi penekanan kepada integrasi daripada 5 disiplin utama antaranya catan, fotografi, seramik, seni elektronik dan arca 3-Dimensi. Integrasi ini memberi pilihan kepada pelajar untuk menjana kreativiti dan inovasi melalui bidang Seni Halus. Kurikulum kursus yang dirangka adalah bersifat pelbagai disiplin dan kontemporari. Pendekatan pendidikan program mengutamakan aspek teori dan praktis bertujuan menyediakan ilmu pengetahuan seimbang menerusi proses pembelajaran dan penyelidikan. Aspek teori merangkumi kajian terhadap penyelidikan media, pensejarahan, apresiasi, intepretasi, estetika dan kritikan seni. Aspek praktis pula memfokuskan penerokaan terhadap media baru dan teknologi, penguasaan bahan dan pengaplikasian teknik-teknik yang bersesuaian dalam studio dan kerja lapangan. Kedua-dua aspek teori dan praktikal ini dilengkapi dengan elemen-elemen pengurusan dalam melahirkan generasi pelajar yang dapat memenuhi faktor permintaan industri dan pasaran yang berdaya saing serta berdaya maju.

The Fine Arts programme emphasizes on the integration of 5 main disciplines namely painting, photography, ceramics, electronic arts, printmaking and 3-Dimesional sculptures. The integration provides choices to students in generating creativity and innovation through the Fine Arts domain. The course curriculum was designed to be multi-disciplinary and contemporary. The educational approach of the program emphasized on the theoretical and practical aspect in providing well balanced knowledge through learning and research process. The theoretical aspect covers studies on media research, history, appreciation, interpretation, and aesthetic, and art criticism. The practical aspect focuses on the exploration of new media and technology, mastery of medium and application of relevant techniques in the studios and fieldwork. Both theory and practical aspects come with management elements that will produce a generation of students who will fulfill the demand of industry and market that is highly competitive and progressive.

PROGRAM SINEMATOGRAFI (UW-6-213-001)
CINEMATOGRAPHY PROGRAMME
Sarjana Muda Seni Gunaan dengan Kepujian (Sinematografi)
Bachelor of Applied Arts with Honours (Cinematography)

Program Sinematografi merupakan program prasiswazah yang direka untuk menyediakan pengetahuan dan kemahiran komprehensif dalam pembikinan filem, serta pengasahan wacana perfileman melalui kursus-kursus yang telah direka dengan teliti. Pelajar akan mempelajari asas penceritaan bervisual melalui proses skrip ke skrin dengan penekanan diberi kepada latihan secara praktikal dalam studio dan di lokasi produksi. Sepanjang pengajian mereka, pelajar akan mempelajari pelbagai kemahiran dan teknik pembikinan filem, termasuk penulisan skrip, pengarahan, sinematografi, senireka produksi, penyuntingan, penataan bunyi, penyuntingan, penerbitan dan pengurusan produksi. Selain penghasilan dan penglibatan dalam projek berbentuk filem pendek, televisyen dan dokumentari, pelajar program ini juga akan menjalani latihan industri dan penglibatan dalam projek komuniti sebagai syarat pengajian program. Kesemua ini turut dilengkapi dengan ilmu dan wacana dalam sejarah filem, falsafah mahupun apresiasi dan kritikan filem.

Cinematography Programme is an undergraduate programme that tailored to provide comprehensive knowledge and skills on filmmaking, thinking and discourses on films through a series of carefully designed courses. Students will learn the fundamental and principle of visual storytelling from script-to-screen process, up until its post-production stage with emphasis on hands-on practical skills learned through studio practises and on location/ field productions. Throughout the three years of study, students will acquire a broad range of filmmaking skills and techniques, including scriptwriting, directing, cinematography, production design, sound design, editing, production management and producing from the perspective of business. Apart from producing a variety of videos, television and documentary projects, the students will also undergo industrial training and community engagement as part of the programme's graduate requirement. These skills are also learned alongside with knowledge and discourses on film history, philosophy, film appreciation and criticism.

PROGRAM MUZIK (UW-6-212-001)

MUSIC PROGRAMME

Sarjana Muda Seni Gunaan dengan Kepujian (Muzik)
Bachelor of Applied Arts with Honours (Music)

Pengaplikasian teknologi dalam Program Muzik membuka ruang prospek baru yang lebih luas. Penerapan elemen ini membantu graduan menguasai kemahiran dalam industri muzik yang merangkumi bidang rakaman digital, gubahan dan instrumentasi digital dan manipulasi bunyi sama ada untuk pementasan, radio, TV, filem atau aktiviti komersial yang lain. Selain itu, pengajian yang menekankan kemahiran teori dan praktik ini juga menyediakan pengalaman dalam bentuk persembahan dari tahap permulaan sehingga ke dunia profesional. Kecenderungan ini tidak mengabaikan usaha untuk menajamkan bakat pelajar dalam konteks seni persembahan konvensional. Keseluruhan daripada ini, diharap dapat mengubah persepsi khalayak kepada pengertian yang lebih ilmiah dan luas terhadap muzik yang biasanya dikaitkan dengan hiburan semata.

The music programme prepares students to be at par with the professionals in both the public and private sectors. The application of technology in the field of Music opens up new possibilities. This program stresses on both theory and practice. We also prepare our students with various skills, from production technology to the art of performing music. Students in this programme will be trained through our latest state-of-the art facilities and will prepare our graduates for professional careers in the industry.

PROGRAM DRAMA DAN TEATER (UW-6-212-002)
DRAMA AND THEATRE PROGRAMME

Sarjana Muda Seni Gunaan dengan Kepujian (Drama dan Teater)
Bachelor of Applied Arts with Honours (Drama and Theater)

Program Drama dan Teater adalah antara program pengajian yang ditawarkan dalam Fakulti Seni Gunaan dan Kreatif UNIMAS. Visi program ini adalah beriltizam untuk menjadi salah satu pusat peneraju pengajaran, pembelajaran dan penyelidikan bagi kajian drama dan teater di Borneo yang memfokuskan kepada budaya seni persembahan tempatan. Budaya seni persembahan setempat diperkenalkan melalui pengajaran dan pembelajaran dalam pelbagai kursus dalam pengajian pra-siswazah, penyelidikan dan penerbitan serta penglibatan bersama komuniti. Fokus program ini adalah teater eksperimental yang bertunjangkan budaya setempat dengan teknologi.

Program ini menekankan ilmu seni persembahan dari segi teoritikal dan amali berintegrasikan teknologi bagi melahirkan graduan yang peka, kritikal, kreatif, inovatif dan berkeyakinan tinggi dalam bidang seni persembahan khususnya teater, serta berkemampuan tinggi dalam memberi idea serta berkarya. Pendekatan pembelajaran yang bersifat holistik ini membantu pemahaman, penerokaan, penganalisaan struktur dan bentuk, pengurusan, proses berkarya dan penghasilan produksi dalam drama dan teater. Antara kursus yang ditawarkan dalam program ini adalah seni rekaan pentas, lakonan, pengarahan, seni reka untuk pengarah, sinografi, pengurusan teater, pengurusan pentas, teater moden Malaysia, pengenalan Mise en Scene dan teori dan kritikan drama, yang khusus direka untuk melahirkan graduan berilmu dengan nilai profesionalisme yang mantap serta pemikiran kritikal dan analitis dalam bidang drama dan teater.

Kebolehpasaran para graduan Program Drama dan Teater adalah luas dan tidak terhad kepada Borneo, khususnya Sarawak. Antara bidang pekerjaan graduan program ini adalah sinografer, pengarah artistik, pelakon, pengarah, prop master, pereka teknikal, pereka audio, pengurus pentas, penyelaras acara, pereka tatacahaya, pengurus produksi, pengurus acara, pegawai pemasaran seni, penerbit, pegawai akademik di peringkat sekolah dan institusi pengajian tinggi, serta pegawai kebudayaan dan kesenian.

The Drama and Theater Program is among other programs that are offered at the Faculty of Applied and Creative Arts. The vision of this program is to strive towards a teaching, learning and research center for Drama and Theatre studies in Borneo that focuses on local performing arts. The local performing arts culture is introduced through teaching and learning of its various under graduate courses, research, publication and community engagement. The focus of this program is experimental theatre that embeds strong roots of local culture and technology.

The Drama and Theatre program emphasizes theoretical and practical performing arts knowledge integrated with technology to produce sensitive, critical, creative and confident graduates in the performing arts, specifically in theatre, whom are able to offer idea and produce creative work. This holistic learning approach enables understanding, exploration, analysis of form and structure, management, creative process and production of drama and theatre. Among courses that are offered in this program are stage design, acting, directing, design for directors, scenography, theatre management, stage management, theatre production, Malaysian modern theatre, introduction to Mise en Scene, and dramatic theory and criticism. These courses are designed to empower students with strong professional values, and critical and analytical mind in the field of drama and theatre.

The marketability of Drama and Theatre Program graduates are substantial and are not confined to Borneo, specifically Sarawak. The graduate of this program can join the professional work force as a scenographer, artistic director, actor, director, prop master, technical designer, audio designer, stage manager, event coodinator, lighting designer, production manager, event manager, cultural marketing officer, producer, academic officer at schools and higher learning institution, and cultural and arts officer.

PROGRAM PENGURUSAN SENI (UW-6-211-002)
ARTS MANAGEMENT PROGRAMME

Sarjana Muda Seni Gunaan dengan Kepujian (Pengurusan Seni)
Bachelor of Applied Arts with Honours (Arts Management)

Program Pengurusan Seni menawarkan kombinasi subjek teras pengurusan yang dirangka khas yang meliputi ruang lingkup seni termasuklah dasar seni, pengurusan kewangan, pengurusan dan kesenian, pengurusan acara kesenian, pemasaran dan pengurusan organisasi. Selain daripada itu, program ini juga menawarkan pelbagai subjek teoritikal dan praktikal yang diperlukan bagi memperluaskan lagi pemahaman dalam industri seni di Malaysia. Apabila selesai mengikuti kursus ini, pelajar akan dapat memahami, menilai dan menyumbangkan ke arah pembangunan, penilaian dan pelaksanaan dasar seni di Malaysia dan antarabangsa selain daripada membentuk pandangan dan apresiasi di antara seni dan budaya.

The Art Management programme offers a combination of core management subjects specially designed to encompass a wide range of topics in the arts including art policy, financial management, management and the arts, arts event management, marketing and organizational management. The programme also offers various theoretical and practical subjects to broaden understanding in the arts industry in Malaysia. Upon graduation, students will be able to understand, assess and contribute toward the development, evaluation and implementation of art policy both in Malaysia and abroad apart from shaping the views and appreciation towards art and culture.

PROGRAM ANIMASI (UW-6-213-002)
ANIMATION PROGRAMME

Sarjana Muda Seni Kreatif dengan Kepujian (Animasi)
Bachelor of Creative Arts with Honours (Animation)

Program Animasi ini diwujudkan untuk mendedahkan pelajar pelbagai kaedah pembinaan animasi dalam bentuk produksi digital media. Pelajar didedahkan mengenai pembinaan seni reka karakter, animasi eksperimental, animasi produksi 3D serta produksi 2D . Kursus-kursus yang ditawarkan di dalam program ini termasuklah asas penyediaan kandungan, integrasi dengan filem, penyediaan skrip, papan penceritaan dan pasca produksi. Pembelajaran produksi di dalam program animasi adalah menggunakan bantuan kemudahan pengajaran dan pembelajaran terkini mengikut peredaran semasa. Setiap projek animasi yang dibina oleh pelajar program memfokuskan potensi kebudayaan tempatan. Pelajar juga didedahkan kepada teknologi terkini bersama karyawan jemputan dari industri yang secara tidak langsung membina pelajar ke arah pembangunan usahawan digital tempatan. Antara bidang pekerjaan daripada program ini adalah Animator 3D, Animator 2D, pelukis papan penceritaan untuk filem dan animasi, illustrator, artis visual produksi, 3D Modeller, vfx artist, pereka permainan digital serta usahawan kandungan digital.

This program is designed to achieve diversified methods in student's animation and broader scope of digital media production. Students are exposed to the development of character design, experimental animation, 3D production animation and 2D production. Students are taught areas of content preparation, which is integrated with movies, scripting, storytelling and post-production. The learning environment in the animation program uses the latest available technology. Students are guided to develop on local cultural into potential animation projects. Students are also exposed to knowledge sharing with employers from the industry, which indirectly build students interests to become digital entrepreneurs. Among the potential of graduates are: 3D animator, 2D animator, Storyboard artists, illustrators, previsualization artists, 3D Modeler, vfx artist, and game designers as well as digital content entrepreneurs.
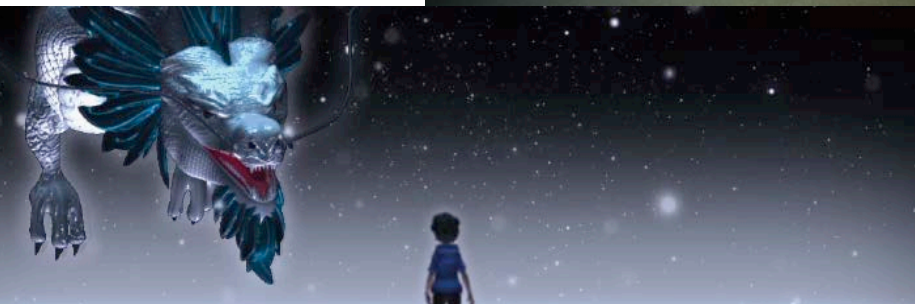
4 STRUKTUR AKADEMIK
ACADEMIC STRUCTURE

Struktur program pengajian di Fakulti Seni Gunaan dan Kreatif mengandungi kursus-kursus berjumlah 123 jam kredit yang dihimpunkan menurut kategori yang ditetapkan.
Rujuk mukasurat 99 - 113 untuk pelan pengajian program

The academic program structure contains courses amounting to 123 credits hour that are grouped according to the required categories.
Refer to page 99 – 113 for program study plan

JENIS KURSUS/ CATEGORY OF COURSES	JAM KREDIT/ CREDIT HOUR
Kursus Wajib Universiti/ Compulsory University Courses	
• Mata Pelajaran Umum / *General Education Subject*	10
• Pembangunan Generik/ *Generic Development Courses*	6
• Kursus pengukuhan/ *Remedial courses* * MUET Band 3-6	1
• Kursus pengukuhan/ *Remedial courses* ** MUET Band 1-2	5
Kursus Program / Program Courses	
Teras Fakulti / *Faculty Core*	12
Teras Program/Pilihan/ *Programme Core/Optional*	80
Kluster Elektif Universiti / *University Elective Cluster*	9
Latihan Industry / Industrial Training	5
JUMLAH KREDIT TOTAL CREDIT	123* 127**

KNOW YOUR COURSE CODES

YEAR OF STUDY
The "first" digit of the code shows the year of study for the course

RUNNING NUMBER
The "Two" Digits in the middle are the running numbers allocated for each course

GKA1023

CATEGORY OF COURSES
All Core Courses and Programme Core / Elective Courses starts with a "GK"

CREDIT HOURS
The "last" digit defines the credit hours of the course.

Other Category of Codes

GKA	Faculty of Applied and Creative Arts **CORE** Course
MPU	Mata Pelajaran Umum/General Subjects
PBI	English Courses
PBM	Malay Language Courses
PPD	Remedial Course
University Elective	Refer to Page 92

Active/Course Registration

01

Active Student

In order to register for the Semester 1 and Semester 2, you are required to Register as ACTIVE student and pay for your Tuitions Fees.

02

Course Registration

Once you are Registered as ACTIVE student,, you MUST register the COURSES that are listed in your STUDY PLAN using your eSTUDENT.

03

Colsultation with Academic Advisor

Seek advise from your Academic Advisor (AA) at the beginning of the Semester prior to Course Registration. If your GPA is less than 2.5, you can only register a maximum of **15 CREDITS.**

04

Enroll your eLEAP for all registered courses

You must enroll in the eLEAP (Online e-Learning platform) for all courses that you have registered for specific Semester.

Notes

Students who have not registered as active students and have applied for deferment of studies before the second week (2nd) of the lecture will not be charged tuition fees for the semester. However, any application for deferment of study after the second week (2nd) of lectures, other than health cases, the applicant has to pay the tuition fee for the semester [Senate Amendment No..02 / 2019 178].

1. Kursus Wajib Universiti
Compulsory University Courses

- Mata Pelajaran Umum
  Mata Pelajaran Umum adalah kursus wajib universiti yang perlu diambil bagi tujuan pengijazahan. Kursus-kursus dibawah kategori MPU dilihat mampu untuk melahirkan graduan yang holistic, menghayati nilai-nilai patriotism dan jati diri beracuan Malaysia serta menguasai kemahiran insaniah ke arah memenuhi kebolehpasaran kerja. Kod kursus dibawah kategori ini bermula dengan MPU.

  General Education Subjects
  General Education Subjects are compulsory university courses which is the pre-requisite for the undergraduate award. Courses under the category of MPU are seen to be able to produce holistic graduates, appreciate the values of patriotism and Malaysian-born identity and mastering soft skills towards fulfilling job-oriented skills. The course code under this category starts with MPU.

- Kursus Pembangunan Generik
  Kursus-kursus bertujuan untuk memupuk sifat positif disamping memberi kemahiran pengurusan diri. Kedua-dua aspek pembangunan kognitif (motivasi, kreativiti, estetika dan lain-lain) dan afektif (nilai, etika, sosial dan lain-lain) diberi perhatian. Kursus Generik juga memberi penekanan kepada perolehan kemahiran-kemahiran analitis, berkomunikasi dan teknologi maklumat.

  Generic Development Courses
  Courses intended to foster positive values besides provide self-management skills. Both cognitive development (motivation, creativity, aesthetics and so on) and affective (values, ethics, social and so on) are emphasized. Generic courses also give emphasis on obtaining analytical, communication and information technology skills.

- Kursus Pengukuhan
  Perlu diambil oleh pelajar yang tidak memenuhi syarat penuh kelayakan kurikulum pengajian Generik.

  Remedial Course
  Remedial courses are compulsory for students who did not fulfil the requirements of the generic studies curriculum.

2. Kursus Teras Fakulti
Faculty Core Courses

Kursus Teras Fakulti adalah kursus yang ditawarkan oleh Fakulti dan WAJIB diambil oleh semua program.

Faculty Core Courses offered by the faculty is COMPULSORY for all programmes.

3. Kursus Teras Program
Programme Core Courses

Kursus-kursus yang memberikan pengetahuan dan kemahiran ke arah pengkhususan dalam sesuatu bidang atau lapangan yang diperlukan bagi sesuatu program.

Emphasize knowledge and skills towards specialization in fields that are related to the programme.

4. Kursus Elektif Kluster
Elective Cluster Courses

Kursus-kursus pilihan antara fakulti yang memberi peluang kepada pelajar untuk meningkatkan pengalaman dan keupayaan pelajar mempelajari pengetahuan yang bersifat merentas disiplin. Modul elektif kluster Universiti adalah terdiri daripada 6 kluster utama iaitu:

i. Sains, Teknologi Dan Perubatan
ii. Sains Sosial dan Kemanusian
iii. Pernigaan dan Pengurusan
iv. Seni Kreatif dan Reka Bentuk
v. Linguistik dan Komunikasi, dan
vi. Elektif Khas (pelajar boleh memilih mana mana kursus daripada 2 kluster sahaja)

Courses chosen from other faculties or programmes that give students the opportunity to acquire knowledge in an area other than that student's specialization.

The University's elective module consists of 6 main clusters:

i. Science, Technology and Medicine
ii. Social Sciences and Humanities
iii. Management and Management
iv. Creative Art and Design
v. Linguistics and Communication, and
vi. Special Elective (Where students can only take any of the above 2 clusters)

Rujuk mukasurat 99 untuk maklumat kursus-kursus yang ditawarkan.

Refer to page 99 for more details on the courses offered.

Nota/Notes

i. Kursus pra-syarat
Sesetengah kursus dikenakan prasyarat tertentu seperti yang ditentukan oleh program masing-masing. Pelajar dikehendaki LULUS kursus prasyarat ini sebelum mengambil di peringkat yang lebih tinggi.

Pre-requisite Courses
Some courses are subjected to certain prerequisites as determined by the respective programmes. Students are required to PASS these prerequisites course prior to taking their advance level courses.

ii. Kursus bersyarat
Kursus bersyarat adalah kursus yang mesti diambil sebelum mendaftar kursus lain.

Requisite Courses
A requisite course is a course that must be completed before undertaking another specified course.

iii. PALAPES/SUKSIS/JPAM:
Kursus Ketenteraan PALAPES/ SUKSIS/ JPAM adalah berstatus over and above. Kursus-kursus tersebut diberi kredit.

The Ketenteraan PALAPES/ SUKSIS/ JPAM courses are over and above status. These courses are given credi

5

SISTEM SEMESTER

SEMESTER SYSTEM

Struktur pengajian di UNIMAS berasaskan kepada sistem semester dengan kursus bermodul. Setiap tahun pengajian dibahagikan kepada 2 semester dan 1 antarasesi:

Semester 1   **17 minggu**
Semester 2   **17 minggu**
Antarsesi   **8 minggu / 10 Minggu (Latihan Industri)**

The academic structure system in UNIMAS is based on the semester system. Each academic year is divided into 2 semesters and 1 intersession as follows:

Semester 1   **17 weeks**
Semester 2   **17 weeks**
Intersession   **8 weeks / 10 Weeks (Practical Training)**

6

PENDAFTARAN KURSUS

COURSE REGISTRATION

Pendaftaran bagi semua kursus perlu dilakukan pada masa dan tempoh yang telah ditentukan. Pelajar diwajibkan mendaftar pada tarikh dan tempoh akan diumumkan oleh Bahagian Pengajian Prasiswazah (BPPs) Rujuk Peraturan Akademik Ijazah Sarjana Muda.

Registration for all courses should be done at the required time and duration that is determined by the Division of Undergraduate Studies(BPPs). Please refer to Peraturan Akademik Ijazah Sarjana Muda (Bachelor's Degree Academic Regulations).

7

TEMPOH PENGAJIAN

COURSE DURATION

Tempoh Pengajian Ijazah Sarjana Muda adalah antara 3 hingga 6 tahun. Manakala Program Animasi adalah antara Pelajar dikehendaki mengikuti dan lulus sekurang-kurangnya 123 kredit atau sejumlah kredit lain yang ditetapkan.

Students are required to enroll and pass prescribed courses amounting to at least 123 credits or a certain number of credits as approved by the University Senate, within the 3 to 6 years of study duration.

8 PENILAIAN

EVALUATION

Penilaian Kursus / Course Assessment

Prestasi dalam sesuatu kursus dinilai menurut beberapa kaedah, secara berterusan, termasuk penilaian di atas kerja kursus dan peperiksaan. Prestasi itu ditentukan menurut sistem Purata Nilai Gred (PNG), dan prestasi pelajar bagi setiap peringkat dan secara keseluruhan diberikan sebagai Purata Nilai Gred Kumulatif (PNGK). Rujuk Peraturan Akademik Ijazah Sarjana Muda.

Student's performances in a certain course will be evaluated continuously through various types of methods, which include the assessment on course work and examination. Their performances are determined according to the Purata Nilai Gred system (PNG), student's performance of each level and overall are vested as Purata Nilai Gred Kumulatif (PNGK). Refer to the Academic Rules for bachelor's Degree.

Penilaian Projek Tahun Akhir/ Final Year Project Assessment

Penghasilan tesis yang berjilid adalah syarat untuk LULUS penilaian kursus Projek Tahun Akhir 2. Pelajar dikehendaki menghantar SATU salinan tesis berjilid ke Pejabat Am Fakulti Seni Gunaan dan Kreatif sebelum semester berakhir.

The submission of a hard binding thesis is a requirement for students to PASS the Final Year 2 Project evaluation. Students are required to submit ONE copy of a thesis to the Main Office of the Faculty of Applied and Creative Arts before the semester ends.

Kedatangan Kursus / Course Attendance

Pelajar tidak dibenarkan menduduki penilaian akhir sekiranya kehadiran tidak mencapai 80% sepanjang semester. Kehadiran akan direkod melalui sistem QR Code. Pelajar juga perlu mendapatkan pengesahan daripada Penasihat Akademik untuk mencetak slip peperiksaaan akhir.

Students are not allowed to sit for the final assessment if the attendance does not reach 80% throughout the semester. Attendance will be recorded through the QR Code system. Students also need to obtain approval from their Academic Advisor to print the final exam slip/

CLASS ATTENDANCE

UNIMAS QR Attendance

9 SISTEM PENASIHAT AKADEMIK

ACADEMIC ADVISOR SYSTEM

UNIMAS sentiasa memberi keutamaan kepada kecemerlangan akademik serta pembangunan sahsiah setiap pelajar. Salah satu pendekatan yang boleh membantu untuk merealisasikan matlamat tersebut ialah dengan mewujudkan hubungan dua hala antara pelajar dan pengajar di setiap fakulti melalui sistem mentor – mentee. Melalui sistem ini, pelajar (sebagai mantee) diberi bimbingan dan nasihat oleh mentor (ahli akademik) dalam berbagai aspek terutamanya yang berkaitan dengan hal ehwal akademik. Sistem ini juga mengambil berat terhadap bimbingan lain yang diperlukan oleh pelajar untuk mengharungi cabaran bukan sahaja sebagai seorang pelajar tetapi juga sebagai seorang remaja yang menghadapi perubahan psikologi dan identiti. Mentor memainkan peranan yang penting sebagai Penasihat Akademik (Academic Advisor) dan juga Contoh Teladan Baik (Positive Role Model) kepada mentee dalam berbagai aspek. Keberkesanan sistem ini amatlah bergantung kepada komitmen serta kerjasama di antara kedua-dua pihak.

Tugas-tugas Penasihat Akademik adalah seperti berikut:

- Memberi nasihat kepada pelajar mengenai perkara akademik dan bukan akademik.
- Memberi perhatian khusus kepada mereka yang mempunyai keperluan khusus.
- Merujuk pelajar kepada staf akademik yang sesuai (penyelaras), bagi isu akademik yang melangkaui pengetahuan / kawalan penasihat akademik.
- Menggalakkan pelajar cemerlang dalam pengajian mereka dan menjalani kehidupan yang seimbang serta fleksibel di universiti.
- Memupuk semangat cintakan fakulti dan universiti di mana semangat alumbi boleh dikembangkan.
- Membantu pelajar membuat keputusan dalam hal perancangan akademik dan kerjaya.

Tugas-tugas pelajar adalah seperti berikut:
- Membuat temujanji dengan penasihat akademik sekurang-kurang 2-3 kali per semester.
- Meminta khidmat nasihat dan bimbingan daripada penasihat akademik sekiranya menghadapi kemusykilan.
- Bertanggungjawab terhadap kemajuan akademik dan pembangunan sahsiah.
- Membuat tindakan susulan terhadap cadangan dan nasihat dari penasihat akademik.
- Menjaga hubungan baik dengan penasihat akademik supaya perlaksanaan sistem penasihat akademik ini menjadi lebih berkesan.

Perlaksanaan sistem penasihat akademik memberi banyak faedah kepada pelajar, pensyarah dan universiti. Mentor dapat mengenali pelajar dengan lebih dekat dan proses interaksi ini membolehkan mereka saling memahami dan hormat menghormati antara satu sama lain. Di samping itu, proses perbincangan serta

cadangan dari kedua-dua pihak secara tidak langsung telah dapat membantu memantapkan lagi kerjaya pensyarah dan juga pelajar.

UNIMAS gives priority to the academic excellence and holistic development of each student. One approach towards achieveing this goal is the mentor-mentee system. The purposes of the Faculty's Academic Advisor system are to provide guidance to students on academic matters and to foster a close and constructive professional relationship between students and the staff of the Faculty. While all lecturers in the Faculty are potentially academic advisors to all students who seek their advice, each lecturer (mentor) is assigned responsibility to a small group of students (mentees). This system also takes into consideration other forms of guidance that relate to challenges that students face not just academically, but also in terms of psychology and identity. The Mentor plays the role of advisor and also a positive role model to the mentee in many aspects. The effectiveness of this system relies on the commitment from both parties.

The duties of the Academic Advisor are as follows:
- Advise students on academic and non-academic matters.
- Pay special attention to those with special needs.
- Refer students to the appropriate academic staff (coordinators), for academic issues beyond the knowledge / control of academic advisors.
- Encourage excellent students in their studies and lead a balanced and flexible life at the university.
- Foster the spirit of loving faculty and university where alumbi spirit can be developed.
- Help students decide on academic and career planning.

Duties of the mentee are as follows:
- *To make an appointment with the academic advisor at least 2-3 times per semester*
- *Seek advice and guidance from the academic advisor in the event of any problems*
- *Be responsible towards their own academic progress and holistic development*
- *Follow up on suggestions and advice from the academic advisor.*
- *Maintain good relations with the academic advisor to ensure the effectiveness of the mentor-mentee system*

The academic advisor system is beneficial to students, lecturers and the university. Advisors are able to enhance their relationships with students, and their interactions will strengthen mutual understanding and respect. In addition, discussions and suggestions from both parties can indirectly help enhance both the lecturer's and student's careers.

10 LATIHAN INDUSTRI

INDUSTRIAL TRAINING

Setiap program di FSGK mewajibkan pelajarnya menjalankan Latihan Industri melalui penempatan di firma swasta, agensi kerajaan dan tempat lain yang menyediakan peluang pelajar mendapat pengalaman kerja. Kursus latihan industri ini adalah merupakan satu latihan sambil kerja bagi membolehkan pelajar:

Every program in FSGK compels students to carry out Industrial Training through placement in private firms, government agencies, and companies which provide students with working experience. This course is a platform that will enable students to gain working exposure that:

1. Mendapat peluang menggunakan ilmu dan ketrampilan yang dipelajari di kampus dan menerapkannya dalam suasana kerja yang sebenar.
   Have the chance to use knowledge and competency learnt on campus and mould it into real working environment.
2. Mendapat pengalaman pekerjaan dalam bidang yang dipilih.
   Gain working experience in the field chosen.
3. Meningkatkan peluang pekerjaan melalui hubungan dengan bakal majikan.
   Get higher chance of job opportunities through relationship with prospective employers.

Latihan ini dijalankan semasa Tahun 2 antarasesi. Hubungan baik yang berterusan antara fakulti dan agensi/firma dijangka akan dapat membantu perkembangan kurikulum yang sesuai dan menghasilkan tenaga kerja yang berkualiti.

This training will be carried out during the 2nd Year of Intersession. Continuous good relationship between faculty and agencies/firms expected will help develop a suitable curriculum and produce workforce with high standards.

11 CETUSAN INSPIRASI PELAJAR TAHUN AKHIR

Cetusan inspirasi Pelajar Tahun Akhir (CIPTA) merupakan salah satu aktiviti tahunan bagi pelajar tahun akhir bagi mempamerkan hasil penyelidikan Projek Tahun Akhir. Aktiviti ini menjadi pelantar pengurusan yang lebih profesional terhadap aktiviti seni dan industri kreatif. Pelajar dikehendaki menyediakan dan menganjurkan sebuah pameran dalam skala yang sebenar.

Cetusan Inspirasi Pelajar Tahun Akhir (CIPTA) is part of the activity for the final year students that showcase the outcome of Final Year Project. This activity acts as a platform for students towards managing the arts and industry creative activities professionally. Students are required to prepare and organize an exhibition in a real-life scale.
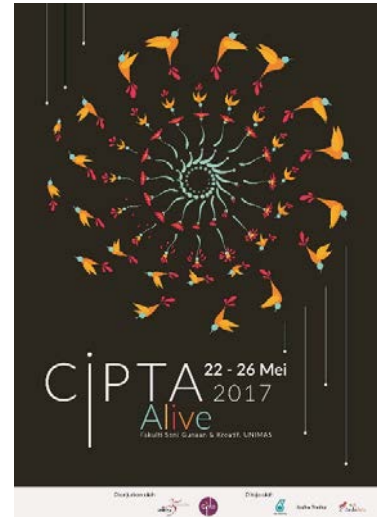
12 KEMUDAHAN PENGAJARAN & PEMBELAJARAN/

TEACHING AND LEARNING FACILITIES
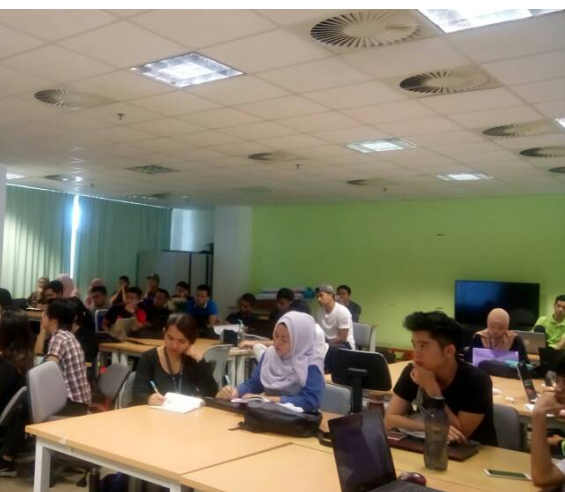
Kemudahan pengajaran dan pembelajaran terdiri daripada studio dan makmal khusus yang dilengkapi peralatan untuk seni halus, catan dan lukisan, fotografi, seramik, seni reka tekstil dan fesyen, seni reka grafik, seni reka perindustrian, seni reka animasi, studio rakaman video dan filem, studio rakaman muzik dan MIDI, sebuah panggung eksperimen dengan 300 tempat duduk, dan galeri pameran. Kemudahan makmal komputer yang ada pula seperti makmal multimedia, pasca-produksi, seni elektronik, animasi, seni reka grafik, CAD, video dan filem, dan MIDI.

Teaching and Learning facilities such as studio and lab with complete equipments for fine arts, photography, ceramic, textile and fashion design, graphic design, industrial design, animation design, video recording studio and film, music recording and MIDI. Besides that, there is the Experimental Theatre which accommodates 300 seats as well as an exhibition gallery. The faculty also has computer labs such as the multimedia lab, post-production, electronic art, animation, graphic design, CAD, video and film and MIDI labs.

13 KOD GANGGUAN SEKSUAL
SEXUAL HARRASEMENT CODE

Universiti Malaysia Sarawak (UNIMAS) mempunyai prosedur tertentu untuk menangani aduan mengenai gangguan seksual. Gangguan seksual didefinisikan sebagai kelakuan yang bersifat seksual yang tidak diundang, tidak disenangi mahupun dikehendaki. Kelakuan tersebut akan menyebabkan seseorang merasa jijik, terhina atau terancam. Gangguan seksual boleh dikategorikan dalam lima bentuk seperti berikut:

Universiti Malaysia Sarawak (UNIMAS) has in place, procedures to deal with complaints about sexual harassment. Sexual harassment is defined as uninvited, unwelcome, unwanted behaviour of a sexual nature, which makes a person feel offended, humiliated or intimidated. Sexual harassment manifests itself in five possible forms, namely:

Lisan/ *Verbal*	Contohnya, kata-kata dan jenaka berunsur lucah atau menjijikkan, komen, sindiran dan perbualan yang berunsur seksual. Eg. Offensive or suggestive remarks, comments, telling crude jokes, innuendoes, sexually explicit conversation
Bukan lisan/gerakan anggota badan *Non-verbal/Gesture*	Contohnya, pandangan yang menghairahkan, menjilat bibir dengan cara provokatif, isyarat tangan atau bahasa isyarat yang menandakan aktiviti seksual. Eg. leering, ogling with suggestive overtones, licking lips provocatively, hand signals or sign language denoting sexual activity.
Visual/ *Visual*	Contohnya, menunjukkan bahan-bahan lucah, gambar yang menjijikkan, lakaran atau tulisan berunsur seksual dan mendedahkan bahagian seks. Eg. showing pornographic materials, offensive images, drawing sex-based sketches or writing letters, sexual exposure.
Psikologikal/ *Psychological*	Contohnya, berterusan mengulangi jemputan sosial yang tidak disenangi. Eg. repeated unwanted social invitations, relentless proposals for dates and intimacy.
Fizikal/ *Physical*	Contohnya, kelakuan yang tidak senonoh seperti menyentuh, menepuk, mencubit, meraba, memeluk, mencium dan serangan seksual. Eg. Inappropriate behaviour such as touching, patting, pinching, stroking, brushing up against someone, hugging, kissing, fondling, sexual assault.

Universiti memandang isu dan masalah mangsa gangguan seksual ini dengan amat serius. Pelajar diminta supaya tidak mendiamkan diri sekiranya mengalami gangguan seksual seperti yang dinyatakan di atas. Keberanian anda akan membantu mencegah masalah ini dan menyelamatkan pelajar lain daripada menjadi mangsa. Sekiranya anda menghadapi masalah yang dianggap sebagai gangguan seksual, sila hubungi Mentor/Kaunselor/Penyelaras Program/Timbalan Dekan/Dekan atau sesiapa dikalangan staf universiti yang anda percayai. Semua pertanyaan dan aduan yang dibuat akan dirahsiakan dan

dipertimbangkan secara adil. Untuk maklumat lanjut tentang gangguan seksual, sila berhubung terus dengan Unit Integriti UNIMAS berkaitan:

  i. Tatacara aduan
 ii. Tanggungjawab penerima aduan (peringkat fakulti)
iii. Tanggungjawab penerima aduan (peringkat universiti)

The university takes the issue of victimisation very seriously. All enquiries and complaints are dealt with, confidentially and impartially. If you are experiencing a problem that you think might be sexual harassment, contact your mentor/ Programme Coordinator/ Deputy Dean/ Dean or trusted personnel in the university. For more details, please contact the UNIMAS Integrity Unit regarding:

  i. *Complaint Procedures*
 ii. *Responsibilities of the person who receives the complaint (faculty level)*
iii. *Responsibilities of the person who receives the complaint (university level)*

14 PERATURAN AKADEMIK IJAZAH SARJANA MUDA

ACADEMIC RULES FOR BACHELOR'S DEGREE

Untuk segala hal berkaitan peraturan-peraturan akademik sila rujuk Peraturan Akademik Ijazah Sarjana Muda.

For academic rules and regulations, please refer to Academic Rules for Bachelor's Degree.

http://www.bpps.unimas.my/images/AcademicRules/Peraturan_Akademik_Prasiswazah.pdf

SCAN ME

15 POLISI DAN KESELAMATAN FAKULTI
FACULTY WORKSHOP POLICY AND SAFETY

1. Sila pastikan anda SENTIASA MENGUTAMAKAN KESELAMATAN DIRI dan ORANG LAIN yang sama-sama menggunakan bengkel ini.
   Always beware of your own as well as others' safety while in the workshop
2. Sila pastikan anda sentiasa mematuhi arahan dan prosesdur yang telah diberikan.
   Please obey all given rules and procedures.
3. TIDAK DIBENARKAN menggunakan sebarang mesin yang besar dan merbahaya TANPA PENGAWASAN dan PENYELIAAN Juruteknik dan Tukang yang bertugas.
   Do not operate any large and dangerous machinery without the supervision and guidance of technicians and personnel in charge.
4. PASTIKAN anda menggunakan Alatan Perlindungan Peribadi yang betul dan sesuai ketika menggunakan bengkel.
   Ensure that you wear the right personal protective equipment while in the workshop.
5. Penggunaan KASUT BERTUTUP PENUH dan BERTUMIT RENDAH adalah SATU KEMESTIAN apabila memasuki kawasan bengkel. Seboleh-bolehnya GUNAKAN Kasut Keselamatan. Penggunaan SELIPAR atau SANDAL adalah DILARANG sama sekali.
   Wearing fully closed and low heel footwear is a must within the workshop area. At least have some safety shoes on. Slippers or sandals are prohibited.
6. TIDAK DIBENARKAN menggunakan BAJU BERLENGAN PENDEK atau SELUAR PENDEK apabila memasuki kawasan bengkel. Seboleh-bolehnya gunakan baju bengkel yang sesuai dan dibenarkan sahaja.
   Short sleeves or short pants are prohibited in workshop. Use appropriate Workshop attire ONLY.
7. Penggunaan Topeng (Mask) adalah SATU KEMESTIAN apabila memasuki kawasan bengkel ini.
   Wearing a mask is a must whenever inside the workshop.
8. Penggunaan Eyewear atau Goggle adalah SATU KEMESTIAN apabila melakukan kerja di dalam bengkel ini.
   The use of eyewear or goggles is a must whenever working inside the workshop.
9. Penutup Telinga hendaklah digunakan apabila mengoperasi mesin yang terlalu bising.
   Use ear protection whenever operating noisy machinery.
10. TIDAK DIBENARKAN menggunakan aksesori perhiasan seperti gelang, cincin dan sebagainya yang boleh membahayakan diri ketika menggunakan mesin.
    Do not use decorative accessories such as bangles, bracelets, rings etc. which may put you in danger while working with machinery.
11. TIDAK DIBENARKAN bergurau ketika menggunakan mesin.
    Do not play around while using the machines.
12. TIDAK DIBENARKAN makan atau minum di dalam kawasan bengkel.
    No food or drinks are allowed in the workshop area.

16 PLAGIAT/ PLAGIARISM

Plagiat ialah menciplak idea, kalimat atau maklumat tanpa mengiktiraf penulis asal dan mengakuinya sebagai hasil kerjanya sendiri. Universiti memandang serious perkara ini. Pelajar yang didapati memplagiat akan diambil tindakan.

Plagiarism is generally defined as the deliberate incorporation in an essay or paper or material drawn from the work of another person without proper acknowledgement. The university views plagiarism very seriously. Any student who is found to have plagiarized will be severely penalised.

"Creativity is just connecting things. When you ask creative people how they did something, they feel a little guilty because they didn't really do it, they just saw something. It seemed obvious to them after a while." – *Steve Jobs*

Sinopsis Kursus Faculty
Faculty Course Synopsis

GKA1023 Sejarah Seni/ Art History
Kursus ini menjelaskan kepada para pelajar berkenaan perkembangan sejarah seni dunia. Para pelajar didedahkan kepada sejarah perkembangan dunia seni dari zaman pra-sejarah sehinggalah abad ke-21. Para pelajar juga dijangka untuk mengenalpasti faktor-faktor yang menentukan kegemilangan dan kejatuhan tamadun-tamadun penting dalam sejarah seni yang membuka jalan kepada perkembangan kesenian dan budaya lain. Kursus ini bertujuan untuk membantu para pelajar dalam meneliti dan menakrif penghasilan karya seni dalam setiap tamadun yang telah wujud.

This course introduces and defines the world art history and its development from the pre-historic time to the 21st Century AD. Students are required to recognize factors that determine the course of each existing civilization and to match and relate that development to how art and its creation are perceived and interpreted.

GKA1123 Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts
Kursus ini memperkenalkan kepada pelajar konsep keusahawanan untuk industry kreatif. Ini termasuk mencari inspirasi keusahawanan, mewujudkan perniagaan keusahawanan dan mengembangkan perniagaan keperingkat seterusnya. Selain itu, kursus ini juga meneroka media social sebagai wadah digital untuk membina dan melibatkan penonton. Pelajar dikehendaki untuk merancang, melaksana dan menerangkan model perancangan mereka.

The course introduces students to the entrepreneurial concepts for the creative industries. This includes finding entrepreneurial inspiration, creating entrepreneurial business and growing business to the next level. In addition, the course explores online social media as a digital platform to build and engage with audiences. Students are required to plan, execute and explain their business model.

GKA2043 Metodologi Penyelidikan/ Research Methodology
Kursus ini dirangka untuk membantu pelajar membina satu kertas kerja penyelidikan. Pada masa yang sama kursus ini juga menyediakan pelajar ke arah projek tahun akhir. Pelajar akan didedahkan dengan semua aspek proposal penyelidikan seperti pengenalan, pernyataan masalah, gelintiran kesusasteraan, objektif kajian, hipotesis, signifikasi kajian dan kaedah penyelidikan.

This course is designed to assist students to develop a research proposal. It prepares the students towards their final year research project. Students will be exposed to all aspects of a research proposal such as its introduction, thesis statement, literature review, research objectives, hypothesis, research significance and research methods.

GKA2055 Latihan Industri/ Industrial Training
Melalui skim penempatan Latihan Industri ini fakulti berharap agar pelajar dapat menterjemahkan dan mempraktikkan bidang pengkhususan yang dipelajari ke dunia pekerjaan profesional. Skim ini memberi peluang kepada pelajar untuk bekerja dalam

situasi profesional dan mendapatkan pendedahan secara langsung dalam dunia pekerjaan sebenar sebelum bergraduat.

The Industrial Training scheme is intended to provide students with the opportunity to apply the knowledge and skills they learned in a truly professional environment. Through their attachment, students have the chance to gain exposure and first hand experience in working in professional situations before they graduate.

GKA3113 Perundangan Seni dalam Industri Kreatif / Arts Law in Creative Industry
Kursus ini merupakan asas mengenai harta intelek. Ianya merangkumi pengetahuan asas dalam sistem harta intelek yang berkaitan dengan penghasilan karya kreatif dan reka bentuk. Ia juga melengkapkan pelajar dengan pengetahuan dalam prosedur perlindungan pendaftaran harta intelek yang berkaitan kepada syarat-syarat perlindungan dan pengawalan kandungan dalam bidang seni dan reka bentuk. Antara tajuk yang dibincangkan termasuklah: paten, reka bentuk industri, hakcipta, cop dagangan dan undang-undang kontrak.

This is a fundamental course on intellectual property. It comprises basic knowledge in intellectual property systems, which involves arts and design creation. It presents knowledge of procedures in intellectual property registration protection, art and design contents control and contract protection. Some of the topics include patents, industrial design, copyright, trademark and legal contract.

FINE ARTS COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL 123 CREDITS
Band 3-6 MUET

70 CREDITS — FACULTY/ PROGRAMME CORE

TOTAL 127 CREDITS
Band 2 MUET

19 CREDITS — ELECTIVES/ OPTIONAL

PROGRAM SENI HALUS (UW6211001)/
FINE ARTS PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKV1033 Asas Fotografi / Basic Photography

Pelajar akan didedahkan pada tatanama dan asas pengunaan alat-alat dalam penghasilan gambar. Kefahaman yang sistematik akan dapat pelajar untuk memahami dan tindakan yang diperlukan untuk mengatasi kelemahan dan memahami kekuatan akan visual yang dirakam. Bukan sahaja dalam aspek-aspek teknikal mengambil dan mencetak gambar tetapi mereka juga diajar akan estetik imej. Selain praktikal fotografi mereka akan juga didedahkan kepada perniagaan dalam menjana pendapatan dari amalan mereka.

The students will be exposed on the nomenclature and basic fundamental on using the tools in producing photographs. The systematic understanding will able the students to understand and the action needed to overcome this shortcoming and the strength of the visual taken. Not only the technical aspects of taking and printing photographs but they are also taught the aesthetic of the images. Beside the practicality of photography they are also being exposed on the business in generating income from their practices.

GKV1043 Seni Digital / Digital Art

Kursus ini memberi kefahaman dan pengetahuan kepada pelajar mengenai penggunaan peralatan media digital seperti komputer, mesin pengimbas dan mesin pencetak dalam menghasilkan karya seni. Pelajar mempelajari cara-cara mengimbas, menyimpan, memproses dan memanipulasi imajan dan data, melalui penggunaan perisian suntingan imajan. Latihan kemahiran digital dan teknologi dalam seni visual berasaskan studio menjadi teras kursus ini.

This course provides students the knowledge and understanding about the usage of digital media equipments such as computer, scanner and printer in creating an artwork. Students will also learn tobscan, store, process and manipulate images or data using image editing software. Studio based digital and technology in visual art practice becomes the core of this course.

GKV1263 Analisa Visual / Visual Analysis

Kursus pengenalan yang menekankan asas melihat ke atas elemen seni tampak, prinsip rekaan dan permasalahan dalam lukisan dan rekaan. Kajian fundamental yang merangkumi pengetahuan berkenaan dengan elemen seperti garisan, rupa, warna, jalinan, bentuk dan ruang. Prinsip-prinsip yang berhubungkait dengan elemen-elemen ini juga dibincangkan. Latihan studio mendedahkan pelajar kepada disiplin-disiplin kerja seterusnya membina kefahaman persepsi, Kepekaan kritikal dan teknikal dalam amalan seni.

This course emphasized the basic in observing the element of visual art, principle and problems in drawing and designing. Fundamental research in this course includes lines, shape, colour, form and space that are inter related with each to another. Studio works expose the students to the working discipline in building the understanding of perception, critical awareness and technical aspects in art.

GKV1273 Asas Seramik / Basic Ceramic

Memperkenalkan pelajar dengan komponen tanah liat, jenis tanah liat, bahan – bahan asas seramik, pengetahuan am tentang gerlis dan formulasinya serta pelbagai jenis pembakaran. Mereka diajar tentang proses dan teknik asas pembuatan tangan. Selain dari itu, pengenalan dari segi sejarah seramik di Malaysia dan juga luar negara turut diberi. Penyediaan kimia gerlis juga diajar. Akhirnya pelajar didedahkan dengan penggunaan pembakaran tanur elektrik.

Introduction to students of the components of clay, types of clay, basic materials of ceramics, basic knowledge of the making of ceramics process and various types of ceramics firing techniques. This course emphasis on the knowledge and techniques of basic ceramics form design. The students will also be exposed to the development of ceramics art in Malaysia.

GKV1073 Media 3 Dimensi/ 3-Dimensional Media

Kursus ini memberi pendedahan kepada para pelajar untuk memahami dan mempraktik pelbagai media pilihan dalam penghasilan karya 3 dimensi. Media

pilihan merangkumi bahan semulajadi dan juga sintetik. Para pelajar digalakkan memilih teknik-teknik yang bersesuaian dalam penerokaan media mereka. Diantara teknik-teknik yang digunakan ialah acuan, press-mould, kimpalan, ukiran(carving) dan sebagainya

This course gives the exposure to the students to understand and practice the various selected media in producing 3-dimensional artworks. Selected media is made up from natural and synthetic resources. The students are encouraged to select appropriate technique in exploring their medium. Among the techniques are press-mould, wielding, carving and others.

GKV1093 Sejarah Seni Moden/ Modern Art History
Kursus ini memberi penekanan kepada aliran seni moden yang membawa kepada kefahaman akan kepelbagaian aliran-aliran seni Barat yang telah mempengaruhi arah tuju seni dunia. Ia lebih menjurus kepada perkembangan seni kentemporari.

This course will emphasized the knowledge about the modern art movements that leads to the understanding of various western art movements that have given the impacts to today's art direction. Thus, the art direction moves towards expansion of contemporary art.

GKV1283 Video Digital Eksperimental/ Experimental Digital Experimental
Kursus ini memperkenalkan pelajar dengan terminologi asas seni video dan teknologi yang terlibat di dalam penghasilannya. Ia merangkumi pengetahuan asas berkaitan seni video, format video dan bunyi, kaedah rakaman dan suntingan, serta aplikasi terkini dalam definisi digital yang lebih menjurus kepada amalan seni halus. Kerja kursus lebih menjurus kepada latihan praktik yang boleh digunakan untuk tujuan integrasi dengan modul seni visual yang lain.

This course introduces students to basic terminology of video art and technology that involved in its production. It covers basic knowledge related to video art, video and sound formats, methods of recording and editing, and applications of technology in the latest definition of digital practice in fine art approach. This course work is based on practical training that focused on integration with other visual arts modules.

GKV2113 Media Dan Proses/ Media and Process
Kursus ini mendedahkan para pelajar kepada kajian ke atas penggunaan media dan proses dalam seni

tampak sezaman. Para pelajar akan diperkenalkan konsep dan aturan gubahan yang melibatkan kepentingan penerokaan bahan, bahantara dan teknik di dalam penghasilan karya seni. Para pelajar digalak menghasilkan siri-siri eksperimentasi meliputi gubahan 2 dan 3 Dimensi bagi menyelidik reaksi dan interaksi antara pelbagai media konvensional dan bukan konvensional dengan luahan artisik (artistic expression). Menerusi siri-siri eksperimentasi yang dihasilkan, para pelajar dapat membuat pilihan bagi memutuskan kesesuaian penggunaan bahan dan bahantara dalam pengolahan idea dan visi artistik individu.

This course exposes students with experimentation of media and its processes in the context of contemporary visual art. The students will be introduced with concept and compositing media which involved materials exploration, medium and techniques in producing artworks. The students are encouraged to produce series of experimental works involving conventional and non-conventional medium ranging from 2 and 3 dimensional composition studies in observing its reaction and interaction. Through series of experimentation that will be conducted, students will have an option to decide the most suitable materials and medium in creating their artworks.

GKV2293 Seni Visual Malaysia/ Malaysian Visual Arts
Kursus ini memperkenalkan kepada pelajar tentang sejarah dan perkembangan seni visual di Malaysia dari tahun 1930-an hingga yang terkini. Kandungan kursus ini merangkumi isu dan idea Akar-Akar Peribumi, genesis Seni Moden Malaysia yang berubah-ubah, penerimaan Seni Islam dan Realiti Mistik (Mystical Reality), persoalan identiti, nasionalisme, isu-isu kontemporari dan generasi media baru yang dihasilkan oleh kebanyakkan artis. Pelajar akan memahami dan menyampaikan pandangan kritis, menganalisis dan menilai pelbagai bentuk seni kontemporari oleh seniman dari seluruh dunia. Selain itu, kursus ini mengkaji hubungan antara idea, material dan proses yang dilalui artis dan bagaimana keadaan politik, sosial dan / atau budaya kontemporari membentuk pemikiran seni visual Malaysia sehingga ke hari ini.

This course introduces students the history and development of Malaysian Visual Art from the 1930s to contemporary art. The content of this course included the issues and ideas of Akar-Akar Peribumi, the changing genesis of Malaysian Modern Art, the acceptance of Islamic Art and Mystical Reality, the question of identity, nationalism, contemporary issues and the generation of new media produced by

many artists. Students will learn and communicate critical observations, analyze and evaluate diverse forms of contemporary art by artists from around the world. This course examines the connections between the artist's ideas, materials, processes and how contemporary political, social and/or cultural circumstances shape Malaysia Art Now.

GKV2303 Pengenalan Seni Elektronik/ Introduction to Electronic Arts
Kursus ini akan mendedahkan para pelajar kepada pengetahuan dan kemahiran asas penggunaan media elektronik/digital dalam konteks amalan seni halus kontemporari. Para pelajar akan melaksanakan beberapa projek berasaskan penggunaan makmal komputer secara intensif disamping pendedahan kepada sejarah dan latarbelakang penggunaan media elektronik dalam seni halus sebagai sokongan teori.

This course will expose students with knowledge and basic skills in using electronic/digital media in the context of contemporary fine art practice. Students will intensively carry out computer based studio projects and concurrently will be exposed to theoretical aspects based on history and background of electronic media usage in fine art approach.

GKV2133 Studio Seni Halus/ Fine Art Studio
Kursus ini memberi pilihan kepada pelajar untuk disiplin Seni Halus mengikut kecenderungan dan minat pelajar. Ia memberi peluang kepada pelajar untuk memilih disiplin Seni Halus seperti catan, cetakan, arca (kajian 3 dimensi), fotografi dan seni elektronik. Pelajar-pelajar digalakkan menjana idea berdasarkan kepada penyelidikan individu untuk menghasilkan karya-karya akhir. Penguasaan pelajar terhadap disiplin dalam bidang masing-masing ditekankan pada peringkat ini.

This course is a platform to students to finalized their major either in painting, print making or electronic arts, according to the inclination and interest. The students are encouraged to build ideas based on individual research in producing final artworks.

GKV2134 Studio Seni Halus Lanjutan/ Advanced Fine Art Studio (Requisite GKV2133 Studio Seni Halus)
Kursus ini merupakan lanjutan daripada kursus Studio Seni Halus. Pelajar-pelajar digalakkan memperkembangkan idea mengikut disiplin pilihan dengan menekankan teori kritis dan kesempurnaan karya.

This course is a continuation of Fine Art Studio which encouraged students to expand their ideas accordingly to their niche areas that emphasized on theoretical aspect and perfectness on a dynamic artwork.

GKV2323 Teori Seni Kontemporari/ Contemporary Art Theory
Kursus ini memperkenalkan pelajar kepada wacana intelektual dan perbahasan yang mencirikan Seni Visual dalam dunia kontemporari. Antara topik yang paling menonjol adalah konteks untuk seni kontemporari, bentuk seni kontemporari, tema dan isu-isu dalam seni kontemporari. Setiap area yang tertakluk mencabar kita untuk mengkaji semula pemikiran kritikal dan menyoal siasat sejarah falsafah dan teori seni kontemporari. Ia memberi tumpuan kepada wacana, titik pandangan, perdebatan, kritikan dan kebolehan untuk mempertahankan idea-idea antara pelajar.

This course is designed to introduce students to the intellectually discourse and debates that characterize Visual Art in contemporary world. Among the most prominent topics are contexts for contemporary art, forms of contemporary art, themes and issues in contemporary art. Each of these subject areas challenges us to revisit our critical thinking and interrogate the history of philosophy and contemporary art theory. It focuses on discourse, point of views, argumentation, critics and the abilities to defend the ideas between the students.

GKV2143 Seni Elektronik Lanjutan/ Advanced Electronic Arts (Requisite GKV2303 Pengenalan Seni Elektronik/ Introduction to Electronic Arts)

Kursus ini akan melanjutkan pengetahuan dan kemahiran asas dari Pengenalan Seni Elektronik ke arah penghasilan karya seni halus kontemporari yang kritikal. Para pelajar akan digalak untuk menggabungkan secara kreatif dan inovatif penggunaan beberapa aplikasi utama untuk melahirkan ide dan konsep peribadi yang diusul. Para pelajar akan diminta mempertahankan kekuatan ide menerusi kefahaman analitikal terhadap beberapa teori, isu, kaedah dan pendekatan yang berkaitan dengan amalan seni elektonik kontemporari.

This course is a continuity of basic knowledge and skills from Introduction to Electronic Arts towards producing critical contemporary fine art works. The students are encouraged to combine creatively and innovatively the usage of several kinds of main application in creating idea and personal concept which had been proposed earlier. The students will be asked to defend their ideas through analytical comprehension of theories, issues, methods and

approaches regarding the contemporary practice of electronic arts.

GKV2153 Media Lanjutan/ Expanded Media

Kursus ini sebagai landasan bagi pelajar mencabar sempadan dan penyataan kaedah penyampaian tampak. Pelajar digalakkan memberi penumpuan kepada siri eksperimen yang menyeluruh secara praktikal. Kerja-kerja studio secara individu menggunakan pelbagai media di dalam kajian kreatif mereka melalui berbagai kombinasi media tradisional dan pengaruh dunia elektronik seperti slaid, transparensi, video, filem, komputer, seni interaktif, persembahan pergerakkan badan secara langsung atau rakaman. Menggabungkan bidang seni atau cabang yang sealiran bagi melaksanakan penguasaan bahan dan kaedah yang tidak terbatas.

This course is the platform for students to go beyond the boundaries and statement of visual communication. The students are encouraged to give attention to series of overall practical experiments. Individual studio works integrating various media in creative research through combination of traditional and influence of electronic media such as slides, transparency, video, films, and computers interactive arts, direct or recorded performing arts will be produced as an artwork.

GKV3183 Kritikan Seni Visual/ Visual Arts Critique

Kursus ini berteraskan kepada diskusi, wacana dan kritikan secara intelektual yang membincangkan perkembangan seni visual kontemporari sama ada dalam mahupun luar negeri, dari aspek teoretikal, praktikal dan alirannya; serta pendekatan yang dipelopori oleh karyawan seni dan juga pelajar. Ia juga berkonsepkan pembentangan, pandangan, hujahan, kritikan dan keupayaan mempertahankan idea/karya antara pelajar dengan golongan profesional seni visual ataupun artis dalam konteks wacana seni visual yang sebenar.

This course is based on intellectually discussion, discourse and criticism which focused on the development of contemporary visual arts in Malaysia or abroad theoretically and practically, and to study the flows and its approaches which had been pioneered by both artists and students. It focuses on presentations, point of views, argumentation, critics and the abilities to defend the ideas between students and artists in the context of real visual arts.

GKV3213 Seminar Seni Halus/ Fine Art Seminar

Kursus ini mengajak untuk berfikiran kritikal dengan penumpuan diberi terhadap analisa, interpretasi dan menilai terhadap seni kontemporari. Ini bagi membentuk pendekatan analitikal serta meningkatkan bakat (skill) teknikal dan konseptual dalam penulisan dan kritikan seni kontemporari. Pelajar juga didedah kepada pelbagai pandangan, pendapat dan proses kreativiti yang mungkin berbeza diantara pelajar. Pelajar merupakan komponen penting dalam membentuk satu suasana selesa dalam memberi pendapat dan pandangan mereka akan topik yang dibincang.

This course enable students to concentrate on analysis, interpretations and evaluations towards contemporary art. This will create an analytical approaches and to build up skills and conceptually in writings and contemporary art criticism. Students will be exposed to the different point of views and opinions for each. Students are the most important component in creating a comfortable environment while discussing topics.

GKV3253 Projek Tahun Akhir 1/ Final Year Project 1

Kursus ini memberi fokus terhadap komponen penyelidikan dan penyediaan untuk peringkat pra-penyelidikan kepada projek akhir sarjana muda. Para pelajar akan menjalankan projek penyelidikan berdasarkan topik pilihan dalam bidang berkaitan pengkhususan seni halus dengan bimbingan dan persetujuan penyelia akademik projek tersebut. Kursus ini juga bermatlamat untuk mengukuh keupayaaan pelajar membuat penyelidikan secara individu dalam mencari maklumat dan bahan-bahan untuk menyokong tajuk penyelidikan. Ia menekankan kepada aspek kreativiti dan inovatif, penganalisaan secara kritikal, pengurusan projek, penyelesaian masalah, aplikasi teknologi dan penemuan baru. Perlaksanaan kursus merangkumi penulisan kertas kerja, metodologi kajian, kajian literasi, analisa,perbincangan dan validasi data, serta penghasilan karya. Pada akhir kursus ini, pelajar perlu membentangkan progres penyelidikan melalui sesi penilaian.

This course focuses on the components of research and preparation for the pre-research to undergraduate final project. The student will undertake a research project on the topic of choice in the area of specialization of fine art with the guidance and approval from respective academic supervisor. The course also aims to strengthen the research capabilities of individual students in finding information and materials to support the research. It emphasizes the aspect of creativity, critical analysis,

project management, problem solving, application of technology and new discoveries. The implementation of the course include writing, research methodology, literature review, analysis, discussion and validation data, as well as production of artwork. At the end of this course, students will have to present the progress of the research through evaluation sessions.

GKV3244 Projek Tahun Akhir 2/ Final Year Project 2 (Pre-requisite GKV3253 Final Year Project 1)

Kursus ini adalah kesinambungan dari GKV3253 Projek Tahun Akhir I dan memberi fokus kepada penciptaan karya akhir melalui hasil dapatan penyelidikan. Penekanan turut diberi terhadap keupayaan pelajar menghubung dan mengaitkan penyelidikan mereka terhadap projek akhir yang dilaksanakan. Kursus ini turut melatih keupayaan pelajar menyelesaikan masalah di samping memupuk kebolehan berfikir secara kritikal dan analitikal dalam menyelesaikan cabaran yang berkaitan dengan perlaksanaan dan pengurusan projek. Pada akhir kursus ini, pelajar perlu membentangkan hasil penyelidikan dalam bentuk tulisan laporan ilmiah berserta pameran, di mana mereka diwajibkan lulus kedua-dua bahagian penulisan dan pembentangan projek untuk lulus keseluruhan kursus.

This course is a continuation from GKV3253 Final Year Project I and focuses on the creation of final artwork through research findings. This course also looks into the ability of students to connect and relate their research to the implementation of final project. This course also trains students' ability to solve problems and to instill the ability to think critically and analytically in solving the challenges associated with the implementation and project management. At the end of this course, students will have to present the results of research into academic writing reports together with exhibition, where they must pass both sections of the project to pass the entire course.

GKV3334 Etnografi Visual/ Visual Ethnography

Kursus ini mendedahkan pelajar dengan kaedah melihat dan merakam dalam konteks visual serta bunyi melalui penglibatan mereka dalam aktiviti di lapangan. Aktiviti yang dikaitkan merangkumi aspek kehidupan masyarakat ataupun etnik, begitu alam sekitar, sama ada dari segi sosial, budaya, ekonomi dan sebagainya. Pelajar akan memperolehi pengalaman secara sebenar di mana akan mengaplikasikannya ke bentuk visual mahupun bunyi yang dirakam seperti fotografi, video, catan, buku, jurnal serta pameran bagi dikongsi bersama dengan khalayak umum.

This course exposes students with observation and recording methods in the context of visual and sound through their involvement in the fieldwork activities. The activities consist of the society or ethnic living aspect, environment, social, culture, economic and so on. The students will get real experience from the application of recorded visual and sounds such as photography, video and painting to be shared with the viewers through creative publication and exhibition.

GKV3343 Bengkel Pelukis Tamu/ Visiting Artist Workshop

Kursus ini mengetengahkan kepada pelajar tentang aspek kerjaya dalam Seni Halus. Ianya melibatkan kelas dalam persekitaran seniman / studio / bengkel / komuniti yang dikunjungi, perbentangan seniman tamu, demonstrasi teknikal, kuliah, perkongsian seni, pembacaan, perbentangan pelajar, pengalaman kerja lapangan dan perbincangan teori dan estetika dengan pemerhatian berterusan terhadap isu-isu yang berkaitan. Objektif kursus adalah untuk mempersiapkan pelajar tentang amalan profesional dalam dunia Seni Halus yang bersesuaian dengan artis yang baharu di samping menyumbang kepada komuniti dan masyarakat setempat.

This course prepares students for the wide aspects of a career in the fine arts. Classes will be structured around visiting artist / studio / workshop / community, special guest presentations, technical demonstrations, lectures, art talks, readings, student presentations, a fieldwork experience and discussion of theory and aesthetic by continuous observation towards related issues. The course objectives are to prepare studio art majors for a professional practice in the Fine Art world as appropriate to an emerging artist and contribute to local community and society.

GKV3354 Lapangan Seni Kreatif / Creative Art Space

Kursus ini memberi tumpuan kepada penyediaan kemahiran asas dalam bidang keusahawanan dalam lanskap seni visual yang kreatif. Para pelajar juga akan didedahkan dengan pemikiran kritis dalam memasarkan karya seni atau perkhidmatan, dan mengkomersialkannya kepada khalayak umum. Pelajar juga akan belajar memulakan perniagaan seni visual kreatif melalui pengalaman pembelajaran secara kerja berkumpulan. Kumpulan kecil pelajar akan mengembangkan rancangan perniagaan yang komprehensif yang dapat digunakan untuk mengumpulkan wang hasil jualan karya seni mereka melalui pasaran seni konvensional dan atas talian. Proses pembelajaran berdasarkan pengalaman ditingkatkan dan diperbaiki lagi melalui perbincangan berkumpulan bersama penasihat kursus dan juga melalui persembahan lisan.

This course focuses on providing basic skills in entrepreneurship within the creative visual arts landscape. The students will also be exposed to think critically in marketing their artworks or services, and commercializing it to the public. Students will also learn to start up a new creative visual art business through team-based experiential learning. Small teams of students will develop a comprehensive business plan that can be used to raise money from selling their artworks through conventional and online art market. The experiential learning process is enhanced and improved through team meetings with course advisors and oral presentations.

Kursus untuk bidang pilihan dalam Program Seni Halus / Optional Courses for Fine Arts Programme
Seni Halus Paduan / Integrated Fine Art

GKI1013 Media Cetakan Seni Halus/ Fine Art Printmaking
Kursus ini memperkenalkan disiplin cetakan seperti cetakan timbulan (relief), cetakan sutera saring(screen printing) dan cetakan digital(digital printmaking). Pelajar digalakkan membuat eksplorasi dan eksperimentasi teknik- teknik dalam seni cetakan. Sokongan fotografi, aplikasi komputer dan lain-lain pelantar digital diutamakan dalam perlaksanaan kursus ini.

This course introduced the print making discipline, such as relief print, screen printing and digital printmaking. The students are encouraged to explore and experiment the techniques of print making. Photography, computer application and another digital mediator are main supported in result of the implementation of this course.

GKI2023 Media Paduan I/ Integrated Media I
This course highlights the principles and techniques used in painting. It is also focuses on the problems in preparing the tools, surface and media in painting. The course also emphasized research on the relationship between value and colours, unity and space through application of technology. This course also focuses on research in style and techniques in painting in relation with community engagement.

Kursus ini merupakan asas dalam memahami prinsip dan teknik catan. Menumpukan perihal permasalahan persediaan peralatan/permukaan dan media. Ia menekankan penyelidikan hubungan nilai dan warna, kesepaduan gubahan dan hubungan ruang melalui aplikasi teknologi. Tumpuan kursus ini juga adalah terhadap kajian gaya dan teknik dalam seni catan dan hubungannya dengan komuniti.

GKI2034 Media Paduan II/ Integrated Media II
Kursus ini diperkenalkan untuk memberi kefahaman terhadap konsep estetik Bentuk 3-D dan ruang serta kefahaman terhadap proses-proses penghasilan Bentuk 3-D, iaitu, kaitan hubungan di antara teori pensejarahan, latihan pengamatan melalui lukisan-lukisan awalan sebagai visi individu serta latihan berdasarkan pengalaman dalam mengendalikan bahan. Kemahiran pengendalian bahan sebagai media yang dipilih dan kaedah-kaedah penghasilan yang bersesuaian seperti peralatan, teknik dan kaedah-kaedah proses penghasilan melalui latihan-latihan praktikal di studio juga diberi penumpuan.

This course is an extension of Mixed Media that gives the understanding of integrating medium in creating 2 and 3-Dimensional artworks. Studio based practice method is the main focus in this course as it will equipped students with skills in handling tools and techniques. The integration of multi disciplinary fine art approach and technology will be the platform to create artworks.

Kursus untuk bidang pilihan dalam Program Seni Halus / Optional Courses for Fine Arts Programme
Seni Elektronik dan Media Baru / Electronic Art and New Media

GKF1113 Visualisasi Bunyi / Sound Visualisation
Kursus ini memperkenalkan pelajar kepada terminologi asas bunyi melalui kaedah mendengar dan menerjemahkannya ke dalam bentuk visual. Ia akan disintesis dan diaplikasikan dalam konteks seni visual. Ini juga melibatkan aspek-aspek deria pendengaran, yang akan digabungkan dengan penggunaan teknologi dan pengkomputeran terkini. Projek pelajar melibatkan kerja secara langsung dalam pelbagai instrumen dan perisian komputer. Pelajar akan bekerja secara individu atau berkumpulan dan menghasilkan karya berlandaskan visi dan konsep yang dicipta.

This course introduces students to the basic terminology of sound through listening methods and translates them into visual forms. It will be synthesized and applied in the context of visual art. It also involves aspects of the sense of hearing nature, that will be combined with the use of recent technology and computing. Student projects involve hands-on work on a variety of computer instruments and software. The student will either work individually or as a member in a team and be expected to have a vision or concept they are driven to create.

GKF2123 Seni Media Interaktif/ Interaktive Media Art

This course will examine the theoretical concepts of interactive media in the art and science perspective, as well as develop practical skills needed to implement these concepts using recent technologies. Topics include high and low-level computer programming, applications, understanding basic electronics devices and systems in creating innovative and creative artwork. Students will create artworks that deal with real and virtual installations, control, and integrate live performance interactions with graphics, video, and sound that showcase aesthetic value of art, science, and technology.

Kursus ini akan mengkaji konsep teori media interaktif dalam perspektif seni dan sains, serta mengembangkan kemahiran praktikal yang diperlukan dengan menggunakan teknologi terkini. Topik merangkumi pengaturcaraan komputer, aplikasi, tahap tinggi dan rendah, memahami alat dan sistem elektronik asas dalam membuat karya seni yang inovatif dan kreatif. Pelajar akan menghasilkan karya seni yang berkaitan dengan pemasangan sebenar dan maya, mengawal, dan mengintegrasikan interaksi persembahan langsung dengan grafik, video, dan suara yang mempamerkan nilai estetika seni, sains, dan teknologi.

GKF2134 Fotografi Dalam Air/ Underwater Photography

Tujuan kursus ini adalah untuk memberi pendedahan dan menunjukkan cara yang betul untuk menggunakan peralatan bawah air seperti fotografi digital dan alat videografi untuk merakam kehidupan laut. Pelajar juga akan diajar mengenai prosedur selaman skuba dan cara penggunaan peralatan skuba yang betul untuk memastikan penyelaman bawah laut yang selamat di bawah bimbingan penyelam profesional. Pelajar juga akan belajar bagaimana menghasilkan karya seni bawah laut yang kreatif melalui platform digital dan dalam talian yang menekankan kepentingan memelihara warisan syurga bawah laut.

The purpose of this course is to give exposure and to demonstrate the proper way of using underwater imaging equipment such as digital photography and videography devices in capturing images of ocean life. Students will also be taught on scuba diving procedures and correct ways of using scuba equipment's in ensuring safe underwater diving under the guidance of professional divers. Students will also learn how to produce creative underwater visual storytelling artwork through digital and online platforms that highlights the importance of preserving underwater paradise heritage.

GKK2153 Pemodelan 3-D / 3-D Modelling

Kursus ini mendedahkan kepada para pelajar untuk memperoleh pemahaman yang kompeten dan mengenal pasti pelbagai bahan, alat, dan aplikasi praktikal di bengkel dan studio. Pemodelan 3-D akan diperkenalkan kepada para pelajar dengan menggunakan pelbagai praktis teknik terkini. Di akhir kursus ini, pelajar akan dapat menunjuk dan mempersembahkan kemahiran yang dipelajari melalui projek pemodelan 3-D.

This course exposes the students to gaining a competent understanding and identifying various materials, tools, and practical applications in the fine art workshops and studios. 3-D modelling will be introduced to the students using various techniques in today's practice. Towards the end, the students will be able to show and present the skills through projects on 3-D modelling.

GKK2163 Studio 3-Dimensi / 3-Dimensional Studio

This course introduces 3-Dimensional Art with a basic understanding of 2-Dimensional Art which consists of various disciplines. This fundamental understanding is strengthened by examples from the local craftworks which have their own aesthetic value. Research and development of ideas will be carried out through the appreciation of these arts. The students will develop creative artwork through various methods of executions. The produced artwork will be presented in an art exhibition to be evaluated and published in the current art scene.

Kursus ini memperkenalkan seni 3-Dimensi dengan pemahaman asas seni 2-Dimensi yang terdiri daripada pelbagai disiplin ilmu. Pemahaman asas ini diperkukuhkan oleh contoh-contoh karya kraf tempatan yang mempunyai nilai estetika tersendiri. Penyelidikan dan pengembangan idea akan dilakukan melalui penghayatan seni. Pelajar akan mengembangkan karya seni kreatif melalui pelbagai kaedah pelaksanaan. Karya seni yang dihasilkan akan dipersembahkan dalam pameran seni untuk dinilai dan diterbitkan dalam arena seni semasa.

GKK2174 Studio 3-Dimensi Lanjutan / Advanced 3-Dimensional Studio

Kursus ini adalah kesinambungan Studio 3-Dimensi, di mana pelajar akan mengembangkan analisis formal kritikal khusus pada Seni 3-Dimensi dalam disiplin yang berbeza. Kepentingan menghayati estetika kraf tempatan dan kursus ini akan menumpukan perhatian

kepada kepelbagaian seni terkini yang mempunyai pengaruh terhadap arena seni semasa. Dari pemahaman kritis terhadap seni rupa semasa, pelajar akan meneroka dan mengembangkan idea-idea di mana kaedah pelaksanaan akan dikembangkan menjadi karya seni akhir pelajar. Karya seni ini akan dipersembahkan sebagai hasil pameran seni yang akan dinilai dan diterbitkan dalam arena seni semasa.

This course is the continuity of the 3-Dimensional Studio, where students will develop critical formal analysis specifically on 3-Dimensional Arts in different disciplines. It is important to concentrate on appreciating the aesthetics of local crafts and this course will concentrate on the diversity of the recent arts that has an influence on the current art scene. From the critical understanding of the current art scene, students will explore and develop ideas as to where the methods of execution will be developed into the final artwork of the student. This artwork will be presented as the result of an art exhibition to be evaluated and published in the current art scene.

DESIGN TECHNOLOGY COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL **123** CREDITS
Band 3-6 MUET

68 CREDITS — FACULTY/ PROGRAMME CORE

TOTAL **127** CREDITS
Band 2 MUET

21 CREDITS — ELECTIVES/ OPTIONAL

PROGRAM TEKNOLOGI SENI REKA (UW6214001) /
DESIGN TECHNOLOGY PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKT1014 Elemen dan Prinsip Seni Reka / Elements and Principles of Design
Objektif utama kursus ini adalah untuk memperkenalkan elemen dan prinsip reka bentuk kepada para pelajar, Kursus memberi eksplorasi, eksperimen dan penggunaan elemen reka bentuk seperti garisan, bentuk, ruang, tekstur, nilai dan warna. Pelajar akan mempelajari keupayaan untuk memanipulasi elemen asas reka bentuk menggunakan teknik dan prinsip visual seperti keseimbangan, perpaduan, harmoni, pergerakan, penekanan, irama dan sebagainya.

The main objective of the course is to introduce to the students on the elements and principles of design. The course provides in detail on exploration, experimentation and the use of design elements such as lines, shapes, form and space, texture, value and colors. Students will develop the ability to manipulate basic elements of design using visual techniques and principles such as balance, unity, harmony, movement, emphasis, contrast and rhythm.

GKT1023 Kajian Visual untuk Pereka/ Visual Studies for Designers
Kursus ini direkabentuk untuk mendedahkan pelajar kepada pemahaman kajian visual. Pelajar akan mempelajari terma baru untuk menggambarkan ciri-ciri formal prosedur kajian visual. Kursus ini juga akan memberi penekanan konsep-semula bahan-bahan visual, proses mengumpul/ mencipta bahan visual, kaedah pengkodan dan analisis data visual. Kursus ini juga akan menerokа pelbagai kaedah untuk melapor bahan visual dengan memberi peluang untuk mengeksplorasi reka bentuk yang praktikal.

This course is designed to provide the students with an understanding of the diverse ways to conduct visual studies. The students will acquire a vocabulary to describe formal properties of visual studies procedures. The course also will emphasize on the re-conceptualization of visual materials, the process of collecting/ creating visual materials, methods for coding and analysing visual data. The course will explore techniques in reporting visual materials with opportunities for practical design exploration.

GKT1033 Asas Teknik Visualisasi/ Basic Visualization Technique
Kursus ini memfokuskan kepada aktiviti bagaimana untuk merancang, melakar, mewarna dan mempersembahkan lukisan secara professional. Latihan studio mendedahkan pelajar kepada disiplin-displin kerja dengan menunjuk ajar tentang perspektif, membayang, pencahayaan dan perkara-perkara teknikal berkaitan lukisan.

This course focuses on hands-on activities on how to plan, sketch, colour and present work and drawing professionally. Studio works provide students to the working disciplines by teaching them about perspectives, shading, lighting and others technical aspect in the drawing.

GKT1043 Sejarah Seni Reka/ Design History
Kursus ini memperkenalkan para pelajar kepada perkembangan sejarah seni reka melalui garis masa bermula tahun 1800 sehingga abad ke-21. Pelajar juga akan belajar dan memahami kepelbagaian niche rekaan dan era dari sudut pergerakan, gaya dan figura. Di samping itu, kursus ini juga memfokuskan hubungan antara seni dan rekaan terhadap tren terkini reka bentuk.

The design history introduces students to variety of historical timeline of arts and designs from the 1800 to 21st century. Students will learn and understand the major movements, styles and figures from various design niche and eras. In addition, this course highlights the relationship between art and design toward current trend of designs.

GKT1053 Proses Reka Bentuk/ Design Process
Kursus ini bertujuan menyediakan pendedahan awal reka bentuk, manipulasi dan pembangunan idea melalui proses yang sistematik. Pelajar akan dapat memahami keperluan pengguna, pilihan rekaan dan sistem kerja pereka mengikut kesesuaian standard proses rekaan.

This course is intended to provide early exposure of design, manipulation and idea development through systematic process. Students will be able to understand consumer requirement, design preferences and designer working system according to standard design process appropriateness.

GKT1063 Media Digital/ Digital Media
Kursus ini memberi penekanan kepada penggunaan teknologi reka bentuk digital dalam penyelesaian ma salah komunikasi visual. Ia meliputi pengetahuan asa s dalam bidang komunikasi visual dan memberikan tumpuan kepada pemahaman aplikasi yang digunakan untuk menghasilkannya. Pelajar diberi peluang untuk mengaplikasikan pemahaman komunikasi visual melalui aktiviti role-play, perbincangan berkumpulan, projek individi/kumpulan dan juga tutorial makmal dalam menggunakan perisian pengimejan 2D.

This course emphasizes on the application of digital design technology in solving visual communication problems. It covers basic knowledge in visual communication and focus more on the understanding of the applications used to create them. Students are given opportunities to apply their understanding of these visual communications through role-play activities, group discussions, individual/group projects as well as lab tutorials in using 2D imaging software.

GKT1193 Tipografi/ Typography
Kursus ini memberi pemahaman tentang elemen da n asas tipografi yang perlu diterapkan dalam tujuan komunikasi visual. Ia meliputi latar belakang sejarah, perkembangan tipografi, fungsi, penggunaan, nilai, kemahiran teknikal,tipografi,dan reka bentuk susun atur.

This course gives an understanding of the element and principle of typography that should be applied in visual communication purposes. It covers history background, typography development, function, usage, value, technical skills, typographic terminologies, and layout design.

GKT2073 Reka Bentuk Berbantukan Komputer/ Computer Aided Design
Kursus ini mengajar pelajar prinsip dan aplikasi Reka Bentuk berbantukan komputer dalam produk dan sangat relevan dengan trend masa depan. Ia mengajar teori asas reka bentuk computer, tetapi yang paling penting mengajar pelajar kemahiran yang diperlukan untuk mereka bentuk menggunakan reka bentuk komputer. Kursus ini mengajar Langkah-langkah penting yang diperlukan untuk membangunkan produk dari konsep dengan reka bentuk komputer. Pelajar akan diajar arahan CAD asas, alat lukisn pelbagai dan Teknik dimensi.

This course teaches students the principles and applications of Computer Aided Design in product and is highly relevant to future trends. It teaches the underlying theory of Computer Aided Design, but most importantly teaches students the skills needed to design using Computer Aided Design. The course teaches the essential steps that one takes to develop a product from concept with Computer Aided Design. Students will be taught basic CAD commands, tools, multi-view drawing and dimensioning techniques.

GKT2083 Penjenamaan/ Branding
Kursus ini akan menyediakan pelajar dengan teori dan amalan reka bentuk identiti penjenamaan. Kursus ini bertujuan untuk memperkasakan pelajar dengan pengetahuan dan keupayaan untuk memahami dan menganalisis bidang identiti visual dan reka bentuk penjenamaan dengan mewujudkan identiti jenama, kempen dan pengurusan jenama yang komprehensif dari perspektif industri dan pengguna. Fokus utama kursus ini adalah untuk meneroka penciptaan pelbagai jenis tanda-tanda visual penjenamaan dan pemahaman mengenai aplikasinya yang lebih wajar untuk menonjolkan keunikan sesuatu jenama dengan strategi memisahkannya daripada kesesakan jenama di pasaran.

This course will provide students with the theory and practice of branding identity design. The course aims to empower students with the knowledge and ability to understand and analyze the fields of visual identity and branding design by establishing comprehensive brand identity, campaign and brand management from the perspective of industries and consumers. The main focus of the course is to explore the creation of different types of visual branding and understanding of its application that is appropriate to highlight the uniqueness of a brand by separating it from the crowds of brands in the market.

GKT2093 Koordinasi Warna dan Reka Bentuk / Colour Coordination and Design
Kursus ini menerangkan hubungan antara warna. Pelajar akan diajar teori warna, maksud warna, warna sebagai media komunikasi, perancangan sistematik warna, warna serantau dan warna dalam seni reka. Hasil akhir adalah pelajar akan menghasilkan warna berdasarkan elemen - elemen disebut.

This course explains the interrelationships between colours. Students will be taught colour theory in design, the meaning of colour, colour as a communication medium, a systematic colour planning, will discover regional color and also color in design. The main outcome the students will create colour preference based on these elements.

GKT2103 Strategi Komersial dalam Seni Reka / Commercial Strategy in Design

Kursus ini memberi pendedahan dan kefahaman dalam konsep pengkomersialan, organisasi dan perancangan kewangan dalam industri reka bentuk.

This course provides the details understanding of commercialization concept, design organization and financial plan in context of art and design field.

GKT2114 Fotografi Digital untuk Pereka / Digital Photography for Designer

Kursus ini memperkenalkan pelajar kepada teori asas fotografi, penggunaan kamera digital dan teknik fotografi. Modul pembelajaran memberi penekanan pada kemahiran teknikal dan praktikal dalam fotografi digital dan aplikasi dalam bidang komunikasi visual. Pelajar juga didedahkan kepada pengarahan sini dan manipulasi digital.

This course introduces students to basic photography theories, usage of digital camera and photography techniques. The module emphasis on the technical and practical skills in digital photography and the application in the fields of visual communication. Students are also exposed to the art direction well as digital manipulation.

GKT2203 Faktor Manusia dalam Rekabentuk / Human Factor in Design

Kursus ini memberi kefahaman terhadap perkaitan interaksi di antara manusia, mesin dan alam persekitaran termasuklah aspek keselesaan, keselamatan, saiz, sistem operasi alat dan barangan yang dikendalikan oleh manusia dan persepsi manusia. Pelajar akan diperkenalkan dengan kaedah penganlisaaan ergonomik terhadap reka bentuk yang sistematik

This course provides fundamentals of human, machines and environment interactions in the aspects of comfort, safety, size, machine operating system, man-handled equipment and human perception. Students will be introduced to an analysis method to evaluate ergonomic factor in design systematically.

GKT2213 Seni Reka Periklanan / Advertising Design

Kursus ini memberi penekanan terhadap strategi pembangunan kreatif dan konsep dalam periklanan. Penumpuan adalah kepada strategi pengiklanan, intergrasi di antara prinsip seni reka dan komunikasi visual, penyelidikan dan teknik-teknik penghasilan iklan dengan penggunaan media digital yang bersesuaian. Skop pembelajaran merangkumi semua medium komunikasi iaitu dari media cetak, web dan televisyen.

This course emphasizes on the creative and concept development strategy in advertising. Concentration is the advertising strategy, integration of the principles of design and visual communication, research and the techniques of advertising revenue with the use of digital media as appropriate. The scope of the study covers all the communication medium of print, web and television.

GKT3123 Projek Tahun Akhir 1 / Final Year Project 1

Kursus ini memberi tumpuan kepada komponen penulisan dan penyelidikan dan berfungsi sebagai peringkat konsep rekabentuk dan pembangunan idea untuk penyelidikan projek tahun akhir Ijazah Sarjana Muda. Pelajar akan menjalankan projek penyelidikan berdasarkan topik pilihan mereka dalam bidang Teknologi Senireka dengan topik yang jelas dengan kelulusan penyelia akademik. Kursus ini juga bertujuan mengukuhkan keupayaan pelajar untuk menjalankan penyelidikan secara berdikari dalam mendapatkan maklumat dan bahan-bahan untuk menyokong projek penyelidikan mereka. Diakhir kursus ini pelajar dikehendaki menyediakan cadangan kertas kajian dan perkembangan idea produk termasuklah lakaran dan karya kasar.

The course focuses on the writing and research component which serves as a design concept and idea development phases for the preparation of bachelor's degree final year's research and project. Students will undertake a research project on a topic of their choice within the field of design technology with clearly defined topic upon the academic supervisor's approval. The course also aims at strengthening the students' capability to conduct research and work independently in acquiring information and materials to support their research project. At the end of the course, students are required to prepare research proposal and ideation of the product in a form of sketches and mock-up.

GKT3133 Seni Reka, Budaya dan Masyarakat / Design, Culture and Society

Kursus ini menawarkan pengalaman pembelajaran kepada pelajar untuk melibatkan diri dengan rakan komuniti yang akan dikenal pasti. Dalam kursus ini, pelajar akan mengambil bahagian dalam aktiviti perkhidmatan komuniti berstruktur untuk memenuhi keperluan masyarakat. Pada akhirnya, para pelajar dan masyarakat akan mendapat manfaat daripada projek tersebut melalui pengalaman perkhidmatan dan pembelajaran.

The course offers an experiential learning to the students to engage with the identified community partners. In this course, the students will participate in a structured community service activity to meet

identified community needs. At the end, the students and the community will be mutually benefited from the project through service and learning experience.

GKT3144 Rekabentuk UX / UX Design

Kursus ini merangkumi asas-asas reka bentuk Pengalaman Pengguna (UX) dan menyediakan pelajar mengenai proses kehidupan, cabaran, alat dan model pengalaman pengguna. Pelajar akan diperkenalkan kepada prinsip UX, dalam mereka bentuk, menilai, melaksanakan dan mengukur UX. Pelajar akan belajar cara menerapkan konsep ini melalui kerja berpasukan yang berorientasikan projek. Pelajar juga akan terdedah kepada perisian yang digunakan dalam merekabentuk aplikasi mudah alih untuk memberikan interaksi yang lebih baik kepada pengguna.

This course will cover the fundamentals of User Experience (UX) design and provide students with insights into the real-life processes, challenges, tools and models of user experience. Students will be introduced to UX principles, to designing, evaluating, implementing and measuring UX. Students will learn how to apply these concepts through team-based, project-oriented. Students will also be exposed to the software used in designing mobile application to give a better interaction between the subject matter and the user.

GKT3163 Professional Praktis untuk Pereka / Professional Practice for Designers

Kursus ini memperkenalkan pelajar kepada amalan semasa dan memberikan pengetahuan mengenai amalan semasa, isu dan trend dalam industri seni dan kreatif Malaysia. Melalui ceramah intelektual dengan lawatan pereka, pakar dari pelbagai Seni Reka dan kreatif industri, ini akan memberikan pandangan kepada para peserta untuk mengambil bahagian dalam bidang ini. Pelaksanaannya ditunjukkan di dalam kelas dalam bentuk perbincangan dan kertas cadangan.

This course introduces students to the current practice and gives knowledge on the current practice, issues and trends in the Malaysian Design and creative industries. Through intellectual discourse with visiting designers, experts from the various Design and creative industries, this will provide insights to the participants on participating in this field. The implementations are demonstrated in class in a form of discussion and proposals.

GKT3174 Projek Tahun Akhir 2 / Final Year Project 2

Kursus ini memberi tumpuan kepada proses reka bentuk, konsep sehingga ke peringkat pembuatan produk akhir. Pelajar dikehendaki membentangkan projek mereka untuk memenuhi keperluan lulus minimum. Fokus utama kursus ini adalah untuk menguji keupayaan pelajar untuk mengaitkan dan mengintegrasikan penyelidikan ke dalam projek akhir mereka. Kursus ini juga akan memupuk kemahiran menyelesaikan masalah pelajar serta kemahiran berfikir kritikal dan analitikal yang berkaitan dengan pelaksanaan dan pengurusan proses reka bentuk dan pembuatan produk.

The course focuses on the design process, concept and production stages of the final year project. The students are required to present and defend their projects to meet the minimum passing requirement. The emphasis is on the students' ability to relate and integrate the research into their final project. The course will also develop students' problem-solving skills as well as their critical and analytical thinking skills relating to executing and managing their design process and productions.

GKT3183 Portfolio Seni Reka Digital / Digital Design Portfolio

Kursus ini memperkenalkan kepada Prinsip dalam Mengolah Portfolio yang berjaya, terutamanya apabila menghadapi cabaran dan isu dalam memperbaiki hasil kerja yang dapat memperlihatkan portfolio seni reka yang professional. Topik-topik termasuklah Asas dalam Penyediaan portfolio Profesional, Persembahan Resume dan Showreel yang Efektif dan juga Pembangunan Karier dalam Bidang Seni dan Seni Reka. Pelajar juga turut diberi peluang untuk mengaplikasikan pengetahuan berkaitan etika professional dalam pencarian peluang pekerjaan melalui aktiviti Role-play, diskusi berkumpulan dan juga penglibatan semasa ceramah jemputan. Kursus ini juga mengintegrasikan sesi kritikan berbentuk pemikiran yang kritikal terhadap isu terkini dalam pembangunan fail portfolio yang baru.

This course introduces the principles of developing a successful portfolio in focusing the challenges and issues of refining a body of design work that constitutes a professional design portfolio. Topics include fundamental preparation of a professional portfolio, presenting effective resume and show reel, and career development in art and design field. Students are given opportunities to apply their understanding of these aspects of professional ethics in job hunting through role-play activities, group discussions, and anticipate in guest speaker talks. The course also integrates critique sessions for critical vision of current issues in developing new portfolio pieces.

GKG1293 Infografik / Infographics

Kursus ini direka untuk melengkapkan pelajar deng an teori infografik, format, gaya dan proses seni reka yang akan membantu rekaan infografik yang menarik dan efektif. Pelajar akanan d idedahkan kepada pelbagai jenis perisian berasaska n industri untuk produksi infografik.

This course is designed to equip students with the infographic theories, format, styles and design process that will help to design engaging and effective infographics. Students will be exposed to various types industry- based software for infographic production.

GKG2203 Seni Reka Pembungkusan / Packaging Design

Kursus ini memberi kefahaman mengenai proses mereka bentuk pembungkusan, pengetahuan tentang elemen, fungsi, penghasilan reka bentuk pembungkusan dan juga melatih pelajar dalam kemahiran teknikal. Ia akan meliputi pelbagai aspek penghasilan pembungkusan yang melibatkan fungsi, bahan, rupa dan bentuk yang penting untuk melindungi, memelihara, menarik dan membezakan dari satu bungkusan yang lain.

This course gives understanding on the process of designing packaging, the knowledge on the element, function, packaging design production and also trains student the technical skills. This will cover various aspect of packaging development which involves function, material, form and shape that are important to protect, preserve, attract and differentiate from one packaging to another.

GKG2213 Seni Reka Gerak Grafik / Motion Graphic Design

Kursus ini memperkenalkan kepada pelajar Prinsip dalam Seni Reka Gerak, terutamanya cabaran dan isu persembahan visual untuk skrin untuk tatapan audien. Topik-topik yang akan dibincangkan adalah Asas dalam Proses Animasi, Prinsip dalam Seni Reka Gerak dan juga persekitaran 3D dalam Seni Reka Gerak Grafik. Kursus ini juga memerlukan pelajar mengetahui kemahiran dalam memanipulasi imej, bunyi dan juga video ke atas masa untuk televisyen mahupun filem. Pelajar-pelajar juga akan diberi peluang untuk mengaplikasikan pengetahuan mereka dalam bidang seni reka gerak grafik melalui aktiviti seperti Role-play, diskusi berkumpulan, projek individu dan berkumpulan, serta sesi tutorial makmal dalam pengunaan perisian pasca produksi yang digunakan oleh syarikat pasca produksi yang menerbitkan iklan TV, opening titles, TV identity dan sebagainya. Kursus ini turut mengintegrasikan sesi kritikan dalam persembahan sesuatu isu yang berkaitan senireka gerak grafik.

This course introduces the Principles of Motion Design, specifically the challenges and issues in visual presentation for screen design towards specific audience. Topics include Basic Animation Process, Motion Design Principles and 3D environment in Motion Graphics Design. This course also requires skills in image, sound and video manipulation over time for television and films or broadcast industry. Students are given opportunities to apply theirunderstanding of these aspects of motion graphics design through Role-Play activities, group discussions, Individual Projects as well as Lab tutorials in using software used in post production companies in producing TV commercials, opening titles, TV identity and so forth. The course also integrates critique sessions for critical vision of current motion graphics issues.

GKG3183 Produksi Seni Reka Grafik / Graphic Design Production

Kursus ini adalah bagi membina pemikiran pelajar ke arah penyelesaian permasalahan di dalam rekaan. Ia mendedahkan pelajar dengan strategi rekaan yang berkesan dan mengaplikasikan pengetahuan dan kemahiran produksi seni reka grafik di dalam projek-projek yang diberikan. Pelajar juga akan didedahkan dengan teknik serta proses pencetakan, penggunaan warna, penyusunan reka letak grafik dan penggunaan perisian asas industri dalam seni reka produksi.

This course is to develop students' design thinking skills towards the solution of problems in design. It introduces the students to effective design strategies and the application of knowledge and skills in graphic design production through projects given. Students will be exposed to techniques and printing processes, the use of colours, layout, selection and the use of industry-based software in graphic design production.

GKR1163 Seni Reka Perindustrian I / Industrial Design I

Kursus ini akan membina dan meningkatkan daya kreativiti dan imiginasi pelajar dalam mengkaji permasalahan bentuk 3-Dimensi. Pemahaman

kepada terma Seni Reka Perindustrian akan ditekankan melalui gabungan ceramah, latihan studio dan projek termasuk melakar, menderaf dan membina model.

This course will enhance and stimulate student creativity and imaginations through analyzing three-dimensional form. The understanding of Industrial Design term will be emphasized through a combination of lectures, studio exercises and projects: including sketching, drafting and model making.

GKR2213 Seni Reka Perindustrian II / Industrial Design II

Kursus ini memberi penekanan kepada faktor asas pasaran yang mempengaruhi reka bentuk dan keperluan pengguna. Pelajar juga akan diperkenalkan dengan kaedah menghasilkan rekaan yang inovatif serta hubungkait dengan bahan, struktur dan fungsi. Ianya juga meningkatkan kefahaman terhadap kaedah penyelidikan dan proses reka bentuk.

This course accentuates the marketing factors that influences the design and user needs. Students will be introduced with innovative design methods related to the choice of materials, structures and functions. The intention is to enhance students understanding towards research and design process.

GKR2233 Seni Reka Perindustrian Lanjutan I / Advanced Industrial Design I

Kursus ini memperkenalkan pengetahuan lanjutan berhubung proses reka bentuk melalui latihan tertumpu menekankan aspek-aspek formal reka bentuk dan produk semantik. Pelajar akan didedahkan kepada bidang kepakaran tumpuan, termasuk reka bentuk perabot, reka bentuk perkhidmatan, gelagat pengguna dan reka bentuk bagi kelestarian dan tanggungjawab sosial.

This course introduces on the further knowledge of design process through focused exercises emphasizing formal aspects of design and product semantics. Students will be exposed to specialty areas of concentration, including furniture design, service design, consumer behavior and design for sustainability and social responsibility.

GKR3293 Seni Reka Perindustrian Lanjutan II / Advanced Industrial Design II

Kursus ini melengkapkan pengetahuan pelajar melalui pendedahan kepada proses reka bentuk automotif. Pembelajaran reka bentuk automotif adalah berdasarkan kepada konteks perkembangan dunia automotif semasa. Perbezaan dalam teknik menjana lakaran 3D automotif dan keperluan lakaran

digital automotif digarap berdasarkan praktis industri automotif dunia. Perkaitan di antara Sejarah, Segmen automotif dan jenama pengeluar dapat membentuk daya inovasi pelajar dalam penghasilan reka bentuk yang selari dengan kehendak pasaran. Pemetaan kadar banding automotif berskala penuh melengkapkan cadangan akhir reka bentuk oleh pelajar. Ia kemudiannya diterjemahkan dengan penghasilan model berskala automotif beserta dokumentasi akhir bagi tujuan penilaian projek kursus.

This course complements student's knowledge through exposure to the automotive design process. Automotive design learning structure is based on the current context of the development of the automotive world. The differences in the technique of generating 3D sketches and digital automotive sketching and their requirements based on the standards set by the automotive industry. The relationship between history, the automotive segment and brand manufacturers can shape students' innovation in production in line with market expectations. Students will complete full-scale automotive mapping based on the final design proposals. Later, it will be translated to the production of automotive scale models as well as final documentation for the purpose of project course evaluation.

Kursus untuk bidang pilihan dalam Program Tenologi Seni Reka / Optional Courses for Design Technology Programme
Seni Reka Tekstil dan Fesyen / Textile and Fashion Design

GKL1073 Penggubahan dan Pemotongan Reka Corak Fesyen / Pattern Cutting and Fashion Draping

Kursus ini adalah bagi memperlengkapkan pelajar dengan asas yang kukuh terhadap proses penghasilan pola dan pembuatan pakaian mengikut standard industri fesyen.

The course aims to equip the students with the solid fundamentals of pattern cutting and apparel process according to the fashion industry standard.

GKL2273 Teknik – Teknik dan Proses Tekstil / Textile Techniques and Processes

Kursus ini bertujuan untuk memperkenalkan pelajar kepada aspek asas teknologi percetakan tekstil dan pelbagai proses yang digunakan dalam industri tekstil. Pemahaman pelbagai jenis serat semulajadi, buatan manusia dan gentian sintetik, serta teknik manual kepada teknologi terkini dalam pencetakan digital tekstil ditekankan dalam kursus ini.

This course aims to introduce students to the basic aspects of textile printing technology and various processes used in the textile industry. The understanding of various types of natural, man-made and synthetic fibers, as well as manual technique to the latest technology in textile digital printing are emphasized in this course.

GKL2303 Seni Reka Tekstil dan Fesyen Kreatif I / Creative Textile and Fashion Design I
Kursus ini menawarkan pengetahuan terperinci mengenai seni reka tekstil dan fesyen. Kursus ini juga akan mendedahkan kepada pelajar tentang penerokaan bahan, konsep dan teknik dalam mewujudkan dan menghasilkan seni reka dan produk inovatif.

This course offers the details knowledge about textile and fashion design. This course will also expose to the students on the materials exploration, concept and techniques in creating and producing innovative design and product.

GKL3313 Seni Reka Tekstil dan Fesyen Kreatif II / Creative Textile and Fashion Design II
Tujuan utama kursus ini adalah untuk memberi peluang kepada pelajar menjalankan eksplorasi dan eksperimentasi pelbagai teknik dalam bidang tekstil dan fesyen. Penekanan yang diberikan dalam kursus ini adalah pemahaman konsep asas teknik dan proses manipulasi dan rawatan pada fabrik dalam penghasilan rekaan produk yang kreatif dan inovatif,

The main concern of the course is giving the students a chance to do experiment and exploration on various techniques in textile and fashion design area. The course focuses on understanding the concept of basic techniques and process in fabric manipulation and treatment to create a creative and innovative product design.

MUSIC COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL **123** CREDITS
Band 3-6 MUET

97 CREDITS — FACULTY+ PROGRAMME CORE

TOTAL **127** CREDITS
Band 2 MUET

9 CREDITS — ELECTIVES

PROGRAM MUZIK (UW-6-212-001) /
MUSIC PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKM1013 Instrumen/Vokal & Ensembel I/ Instrument/ Vocal & Ensemble I

Kursus ini tertumpu sepenuhnya kepada pembelajaran memainkan alat muzik secara individu serta berkumpulan. Pelajar muzik akan didedahkan kepada teknik memainkan dua jenis alat muzik (major dan minor) dan menyanyi secara ensembel dalam koir.

This course focus entirely on learning to play musical instrument as an individual performer and in the group setting. Students will be exposed to playing techniques of two different types of musical instruments (major and minor) as well as singing in the choir as an ensemble.

GKM1043 Pengenalan Muzik/ Introduction to Music

Kursus ini mendedahkan pelajar kepada asas elemen muzik termasuk alat muzik, ritma, pic, harmoni, dinamik dan textur. Pelajar juga akan diperkenalkan kepada terminologi muzik.

This course introduces fundamental elements of music such as musical instruments, rhythm, pitch, harmony, dynamics and texture. Students will also be exposed to technical terms used in describing music.

GKM1083 Apresiasi Muzik/ Music Appreciation

Kursus ini memperkenalkan pelajar kepada sejarah muzik melalui apresiasi pendengaran pelbagai peradaban muzik. Kursus ini merangkumi elemen-elemen muzik seperti pengenalan alat muzik, dan genre muzik dari dari peradaban berbeza serta membina kemahiran pemikiran kritikal melalui penghayatan seni muzik. Pelajar akan dinilai melalui ujian apresiasi pendengaran dan peperiksaan bertulis.

Music Appreciation is an introductory course which furnishes the student with information on the basic elements of music and its major forms, genres, types of musical instruments and stylistic periods. This course will develop active listening techniques which focuses on the development of critical thinking skills and enhance students' ability to appreciate and understand music. Student will be evaluated through their appreciation (listening skills) as well as written exams.

GKM1293 Teori Muzik I/ Music Theory I

Kursus ini memperkenalkan pelajar kepada asas dan konsep teori muzik. Skop subjek termasuk sistem notasi muzik, ritma, time signature, key signature, skel major, minor dan pentatonik, intervals, triad, dan terminologi muzik dalam Bahasa Jerman, Itali dan French.

This course is an introduction to fundamentals and rudiments of music. This course will also explore the system of music notation, rhythm, key signature, major, minor and pentatonic scale, intervals, triad and musical terms and terminology in Italian, French and German.

GKM1303 Latihan Oral I/ Aural Training I

Kursus ini meliputi pendengaran dan aplikasi teori-teori muzik. Keupayaan pendengaran merupakan kemahiran asas dalam latihan muzik. Berdasarkan teori-teori muzik, pelajar akan diuji melalui kemahiran pendengaran.

This course covers both aural training and application on music theories. The ability of listening is a basic skill in music training. Based on the music theories, students' listening skills will be evaluated through music dictations.

GKM1313 Sejarah Muzik/ Music History

Kursus ini meliputi tamadun sejarah muzik yang meliputi zaman Medieval, Renaissance, Barok, Klasik, Romantik dan muzik di abad ke-21. Kandungan kursus ini meliputi kefahaman dan pengetahuan terhadap bentuk, sifat-sifat teperinci, sejarah perkembangan muzik mengikut zaman dan ciri-ciri penting dalam perkembangan muzik setiap zaman.

This course encompasses the various periods in music, from Medieval, Renaissance, Baroque, Classical, Romantic and all the way to 21st century music. The depth of this course covers the comprehension and knowledge of form, detailed characteristics, history of music development and the important milestones and achievements in each period.

GKM1323 Teori Muzik II/ Music Theory II
(Pra-Syarat GKM1293 Teori Muzik I)
Kursus ini adalah lanjutan daripada GKM1293 Teori Muzik 1. Pelajar akan diperkenalkan kepada konsep harmoni asas, jenis kaden dan progresi kod dalam 4 bahagian harmoni dan penulisan melodi dan iringannya. Pada akhir kursus, pelajar berkebolehan mengenalpasti progresi kod dalam angka romawi dan simbol kod, serta 4 bahagian harmoni dan penulisan melodi dan iringannya.

This is an advance course to GKM 1293 Music Theory I. Students will be introduced to concept of basic harmony, different types of cadences and chord progression to 4 part harmony and simple accompaniment writing. At the end of the course, students will be able to identify chord progression in roman numeral and chord symbol, harmonising in 4 part harmony in SATB form as well as writing melody and accompniment.

GKM1053 Instrumen/Vokal & Ensembel II/ Instrument/ Vocal & Ensemble II
(Pra-Syarat GKM1013 Instrumen/Vokal & Ensembel I)
Kursus ini adalah kursus lanjutan daripada GKM 1013 Instrumen/Vokal dan Ensembel 1. Kursus ini tertumpu sepenuhnya kepada pembelajaran memainkan alat muzik secara individu dan dalam kumpulan. Pelajar muzik akan didedahkan kepada teknik memainkan dua jenis alat muzik (major dan minor) dan koir.

This course is an extension of Instrument/Vocal and Ensemble I, focuses entirely on learning as individual performer and in an ensemble. Students will be exposed to the playing techniques of two types of musical instruments (major and minor) and Choir.

GKM1333 Latihan Oral II/ Aural Training II
(Pra-Syarat GKM1032 Latihan Oral I)
Kursus ini adalah lanjutan daripada GKM1303 Latihan Oral I. Ia meliputi pendengaran dan aplikasi teori-teori muzik. Bersandarkan teori-teori muzik, pelajar-pelajar diuji kemahiran pendengaran.

This course is an extension of GKM1303 Aural Training I. It covers both hearing and application of music theories. Based on the taught music theories, students' listening skills through music dictations will be tested.

GKM1343 Musical Instrument Digital Interface (MIDI)
Kursus ini akan memperkenalkan prinsip asas yang terdapat di dalam perkakasan serta antaramuka yang terdapat di dalam aplikasi MIDI, khususnya kaedah sequencing serta penyuntingan. Kandungan kursus akan meliputi prinsip asas perkakasan serta perisian MIDI, stesen kerja MIDI, operasi serta pengaturcaraan MIDI serta interaktiviti, dan penjujukan notasi muzik untuk aplikasi komposis muzik. Pelajar akan turut berpeluang untuk membuat aplikasi berkaitan dengan MIDI melalui projek secara individu atau berkumpulan dan penilaian akan dilakukan berdasarkan portfolio penjujukan komposisi melaui MIDI yang mereka hasilkan dan kemahiran pengunaan perisian dan perkakasan MIDI.

This course introduces the principles of Musical Instrument Digital Interface (MIDI) specifically on MIDI sequencing and editing. Topics include principles and techniques in MIDI hardware and software basics, MIDI workstations, MIDI performance language and interactivity and software techniques for sequencing. Students are given opportunity to apply their understandings of these principles and theories through individual and group projects. The course is assessed on portfolio of composition sequenced on MIDI as well as MIDI software and hardware proficiency.

GKM2333 Teori Muzik III/ Music Theory III
(Pra-Syarat GKM1323 Teori Muzik II)
Kursus ini memberikan pendedahan kepada kaedah menganalisis bentuk muzik mulai dari tahun 1600 hingga ke masa kini, menggunakan teknologi software: encore, sibelius, atau finale.

This course aims to expose the analytical ways for music form from year 1600 to current year, by using music software: encore, sibelius or finale.

GKM2103 Instrumen/Vokal & Ensembel III/ Instrument/ Vocal & Ensemble III
(Pra-Syarat GKM1053 Instrumen/Vokal & Ensembel II)
Kursus ini adalah kursus lanjutan daripada GKM 1053 Instrumen/Vokal dan Ensembel II. Kursus ini tertumpu sepenuhnya kepada pembelajaran memainkan alat muzik secara individu dan dalam kumpulan. Pelajar muzik akan didedahkan kepada teknik memainkan dua jenis alat muzik (major dan minor) dan koir.

This course is an extension of GKM1053 Instrument/Vocal and Ensemble II, focuses entirely on learning as individual performer and in an ensemble. Students will be exposed to the playing technique of two types of musical instruments (major and minor) and Choir.

GKM2323 Harmoni Moden/ Modern Harmony (Pra-Syarat GKM1323 Teori Muzik II)
Kursus ini mendedahkan cara menggabungkan kod (chord) daripada sebuah tangganada (scale), melalui penggunaan teknologi software: encore, sibelius atau finale.

This course reveals how to combine the chord from a scale, through the use of software technology: encore, sibelius, or finale.

GKV2303 Pengenalan Seni Elektronik/ Introduction to Electronic Arts
Kursus ini akan mendedahkan para pelajar kepada pengetahuan dan kemahiran asas penggunaan media elektronik/digital dalam konteks amalan seni halus kontemporari. Para pelajar akan melaksanakan beberapa projek berasaskan penggunaan makmal komputer secara intensif disamping pendedahan kepada sejarah dan latarbelakang penggunaan media elektronik dalam seni halus sebagai sokongan teori.

This course will expose students with knowledge and basic skills in using electronic/digital media in the context of contemporary fine art practice. Students will intensively carry out computer based studio projects and concurrently will be exposed to theoretical aspects based on history and background of electronic media usage in fine art approach.

GKM2313 Teknik Rakaman Studio/ Studio Recording Techniques
Kursus ini akan memperkenalkan prinsip teknik rakaman studio khususnya berkaitan dengan stesen kerja muzik berdigital. Kandungan kursus turut meliputi aspek teknik rakaman berdigital, latihan amali teknik rakaman studio, teori produksi muzik. Pelajar akan turut didedahkan dengan aspek penghasilan runut bunyi dan produksi muzik dengan menggunakan perkakasan rakaman studio professional, disamping turut membincangkan aspek nilai estetika dan teknikal sesebuah produksi kreatif. Segala aspek aplikasi yang dipelajari akan dinilai melalui portfolio hasil kerja individu dan berkumpulan.

This course introduces the principles of studio recording techniques specifically on digital audio workstations. Topics include principles techniques in digital music production, studio recording practice (practical) and audio theory of music production. The student will learn every aspect of sound design, studio design and music production using the fully equipped resources of a professional recording studio. The course also discusses key aesthetical and technical issues in current creative music production.

Students are given opportunity to apply their understandings of these principles and theories through individual and group projects.

GKM2153 Instrumen/Vokal & Ensembel IV/ Instrument/ Vocal & Ensemble IV (Pra-Syarat GKM2103 Instrumen/Vokal & Ensembel III)
Kursus ini adalah kursus lanjutan daripada GKM 2103 Instrumen/Vokal dan Ensembel III. Kursus ini tertumpu sepenuhnya kepada pembelajaran memainkan alat muzik secara individu dan dalam kumpulan. Pelajar muzik akan didedahkan kepada teknik memainkan dua jenis alat muzik (major dan elektif).

This course is an extension of GKM2103 Instrument/Vocal and Ensemble III, focuses entirely on learning as individual performer and in an ensemble. Students will be exposed to the playing technique of two types of musical instruments (major and elective).

GKM2183 Kajian dan Analisa Teori/ Research and Theory Analysis (Pra-Syarat GKM2333 Teori Muzik III)
Kursus ini memberikan pendedahan terhadap register, karektor dan spesifikasi pelbagai jenis alat muzik, baik secara solo mahupun secara campuran dalam sebuah karya standard.

This course provides exposure to the register, character and emphasize a variety of musical instruments, either solo or in mixture in a standard work.

GKM2183 Kajian dan Analisa Teori/ Research and TheoryAnalysis (Pra-Syarat GKM2333 Teori Muzik III)
Kursus ini memberikan pendedahan terhadap cara mengkaji dan menganalisa teori yang digunakan dalam ciptaan karya komposer seriusdan/atau lagu popular. Kursus ini merangkumi kajian dan analisa terhadap melodi, harmoni dan counterpoint, form serta orchestration.

This course provides the exposure of music compositions and its theory analysis which emphasizes on a composer's standard work(s) and/or music serious. This course covers the study and analysis of melody, harmony and counterpoint, form and orchestration

GKM2343 Muzik Electroacoustic/ Electroacoustic Music
Kursus ini akan memberikan pendedahan kepada aplikasi kreatif muzik berdigital seperti perkakasan dan perisian bagi menghasilkan satu komposisi muzik kreatif. Tumpuan khusus diberikan kepada penilai terhadap hasil karya komposisi muzik kreatif.

Ianya diberikan kepada dua bahagian utama, dimana bahagian pertama akan meliputi aspek perkembangan muzik electroacoustic dalam kurun ke-20 serta hasil karya yang dikategorikan sebagai rujukan utama, hasil karya komposer eropah. Bahagian kedua akan meliputi aspek penghasilan karya secara individu melalui platform berkomputer seperti komposisi muzik berasaskan algoritma, muzik generatif melalui perisian keykit, teknik penghasilan karya muzik electroacoustic dan teknik manipulasi bunyi. Penilaian akan berasaskan kepada portfolio secara individu dan hasil karya yang dhasilkan oleh pelajar.

This course provides an introduction to the creative uses of the resources, computer music software and hardware of the modern digital recording studio for the purposes of composition and to the development of creative musical ideas. Hence, the course is assessed on end product as composition rather than technical proficiency per se. The first part of the course covers an overview of the development of electroacoustic music in the twentieth century as well as selected repertoire in electroacoustic music with reference to european composers, meanwhile the second part of the course comprises of an individual project using audio sequencing software. The concepts of computer-based algorithmic composition and generative music (using keykit) and electro-acoustic music techniques, including real-time digital signal processing (DSP), are introduced. Assessment is by a portfolio and demo recording of work(s) completed during the term.

GKM3203 Instrumen/Vokal & Ensembel V/ Instrument/ Vocal & Ensemble V
(Pra-Syarat GKM2153 Instrumen/Vokal & Ensembel IV)
Kursus ini adalah kursus lanjutan daripada GKM 3203 Instrumen/Vokal dan Ensembel V. Kursus ini memfokus sepenuhnya kepada pembelajaran memainkan alat muzik secara individu serta berkumpulan. Pelajar muzik akan didedahkan kepada teknik memainkan major instrumen dan ensembel serta conducting.

This course is an extension of GKM2153 Instrument/Vocal and Ensemble IV, focuses entirely on learning as individual performer and in an ensemble. Students will be exposed to the technique of two types of musical instruments (major and elective) and Conducting.

GKM3363 Projek Tahun Akhir 1/ Final Year Project 1
Kursus ini membimbing pelajar menjalankan penyelidikan secara individu dan penghasilan sebuah karya muzik atau sebuah karya berbentuk installation. Pelajar akan dibimbing secara berterusan dengan topik yang telah disahkan oleh penyelia mengikut bidang pengkhususannya. Pelajar dikehendaki untuk membentang tesis pada Bab Satu atau kertas cadangan penyelidikan yang termasuk tinjauan literatur dan reka bentuk penyelidikan serta kaedah penyelidikan pada Bab Dua. Di dalam penulisan secara ilmiah (tesis) ini akan mengembangkan skil pelajar untuk menulis, berdiskusi akan kaedah-kaedah di dalampenyelidikan, analisa dan penemuan dapatan kajian. Penggunaan bahasa untuk penulisan tesis ini adalah samada di dalam Bahasa Malaysia atau Bahasa Inggeris.

This course prepares students to conduct an independent final year research and project work. Students will choose a research topic and integrate their ideas and research elements into a composition work or an installation work. Students will have a clearly defined topic which must be approved by the academic supervisor according to their specialization. On completion of the course, students are required to present a completed thesis of Chapter one or a proposal which include literature review and research design, and research methodology of Chapter Two. The academic written component (thesis) develops students' skills to write and discuss methods of research, analysis and findings. The thesis may be written in either English or Bahasa Malaysia.

GKM3294 Projek Tahun Akhir 2/ Final Year Project 2 (Pra-syarat GKM3282 Projek Tahun 1)
Kursus ini merupakan kesinambungan dari kursus GKM3282 Projek Tahun Akhir 1. Manakala, di dalam kursus GKM3294 Projek Tahun Akhir 2 ini, pelajar dijangka bekerja secara berdikari dan juga mengadakan perjumpaan bersama penyelia masing-masing. Pelajar akan berjumpa dengan penyelia yang telah ditetapkan dengan topik penyelidikan dalam Kursus GKM3282 Projek Tahun Akhir 1 yang telah dipersetujui. Pelajar juga dikehendaki untuk menghasilkan sebuah dokumen bertulis yang ilmiah (tesis) termasuk penghasilan sebuah komposisi atau karya seni yang mempunyai elemen penyelidikan dan kutipan data pada Bab Tiga serta perbincangan dan saranan yang terdapat pada Bab Empat dan Lima. Komponen penulisan secara ilmiah ini (tesis), merangkumi perbincangan akan kaedah penyelidikan, analisis dan penemuan (dapatan kajian). Pelajar juga dikehendaki untuk menghadiri ujian viva voce bagi memenuhi syarat-syarat untuk bergraduat.

This course is a continuation from GKM3282 Final Year Project I. In GKM3294 Final Year Project II, students are now expected to work independently as

well as have continuous meetings with their respective supervisors according to their major to work on a previously agreed topic of research in GKM3282 Final Year Project 1. Students are required to produce an academic written document (thesis) as well as a composition work or an installation work and data collection of Chapter Three, discussion and conclusion of Chapter Four and Five. The academic written component (thesis) incorporates a discussion of their methods of research, analysis and findings. Students are also required to attend a viva voce examination in order to fulfill the requirements to graduate.

GKM3334 Arranging Technique & Orchestration (Pra-syarat GKM2333 Teori Muzik III dan GKM2323 Harmoni Moden)

Kursus ini mendedahkan pelajar kepada gubahan karya muzik dalam bentuk tema dan variasi (theme and variation) untuk orkestra dan/atau koir yang bersumberkan muzik tradisional atau muzik rakyat tempatan, melalui aplikasi perisian. Kursus ini akan turut memberi ruang kepada pelajar untuk memantapkan penguasaan dan aplikasi harmoni, counterpoint, notasi muzik dan penyediaan skor.

This course exposes students to create musical arrangements in theme and variations form for orchestra and/or choir which are source from the local or traditional music or local folk music, using music software for musical application. This course is also aiming at to improve command of harmony and counterpoint, musical notation, and the presentation of scores and parts.

GKM3344 Projek & Produksi dan Persembahan Muzik/ Project and Music Performance Production

Kursus ini memberikan pendedahan cara menghasilkan sebuah produksi muzik. Pelajar akan dilibatkan secara teori dan praktikal.Pelajar akan diberi pilihan untuk menjalankan sesuatu projek pilihan salah satu atau gabungan daripada berikut iaitu, produksi muzik popular, persembahan atau muzikologi.

This course allows students to explore music making from a practical perspective with an emphasis on music production and performance. Students may choose to focus on either composition, recording, performance or any other creative works applications. Focus will be on the production of current popular music, creating and recording tracks using the University's high-quality recording facilities at FACA MIDI Studio. Students will also explore the analysis of popular music, including the multimedia nature of much popular music and its broader context. Students may choose to focus on either composition/recording of popular music, popular music performance, or popular musicology as their major project.

GKM3333 Instrumen/Vokal dan Ensembel VI/ Instrument/ Vocal & Ensemble VI
(Pra-syarat GKM3203 Instrumen/Vokal dan Ensembel V)

Kursus ini adalah kursus lanjutan daripada GKM3203 Instrumen/Vokal dan Ensembel V. Kursus ini menumpukan persediaan dan pelaksanaan pada hari Recital sebagai pemain muzik yang artistik. Selain daripada persembahan solo, pelajar diwajibkan untuk terlibat di dalam persembahan ensembel/band dan memimpin di dalam persediaan persembahan tersebut. Di samping itu, pelajar dikehendaki untuk menghasilkan gubahan lagu untuk dua buah lagu bergenre standard tune dan sebuah lagu melayu tradisional. Pelajar dikehendaki memimpin dan berlatih bersama kumpulan band yang terpilih. Ujian Persembahan Recital ini berdurasi selama 30 minit. Bahan lagu yang telah ditentukan adalah genre dari campuran klasikal dan gubahan pelajar muzik sendiri.

This course is an extension from GKM3203 Instrument/Vocal & Ensemble V, which focuses on recital preparation and musicianship execution on the day of recital as an artistic performer. Other than a solo performance, students are required to play in and conduct their own ensemble/music band. In addition, the individual students are required to produce musical arrangements of two standard tunes and a Malay piece composition. Students are expected to organize and rehearse the music with their band. The final recital is a 30-minute program. The repertoires are an eclectic mix of classical music as well as their own music arrangements gained from music arrangement lectures.

GKM3353 Seminar Muzik/ Music Seminar

Kursus ini akan memberi pendedahan kepada pelajar berkaitan dengan isu-isu semasa dan terkini didalam industri muzik (meliputi perbincangan berkaitan dengan menjalankan kajian didalam bidang muzik serta ulasan buku atau artikel terpilih). Kursus ini akan mengalakkan pelajar berdiskusi secara kritikal dan membuat pembentangan secara individu.

This course exposes students to current issues related in their field of studies. In this course students are required to attend seminars and discussion (selected areas) as well as book review or articles in their field of interest. Students are required to discuss and present a report after attending seminars as well as discussion.

CINEMATO GRAPHY COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL **123** CREDITS
Band 3-6 MUET

97 CREDITS — FACULTY+ PROGRAMME CORE

TOTAL **127** CREDITS
Band 2 MUET

9 CREDITS — ELECTIVES

PROGRAM SINEMATOGRAFI (UW-6-213-001) /
CINEMATOGRAPHY PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKS1013 Pengenalan Sinema/ Introduction to Cinema

Kursus ini memperkenalkan filem sebagai satu bentuk seni dan medium penyampai naratif. Penekanan diberi terhadap bentuk dan stail filem, perkembangan naratif dan corak plot sesebuah filem. Kursus ini turut memberi fokus kepada sejarah filem dan elemen-elemen asas perfileman, terminologi perfileman, peranan 'mise-en-scene', jenis syot, penyuntingan dan bunyi dalam pembentukan naratif dan stail sesebuah filem.

This course introduces film as a medium and form of art to convey narrative. The emphasis is on film form and style, narrative development and plot pattern of a film. It also stresses on film history and the basic element of film, film terminologies, the role of 'mise-en-scene', types of shot, editing and sound in the formation of narrative and style in a film.

GKS1023 Penulisan Skrip/ Script Writing

Kursus ini bertujuan untuk membekal pengetahuan yang komprehensif terhadap proses dan kemahiran asas penulisan skrip pendek untuk produksi filem/video. Penekanan diberi kepada perkembangan idea daripada sumber di persekitaran pelajar, struktur naratif penceritaan, watak dan perwatakan, dan penulisan dialog. Pelajar akan turut diajar menggunakan perisian penulisan skrip profesional dan dikehendaki untuk menghantar karya skrip di dalam format yang standard.

This course aims to provide comprehensive understanding of process and fundamental skills of writing a short script for a film/video production. The emphasis is placed on the development of an idea, the narrative structure of storytelling, character and characteristic, and writing the dialogue. Students will be taught to use professional Scriptwriting software and are required to submit the final script in a standard format.

GKS1033 Videografi/ Videography

Kursus ini memperkenalkan prinsip dan elemen asas pembentukan visual, komposisi dan framing dengan menggunakan kamera video digital. Pelajar didedahkan kepada konsep-konsep dan teknik-teknik pembikinan filem digital dengan tumpuan diberikan kepada aspek estetika produksi video digtial. Kursus ini turut merangkumi teknik-teknik asas pencahayaan video, perakaman bunyi dan penyuntingan non-linear.

This course introduces the basic principles and elements of visual, composition and framing in using digital video camera. Students are exposed to the concepts and techniques of digital filmmaking with emphasis is on the aesthetical aspect of digital video production. The course will also include basic video lighting, sound recording, and non-linear editing.

GKS1043 Sinema Malaysia/ Malaysian Cinema

Kursus ini membincangkan isu-isu berkaitan dengan pembentukan Sinema Malaysia. Ini merangkumi sejarah awal sinema di Malaya dan Singapura, zaman kegemilangan era studio, trend, pembangunan semasa and cabaran yang dihadapi oleh industri filem Malaysia, dan kelahiran Sinema Kebangsaan.

This course discusses issues related to the formation of Malaysian Cinema. It encompasses the early history of cinema in Malaya and Singapore, the golden period of the studio era, the trend, current development and challenges faced by the film industry, also the birth of the National Cinema.

GKS1053 Pengarahan Filem/ Film Directing

Kursus ini melatih secara teoritikal dan praktikal kemahiran asas pengarahan filem. Antara topik penting yang diajar adalah konsep 'daripada skrip kepada skrin' dengan memberi penumpuan kepada analisa skrip, papan penceritaan, rekaan syot, 'audition', pengaturan pelakon dan pengarahan kamera. Kursus ini turut mendedahkan pelajar kepada sesi kritikan filem untuk membangunkan pengetahuan dan pemahaman tentang seni pengarahan filem.

This course will theoretically and practically train students on the fundamental skills of film directing. Important topics covered include the concept 'from script to screen' focusing on script analysis, storyboard, designing the shots, handling the Audition, Staging the Actor, and directing the

camera. This course also exposes students to film critique session to further enhance their knowledge and understanding in the art of film directing.

GKS1153 Penyuntingan/ Editing

Kursus ini memperkenalkan pelajar kepada prinsip asas dan praktis dalam penyuntingan. Kursus ini merangkumi pemilihan dan penyusunan shot, pembinaan scene, kesinambungan, pembinaan makna, konsep masa dan ruang, rentak, teknik-teknik penyuntingan bunyi, muzik dan dialog. Setelah tamat pembelajaran, pelajar akan dapat menghasilkan kesan yang sesuai mengikut keperluan sesuatu scene melalui penyuntingan.

This course introduces the fundamental principles and techniques of non-linear digital editing using universal Digital Editing Software. Students are exposed to the concept and aesthetical aspects of non-linear editing hence developing their skills in: scene construction, shots arrangement, continuity, time, space and rhythm, that contribute to 'meaning' in film.

GKS1173 Sejarah Filem/ Film History

Kursus ini memperkenalkan sejarah filem sejak dari zaman awal kemunculan sinema sehinggalah ke zaman selepas peperangan. Pelajar akan mempelajari perkembangan dan transformasi teknologi perfileman, gaya dan estetika sesuatu filem sesuai dengan latar sejarah ianya dihasilkan. Kursus ini turut mendalami hubungan antara filem, sejarah dan perubahan budaya. Antara topik-topik yang diajar ialah sejarah awalan sinema, era senyap, bunyi dalam sinema, transisi daripada bukan fiksyen kepada fiksyen, pasca-peperangan dan sinema kontemporari.

This course introduces the history of films from the early cinema to the post-war era. The students will learn about the development and transformation in film technologies, styles and aesthetics with the historical periods in which films were made. This course will also explore the relationship between film, history and cultural change. Topics include the invention of cinema and early cinema, silent era, sound in cinema, the transition from non-fictional to fictional, post-war era and contemporary cinema.

GKS1184 Pra-visualisasi Filem / Film Pre-vizualization

Kursus ini memperkenalkan asas-asas pravisualisasi dalam filem. Para pelajar didedahkan dengan perangkaan papan penceritaan, animasi pravisualisasi dan perisian-perisian animatik untuk lakaran yang penting dalam perancangan dan konsep penghasilan filem. Kursus ini membantu para pelajar supaya lebih fokus dalam memperkembang naratif cerita dari lakaran sehingga papan penceritaan digital di samping mengenali penceritaan visual secara tradisional seperti pengarahan dan menyampaikan makna menerusi imej lakaran.

This course introduces a foundation for film previsualisation. Students are exposed to the fundamental of storyboarding, previsualisation animation, and animatic software of drawn sketches in the planning and conceptualization in filmmaking. This course is designed to aid the students to focus on developing original stories from sketching to digital storyboard while learning the traditional visual storytelling such as directing and delivering meanings with drawn images.

GKS2063 Sinema Asia/ Asian Cinema

Kursus ini memperkenalkan sejarah awal dan perkembangan sinema Asia dengan memberi fokus kepada negara Jepun, China dan India. Penekanan diberi kepada para pengarah filem terkenal, pelakon dan studio yang menpengaruhi sejarah dan perkembangan sinema di Asia. Kursus ini juga memberi tumpuan kepada perbincangan mengenai tema filem, stail sinematik dan nilai estetik serta isu-isu semasa yang berkaitan dengan sosio-politik industri perfileman di Asia.

This course introduces the history of Asian early films and the development of cinema in Asia focusing on Japan, China, and India. Emphasis will be placed on prominent directors, actors, and studios that influence Asian cinema history and development. Topic discussed includes film theme, cinematic styles, and aesthetic as well as issues related to socio-politic in the current industry.

GKS2073 Produksi Elektronik Luaran/ Electronic Field Production (Pra-syarat GKS 1033 Asas Videografi)

Kursus ini melatih dan membiasakan pelajar kepada praktis sebenar sebuah produksi perfileman. Topik diskusi merangkumi ketiga-tiga peringkat penting dalam produksi perfileman iaitu pra-praduksi, produksi dan pos-produksi. Kursus ini turut meliputi teknik kamera lanjutan, teknik pencahayaan, rakaman bunyi dan penyuntingan. Penekanan diberi kepada sifat kolaborasi sesuatu produksi perfileman.

This course trains and accustoms students to the real-life practice of a film production. Topics discussed include all three important production stages starting from the pre-production, production, to the post-production stage. The course will also cover advanced camera and lighting techniques, sound recording and editing. Emphasis is placed on the collaborative nature of a film production.

GKS2193 Sinematografi/ Cinematography
(Requisite: GKS1323 Produksi Video Digital/ Digital Video Production)

Kursus ini memperkenalkan seni pembikinan filem melalui teori asas dan praktis sinematografi dengan memberi penumpuan terhadap teknik pencahayaan dan teknik kamera. Topik diskusi merangkumi konsep visual dan kaedah mencipta visual melalui teknik fotografi, warna, komposisi, 'framing' dan pengarahan seni. Kursus ini juga akan menyelidiki bagaimana cara terbaik menyampaikan cerita melalui teknik sinematik.

This course introduces the art of filmmaking through fundamental theory and practice of Cinematography focusing on lighting and camera techniques. Topics discussed include visual concept and methods of creating visual images through photography techniques, colors, composition, framing, and art direction. This course will also investigate how best to tell a story by using cinematic techniques.

GKS2173 Audio Dalam Filem/ Audio in Film
Kursus bertujuan untuk membekal pengetahuan yang komprehensif terhadap aspek teoritikal dan praktikal rakaman dan rekaan bunyi untuk produksi filem pendek dan/atau animasi. Topik diskusi merangkumi elemen-elemen bunyi, teknik rakaman bunyi di lokasi dan di dalam studio, peralatan rakaman dan terminologi bunyi. Pelajar digalak untuk menggunakan perisian penyuntingan dan rekaan bunyi yang sesuai untuk projek-projek yang diberikan.

This course aims to provide comprehensive understanding of theoretical and practical aspect of basic sound recording and design for a short film production and/or animation. Topics discussed include the elements of sound, sound recording technique on location as well as in the studio, sound recording equipment and terminologies. Students are encouraged to utilize sound editing software for their given projects.

GKS2103 Teori dan Kritikan Filem/ Film Theory and Criticism

Kursus ini memperkenalkan perkembangan teori dan kritikan filem. Ia meliputi beberapa teori-teori utama yang digunakan untuk perbincangan mengenai filem, misalnya realisme, formalisme, teori auteur, semiotik, psychoanalysis, feminisme, Marxisme, dan pascamodernisme. Para pelajar akan didedahkan dengan wacana yang berkaitan dengan kajian filem dengan menyertai perbincangan dan menganalisa filem.

This course introduces the development of film theory and criticism. It covers several key theories used to discuss about film which includes, but not confined to, realism, formalism, auteur theory, semiotics, psychoanalysis, feminist film theory, Marxism, and postmodernism. The students will be exposed to discourses related to film studies by participating in discussions and conducting analysis on films.

GKS2183 Senireka Produksi/ Production Design
Kursus ini melatih dan membiasakan pelajar dengan prinsip dan praktik seni reka produksi dalam konteks pembikinan filem. Keutamaan diberi kepada pemilihan konsep, rekaan, warna dan tekstur yang bersesuaian dengan era dan genre filem. Ia juga memberi penekanan kepada peranan dan tanggungjawab seorang pereka dalam menghasilkan satu filem yang berkualiti.

This course trains and accustoms students with the principles and practice in film production design. Priorities are given to concepts, designs, colors and textures which are suitable for the era and film genre chosen. It also stresses on the role and responsibility of a Production Designer in producing a quality film.

GKS2214 Pasca Produksi Digital / Digital Post-production (Requisite: GKS1154 Penyuntingan/ Editing)

Kursus ini merangkumi proses pasca-produksi digital yang merangkumi penyuntingan, 'colour grading' dan kesan khas audio visual. Para pelajar akan menimba pengetahuan dan pengalaman secara menyeluruh dalam pelbagai teknologi pasca produksi, teknik-teknik dan situasi sebenar industri.

This course will cover the digital post-production processes through editing, colour grading, sound manipulation and special effects. Students will gain an in-depth knowledge and experience in various postproduction technologies, techniques, and practices in a real-world industry environment.

GKS2334 Pengarahan Filem II/ Film Directing II

Kursus ini melatih pelajar kemahiran pengarahan pelakon untuk kamera. Pelajar belajar untuk mengarah pelakon dengan memberi fokus terhadap peranan dan perwatakan seperti yang dikehendaki dalam sesuatu skrip. Antara topik yang diajar adalah teknik lakonan untuk kamera, staging dan blocking untuk kamera, hubungan pengarah-pelakon, dan teknik latihan bersama pelakon dengan hasrat untuk memantapkan seni dan kemahiran pelajar dalam pengarahan filem. Kursus ini akan menggabungkan pendekatan studio-praktis untuk membiasakan pelajar terhadap konsep kolaborasi kreatif di antara pengarah dan pelakon atas set penggambaran.

This course trains students the skill of directing actors for the camera. Students learn to direct the actors by focusing on the roles an characterizations as described in the screenplay. Topics taught include the acting techniques for the camera, staging and blocking for the camera, director-actor relationship, and rehearsal techniques to further develop students' crafts and skills in film directing. The course incorporates the studio-based practice approach that will familiarize students with the concept of the creative collaboration between director and actor on set.

GKS2344 Penerbitan and Bisines Filem/ Producing and Film Business

Kursus ini memperkenalkan penerbitan dan nilai keusahawanan untuk produksi filem dan televisyen berskala kecil. Pelajar akan mempelajari kemahiran penerbitan dan keusahawanan yang merangkumi script breakdown, merancang jadual produksi, membuat anggaran bajet, menjana dana dan merangka strategi pemasaran untuk peredaran film. Melalui beberapa siri syarahan dan projek, kursus ini menerokai peranan kreatif, organisasi dan pengurusan berkaitan dengan
penerbitan filem secara menyeluruh. Pada akhir kursus ini, pelajar akan mempelajari pengetahuan dan kemahiran dalam mencari penyelesaian kreatif terhadap masalah yang berkenaan dengan produksi, perundingan dan penjanaan dana, pengurusan produksi dan strategi pemasaran dan pengedaran.

This course introduces the art of producing and entrepreneurship value for a small-scale film and television projects. Students will learn both producing and entrepreneurial skills that include breaking down the script, scheduling, budgeting, fundraising and developing marketing strategies for film distribution. Through a series of lectures and projects, the course explores the creative, organizational, and managerial roles inherent to producing films from its inception to its completion. By the end of the course, students will acquire the knowledge and skills in finding creative solutions to production concerns, negotiation and fundraising, managing production, marketing and distribution strategies.

GKS3123 Dokumentari Filem & Video/ Film and Video Documentary

Kursus ini bertujuan untuk terus membangun kemahiran pelajar untuk menghasil dan mengarah filem bukan fiksyen. Topik perbincangan merangkumi pemahaman terhadap perbezaan antara filem bukan fiksyen dan filem fiksyen, 'mode', konvensi dan tradisi filem dokumentari. Penekanan turut diberi kepada penyelidikan topik dan subjek dokumentari yang dihasilkan, etika penggambaran dokumentari, tanggungjawab terhadap masyarakat sejagat dan peranan pelajar sebagai dokumentaris. Pelajar akan didedahkan dengan tayangan filem-filem dokumentari terpilih dan diikuti dengan sesi diskusi dan kritikan sebagai cara untuk membangun pemikiran analitikal pelajar.

This course aims to further develop student's producing and directing skills to make non-fiction films. Topics discussed include the understanding of non-fiction film, documentary modes and conventions as well as its traditions. The emphasis is on conducting research on the intended subject matter, filming etiquettes, responsibility toward humanity, and the role of student as a documentarist. To further enhance students understanding and analytical thinking, the course will screen a number of selected documentaries followed by a discussion and critique session.

GKS3233 Bengkel Televisyen/ Television Workshop

Kursus ini mendedahkan pelajar kepada pengalaman sebenar menganjurkan program untuk sesebuah rancangan televisyen dan teknik rakaman 'multiple-camera-production'. Pelajar akan diajar prosedur, peraturan, disiplin dan etika rakaman studio TV. Kursus ini turut memberi penekanan terhadap kebijaksaan merancang, mengurus dan melangsung sesuatu rancangan TV seperti acara temubual, persembahan pentas, acara langsung ataupun program realiti secara rapi dan efektif.

This course exposes students to a real-life experience of organizing television programme and multiple-camera-production recording technique. Students will be taught of studio procedures, rules and regulations, discipline as well as ethics. This course will also emphasize on effective planning, managing and executing a recording for example talk show, stage performance, events or reality based programme.

GKS3244 Produksi Digital/ Digital Production

Kursus ini memperkenalkan pelajar secara mendalam kepada aspek praktikal dan estetika produksi pembikinan filem digital untuk diaplikasikan ke dalam projek akhir filem pendek. Ia merangkumi teknik pencahayaan lanjutan dan cara-cara profesional untuk meningkatan kualiti visual dalam peringkat pasca-produksi.

This course introduces students to advance practical and aesthetic aspects of digital filmmaking to be applied to their final short film project. It covers advance lighting and camera techniques followed by the professional ways of improving visual quality in post-production.

GKS3163 Seminar Filem/ Film Seminar

Kursus ini membincangkan topik-topik berkaitan dengan tren penyelidikan dalam kajian filem seperti sinema serantau, dana pembikinan filem, penapisan filem, pembikinan filem digital, festival filem dan lain-lain lagi. Kesemua subjek tersebut akan diterokai dan pada masa yang sama, pelajar juga akan terlibat dengan penganjuran upacara berkaitan dengan filem seperti bengkel, ceramah, tayangan filem dan festival filem mengikut kesesuaian semasa.

This course discusses topics related to research trends in film studies, from regional cinema to funding and censorship, digital filmmaking to film festival and many more. These topics will be explored and at the same time, students will also organise film related events such as workshop, talk, film screening and film festival depending on the current context.

GKS3263 Penataan Bunyi dalam Filem / Sound Design in Film (Syarat/Requisite GKS2173 Audio dalam Filem/ Audio in Film)

Kursus ini memperkenalkan prinsip dan praktis penataan bunyi dalam filem. Kursus ini turut melatih pelajar untuk mengumpul dan menyunting elemen-elemen rekaan bunyi untuk pelbagai jenis genre filem. Topik perbincangan termasuklah elemen dramatik dalam penceritaan, elemen dan konsep rekaan bunyi, dan teknik dan aplikasi rekaan bunyi. Pelajar digalak untuk mengguna sepenuhnya digital audio workstation atau perisian rekaan bunyi yang sesuai untuk memanipulasi dan menambahbaik nilai kreativiti seni reka bunyi.

This course introduces the principles and practices of sound design in film. It will also train students to assemble and edit elements of sound design for various types of film genre. Topics discussed include the dramatic element in storytelling, element and concept of Sound Design, and Sound Design technique and application. Students are encouraged to utilize the digital audio workstation or relevant sound design software as a mean to manipulate and enhance creative sound design.

GKS3313 Projek Tahun Akhir 1/ Final Year Project 1 (Requisite GKA2043 Metodologi Penyelidikan/ Requisite GKA2043 Research Methodology)

Kursus ini memberi fokus terhadap komponen penyelidikan dan penulisan; dan sebagai persediaan untuk peringkat pra-produksi projek tahun akhir. Para pelajar akan menjalankan projek penyelidikan berdasarkan topik pilihan mereka sama ada dalam bidang filem ataupun media dan selanjutnya dipersetujui oleh penyelia akademik projek tersebut. Kursus ini juga bermatlamat untuk mengukuh keupayaaan pelajar membuat penyelidikan secara berdikari dalam mencari maklumat dan bahan-bahan untuk menyokong tajuk penyelidikan. Topik-topik merangkumi penulisan kertas kerja, metodologi kajian, kajian literasi, analisa, perbincangan dan validasi data dan pra-produksi projek.

The course focuses on the research and writing components; and serves as the pre-production stage for the final years project. Students will undertake a research project on a topic of their choice within the field of cinema and must have a clearly defined topic which must be approved by the academic supervisor of the project. The course also aims at strengthening the students? capability to conduct research and work independently in acquiring information and materials to support their research project. Topics include proposal writing, research methodology, literature review, analysis, discussion and data validation, and project pre-production.

GKS3284 Projek Tahun Akhir 2 / Final Year Project 2 (Pra-Syarat/Pre-requisite: GKS3313 Projek Tahun Akhir 1/ Final Year Project 1)

Kursus ini memberi fokus kepada peringkat produksi dan pasca-produksi projek tahun akhir. Penekanan diberi terhadap keupayaan pelajar menghubung dan mengkait penyelidikan mereka terhadap projek akhir yang dilaksanakan. Kursus ini turut melatih keupayaan pelajar menyelesaikan masalah di samping memupuk kebolehan berfikir secara kritikal dan analitikal dalam menyelesaikan cabaran yang berkaitan dengan perlaksaan dan pengurusan projek. Pada akhir kursus pelajar dijangka menghantar laporan penulisan akademik yang lengkap beserta dengan projek tahun akhir yang telah disiapkan.

The course focuses on the production and the post production stages of the student's final year projects. The emphasis is on the students' ability to relate and integrate the undertaken research to their project. The course will also develop students? problem solving skills as well as their critical and 4)analytical thinking skills relating to executing and managing their productions. At the end of the course students are expected to defend and present their project, and submit a comprehensive academic report, and the completed project.

DRAMA & THEATRE COURSES

17 CREDITS

UNIVERSITY COMPULSORY

TOTAL **123** CREDITS
Band 3-6 MUET

97 CREDITS

FACULTY+ PROGRAMME CORE

TOTAL **127** CREDITS
Band 2 MUET

9 CREDITS

ELECTIVES

PROGRAM DRAMA AND TEATER (UW-6-212-01) /
DRAMA AND THEATER PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKD1013 Seni Lakon Awalan/ Beginning Acting

Kursus ini mendedahkan pelajar kepada proses menghidupkan watak dari teks ke pentas. Prinsip-prinsip umum dan proses pembinaan watak berdasarkan kaedah lakonan 'The System' oleh Constantin Stanislavsky dan 'The Method" oleh Lee Starsberg akan diperkenalkan kepada pelajar. Selain meneroka tubuh sebagai alat untuk pelakon, pelajar turut meneroka aspek vokal, emosi dan ekspresi, serta melakonan satu watak atas pentas.

In general students are guided to explore character developing process from a text to stage. The fundamental process and principles of building a character based on "The System" by Constantin Stanislavsky and "The Method" by Lee Starsberg will be taught in this course. Besides working on one's body as an actor's tool, students will be guided to work on voice, emotion and expression, and present a character on stage.

GKD1023 Pengenalan Drama dan Teater/ Introduction to Drama and Theatre

Kursus ini dirangka untuk memberi pemahaman tentang sejarah dan perkembangan teater dunia kepada pelajar. Kursus ini meliputi perkembangan dan perubahan teater, dari segi fungsi, senibina panggung, skrip, penulis skrip dan pelakon dari awal zaman Yunani sehingga kelahiran teater moden.

This course is designed to give students the understanding of the history and development of world theatre. The function, script, playwrights, directors, actors, theatre architectures and designs from early Greek to the time of modern theatre will be explored in this course.

GKD1034 Produksi Teater I/ Theatre Production I

Secara umum kursus ini merangkumi ilmu pengurusan teater dan perlaksanaannya dalam sebuah produksi. Pelajar akan memperolehi ilmu teori dan pengalaman langsung dalam setiap peringkat produksi khususnya pra produksi, semasa dan pasca produksi. Pada penghujung semester pelajar akan mengaplikasi ilmu teori tentang pengurusan teater dalam sebuah produksi yang diarah oleh pensyarah.

In general this course covers theatre management knowlegde and its implementation in a production. Students will gain theoritical and hands on knowledge in every stage of a production specificaly before, during and post-production. At the end of semesters, students will apply theoritical knowledge on theatre management in a production directed by a lecturer.

GKD1053 Asas Gerak/ Basic Movement

Kursus asas gerak ini memberi ruang kepada pelajar untuk mengeksplorasi tubuh dalam konteks ruang pementasan. Ia meliputi ilmu teori dan praktis tentang tubuh artis, ruang dan pergerakkan. Gerak tari masyarakat etnik Sarawak akan digunapakai sebagai kaedah memahami tubuh, pergerakan dan ruang persembahan. Antara tarian yang akan digunapakai sebagai medium pengajaran adalah Zapin dan Sindang masyarakat Melayu Sarawak; Alu-alu dan Tuah Labeh, masyarakat Melanau; Ngajat (Mengeleput, Induk, Pahlawan dan Bebunoh) masyarakat Iban serta Kanjet Ngeluput(Sumpit) masyarakat Ulu.

This is an introductory course that allows students to explore their body in the context of performance space. It covers theoretical and practical knowledge on performer's body, space and movements. Indigenous dance movements in Sarawak will be incorporated as a means to understand one's body, movement and performance space. Among the Sarawak Ethnic dance that will be used as teaching medium are Zapin and Sindang from the Sarawak Malay; Alu-alu and Tuah Labeh, the Melanau; Ngajat (Mengeleput, Induk, Pahlawan dan Bebunoh) the Iban and Kanjet Ngeluput(Sumpit)from the Ulu.

GKD1063 Teater Moden Malaysia/ Malaysian Modern Theatre

Kursus ini akan memperkenalkan sejarah dan bentuk teater moden Melayu Malaysia. Perkembangan dan perubahan teater Melayu, dan genre seperti Bangsawan, sandiwara, eksperimental dan realisme akan diperkenalkan kepada pelajar. Penilaian kursus ini merangkumi ujian bertulis, pembentangan tugasan (kertas kerja) dan persembahan mana-mana genre teater Melayu selama 20 minit.

This course will introduce the history and form of modern Malay theatre in Malaysia. Discussions will

be focused on the development and change of Malay theater forms. Theater genres such as Bangsawan, Sandiwara, experimental and realism will be introduced to students. The mode of assessment for this course will be in the form of written examination, paper presentation and a 20 minute performance of any chosen Malay theater genre.

GKD1073 Stail dan Teknik Lakon/ Acting Styles and Techniques

Kursus ini adalah lanjutan kepada kursus Seni Lakon Awalan. Teknik lakonan dari Barat(England dan Rusia)dan Timur (Bali)untuk menghayati dan menampilkan watak secara berkesan akan diperkenalkan kepada pelajar. Antaranya, teknik vokal (Kristen Linkletter), internal (Constantin Stanislavsky) dan fizikal(topeng). Pelajar akan memilih satu watak dan mengaplikasi kesemua teknik lakonan dalam proses melahirkan watak. Pada akhir kursus pelajar akan mengenalpasti teknik lakon yang sesuai dan mengaplikasinya semasa pementasan.

This is an advanced course to Beginning Acting. Students will be introduced to acting techniques from the West (England and Russia) and the East (Bali)to internalize and perform their character. Vocal (Kristen Linkletter), internal (Constantin Stanislavsky) and physical(mask) techniques will be introduced. Students will choose a character and apply all techniques in the process of staging the character. At the end of the course, students will be able to identify suitable acting technique and apply it during performance.

GKD1143 Pengenalan Mise en Scene/ Introduction to Mise en Scene

Kursus ini membolehkan pelajar memahami proses-proses artistik dalam mementaskan sebuah drama. Pelajar akan diperkenalkan kepada penganalisaan skrip, bahan bacaan berkaitan, kuliah, perbincangan dan kerja-kerja kursus dalam Mise en scene. Semua proses pembelajaran ini akan membolehkan pelajar memahami keseimbangan, fokus, penekanan dan kebenaran psikologi dalam sesuatu produksi.

This course enables students to understand the artistic processes involved in staging of a play. Students will be introduced to script analysis, appropriate readings, lectures, discussions and assignments on Mise-en-scene. All these processes will enable students to understand the balance, focus, importance and psychological truth in a production.

GKD1183 Pengurusan Pentas/ Stage Management

Kursus ini akan mendedahkan pelajar kepada ilmu teori dan praktikal pengurusan pentas. Kepentingan peranan dan tanggungjawab sebagai pengurus pentas amat ditekankan dalam kursus ini. Pelajar akan diperkenalkan dengan semua bentuk dan borang yang terlibat dalam pengurusan pentas, seperti borang panggil ujibakat, borang latihan, borang 'call sheet' dan sebagainya. Kursus ini juga akan mendedahkan pelajar kepada perhubungan antara pengurus pentas/pengarah/pereka/pelakon/krew pentas dan seluruh warga kerja produksi.

This course will expose students to theoretical and practical knowledge on stage management. A stage manager's role and responsibilities will be emphasized in this course. All forms related to a stage manager's duty will be introduced. Among those are forms used during audition, rehearsal, call sheet and others. Interaction between stage manager and production members will be emphasized, stage manager-director/designers/actors/stage crew and others.

GKD1253 Asas Rekaan Pentas/ Fundamentals in Stage Design

Kursus ini akan memperkenalkan pelajar kepada proses, elemen dan prinsip asas dalam rekaan pentas. Selain konsep 'dari teks ke pentas', pelajar akan turut mempelajari aspek seperti titik, garis, bentuk, ruang, cahaya, warna dan komposisi dalam rekaan untuk pentas. Pelajar turut akan diberi pendedahan awal kepada tanggungjawab pereka dalam merealisasi konsep artistik pengarah di ruang lakon.

This course introduces students to the process, basic elements and principles in theatre design. Besides understanding the concept of 'from text to stage', students will acquire knowledge on basic design elements such as dot, line,form, space, light, color and composition. Fundamental knowledge on a designer's responsibility in delivering the artistic concept of a director on stage will also be included in this course.

GKD1323 Asas Pengarahan Pentas / Basic Stage Directing

Kursus ini adalah asas kepada pengarahan drama pentas. Dalam kursus ini pelajar akan mempelajari proses pra pengarahan yang merangkumi pemilihan skrip, mengadakan sesi uji bakat, memilih jenis pentas dan pemilihan pelakon serta teknik-teknik pengarahan. Pelajar akan menimba ilmu teori dan amali tentang asas pengarahan dalam kursus ini.

This course is fundamental to stage directing. Students will learn early process towards directing which consist of choosing the script, handle audition, choosing the stage and casting, as well as directing techniques in this course. Practical and theoretical knowledge on directing will be taught to students.

GKD2094 Sinografi I/ Scenography I

Kursus ini dirangka untuk menyedia pelajar mengikuti kursus rekaan pentas diperingkat yang lebih tinggi. Kursus ini akan memperkenalkan pelajar kepada teknik-teknik rekaan pentas. Pelajar akan didedahkan kepada skrip drama dan "Blueprint of Floor Plan" sebagai dokumen penting dalam rekaan pentas, di samping bahan-bahan rekaan, "hand-drafting" dan lakaran.

This course is structured to prepare the beginning student for upper level theatre design courses. It will introduce students to stage design techniques. Students will be exposed to scripts and blueprints of floor plans as essential documents in stage design, besides design materials, hand-drafting techniques and sketching.

GKD2093 Teater Asia/ Asian Theatre

Kursus ini adalah lanjutan kepada Pengenalan Drama dan Teater. Penekanan diberi kepada sejarah dan perkembangan teater di rantau Asia. Teater tradisional di Asia Tenggara, khususnya India, Malaysia, Indonesia, China dan Jepun akan diberi fokus dan dibincangkan. Faktor persekitaran yang mempengaruhi dan menentukan bentuk dan fungsi sesuatu teater akan turut dibincangkan.

This course is an extension to Introduction To Drama and Theatre. It focuses on the history and development of traditional theatre in the Asian region. India, Malaysia, Indonesia, China dan Japan theatre will be focused and discussed.External factors that influence and determine the form and function of a theater will also be discussed in this course.

GKD2104 Teater dalam Pendidikan/ Theatre in Education

Kursus ini menggemukakan pendekatan teater dalam memberi kesan terhadap proses pengajaran dan pembelajaran. Ia berbeza daripada bentuk teater biasa kerana ia menerapkan proses-proses kutipan data, kajian dan susulan jangka panjang yang berterusan untuk mendapatkan tindakbalas-tindakbalas ekoran daripada isu-isu atau agenda-agenda yang dibangkitkan dengan tujuan untuk melahirkan kesedaran, pemahaman atau pembaikpulihan. Pelajar akan melibatkan diri dengan masyarakat setempat untuk mengenal pasti isu sosial. Seterusnya teater akan digunakan sebagai alat untuk mengemuka dan membincangkan isu tersebut.

This course offers knowledge on theatre as an alternative approach in the process of teaching and learning. It differs from ordinary theatre performance because its production involves data collection, analysis and long term continues action plans. Its performance are means towards realization, understanding and improvement of certain issues that is being targeted in the production. Students will engage themselves with local community to indentify social issues. Later theatre will be used to address and discuss the identified issues.

GKD2114 Produksi Teater II/Theatre Production II

Kursus ini adalah lanjutan kepada Produksi Teater I. Dalam kursus ini pelajar akan memperolehi ilmu teori dan praktikal untuk terlibat dalam perancangan, rekaan artistik, pengurusan, pemasaran dan pementasan sebuah teater yang diarah oleh pensyarah. Pelajar akan melaksanakan tugas dalam kumpulan dan akan dilatih untuk berkomunikasi secara efektif dalam sebuah organisasi produksi teater.

This is an advanced course to Theatre Production I. Students will gain theoretical and practical knowledge as they participate in the planning, designing, managing, marketing and staging a theatre. This production will be directed by a lecturer. Students will carry out their responsibility in groups and will be trained to communicate effectively in a theatre production organisation.

GKD2123 Asas Pengarahan Pentas/ Basic Stage Directing

Kursus ini adalah asas kepada pengarahan drama pentas. Dalam kursus ini pelajar akan mempelajari proses pra pengarahan (memilih skrip, membuat audition, memilih jenis pentas dan pemilihan pelakon) dan teknik-teknik pengarahan. Pelajar akan menimba ilmu teori dan amali tentang pengarahan dalam kursus ini.

This course is fundamental to stage directing. Students will learn early process towards directing (choosing the script, handling auditions, choosing the stage and casting, as well as directing techniques in this course). Practical and theoretical knowledge on directing will be taught to students.

GKD2134 Pengurusan Teater/ Theatre Management

Kursus ini direka untuk mendedahkan pelajar kepada aspek pengurusan organisasi teater. Sebuah persembahan yang baik tidak mungkin dihasilkan

tanpa pengurusan oragnisasi yang baik. Sehubungan itu, dalam kursus ini pelajar akan dikemukakan dengan ilmu teori dan practikal tentang pengurusan teater dari segi artistik, tenaga kerja dan juga kewangan.

This course is designed to expose students to manage a theatre company. A good performance will not be produced without good theatre management. Hence, theoretical and practical knowledge on theatre management in terms of artistic, human resource and financial management will be taught in this course.

GKD2224 Teknik Lakon Pelbagai Media/ Acting Techniques for Various Media

Kursus ini memberi tumpuan kepada teknik lakonan bagi pelbagai media seperti pentas, filem, radio dan 'voice over'. Pelajar akan dilatih dan didedahkan untuk mengaplikasi fizikal, vokal, emosi dan ekspresi yang sesuai agar selari dengan media lakonan. Keberkesanan lakonan dan kemampuan mengaplikasi pelbgai teknik lakonan pelajar, akan dinilai secara berterusan melalui kaedah persembahan.
This course emphasizes acting techniques for various media such as stage, film, radio and voice over. Students will be trained and exposed to apply appropriate physical, voice, emotion and expression methods to suit the given acting media. Students' acting ability and application of acting approaches will be continuously assessed through presentation mode.

GKD2234 Sinografi Lanjutan/ Advanced Scenography

Kursus ini memperkenalkan kepada pelajar teknik-teknik terkini di dalam rekaan set serta pentas dan kegunaan AutoCAD. Selain mempelajari teknik mereka mengunakan program AutoCAD, pelajar juga akan mempelajari program photoshop serta Vector Works. Rekaan set serta pentas menggunakan AutoCAD akan membolehkan pelajar mereka serta mengolah rekaan mengikut keperluan produksi serta pengarah.

This course introduces students to the advanced drafting techniques in scenic design and the functions of AutoCAD. Apart from familiarizing with AutoCAD, students will also be introduced to Photoshop and Vector Works. With an understanding on the use of AutoCAD, students will be able to design and simultaneously make changes according to the needs of the production team and the director.

GKD2243 Teori dan Kritikan Drama/ Dramatic Theory and Criticism

Dalam kursus ini pelajar akan mempelajari teori-teori teks drama dan persembahan. Teori formatistik yang dikemukakan oleh Aristotle sehingga teori persembahan yang dikemukakan oleh Richard Schechner akan dikemukakan kepada pelajar. Berdasarkan teori ini pelajar akan membuat kritikan terhadap teks dan juga persembahan.

Students will be taught textual and performance theories. Formalistic theory by Aristotle, up to Performance theory by Richard Schechner will be covered in this course. Based on these theories, students are expected to review and criticize dramatic text as well as performance.

GKD2334 Pengarahan Pentas Lanjutan / Advanced Stage Directing

Kursus ini direka untuk memberi peluang kepada pelajar untuk mengaplikasi kemahiran asas pengarahan yang dipelajari di dalam kursus GKD 2123 (Asas Pengarahan Pentas) ke tahap yang lebih mencabar disamping mempelajari pelbagai genre teater serta kemahiran pengarahan pentas yang lebih tinggi. Pelajar turut dituntut untuk merealisasikan visi dan pandangan pengarahan mereka dengan masih menghormati kehendak sesebuah naskah. Kursus ini adalah kursus lanjutan yang berbentuk praktikal di mana pelajar akan diuji untuk mengkaji, memilih dan mengaplikasi teater metodologi untuk merealisasikan visi mereka. Pelajar digalakkan untuk bereksperimentasi dengan idea dan bentuk baru di dalam menguruskan dan mempersembahkan teater bagi menyiapkan mereka sebagai seorang pengarah professional.

This course is designed to provide the opportunity for students to apply the principles learned in GKD 2123 Basic Stage Directing into a more challenging genres of theater, while learning how to use all of the tools of directing in order to meet the demands of any scripts. Students are expected to focus on serving their vision and asserting their point of view, while obliging to the often intangible and invisible required by the scripts. In addition, this is an advanced practical course, where students are challenged to explore, choose and apply theatre methodologies in order to embody their vision of a play. Students are anticipated to experiment with new forms and ideas; organize and stage a play; and collaborate and solve issues, which will prepare them to a professional career.

GKD3154 Seminar Drama dan Teater/ Seminar Drama and Theatre

Kursus ini menjadi landasan untuk pelajar merancang dan terlibat dalam perbincangan intelektual tentang drama dan teater. Setiap pelajar akan berpeluang mengatur, melaksanakan dan membentangkan project masing-masing serta akan dibincangkn bersama rakan yang lain. Selain itu penggiat profesional dan para sarjana drama dan teater dari Semenanjung Malaysia, Sarawak dan Sabah akan turut dijemput untuk berkongsi pengalaman serta ilmu dalam bidang ini.

This course is a platform for students to organize and participate in intellectual discourse on Drama and Theatre. Every student gets to organize, execute and present a project that will be discussed in class. Professional artist and scholars in the field of Drama and Theatre from East and West Malaysia will be invited to share knowledge and experience

GKD3313 Projek Tahun Akhir 1/ Final Year Project 1

Kursus ini adalah landasan untuk memperkembangkan tajuk dan kertas cadangan kajian di bawah bimbingan seorang penyelia. Pelajar secara "independent" akan memantapkan kertas cadangan kajian dari aspek pernyataan masalah, persoalan kajian, objektif, ulasan kajian lepas, dan rekabentuk kajian, bersesuaian dengan samada jenis kajian asas ataupun kajian aplikasi.

This course is a platform to develop research topic and proposal under the supervision of a supervisor. Students will independently work on research questions, objectives, literature review, research design inline with the needs of either a fundamental or applied research type.

GKD3274 Projek Tahun Akhir 2/ Final Year Project 2 (Prasyarat GKD3313 Projek Tahun Akhir 1/ Final Year Project 1 pre-requisite GKD3313)

Kursus ini adalah bahagian kedua dari kursus GKD3313 Projek Akhir 1. Keperluan asas kursus ini adalah perlaksanaan serta penyempurnaan projek penyelidikan yang telah dirangka dalam kertas cadangan penyelidikan. Kajian akan dijalankan secara persendirian dibawah bimbingan seorang penyelia. Pada dasarnya kerja lapangan atau kajian kreatif akan disempurnakan untuk memperolehi, menginterpretasi dan menganalisis data bagi menjawab persoalan kajian. Pada penghujung kursus, proses penyelidikan serta dapatan kajian harus didokumentasi dan dilaporkan melalui sebuah penulisan ilmiah.

This course is a second part to GKD3313 Research and Final Year Project I. The fundamental requirement of this course is the execution and the refinement of the research project as designed in research proposal. The research will be conducted independently under the supervision of a supervisor. Fieldwork or creative research will be basically carried out to gather, interpret and analyze data to answer the research questions. At the end of this course, the research process and findings should be documented and reported through an academic writing.

GKD3194 Seni Reka untuk Pengarah/ Design for Director

Kursus ini akan menyediakan ilmu proses dan komunikasi seni reka (set, solekan, kostum dan prop) bagi pengarah muda. Pelajar akan didedahkan dengan hubungan pengarah-pereka (set, solekan, kostum dan prop) dan bahasa rekaan dalam hubungan tersebut. Kursus ini juga menyediakan ilmu menterjemahkan konsep teks dalam bentuk estetika visual dan kaedah menyampaikannya kepada para pereka sesuatu produksi. Kepelbagaian budaya dan motif Sarawak akan diterapkan dalam seni reka produksi pengarah muda.

This course offers knowledge on the process and communication of designing (set, make-up, costume and props) to young directors. Students will be exposed to relationship of director-designer (set, make-up, costume and props) and language of design. This course will also provide students with the knowledge on transferring concept of a text in the form of visual aesthetics and methods of delivering it as a director to the designers of a production. Diversified culture and motive of Sarawak will be incoperated into the production design of young directors.

ARTS MANAGEMENT COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL **123** CREDITS
Band 3-6 MUET

97 CREDITS — FACULTY+ PROGRAMME CORE

TOTAL **127** CREDITS
Band 2 MUET

9 CREDITS — ELECTIVES/ OPTIONAL

PROGRAM PENGURUSAN SENI (UW-6-211-002)
ARTS MANAGEMENT PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKP1013 Pengenalan Sektor Seni dan Budaya di Malaysia/ Introduction to Arts and Culture Sectors in Malaysia

Kursus ini memperkenalkan kepada para pelajar mengenai aspek penstrukturan sektor seni kreatif dan budaya yang terdapat di Malaysia. Kajian dilakukan ke atas klasifikasi penubuhan, fungsi, dan hubungan rangkaian pelbagai organisasi dalam industri yang berkaitan. Kajian terhadap perubahan persekitaran tentang politik, ekonomi, negara, perundangan, demografi, dan budaya akan diperlihatkan menerusi kursus ini untuk menambah ilmu pengetahuan pelajar dari segi penentuan polisi dan pembiayaan yang telah berlaku ke atas organisasi seni dan budaya di negara ini. Pelbagai isu berkaitan dengan perancangan dan pembangunan sektor seni dan budaya oleh pihak kerajaan akan turut diperkenalkan.

This course introduces students to the various sectors of arts (e.g. creative and culture sectors) found in Malaysia. Research will be done on the classification, establishment, function and networking among the various organizations in the industries concerned. Studies will also be made on the ever changing situation including that of politics, economy, nation, laws, demography and culture to understand better the development of policy and budget consideration related to arts organization and culture in this country. Various issues related to the program and development of arts and culture by the government will also be introduced.

GKP1343 Pemikiran Kreatif/ Creative Thinking

Kursus ini memberi kefahaman kepada pelajar tentang makna dan proses kreatif dan kreativiti. Pelajar diperkenalkan kepada beberapa teori and model pemikiran kreatif. Teori dan model ini harus diaplikasi oleh pelajar dalam menyempurnakan tugasan/projek.

This course enables students to understand the meaning and process of creative thinking and creativity. Students are introduced to theories and models of creative thinking and are expected to

apply any of these models in accomplishing their assignments/projects.

GKP1283 Pengenalan Kepada Pengurusan Seni

Bidang pengurusan seni diperkenalkan melalui pelbagai topic, iaitu sejarah dan peranan seni dalam budaya dan masyarakat, seni dalam ekonomi kreatif, struktur and kerja-kerja organisasi seni, pembiayaan, organisasi yang utamakan keuntungan dan yang bukan utamakan keuntungan, perancangan program dan kesan teknologi ke atas seni.

The field of arts management is introduced through a variety of topics i.e. the history and roles of arts in culture and society, arts in the creative economy, the structure and work of arts organizations, funding profit and non-profit organizations, program planning, and technology impact on arts.

GKP1023 Pengurusan dan Kesenian/ Management and The Arts

Kursus ini memperkenalkan pelajar mengenai pengetahuan teori dan praktikal dalam menguruskan sesebuah organisasi kesenian. Tumpuan diberi kepada aplikasi, fungsi perancangan, pengendalian, kepimpinan dan kawalan dalam pengurusan sesuatu projek kesenian. Kursus ini juga membantu pelajar menggabungkan semua bahan maklumat dan idea baru pengurusan organisasi kesenian.

This course requires students to identify basic structure of management practices inorganization or government bodies specifically involved with artistic and cultural functions. Each student must relate important key elements in basic managing and various theories in management which can be applied to planning, organizing, directing and controlling practices.

GKP1073 Pengajian Warisan dan Budaya/ Culture and Heritage Studies

Kursus ini memperkenalkan para pelajar kepada aspek pengajian warisan dan budaya. Pemahaman mengenai pengajian warisan akan meliputi sejarah

warisan, kepentingan, pemuliharaan, perancangan, pemasaran, dan interpertasi terhadap nilai-nilai warisan. Nilai warisan sebagai komoditi dan seni akan dikemukakan. Pemahaman mengenai warisan berkaitan dengan aspek budaya. Justeru dikemukakan pemahaman mengenai budaya termasuk beberapa teori budaya dan interpretsi terhadap warisan, budaya local, budaya pusat dan budaya pingggir (subaltern), beberapa konsep penting dalam nilai budaya juga akan dikemukakan.

This course will introduce students to the studies of heritage and culture. Knowledge about cultural studies will include the history of heritage, their importance, observation, programmes, marketing and interpretation of cultural values. The value of heritage as a commodity and as arts will also be introduced. The understanding and studies of culture which include various culture theories and their interpretation relating to heritage, local culture, "kulturkreiss" and subaltern culture, various important concepts in cultural values will also be introduced.

GKP1323 Komunikasi untuk Pengurus Seni/ Communication for Arts Managers
Kursus ini memperkenalkan kepada pelajar-pelajar prinsip-prinsip asas komunikasi, dengan penekanan yang sama kepada teori dan amalan komunikasi dalam bidang pengurusan seni. Topic-topik yang diperkatakan termasuklah komunikasi interpersonal, organisasi dan silang-budaya. Turut diperkatakan ialah bentuk-bentuk komunikasi yang diperlukan oleh setiap pengurus seni.

This course introduces students to the fundamental principles of communication, with equal emphasis on the theory and practice of communication in arts management. Topics include interpersonal, group, organisational and cross-cultural communication. Other topics about communication that is needed by art managers will also be discussed.

GKP1093 Pengurusan Acara Kesenian / Arts Event Management
Kursus ini menekankan kepada pembelajaran asas Pengurusan Acara kesenian. Pelajar akan diberi kefahaman secara teoritikal dan praktis berkenaan aspek-aspek pengurusan acara kesenian di dalam pelbagai bentuk acara seperti pameran, seminar, mesyuarat, konferensi, bengkel, festival, acara sektor awam dan swasta yang merangkumi persiapan dan implementasi acara dengan penuh tanggungjawab dan secara profesionalisme.

This course emphasizes on the fundamental study of Arts Event Management. Students are exposed to the theory and practice of aspects in arts event management in the form of exhibitions, seminars, meetings, conferences, workshops, festivals, public and corporate events that encompasses event planning, implementation as well as carrying out tasks in a responsible and professional approach.

GKP2053 Gelagat Manusia Dalam Organisasi/ Organizational Behaviour
Kursus ini memperkenalkan teori dan konsep asas gelagat manusia dalam organisasi. Topik utama yang akan dibincangkan ialah sikap dan motivasi, budaya organisasi, interaksi antara perorangan, konflik, kepimpinan, kepuasan kerja dan tekanan kerja. Pelajar diberi peluang mengaplikasikan pengetahuan mereka dalam perbincangan dan tugasan.

This course introduces students to fundamental concepts and theories on human behavior in the workplace. Topics such as attitude and motivation, organizational culture, interpersonal interactions, conflict, leadership, work satisfaction and stress will be explored. Students are given opportunities to apply their knowledge of these theories and concepts in discussions and assignments.

GKP2183 Pengurusan Sistem Maklumat dalam Seni/ Management Information System in Arts
Kursus ini memberi penekanan kepada pengetahuan penggunaan sistem maklumat dalam seni . Ini termasuklah pengenalan kepada penggunaan sistem maklumat yang diperlukan oleh golongan profesional seni dan perniagaan, konseptual sistem komponen dan jenis sistem maklumat yang utama. Ia turut memperbincangkan kecenderungan sistem maklumat yang diguna pakai dan penerangan menyeluruh tentang cabaran pengurusan yang berkaitan dengan pengurusan sistem maklumat.

This course emphasizes on the application of information system in the arts. This includes introduction to commonly used information systems needed by arts and business professionals, conceptual system components and major types of information systems. It also discusses trends in information systems and an overview of the managerial challenges associated with information systems are presented.

GKP2203 Pemasaran Seni/ Arts Promotion
Kursus ini memperkenalkan para pelajar kepada konsep-konsep pemasaran berdasarkan persekitaran pemasaran, campuran pemasaran seperti produk, harga, agihan, promosi, segmentasi dan sasaran pasaran, pasaran pengguna dan pasaran perniagaan. Perbincangan dilanjutkan dengan memperkenalkan produk-produk seni, elemen-elemen persembahan, pameran dan promosi seni.

This course will introduce students to marketing concepts based on market environment, marketing mix such as product, price, distribution, promotion, segmentation and target market, consumer market and business market. Students will take part in discussions that will introduce them to arts products, performance elements, exhibitions and arts promotion.

GKP2133 Pengurusan Muzium dan Galeri/ Museum and Gallery Management

Kursus ini bertujuan untuk mengenalpasti konsep dan struktur pembentukan sesebuah muzium atau galeri daripada pelbagai sudut pengurusan. Selain itu, aspek-aspek yang berkaitan dengan pengurusan koleksi; pengurusan pameran dan pemuliharaan; serta isu-isu semasa yang memberi kesan terhadap pembangunan sektor ini akan dijelaskan secara terperinci. Peranan sektor muzium dan galeri dalam masyarakat kini telah menjadi lebih kompleks akibat pembabitan pelbagai organisasi lain. Justeru itu, pelbagai permasalahan serta cabaran masa kini sektor muzium dan galeri akan rungkaikan.

This course is intended to identify the structure and the concept of how and why museum and gallery are formed. Also to define every aspect that correlates to the managements of museums and galleries from local and global perspective. This course will help students understand the role and concept of Museum And Community.

GKP2194 Pengurusan Acara Kesenian Lanjutan/ Advanced Arts Event Management

Kursus ini akan mendedahkan pelajar kepada pengurusan acara kesenian lanjutan secara praktikal. Pelajar dikehendaki mengaplikasikan teori, pengetahuan dan kemahiran dalam projek-projek kesenian secara praktikal.Pelajar akan terlibat secara langsung dengan industri luar melalui rangkaian kerjasama professional bagi memastikan kejayaan acara kesenian tersebut.

This course will expose the students to the practicalities of advanced arts event management. Students are required to applied theories, exhibit knowledge and skills in the practical based projects.Students will be engaged with the professional relationship in the industries through the professional networking in staging a successful arts event.

GKP2193 Pembiayaan dan Penajaan Dalam Seni/ Funding and Sponsorship in The Arts

Kursus ini memperkenalkan pelajar kepada aspek-aspek pengurusan yang berkait dengan pembiayaan dan penajaan dalam seni. Selain daripada kefahaman konsep pembiayaan dan penajaan, pelajar akan mempelajari beberapa langkah dan strategi yang boleh dipraktikkan dalam memperolehi sumber kewangan tambahan dalam aktiviti kesenian. Isu-isu yang berkait dengan etika pembiayaan dan penajaan juga turut diperkenalkan. This course introduces students to various aspects in funding and sponsorship in the arts. Besides learning concepts in funding and sponsorships, students will also learn steps and strategies which can be undertaken in order to obtain the sources of financing in art activities. Other issues related to funding and sponsorship ethics are also introduced.

GKP2163 Promosi Seni/ Arts Promotion

Kursus ini memperkenalkan pelajar kepada konsep dan prinsip asas promosi yang boleh diaplikasikan dalam industri seni dan budaya. Strategi promosi dan pelbagai kaedah yang digunakan untuk mencapai strategi tersebut dikemukakan dengan objektif mencapai matlamat yang konsisten dengan nilai organisasi. Topik-topik yang dibincang termasuk campuran promosi, media promosi, motivasi dan pilihan pengguna, segmentasi dan sasaran pengguna, pengiklanan dan publisiti antara lain.

This course introduces students to fundamental concepts and principles in promotion that are applicable to the arts and cultural industries. Promotional strategies and the various tools used to achieve those strategies are discussed with the aim of achieving goals consistent with organizational values. Topics include the promotional mix, promotional media, consumer motivation and choice, consumer segmentation and targeting, advertising and publicity, among others.

GKP2213 Perancangan Dan Polisi Seni/ Art Policy and Planning

Kursus ini akan melihat pelbagai latar belakang dan isu-isu yang terbabit dalam perancangan polisi seni berdasarkan beberapa contoh negara membangun. Pemerhatian dan kajian ke atas kawalan pembiayaan dan cabaran dalam organisasi seni akan dibincangkan untuk mengetahui apakah model polisi terkini dalam penubuhan organisasi kesenian. Peranan kerajaan negeri dan pusat sebagai mekanisme penentu akan dikaji dari segi impaknya terhadap struktur perancangan polisi seni. Selain itu, peranan pengguna, seniman, dan organisasi seni dalam pembentukan polisi seni akan turut dianalisa.

This course seeks to examine the various background and issues related to the programmes in policy based on examples from developing countries. Observation and research on the financial constrains and problems faced by arts organization will be discussed in order to discover the most pertinent policy model for the establishment of arts

organization. The role of the state and federal governments as a mechanism to develop the policy will be studied to discover its impact on the structure and programmes related to arts policy. Apart from the above, contributions by consumers, artists and arts organization in the development of arts policy will be analysed.

GKP2223 Kritikan dan Analisa Seni/ Art Analysis and Criticism

Kursus ini akan menekankan kepada metod dan tatacara dalam kritikan seni, penulisan dan praktik, dalam konteks estetika atau mengikut teori keindahan dalam seni. Kritikan seni perlu mengenali beberapa disiplin yang digunakan terutamanya dalam era seni moden dan pasca moden di Eropah. This course emphasizes on methods used in art criticism, writing and practice, either in the aesthetic context or according to the theory of beauty in art. Student will be required to develop a written commentary and report on artworks based on aesthetic theory, criticism theory and other philosophical theory on arts developed from the neo-classical to post-modernist in Europe.

GKP2293 Pengenalan Media Digital/ Introduction to Digital Media

Kursus ini memberi penekanan kepada pengetahuan penggunaan teknologi media digital bagi menyelesaikan masalah rekabentuk visual. Topik-topik yang akan dibincangkan adalah termasuk Pengolahan Elemen Visual dan Rekaletak, Undang-undang sebagai Garispanduan dalam Komunikasi Visual dan Isu-isu Terkini dalam Komunikasi Visual. Pelajar-pelajar akan diberi peluang secara langsung untuk mengaplikasikan pengetahuan mereka dalam aspek visual komunikasi ini melalui aktiviti Role-play, diskusi secara berkumpulan, Projek Individu serta penglibatan di dalam tutorial makmal dalam penggunaan perisian 2D. Penyertaan pelajar dalam sesi diskusi dan kerja lapangan membantu pelajar memperoleh pengalaman yang lebih berguna untuk jangka masa panjang.

This course emphasizes on the application of digital media technology in solving visual communication problems. Topics include includes Developing Visual Elements in Layout, Rules as Guides in Visual Communication and Current Issues in Visual Communication. Students are given opportunities to apply their understanding of these aspects of visual communication through Role-Play activities, group discussions, Individual Projects as well as Lab tutorials in using 2D imaging software. Their participation in discussions and field work will also help them to gain more long life learning experience.

GKP 3223 Industri Budaya/ Cultural Industries

Kursus ini memperkenalkan pelajar kepada bidang industri budaya dan kreatif. Antara topik yang dibincangkan ialah peranan budaya dan warisan dalam industri kreatif, kreativiti dan modal intelek serta konsumer budaya. Pelajar diberi peluang untuk meneliti dan berbincang tentang isu-isu berkait, termasuk teknologi dalam perkembangan industri budaya dan kreatif.

This course introduces students to the culture and creative industries. Topics include the role of culture and heritage in emerging creative industries, creativity and intellectual capital and the culture consumer. Students are given the opportunity to discuss and explore issues, including the role of technology in cultural and creative production and consumption.

GKP3273 Pengurusan Kewangan dalam Seni/ Financial Management in The Arts

Kursus ini memperkenalkan pelajar kepada prinsip pengurusan kewangan, termasuk faktor-faktor persekitaran ekonomi semasa di dalam aliran kewangan sesebuah organisasi kesenian. Aspek-aspek seperti imbangan duga, penyata kewangan, belanjawan, aliran tunai dan perancangan kewangan akan dirujuk secara khusus dalam aspek organisasi pengurusan kewangan dan kaitannya dalam seni.

This course introduces students to the principals of financial management, including economic environment factors in the financial flow of an art organisation. Topics include financial statements, budgeting, cash flow and financial planning, with focus on financial management in the arts.

GKP3213 Isu-Isu Kesenian dan Kebudayaan Malaysia/ Arts and Cultural Issues in Malaysia

Kursus ini memberi tumpuan kepada asas-asas pembentukan kebudayaan seperti adat resam, sistem kepercayaan, bahasa, kesenian, penggunaan teknologi, peraturan dan undang-undang dan sistem sosial. Ia merangkumi aspek-aspek definasi, fungsi, sejarah, konsep dan kaedah pembentukan kebudayaan.

This course focuses on the basics of culture formation such as customs, belief systems, language, arts, use of technology, regulations and laws well as social systems. It encompassess aspects in definitions, function, history, concepts and methods of culture formation.

GKP3233 Seni Asia Tenggara Sezaman/ Contemporary South East Asian Arts

Kursus ini bertujuan membuat perbezaan dan menghubungkait perkembangan seni tampak, seni arca dan media baru dalam penghasilan seni di Asia

Tenggara dengan budaya dan kehendak semasa. Pengajian seni ini juga membandingkan serta menghuraikan hubungan kesenian dengan sejarah, seni peribumi, kesan kolonialisme dan modenisasi, pertumbuhan seni di negara-negara Asia khususnya negara Indonesia, Thailand, Malaysia, Singapura, Myanmar, Kemboja, Laos dan Filipina.

This course aims to compare and relate the development of visual arts, sculpture, and new media in art production in South East Asia with contemporary culture and needs. This course also touches on comparisons and analysis on the relationship between art and history, indigenous arts, colonialism and modernization, and the development of arts in other Asian countries, especially Indonesia, Thailand, Malaysia, Singapura, Myanmar, Kemboja, Laos dan Filipina.

GKP3333 Pengurusan Strategik/ Strategic Management
Kursus ini menghuraikan seni dan sains menggubal, melaksana dan menilai keputusan silang fungsi yang akan membolehkan organisasi untuk mencapai matlamatnya. Ia juga menterjemah secara sistematik sumber-sumber yang dicapai dengan menjurus dari misi, visi dan strategi ke seluruh organisasi. Kursus ini juga melihat bagaimana aktiviti strategik boleh mengubah pelan statik ke dalam keseluruhan sistem untuk memberikan maklum balas prestasi strategik bagi membuat keputusan dan membolehkan rancangan untuk terus berkembang. Kursus ini akan membincangkan bagaimana pengurusan strategik boleh membantu keputusan pengurusan yang menentukan prestasi jangka panjang perusahaan perniagaan.

The course elaborates the art and science of formulating, implementing and evaluating cross-functional decisions that will enable an organization to achieve its objectives and systematically coordinate and align resources and actions with mission, vision and strategy throughout an organization. The course will also look at how strategic activities could transform the static plan into a system that provides strategic performance feedback to decision making and enables the plan to evolve and grow. The course will discuss how strategic management can assist the managerial decisions that determine the longterm performance of a business enterprise.

GKP3353 Projek Tahun Akhir 1/ Final Year Project 1
Kursus ini akan membincangkan mengenai konsep projek tahun akhir. Pelajar akan menjalankan projek berkaitan topik pilihanmereka di dalam disiplin pengurusan seni. Pelajar mesti mempunyai topik yang jelas yang perlu mendapatkan kelulusan

daripada penyelia projek. Kursus ini juga bertujuan untuk mengukuhkan keupayaan pelajar bagi menjalankan penyelidikan dan bekerja secara bebas untuk mendapatkan maklumat dan bahan-bahan untuk menyokong projek tahun akhir mereka. Para pelajar akan dapat mengaitkan dan mengintegrasikan kursus yang telah diambil ke kawasan kajian dalam menjalankan projek tahun akhir mereka. Topik termasuk menulis cadangan kajian, kajian literatur, kaedah penyelidikan, kerja lapangan dan pengumpulan data serta pengenalan kepada analisis data.

This course deals with the conception of a research project in the final year. Students will undertake a project on a topic of their choice within the discipline of arts management. Students must have a clearly defined topic which must be approved by the supervisor of the project. The course also aims to strengthen the students? capability to conduct final year project and work independently in acquiring information and materials to support their research project. The students should be able to relate and integrate courses they have taken to the research area in their final year project. Topics include proposal writing, literature review, research methodology, fieldwork and data collection as well as introduction to data analysis.

GKP3314 Projek Tahun Akhir 2/ Final Year Project (Pra-syarat GKP3353 Projek Akhir 1/ Pre-Requisite GKP3353)

Kursus ini memfokuskan kepada pengumpulan data, analisa data, dapatan kajian dan kesimpulan projek penyelidikan tahun akhir. Pelajar dikehendaki membentang projek mereka sebagai sebahagian syarat lulus ijazah sarjana muda dalam bidang pengurusan seni. Kursus ini untuk menguji keupayaan pelajar untuk menyelesaikan masalah di samping memupuk kebolehan berfikir secara kritikal dan analitikal dalam pelaksanaan dan pengurusan projek penyelidikan. Pelajar dijangka melengkapkan dan menghantar laporan akademik bertulis.

This course focuses on the data collection, data analysis, research findings and conclusion of the undergraduate final year project. Students are required to present their projects as part of the passing requirement for a bachelor's degree in the field of arts management. This course also aims to assess students? problem solving skills and their critical and analytical thinking skills relating to executing and managing a research project. Students are expected to complete and submit a written academic report.

GKP3253 Seminar Pengurusan Seni/ Arts Management Seminar

Kursus ini bersifat seminar dan diskusi berkaitan dengan konsep dalam seni. Kajian analitikal dan pandangan kritis dari pelajar berupaya menyediakan suatu platform diskusi intelektual dalam pelbagai bidang. Kursus ini mampu meningkatkan kemahiran dalam memperkembangkan idea yang meliputi pelbagai bidang seni di samping menekankan kemahiran menghasilkan penulisan ilmiah dan produk lain yang berkaitan dengan penulisan dan persembahan sesuatu konsep dan ideologi.

This course involves a seminar and discussion which relates to concepts in the arts. Analytical studies and critical viewpoints from students can serve as a platform for discussion in many fields. This course serves to enhance skills to develop ideas which cover many areas of the arts. Besides that students learn to be better prepared to produce academic writing and other products related to writing and presenting a concept and ideology.

ANIMATION COURSES

17 CREDITS — UNIVERSITY COMPULSORY

TOTAL
123 CREDITS
Band 3-6 MUET

97 CREDITS — FACULTY+ PROGRAMME CORE

TOTAL
127 CREDITS
Band 2 MUET

9 CREDITS — ELECTIVES

PROGRAM ANIMASI (UW-6-213-002)

ANIMATION PROGRAMME

Kursus Teras Program/ Programme Core Courses

GKC1013 Asas Seni Reka 1/Design Fundamental 1

(Kursus pengenalan yang menekankan asas melihat ke atas elemen seni tampak, prinsip rekaan dan permasalahan dalam lukisan drekaan. Kajian fundamental yang merangkumi pengetahuan berkenaan dengan elemen seperti garisan, rupa, warna, jalinan, bentuk dan ruang. Prinsip-prinsip yang berhubungkait dengan elemen-elemen ini juga dibincangkan. Latihan studio mendedahkan pelajar kepada disiplin-disiplin kerja seterusnya membina kefahaman persepsi, Kepekaan kritikal dan teknikal dalam amalan seni.)

This course emphasized the basic in observing the element of visual art, principle and problems in drawing and designing. Fundamental research in this course includes lines, shape, colour, form and space that are inter related with each to another. Studio works expose the students to the working discipline in building the understanding of perception, critical awareness and technical aspects in art.

GKC1063 Animasi Studio 1 / Animation Studio 1

Kursus ini adalah pengenalan kepada sejarah dan asas-asas animasi. Modul ini memberi penekanan kepada prinsip-prinsip, teknik dan teori Animasi. Sepanjang kursus ini, pelajar dilatih untuk memerhati dan memahami pergerakan dan menghasilkan animasi 2D menggunakan pelbagai teknik.

This course is an introduction to the history and fundamentals of animation. The module emphasizes on the principles, techniques and theories in Animation. Throughout this course, students are trained to observe and understand movement and create 2D animation using various techniques.

GKC1073 Lukisan Aksi Dinamik/ Dynamic Life Drawing

Kursus ini memperkenalkan lukisan dinamik kepada pelajar di mana mereka akan didedahkan dengan asas pergerakan dan kadar banding. Dengan menggunakan kemahiran pemerhatian yang tepat dan teknik lukisan berirama, pelajar akan menghasilkan pos menarik dan dinamik dalam lukisan mereka. Pada akhir kursus ini, pelajar akan dapat membina anatomi asas dan mempunyai kemahiran melukis untuk animasi.

The students will be exposed to the fundamental of movements and proportions in the setting of dynamic drawings. By applying precise observation skill and
rhythmic drawing techniques, students will produce appealing and dynamic poses in their drawings. At the end of this course, students will be able to build on their foundation anatomy and figure drawing skills for animation.

GKC1083 Papan Penceritaan / Storyboarding

Kursus ini memperkenalkan penstrukturan cerita dan proses penceritaan melalui visual. Kursus ini memberikan gambaran keseluruhan peringkat pra-visualisasi dalam produksi animasi. Pelajar didedahkan dengan elemen penceritaan, dokumen "pitching", penceritaan visual, visualisasi cerita dan papan cerita. Pada akhir kursus ini, pelajar akan menguasai teknik penceritaan dari penulisan hingga ke peringkat animatik.

This course introduces the story structuring and visual storytelling processes. This course provides an overview of pre-visualisation stage in creating animation. Students are exposed to story elements, pitching documentation, visual storytelling, story visualisation and storyboarding. At the end of this course, students will be able to develop original story line into animatic stage.

GKC 1093 Grafik Komputer / Computer Graphics

Kursus ini memperkenalkan aplikasi grafik komputer untuk reka bentuk visual animasi. Pelajar didedahkan kepada aplikasi pengimejan grafik dalam komunikasi visual yang berstandard industri. Dalam kursus ini, pelajar dikehendaki melaksanakan kerja kursus bersifat "hands-on" untuk meguasai kemahiran teknikal aplikasi pengimejan grafik yang ditentukan. Pada akhir kursus ini, pelajar akan dapat untuk menghasilkan visual grafik bagi reka bentuk animasi dengan menggunakan pengetahuan dan kemahiran yang diperolehi.

This course introduces the applications of computer graphics for visualization. Students are exposed to industrial standards graphical imaging applications

in visual communication. In this course, students are required to execute hands-on practice to gain visual design technical skill-set. At the end of this course, students will be able to develop graphical visual for animation by applying the knowledge and computer skills.

GKC1023 Asas Seni Reka 2 / Design Fundamental 2
Tujuan utama kursus ini adalah bagi memperkenalkan pelajar tentang asas elemen dan prinsip seni reka. Kursus ini memberi penekanan yang terperinci tentang explorasi, elsperimentasi dan penggunaan elemen-elemen seni reka seperti rupa, garisan, bentuk Dimensi, warna, tekstura, ruang, illusi dan prinsip-prinsip senireka seperti keseimbangan, penyatuan, keharmonian, pergerakan, penekanan, ritma dan lain-lain

The main objective of the course is to expose students on the elements and principles of design. The course provides in detail on exploration, experimentation and the application through elements of design such as form, lines, shapes, colors, texture, space, illusion. The design principles such as balance, unity, harmony, movement, emphasis, rhythm are also part of the experiment for this study.

GKC1103 Animasi Studio 2 / Animation Studio 2
Kursus ini memberi pengenalan kepada pelajar mengenai proses menghasilkan animasi 2 dimensi secara komersil. Pelajar juga didedahkan dengan aplikasi dan perisian serta proses membuat animasi secara digital. Pada akhir modul pelajar dikehendaki membuat sebuah cereka animasi pendek, melalui proses persembahan konsep dan papan cerita ke arah penghasilan sebuah animasi bermutu tinggi.

This course explores the process of two-dimensional animation inline with industry standard. Students will be exposed to 2D applications as well as digital production processes in animation. At the end of this module, students are required to produce a short animation through conceptual presentation, and storyboard creations.

GKC1113 3 Dimensi Model / 3 Dimensional Modeling
Kursus ini memperkenalkan proses lengkap 3D pemodelan dan animasi 'keyframe' kepada pelajar. Sepanjang kursus ini, pelajar akan idealise konsep melalui lakaran dan menterjemahkannya ke dalam visualisasi realistik 3D. Pelajar juga akan didedahkan kepada pelbagai teknik pemodelan, pemetaan tekstur, lampu melalui aplikasi 3D.

This course introduces the complete process of 3D modeling and keyframe animation pipeline to the students. Throughout the course, students will idealise concepts through sketches and translate them into believable 3D visualisation. Students are also exposed to various techniques of modelling, texture mapping, lighting and rendering with 3D application.

GKC1123 Rekabentuk dan Reka Letak Karakter / Character Design and Layout
Kursus ini memperkenalkan para pelajar kepada pembinaan karektor, dan pengaplikasian personaliti kepada karektor di dalam animasi. Pelajar didedahkan kaedah kajian mendalam mengenai personaliti, identiti, ekspresi emosi kepada sesuatu watak untuk animasi. Kursus ini tertumpu kepada pembangunan karektor dalam bentuk ideal berbanding realistik. Selain dari itu kursus ini juga memperkenalkan seni reka letak, iaitu perletakkan karektor serta rekaan latar belakang didalam sesuatu animasi.

This course aims to teach students to construct character design and personality according to the themes and pre-visualization. Students will be exposed to systematic techniques in creating personality, developing identity, expression and emotion in characters. In addition, this course emphasizes on layout and positioning of characters and background design in animation.

GKC 1133 Seni Dan Reka Bentuk Permainan / Game Art and Design
Kursus ini memperkenalkan para pelajar kepada pembinaan karektor, seni reka aras (level design) dan kaedah pembinaan prototaip permainan komputer yang kreatif. Pelajar didedahkan dengan secara berperingkat tentang proses rekaan, iaitu rangka kerja teknikal dan produksi permainan. Pelajar akan dilatih dari sudut penyediaan konsep, membuat lakaran asas dan pendedahan kepada asas reka bentuk permainan.

This course introduces the students to character creation, level design and methods used in developing creative game design prototypes. The students will be exposed to the stages of game development of design process starting from technical framework to real game design production. Students will be trained in conceptual development, idea sketches and basic game design process.

GKC 2033 Produksi Video / Video Production
Kursus ini memperkenalkan prinsip-prinsip asas pembentukan visual, komposisi dan framing dengan menggunakan kamera video digital. Pelajar

didedahkan kepada konsep-konsep dan teknik-teknik pembikinan filem digital dengan tumpuan diberikan kepada aspek estetika produksi video digtial. Kursus ini turut merangkumi teknik-teknik asas pencahayaan video, perakaman bunyi dan penyuntingan non-linear.

The course engages students in critical discussions about animated films. Students are exposed to film languages, cinematic design and cinematic aesthetic through film review. This course introduces the students to different styles of animation based on diverse regions and cultures. Students will be exposed to rigorous methods of creating animation shorts with experimental screen design to extend their own unique creative visions.

GKC 2144 3D Animasi 1 / 3D Animation 1

Kursus ini memperkenalkan para pelajar kepada proses rekaan karektor Animasi secara teknikal. Pelajar didedahkan kaedah kajian secara cepat dan cekap di dalam pengolahan produksi karektor animasi. Pada akhir modul ini pelajar akan melaksanakan animasi pendek dengan menggunakan pendekatan peribadi dalam merekacipta karektor yang berkesan.

This course introduces the students to the character animation process and the art of character animation from initial concept to effective post production techniques. Students will be exposed to understand appropriate techniques for producing character animation. For the final outcome, students will execute a short animation inline with industry requirements.

GKC2153 Persembahan Animasi / Performance Animation

Kursus ini adalah mengenai penangkapan prestasi dengan menggunakan sistem Motion Capture optik. Pelajar akan didedahkan kepada prinsip-prinsip proses digital lakonan gerakan untuk meningkatkan kemahiran digital mereka. Pelajar akan diajar mengenai pengesanan gerakan dan memasukkan data gerakan ke dalam aplikasi 3D yang akan dipetakan dengan watak-watak 3D. Pelajar akan mempelajari teknik-teknik editing usul untuk memanipulasi usul diperolehi. Pada akhir kursus ini, pelajar akan dapat menghasilkan animasi dipercayai.

This course is about performance capture by using optical motion capture system. Students will be exposed to the principles of acting and motion capture processes to enhance their digital performance skills. Students will be taught on motion tracking and translate the motion data into 3D application to be mapped with the 3D characters. Students will learn motion editing techniques to manipulate the motions acquired. At the end of this course, students will be able to produce a believable animation.

GKC2163 Animasi Eksperimental / Experimental Animation

Kursus ini meneroka teknik eksperimen dalam animasi di samping menangani masalah asas seperti irama, masa, dan bunyi. Penekanan diberikan kepada idea konseptual dan pembangunan, proses abstrak dan material, serta mengesan aliran naratif dalam rangkaian. Pelajar akan menyelidik, berbincang, dan mentafsir daya tarikan bentuk seni yang pelbagai, budaya dan sejarah dengan animasi melalui tayangan, ceramah, dan bacaan. Pelajar memperolehi kemahiran dengan kamera digital dan perakam audio semasa bekerja melalui pelbagai teknik dan format yang mungkin termasuk tradisional, digital, dan / atau media campuran. Rangka kerja kursus ini tertumpu kepada idea pelbagai lelaran-bentuk dan mewujudkan animasi eksperimen yang pelbagai; berbanding dengan memberi tumpuan dengan menggunakan kaedah yang tunggal. Arahan teknikal intensif disediakan bersama penerokaan dinamik teknik konvensional dan kontemporari, estetika, dan isu-isu konsep, dalam persekitaran kritikal yang menyokong memberi tumpuan kepada pembangunan projek kreatif.)

This studio class explores experimental techniques in animation while addressing fundamental problems such as rhythm, timing, and sound. Emphasis is on conceptual idea and development, abstract and material processes, and locating narrative flow in technique. Students will research, discuss, and explore diverse art form, cultural and historical fascination with animating the inanimate through screenings and hands-on practical exercises. Students will gain proficiency with digital cameras and audio recorders while working through a variety of techniques and formats that may include traditional, digital, and/or mixed media. The framework of this course is centred on the idea of multiple iterations, designing and creating experimental animations frequently and with variety; as opposed to focusing on a single finished piece. Intensive technical instruction is provided alongside a dynamic exploration of conventional and contemporary techniques, aesthetics, and conceptual issues, within a supportive critical environment focused on the development of the creative project.

GKC2173 Media Baharu / New Media

Kursus ini memperkenalkan state-of-the-art dan trend semasa media baru. Pelajar akan meningkatkan kemahiran dalam "mempersoalkan" media baru: berfikir secara kritis mengenai topik

yang maju dan menggunakan sumber-sumber media baru untuk penyelidikan perintis kerja media baru. Pelajar akan meneroka penyelesaian yang berkesan dan inovatif dalam menggunakan media baru. Pada akhir kursus ini, pelajar belajar untuk menilai dan membuat persembahan yang meyakinkan mengenai topik-topik dalam media baru.

This course introduces the state-of-the-art and current trend of new media. Students will enhance skills in "questioning" new media: think critically about advanced topics and using new media resources to research pioneering new media work. Students will explore effective solutions and innovative in utilizing new media. At the end of this course, student learn to evaluate and create persuasive presentations on topics in new media.

GKC2043 Apresiasi Animasi / Animation Appreciation

Kursus ini melibatkan pelajar dalam perbincangan kritikal mengenai seni, teknologi, bahasa dan penghayatan filem-filem animasi. Pelajar didedahkan dengan bahasa filem, reka bentuk sinematik dan estetik sinematik melalui kajian filem. Kursus ini memperkenalkan pelajar kepada gaya animasi yang berbeza dari pelbagai budaya dan tempat. Pelajar akan didedahkan kepada pelbagai kaedah untuk menghasilkan animasi pendek untuk melanjutkan visi kreatif mereka yang tersendiri.

The course engages students in critical discussions about the art, technology language, and appreciation of animated films. Students are exposed to film languages, cinematic design and cinematic aesthetic through animated film review. This course introduces the students to different styles of animation based on diverse regions and cultures. Students will be exposed to rigorous methods of creating animation shorts to extend their own unique creative visions.

GKC2184 3D Animation 2 / Animasi 3D 2

Kursus ini memberi tumpuan kepada produksi animasi pendek 3D. Pelajar dikehendaki untuk bekerja sebagai satu pasukan untuk menghasilkan pendek animasi dari pra-pengeluaran dan animasi akhir. Kursus ini menyerupai pengalaman industri dunia sebenar pitching idea dan sesi kritikan.

This course focuses on 3D animated short production. Students are required to produce a 3D animated short from pre-production to final animation. This course simulates the real-world industrial experience of pitching ideas and critics sessions.

GKC2193 Seni Reka Gerak / Motion Design

Kursus ini memperkenalkan pelajar kepada gerakan dan reka bentuk grafik dan penyuntingan filem untuk animasi dan pengeluaran yang singkat seperti urutan tajuk filem. Ia memberi tumpuan kepada asas-asas reka bentuk dan trend dalam grafik gerakan teknik pengeluaran bagi industri media, penyiaran dan pengiklanan digital.

This course introduce students to motion graphics design and film editing for animation and very short production such as film title sequence. It focuses on design fundamentals and trends in motion graphics production for the digital media, broadcast and advertising industry.

GKC2203 Pasca Produksi / Post Production

Kursus ini merangkumi penghasilan animasi yang lengkap dari segi penggunaan kesan khas, teknik pewarnaan, kaedah komposisi digital hingga ke proses penyuntingan di dalam animasi.Topik-topik yang akan dibincangkan adalah Konsep dalam Animasi Pasca Produksi dan juga Produksi dan Teknik. Pelajar akan mempromosikan animasi mereka untuk tujuan pasaran pekerjaan. Pelajar juga dikehendaki menghantar hasil karya ke festival tempatan dan antarabangsa.

This course incorporates the production of a complete animation in using special effects, color timing, digital compositing and editing. Topics include Conceptualization in Post Production Animation and Production & Technique. Students will promote their end-products for the purpose of marketing themselves. They will be required to submit their work to local or international festivals.

GKC2213 Penataan Bunyi Untuk Animasi / Sound Design for Animation

Kursus ini memperkenalkan pelajar kepada teori dan praktis rakaman dan rekaan bunyi untuk sesebuah produksi filem, video atau animasi. Pelajar akan belajar tentang asas rakaman bunyi dalam studio dan di atas lokasi, menyunting dan menata bunyi produksi dan pos-produksi bunyi yang berkaitan dan sesuai untuk sesebuah produksi berbentuk visual. Kursus ini turut memberi pengalaman secara praktikal kepada pelajar menggunakan peralatan rakaman serta membekalkan asas kepada pelajar untuk terus mendalami rekaan bunyi.

This course aims to provide comprehensive understanding of theoretical and practical aspect of basic sound recording and design for a short film production and/or animation. Topics discussed include the elements of sound, sound recording technique on location as well as in the studio, sound recording equipment and terminologies. Students

are encouraged to utilize sound editing software for their given projects

GKC3053 Pembangunan Dan Pengurusan Kandungan Kreatif / Creative Content Development and Management

Kursus ini memberi tumpuan khusus kepada membina dan cadangan dalam kandungan creative yang kompetitif. Pelajar akan membangunkan konsep yang baik dan membina konsep visual menarik untuk tujuan "pitching" . Kursus ini juga bertujuan untuk keupayaan kerjasama pelajar untuk menjalankan penyelidikan dalam mewujudkan konsep cerita yang menarik. Pada akhir kursus ini, pelajar dikehendaki menyediakan cadangan dengan penjanaan idea dalam bentuk cerita pendek atau trailer animasi.

This course focuses on creating proposals in developing creative content that are competitive. Students will learn to develop good concept of story and create good visual concept for pitching proposes. The course also aims to the student's collaborative capability to conduct research in creating story concept and funding their own projects. At the end of the course, students are required to prepare proposals with ideation in the form of pilot or trailer animation

GKC3223 Projek Tahun Akhir 1 / Final Year Project 1

Kursus ini memberi tumpuan kepada komponen penulisan dan penyelidikan dan berfungsi sebagai peringkat konsep rekabentuk dan pembangunan idea untuk penyelidikan projek tahun akhir Ijazah Sarjana Muda. Pelajar akan menjalankan projek penyelidikan berdasarkan topik pilihan mereka dalam bidang animasi dengan topik yang jelas dengan kelulusan penyelia akademik. Kursus ini juga bertujuan mengukuhkan keupayaan pelajar untukmenjalankan penyelidikan secara berdikari dalam mendapatkan maklumat dan bahan-bahan untuk menyokong projek penyelidikan mereka. Di akhir kursus ini pelajar dikehendaki menyediakan cadangan kertas kajian dan perkembangan idea produk termasuklah lakaran dan karya kasar.

The course focuses on the writing and research component which serves as a design concept and idea development phases for the preparation of bachelor degree final year's research and project. Students will undertake a research project on a topic of their choice within the field of animation with clearly defined topic upon the academic supervisor's approval. The course also aims at strengthening the students' capability to conduct research and work independently in acquiring information and materials to support their research project. At the end of the course, students are required to prepare research proposal and ideation of the product in a form of sketches and mock-up.

GKC3234 Projek Tahun Akhir 2 / Final Year Project 2

Kursus ini memfokuskan kepada proses rekaan, konsep dan produksi projek tahun akhir. Pelajar dikehendaki untuk membentang dan mempertahankan projek mereka untuk memenuhi syarat minimum yang diperlukan. Penekanan turut diberi terhadap keupayaan pelajar mengait dan mengintegrasikan penyelidikan kepada projek akhir. Kursus ini turut melatih keupayaan pelajar menyelesaikan masalah di samping membangun keupayaan menyelesaikan masalah secara kritikal dan analitikal bagi menyelesai dan menguruskan proses rekaan dan produksi.

The course focuses on the design process, concept and production stages of the final year project. The students are required to present and defend their projects to meet the minimum passing requirement. The emphasis is on the students' ability to relate and integrate the research into their final project. The course will also develop students' problem solving skills as well as their critical and analytical thinking skills relating to executing and managing their design process and productions.

GKC3243 Seminar Animasi / Animation Seminar

Kursus ini akan melatih pelajar dalam pemikiran kritikal dengan memberi tumpuan kepada isu-isu semasa dalam animasi dan kandungan kreatif industri. Melalui perbincangan intelektual dengan melawat pakar kandungan kreatif, pelajar akan dapat meningkatkan kemahiran berfikir kreatif mereka, untuk berhujah dan pengkritik dalam bidang akademik di atas padang. Pada akhir kursus ini, pelajar akan hantar artikel penulisan akademik atau wacana bijak berdasarkan pandangan mereka terhadap industri.

This course will train students in critical thinking by focusing on current issues in the animation and creative content industries. Through intellectual discourse with visiting creative content experts, students will be able to enhance their creative thinking skills, to argue and to critic academically on the field. At the end of the course, students will submit an academic writing article or intelligent discourse based on their views towards the industries.

GKC42510 Latihan Industri / Industrial Training
Melalui skim penempatan Latihan Industri ini fakulti berharap agar pelajar dapat menterjemahkan dan mempraktikkan bidang pengkhususan yang dipelajari ke dunia pekerjaan profesional. Skim ini memberi peluang kepada pelajar untuk bekerja dalam situasi profesional dan mendapatkan
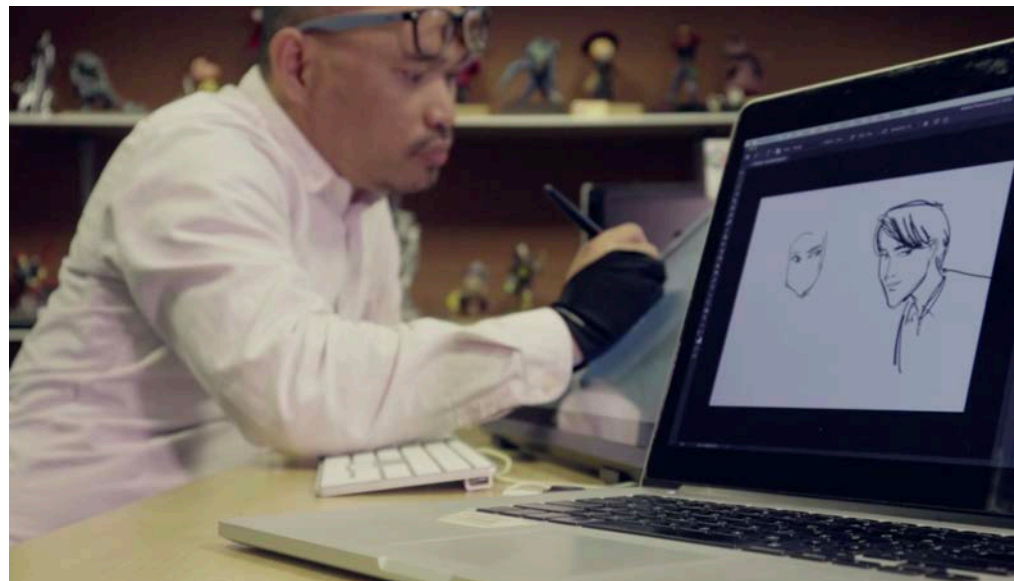
MODUL KURSUS PENGUKUHAN, MATAPELAJARAN UMUM & PEMBANGUNAN GENERIK SESI 2020/2021

REMEDIAL, GENERAL EDUCATION SUBJECTS AND GENERIC DEVELOPMENT COURSES MODULE

Kursus Wajib Universiti / University Compulsory Courses (Warganegara/Local Students)

Semua pelajar dikehendaki melengkapkan kesemua Kursus Matapelajaran Umum (MPU) sebagai syarat bergradut universiti. Pelajar dikehendaki untuk melengkapkan 10 kredit untuk kategori matapelajaran MPU ini.

ALL students MUST complete the General Education Subjects as part of the curriculum structure of the university, in order to graduate. Students are required to complete a total of 10 credits for this category. The courses are:

No	Kursus Wajib Universiti	Nama Kursus	Kredit	Sem
1	**Mata Pelajaran Umum**	MPU3182 Falsafah dan Isu Semasa	2	2
		MPU3192 Penghayatan Etika dan Peradaban	2	1
		MPU3222 Asas Pembudayaan Keusahawanan	2	1
		MPU3332 Warisan Nusa	2	1/2
		MPU3432 Kokurikulum Berkredit (Daya Usaha dan Inovasi) ATAU MPU3442 Kokurikulum Berkredit (Kebudayaan) ATAU MPU3452 Kokurikulum Berkredit (Kepimpinan) ATAU MPU3462 Kokurikulum Berkredit (Kesukarelawanan) ATAU MPU3472 Kokurikulum Berkredit (Keusahawanan) ATAU MPU3482 Kokurikulum Berkredit (Khidmat Komuniti) ATAU MPU3492 Kokurikulum Berkredit (Sukan) ATAU MPU34102 Kokurikulum Berkredit (Pengucapan Awam) Pilih satu sahaja.	2	2
		Jumlah Kredit	**10**	
2	**Kursus Pembangunan Generik**	PBI 1102 Academic English 1 and PBI 1072 English for Professional Communication* Muet Band 3	4	1/2

		PBI1082 English for Occupational Purposes and PBI 1092 English for Academic Purposes* Muet Band 4-6	4	1/2
		PBM 2072 Bahasa Melayu	2	1/2
		Jumlah Kredit	**6**	
3	Kursus Pengukuhan	PPD1041 Kemahiran Insaniah dan Asas Kesukarelawanan	1/2	1
		Jumlah Kredit	**1**	
4	Elektif Kluster Universiti	XXXU1233	3	1/2
		XXXU1233	3	1/2
		XXXU1233	3	1/2
		Jumlah Kredit	**9**	
		JUMLAH KESELURUHAN	**26**	

University Compulsory Courses (International Students)

ALL international students **MUST** complete the University Compulsory Courses as part of the curriculum structure of the university in order to graduate. Students are required to complete a total of **26 credits** for this category. The courses are:

No	Kursus Wajib Universiti	Nama Kursus	Kredit	Sem
1	Mata Pelajaran Umum	MPU3182 Philosophy and Current Issues	2	2
		MPU3132 Malay Language for Communication 2	2	1/2
		MPU3222 Foundation of Entrepreneurship Inculturation	2	1
		MPU3342 Culture and Ethnicity in Malaysia	2	1/2
		MPU3432 Credited Co-curricular (Initiative and Innovation) OR MPU3442 Credited Co-curricular (Culture) OR MPU3452 Credited Co-curricular (Leadership) OR MPU3462 Credited Co-curricular (Volunteerism) OR MPU3472 Credited Co-curricular (Entrepreneurship) OR MPU3482 Credited Co-curricular (Community Service) OR MPU3492 Credited Co-curricular (Sports) OR MPU34102 Credited Co-curricular (Public Speaking) Choose **ONE** only!	2	2
		Total Credits	**10**	
2	Kursus Pembangunan Generik	PBI 1102 Academic English 1 and PBI 1072 English for Professional Communication*	4	1/2

		Muet Band 3/ IELTS 5.5/TOEFL iBT 42/ Pearson Test of English 47/Cambridge English Qualifications Test 154		
		PBI1082 English for Occupational Purposes and PBI 1092 English for Academic Purposes* Muet Band 4-6/ IELTS 6/TOEFL iBT 60/ Pearson Test of English 59/Cambridge English Qualifications Test 169	4	1/2
		PBM2082 Advanced Language for Communication 2	2	1/2
		Total Credits		**6**
3	Remedial Course	PPD1041 Softskills and Basic Volunteerism	1	1
		Total Credits		**1**
4	University Elective Cluster	XXXU1233	3	1/2
		XXXU1233	3	1/2
		XXXU1233	3	1/2
		Total Credits		**9**
		OVERALL TOTAL CREDITS		**26**

Kursus Pembangunan Generik /
Generic Development Courses

Generic development courses are general university courses aimed to develop students mind, attitude and personality. Students are required to complete a total of **6 credit**. Please refer to table below for the choices of the Generic Development Courses available:

Kursus Generik/ Generic Courses	Category 1 English	Category 2 English
	Students with MUET band 3 (and passed PBI1112 and PBI1122). **International Students : Intensive English (Band 5.5 to 6.5) OR IELTS 5.0*	Students with MUET band 4, 5 and 6. **International Students : Intensive English (Band 7 and above) OR IELTS 5.5 and above
1. English Course 1	**PBI 1102 Academic English** Credit: 2	**PBI 1082 English for Occupational Purposes** Credit: 2
2. English Course 2	**PBI 1072 English for Professional Communication** Credit: 2	**PBI 1092 English for Academic Purposes** Credit: 2
3. Malay Language	**PBM2072 Malay Language (Malaysian)** Credit: 2 **PBM2082 Advanced Language for Communication 2 (Non Malaysian)** Credit: 2	

Kursus Pengukuhan / Remedial Courses

ALL students **MUST** complete the remedial courses as part of the curriculum structure of the university, in order to graduate.

For this type of course, students can be divided into TWO categories:
Category 1: Students who MUST complete ALL courses listed (i.e. 7 credits). Students who fall into this category are students who score:
Band 1 and Band 2 for their MUET, OR C or C+ for their Intensive English
Students MUST complete ALL four courses (i.e.7 credits) in order to graduate.

Category 2: Students who do NOT fall into Category 1, MUST complete only TWO courses (i.e. 3 credits) in order to graduate.

Kursus Pengukuhan/ Remedial Course	Category 1 English	Category 2 English
	Students with MUET band 3 (and passed PBI1112 and PBI1122). **International Students : Intensive English (Band 5.5 to 6.5) OR IELTS 5.0	Students with MUET band 4, 5 and 6. **International Students : Intensive English (Band 7 and above) OR IELTS 5.5 and above
Remedial Course 1	1. **PBI 1112 Preparatory English 1** Credit: 2	**NOT applicable**
Remedial Course 2	2. **PBI 1122 Preparatory English 3** Credit: 2	
Remedial Course 3	1. **PPD1041 Kemahiran Insaniah dan Asas Kesukarelawanan** / Softskill and Basic Volunteerism Credit: 1	

University Compulsory Courses

Local Students (Malaysian)

General Education Subjects (MPU)

Course Code and Title	Credit
MPU3182 Falsafah dan Isu Semasa	2
MPU3192 Penghayatan Etika dan Peradaban	2
MPU3222 Asas Pembudayaan Keusahawanan	2
MPU3332 Warisan Nusa	2
MPU34X2 Kurikulum Berkredit *	2
Total Credits	**10**

General Development Subjects

Course Code and Title	Credit
PBI 1XX2 English Generic Course 1 **	2
PBI 1XX2 English Generic Course 2 **	2
PBM2072 Bahasa Melayu / Malay Language	2
Total Credits	**6**

Remedial Subjects

Course Code and Title	Credit
PPD1041 Softskill and Basic Volunteerism	1
PBI 1112 Preparatory English 1 ***	2
PBI 1122 Preparatory English 2 ***	2
Total Credits	**5**

Elective Cluster Courses

Course Code and Title	Credit
XXX3 Elective Cluster 1	3
XXX3 Elective Cluster 2	3
XXX3 Elective Cluster 3	3

Total Credits
MUET Band 3-6 **26**

*Choose ONE only.

1. MPU3432 Credited Co-curricular (Initiative and Innovation) OR
2. MPU3442 Credited Co-curricular (Culture) OR
3. MPU3452 Credited Co-curricular (Leadership)
4. MPU3462 Credited Co-curricular Volunteerism) OR
5. MPU3472 Credited Co-curricular (Entrepreneurship) OR
6. MPU3482 Credited Co-curricular Community Service) OR
7. MPU3492 Credited Co-curricular (Sports) OR
8. MPU34102 Credited Co-curricular (Public Speaking)

** MUET Band 3

1. PBI 1102 Academic English 1
2. PBI 1072 English for Professional Communication

** MUET Band 4-6

1. PBI1082 English for Occupational Purposes
2. PBI 1092 English for Academic

*** MUET Band 2

1. PBI1112 (Preparatory English 1) and PBI1122 (Preparatory English 2) Courses MUST be taken by MUET Band 2 students
2. This course is not included in the credit hours of the faculty study plan but is considered for graduation by MUET Band 2 students.

Total Credits
MUET Band 2 **30**

University Compulsory Courses

International Students (Non-Malaysian)

General Education Courses (MPU)

Course Code and Title	Credit
MPU3182 Philosophy and Current Issues	2
MPU3132 Malay Language for Communication 2	2
MPU3222 Foundation of Entrepreneurship Inculturation	2
MPU3342 Culture and Ethnicity in Malaysia	2
MPU34X2 Credit Co-Curriculur Course *	2
Total Credits	**10**

General Development Courses

Course Code and Title	Credit
PBI 1XX2 English Generic Course 1 **	2
PBI 1XX2 English Generic Course 2 **	2
PBM2082 Advanced Language for Communication 2	2
Total Credits	**6**

Remedial Course

Course Code and Title	Credit
PPD1041 Softskill and Basic Volunteerism	1
Total Credits	**1**

Elective Cluster Courses

Course Code and Title	Credit
XXX3 Elective Cluster 1	3
XXX3 Elective Cluster 2	3
XXX3 Elective Cluster 3	3
Total Credits	**9**

*Choose ONE only.

1. MPU3432 Credited Co-curricular (Initiative and Innovation) OR
1. MPU3442 Credited Co-curricular (Culture) OR
2. MPU3452 Credited Co-curricular (Leadership)
3. MPU3462 Credited Co-curricular Volunteerism) OR
5. MPU3472 Credited Co-curricular (Entrepreneurship) OR
6. MPU3482 Credited Co-curricular (Community Service) OR
7. MPU3492 Credited Co-curricular (Sports) OR
8. MPU34102 Credited Co-curricular (Public Speaking)

** MUET BAND 3/ IELTS 5.5/TOEFL IBT 42/ PEARSON TEST OF ENGLISH 47/CAMBRIDGE ENGLISH QUALIFICATIONS TEST 154

1. PBI 1102 Academic English 1
2. PBI 1072 English for Professional Communication

MUET BAND 4-6/ IELTS 6/TOEFL IBT 60/ PEARSON TEST OF ENGLISH 59/CAMBRIDGE ENGLISH QUALIFICATIONS TEST 169

1. PBI1082 English for Occupational Purposes
2. PBI 1092 English for Academic Purposes

Total Credits 26

MODUL KURSUS KLUSTER ELEKTIF UNIVERSITI SESI 2020/2021

ELECTIVE CLUSTER MODULE COURSES

Kursus Elektif Universiti

Kursus-kursus pilihan antara fakulti yang memberi peluang kepada pelajar untuk mendalami satu bidang lain selain daripada jurusan pengkhususannya, hingga ke tahap yang bererti dan memuaskan Modul Elektif Universiti ini adalah berjumlah sembilan (9) kredit.

Modul elektif Universiti adalah terdiri daripada 6 kluster utama iaitu:

  i.Sains, Teknologi Dan Perubatan
 ii.Sains Sosial dan Kemanusian
iii.Perniagaan dan Pengurusan
iv.Seni Kreatif dan Reka Bentuk
 v.Linguistik dan Komunikasi, dan
vi.Elektif Khas (pelajar boleh memilih mana mana kursus daripada 2 kluster sahaja)

Pelajar **WAJIB** mengambil kursus elektif universiti yang ditawarkan oleh luar program bagi memenuhi objektif meningkatkan pengalaman dan keupayaan pelajar mempelajari pengetahuan yang bersifat merentas disiplin.

Kluster kursus elektif universiti pelajar adalah berdasarkan kluster yang dipilih semasa kali pertama pelajar mendaftar kursus elektif universiti. Pertukaran kluster dibenarkan sehingga minggu ke-4 perkuliahan.

Sebarang pertukaran atau pengguguran kursus bagi kursus elektif universiti adalah tertakluk kepada proses kerja sedia ada,

Sekiranya pelajar bertukar program, sebarang kursus elektif universiti yang telah diambil pelajar tersebut dan lulus boleh dibawa ke hadapan untuk pindah gred.

University Elective Courses

Courses of choice between faculties that give students the opportunity to explore a field other than their specialty, to a meaningful and satisfying level. Students are required to take 9 credit hours throughout the module chosen.

The University's elective module consists of 6 main clusters:

i. Science, Technology and Medicine
ii. Social Sciences and Humanities
iii. Business and Management
iv. Creative Art and Design
v. Linguistics and Communication, and
vi. Special Elective (Where students can only take any of the above 2 clusters)

Students **MUST** take university elective courses offered by outside programs to meet the objective of enhancing students' experience and ability to learn cross-disciplinary knowledge.

The student university elective course cluster is based on the cluster selected when the student first enrolls in the university elective course. Cluster exchange is allowed up to 4 weeks of lecture.

Any transfer or drop-off for a university elective course is subject to the existing work process,

In the event that a student changes the program, any elective course that the student has taken and graduated may be taken forward for transferring grade.

ELECTIVE CLUSTER COURSES
FACULTY OF APPLIED AND CREATIVE ARTS

01 CHOOSE YOUR CLUSTER

Choose **ONE CLUSTER FROM 6 CLUSTERS**

1. Science, Technology and Medicine
2. Social Sciences and Humanities
3. Business and Management
4. Creative Arts and Design
5. Linguistics and Communication, and
6. Special Elective (Where students can only take any of the above 2 clusters)

02 CHOOSE YOUR COURSES

CLUSTER 1-5

CHOOSE 3 COURSES

If you choose **Social Science and Humanities CLUSTER**, you can choose **ANY 3** of the listed courses:

1. KMU1013 Helping Relationship
2. KMU1063 Introduction to Mental Health
3. SSU1013 Basics of Social Science
4. SSU1033 Introduction to Psychology
5. SSU1023 Basics of Anthropology and Sociology
6. SSU1043 Introduction to Communication

OR

CHOOSE 3 COURSES

But if you choose **Creative Arts and Design CLUSTER,** you can only choose courses that are not related to your Programme. If you are a Drama and Theater Programme student (WA06) you can only choose any of the courses below in the CLUSTER.

1. GKU1033 Digital Photography and Social Media Imaging
2. GKU1043 History of Malaysian Cinema
3. GKU1063 Introduction to Basic Music
4. GKU1093 Basic Figure Drawing
5. BEU1023 Creative Sketches

CLUSTER 6

SPECIAL ELECTIVE CLUSTER

If you choose **SPECIAL ELECTIVE CLUSTER,** you can choose **THREE** courses from any of **TWO** CLUSTERS listed. Example:

01

Social Science and Humanities Cluster
1. KMU1013 Helping Relationship
2. KMU1063 Introduction to Mental Health
Business and Management Cluster
1. EBU1053 Online Business Management

OR

02

Creative Arts and Design
1. BEU1023 Creative Sketches
Linguistic and Communication
1. PBJ0033 Japanese Language Level 1
2. PBP0033 Japanese Language Level 2

*Refer to page 104-107 for more details on the courses offered according to Semester

Details on courses Offered

Cluster	Category	Course Code and Name	Semester Offered	Faculty
1	Sains, Teknologi dan Perubatan Science, Technology and Medicine	1. MDU 1013 Basic First Aid	2	Fakulti Perubatan dan Sains Kesihatan (FPSK) Faculty of Medicine and Health Science
		2. MDU1023 Introduction to Medical Genetics	2	
		3. MDU1033 Healthy Lifestyle	1	
		4. MDU1043 Introduction to Medical Entomology	2	
		5. MDU1123 Introduction to Learning Disabilities	1	
		6. MDU1073 Introduction to Biomedical Physiology	1	
		7. MDU1083 Introduction to Health and Behavior	1&2	
		1. TMU1013 Introduction to Computer Technologies	1 & 2	Fakulti Sains Komputer dan Teknologi Maklumat (FSKTM) Faculty of Computer Science and Information Technology
		2. TMU1023 Ethics in Information Technology	1 & 2	
		3. TMU1043 Multimedia Technology	1 & 2	
		4. TMU1053 Mathematics in Daily Life	1 & 2	
		1. STU1013 Introduction to Biotechnology	1 & 2	Fakulti Sains dan Teknologi Sumber (FSTS) Faculty of Science and Resource Technology
		2. STU1023 Wildlife Photography	1 & 2	
		3. STU1033 Aquatic Science and Daily Life	1 & 2	
		4. STU1043 Introduction to Plant Physiology	1 & 2	
		5. STU2063 Ecotourism Industry in Malaysia	1 & 2	
		6. STU2073 Natural Resource Managements	1 & 2	
		1. KNU1013 Introduction to Green Technology	1	Fakulti Kejuruteraan (FK) Faculty of Engineering
		2. KNU1033 Energy Environment and Society	1	
		3. KNU1023 Engineers in the Society	2	
		4. KNU1073 Introduction to Solar Photovoltaic System	1	

		5. KNU1053 Safety Management in Workplace	2	
		6. KNU1103 Introduction to Hydro Power System	2	
		7. KNU1093 Water Resources in Community	1&2	
		1. KMU1053 Theories and Concepts: Human Computer Interaction	1	Fakulti Sains Kognitif dan Pembangunan Manusia (FSKPM) Faculty of Cognitive Science and Human Resource
		1. BEU1013 Building Anatomy and Basic Estimating	1	Fakulti Alam Bina (FAB)
		2. Fundamentals of the Built Environment	2	Faculty of Built Environment
2	Sains Sosial dan Kemanusiaan Social Science and Humanities	1. KMU1013 Helping Relationship	1 & 2	Fakulti Sains Kognitif dan Pembangunan Manusia (FSKPM) Faculty of Cognitive Science and Human Resource
		2. KMU1063 Introduction to Mental Health	1	
		1. SSU1013 Basics of Social Science	1 & 2	Fakulti Sains Sosial dan Kemanusiaan (FSSK) Faculty of Social Sciences and Humanities
		2. SSU1033 Introduction to Psychology	1 & 2	
		3. SSU1023 Basics of Anthropology and Sociology	1 & 2	
		4. SSU1043 Introduction to Communication	1 & 2	
3	Perniagaan dan Pengurusan Business and Management	1. KMU1023 Introduction to Human Resource Development	2	Fakulti Sains Kognitif dan Pembangunan Manusia (FSKPM) Faculty of Cognitive Science and Human Resource
		1. EBU1053 Online Business Management	1 & 2	Fakulti Ekonomi Dan

		2. EBU1023 Managing Small Business Accounts	1 & 2	Perniagaan (FEP)
		3. EBU1033 Malaysian Economic Environment	1 & 2	Faculty of Economy and Business
		4. EBU2043 Introduction to Intellectual Property	1 & 2	
		5. EBU1063 Smart Money Management	1 & 2	
4	Seni Kreatif dan Reka Bentuk Creative Arts and Design	1. GKU1013 Modern Malay Drama and Theatre of Malaysia	1	Fakulti Seni Gunaan Dan Kreatif (FSGK) Faculty of Applied and Creative Arts
		2. GKU1033 Digital Photography and Social Media Imaging	1	
		3. GKU1043 History of Malaysian Cinema	1	
		4. GKU1093 Basic Figure Drawing	1	
		5. GKU1053 History of Drama and Theatre	2	
		6. GKU1063 Introduction to Basic Music	2	
		7. GKU1083 Introduction to Stage Directing	2	
		1. BEU1023 Creative Sketches	1	Fakulti Alam Bina(FAB) Faculty of Built Environment
5	Linguistik dan Komunikasi Linguistic and Communication	1. PBA0033 Arabic Language Level 1	1 & 2	Fakulti Bahasa dan Komunikasi (FBK) Faculty of Language and Communication
		2. PBA0043 Arabic Language Level 2	1 & 2	
		3. PBA0053 Arabic Language Level 3	1 & 2	
		4. PBJ0033 Japanese Language Level 1	1 & 2	
		5. PBJ0043 Japanese Language Level 2	1 & 2	
		6. PBJ0053 Japanese Language Level 3	1 & 2	
		7. PBP0033 French Language Level 1	1 & 2	
		8. PBP0043 French Language Level 2	1 & 2	
			1 & 2	

		9. PBP0053 French Language Level 3	1 & 2	
		10. PBC0033 Mandarin Language Level 1	1 & 2	
		11. PBC0043 Mandarin Language Level 2	1 & 2	
		12. PBC0053 Mandarin Language Level 3	1 & 2	
		13. PBU0033 Iban Language for Communication		
		14. PBU1013 Korean Language	Not offered yet	
6	Elektif Khas / Special Elective	Semua kursus-kursus yang dinyatakan dalam **DUA** daripada kluster di atas. All courses mentioned in the listed **TWO** of the clusters above.	1 & 2	Semua fakulti All faculties

KALENDAR AKADEMIK PENGAJIAN SARJANA MUDA SESI 2020/2021
ACADEMIC CALENDAR FOR UNDERGRADUATE STUDIES SESSION 2020/2021
UNIVERSITI MALAYSIA SARAWAK

Aktiviti /Activity	SEMESTER 1	
	Tarikh	**Catatan**
Pendaftaran Pelajar Baharu *(New Student Registration)* <u>**Online Registration**</u>	**14 Sep 2020 – 6 Okt 2020** (23 hari / *23 days*)	**16 September 2020 (*16 September 2020*)** • Hari Malaysia (Malaysia Day)
Pendaftaran Kolej Kediaman Pelajar Baharu *(Residential College Registration)*	**5 Okt 2020 – 8 Okt 2020** (4 hari/*4 days*)	
Minggu Aluan Pelajar *(Student's Orientation Week)*	**9 Okt 2020– 11 Okt 2020** (3 hari/*3 days*)	**10 Oktober 2020 (*10 October 2020*)** • Hari Jadi TYT Sarawak *(Sarawak Governor's Birthday)*
Pendaftaran *Online* Pelajar Semasa **(*Returning Student's* Registration)** <u>**Online Registration**</u>	**7 Okt 2020– 12 Okt 2020** (6 hari/*6 days*)	
Pendaftaran Kolej Kediaman Pelajar Semasa *(Returning Student's Residential College Registration)*	**10 Okt 2020 – 11 Okt 2020** (2 hari/*2 days*)	
Perkuliahan *(Lectures)*	**12 Okt 2020 – 29 Nov 2020** (7 minggu/*7 weeks*)	**14 November 2020 (*14 November 2020*)** • Hari Deepavali (Semenanjung Malaysia & Sabah sahaja)
Cuti Pertengahan Semester 1 *(Mid-Semester Break)*	**30 Nov 2020 – 6 Dis 2020** (7 hari/ *7 days*)	
Perkuliahan *(Lectures)*	**7 Dis 2020 – 24 Jan 2021** (7 minggu/ *7 weeks*)	**25 Disember 2020 (*25 December 2020*)** • Hari Krismas *(Christmas)* **1 Januari 2021 (*1 January 2021*)** • Cuti Tahun Baharu 2020 *(New Year)*
Minggu Peperiksaan *(Examination Week)*	**25 Jan 2021 – 14 Feb 2021** (3 minggu/*3 weeks*)	**12 & 13 Feb 2021 (*12 & 13 Feb 2021*)** • Tahun Baru Cina *(Chinese New Year)*
Cuti Semester 1 *(Semester Break)*	**15 Feb 2021 – 14 Mac 2021** (4 minggu /*4 weeks*)	

Aktiviti /Activity	SEMESTER 2	
	Tarikh	Catatan
Pendaftaran *Online* Pelajar Semasa *(Returning Student 's Registration/Online Semester Registration)*	8 Mac 2021 – 11 Mac 2021 (4 hari/*4 days*)	
Pendaftaran Kolej Kediaman Pelajar Semasa *(Returning Student's Residential College Registration)*	13 Mac 2021 – 14 Mac 2021 (2 hari/*2 days*)	
Perkuliahan *(Lectures)*	15 Mac 2021 – 9 Mei 2021 (8 minggu/ *8 weeks*)	**2 April 2021** *(2 April 2021)* • Good Friday **1 Mei 2021** *(1 May 2021)* • Cuti Hari Pekerja *(Labour Day)*
Cuti Pertengahan Semester 2 *(Mid-Semester Break)*	10 Mei 2021 – 16 Mei 2021 (7 hari/ *7 days*)	**13 & 14 Mei 2021** *(13 & 14 Mei 2021)* • Hari Raya Aidilfitri
Perkuliahan *(Lectures)*	17 Mei 2021 – 27 Jun 2021 (6 minggu/ *6 weeks*)	**26 Mei 2021** *(26 May 2021)* • Hari Wesak *(Wesak Day)* **1 & 2 Jun 2021** *(1 & 2 June 2021)* • Hari Gawai *(Gawai Day)* **7 Jun 2021** *(7 June 2021)* • Hari Keputeraan YDP Agong
Minggu Ulangkaji *(Revision Week)*	28 Jun 2021 – 4 Jul 2021 (7 hari/ *7 days*)	
Minggu Peperiksaan *(Examination Week)*	5 Jul 2021 – 25 Jul 2021 (3 minggu/ *3 weeks*)	**20 Julai 2021** *(20 July 2021)* • Hari Raya Aidiladha **22 Julai 2021** *(22 July 2021)* • Hari Sarawak *(Sarawak Day)*
Cuti Panjang *(Long Break)*	26 Jul 2021 – 3 Okt 2021 (10 minggu/ *10 weeks*)	**31 Ogos 2021** *(31 August 2021)* • Hari Kemerdekaan *(National Day)*

Aktiviti /Activity	ANTARSESI	
	Tarikh	Catatan
Pendaftaran *Online* Pelajar Semasa *(Returning Student 's Registration)* Online Semester Registration	*26 Jul 2021 – 1 Ogos 2021* (1 minggu/ *1 weeks*)	
Perkuliahan *(Lectures)*	*26 Jul 2021 – 19 Sept 2021* (8 minggu/ *8 weeks*)	

Nota:
  1. Pindaan Kalendar Akademik diluluskan Senat Khas Bil 3/2020 bertarikh 29 April 2020.

Disediakan oleh:
Bahagian Pengajian Prasiswazah (BPPs)
Universiti Malaysia Sarawak

PROGRAM IJAZAH SARJANA SENI GUNAAN DENGAN KEPUJIAN (MUZIK)
Bachelor of Applied Arts with Honours (Music)

Year	Sem	Code	Course Title	Credit
1	I	MPU3192	MPU3192 Penghayatan Etika dan Peradaban	2
		GKA1023	GKA1023 Sejarah Seni	3
		GKM1013	GKM1013 Instrumental/Vokal & Ensembel 1	3
		GKM1043	GKM1043 Pengenalan Muzik/Introduction to Music	3
		GKM1083	GKM1083 Apresiasi Muzik/Music Appreciation	3
		GKM1293	GKM1293 Teori Muzik I / Music Theory 1	3
		GKM1303	GKM1303 Latihan Oral I / Aural Training 1	3
		**PBI1112	Persediaan Bahasa Inggeris 1/ Prepararatory English 1	2
			TOTAL CREDIT HOURS	**20**
	II	MPU34X2	Kokurikulum Berkredit / Credited Co-Curriculum	2
		GKA1123	Asas Keusahawanan Dalam Seni / Foundation of Entrepreneurship in the Arts	3
		GKM1053	Instrument/Vokal & Ensembel II / Instrument/Vocal & Ensemble II	3
		GKM1313	Sejarah Muzik / Music History	3
		GKM1323	Teori Muzik II / Music Theory II	3
		GKM1333	Latihan Oral II / Aural Training II	3
		GKM1343	Musical Instrument Digital Interface / Musical Instrument Digital Interface	3
		**PBI1122	Persediaan Bahasa Inggeris 2/ Prepararatory English 2	2
			TOTAL CREDIT HOURS	**20**

Year	Sem	Code	Course Title	Credit
2	I	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan/Softskill and Basic Volunteerism	1
		PBM2072	Bahasa Melayu / Malay language	2
		PBIXXX2	English Generic Course 1	2
		GKM2333	Teori Muzik III / Music Theory III	3
		GKM2103	Instrument/Vocal & Ensembel III	3
		GKM2323	Harmoni Moden / Modern Harmony	3
		GKM2313	Teknik Rakaman Studio / Studio Recording Technique	3
		GKV2303	Pengenalan Seni Elektronik / Introduction to Electronic Arts	3
			TOTAL CREDIT HOURS	**20**
	II	PBIXXX2	English Generic Course 2	2
		XXX3	Elektif Universiti 2	3
		MPU3332	Warisan Nusa/National Heritage	2
		GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKM2183	Kajian & Analisa Teori / Research and Theory Analysis	3
		GKM2153	Instrument/Vocal & Ensemble IV	3
		GKM2343	Muzik Elektroakustik / Electroacoustic Music	3
			TOTAL CREDIT HOURS	**19**
	III	GKA2055	Latihan Industri / Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3	I	PBM2072	GKA3133 Perundangan Seni di dalam Industri Kreatif	3
		GKA3133	MPU3222 Asas Pembudayaan dan Keusahawanan	2
		GKM3334	GKM3363 Projek Tahun Akhir I	3
		GKM3353	GKM3384 Instrument/Vocal & Ensemble V	4
		GKM3363	GKM3334 Arranging Technique & Orchestration	4
		GKM3384	GKM3353 Seminar Muzik	3
			TOTAL CREDIT HOURS	**19**
	II	MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issue	2
		XXX3	Elektif Universiti 2	2
		XXX3	Elektif Universiti 3	3
		GKM3294	Projek Tahun Akhir 2 / Final Year Project 2	4
		GKM3344	Projek & Produksi Persembahan Muzik / Project & Music Performance Production	4
		GKM3374	Instrument/Vokal & Ensembel VI / Instrument/Vocal & Ensemble VI	4
			TOTAL CREDIT HOURS	**20**
			OVERALL TOTAL CREDIT HOURS	**123**

**Note:
- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM IJAZAH SARJANA SENI GUNAAN DENGAN KEPUJIAN (DRAMA DAN TEATER)

Bachelor of Applied Arts with Honours (Drama and Theatre)

Year	Sem	Code	Course Title	Credit
1	I	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan / Softskill & Basic Volunteerism	1
		GKA1023	Sejarah Seni / Art History	3
		GKD1013	Seni Lakon Awalan/ Beginning Acting	3
		GKD1023	Pengenalan Drama dan Teater/ Introduction to Drama and Theatre	3
		GKD1053	Asas Gerak/ Basic Movement	3
		GKD1143	Pengenalan Mise en Scene/ Introduction to Mise en Scene	3
		GKD1253	Asas Rekaan Pentas/ Fundamentals in Stage Design	3
		**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
			TOTAL CREDIT HOURS	**19**
		GKA1123	Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts	3
		GKD1063	Teater Moden Malaysia/ Malaysian Modern Theatre	3
		GKD1073	Stail dan Teknik Lakon/ Acting Styles and Techniques	3
		GKD1034	Produksi Teater I/Theatre Production I	4
		GKD1183	Pengurusan Pentas/ Stage Management	3
		GKD1323	Asas Pengarahan Pentas / Basic Stage Directing	3
		**PBI1122	Persediaan Bahasa Inggeris 2/Prepararatory English 2	2
			TOTAL CREDIT HOURS	**19**

Year	Sem	Code	Course Title	Credit
2	I	PBIXXX2	English Generic Course 1	2
		GKD2294	Sinografi I/ Scenography I	4
		GKD2093	Teater Asia/ Asian Theatre	3
		GKD2114	Produksi Teater II/ Theatre Production II	4
		GKD2224	Teknik Lakon Pelbagai Media/ Acting Techniques for Various Media	4
		GKD2243	Teori dan Kritikan Drama/ Dramatic Theory and Criticism	3
			TOTAL CREDIT HOURS	**20**
	II	MPU34X2	MPU34X2 Ko-Kurikulum	2
		XXX3	XXX3 Elektif Universiti 1	3
		GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKD2104	Teater Dalam Pendidikan/ Theatre in Education	4
		GKD2334	Pengarahan Pentas Lanjutan / Advance Stage Directing	4
		GKD2134	Pengurusan Teater/ Theatre Management	4
			TOTAL CREDIT HOURS	**20**
	III	GKA2055	Latihan Industri / Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3	I	MPU3222	Asas Pembudayaan Keusahawanan / Foundation of Enterpreneurship Cultivation	2
		PBM2072	Bahasa Melayu	2
		MPU3192	Penghayatan Etika dan Peradaban	2
		GKA3133	Perundangan Seni dalam Industri Kreatif / Arts Law in Creative Industry	3
		GKD3194	Seni Reka untuk Pengarah/ Design for Director	4
		GKD3313	Projek Akhir 1/ Final Year Project 1	3
		GKD3284	Sinografi Lanjutan/ Advanced Scenography	4
			TOTAL CREDIT HOURS	**20**

Sem	Code	Course Title	Credit
	PBIXXX2	English Generic Course 2	2
	MPU3332	Warisan Nusa/National Heritage	2
	MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issues	2
II	XXX3	Elektif Universiti 2	3
	XXX3	Elektif Universiti 3	3
	GKD3154	Seminar Drama dan Teater/ Drama and Theatre Seminar	4
	GKD3274	Projek Akhir 2/ Final Year Project 2	4
		TOTAL CREDIT HOURS	**20**
		OVERALL TOTAL CREDIT HOURS	**123**

**Note:

- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM IJAZAH SARJANA SENI GUNAAN DENGAN KEPUJIAN (PENGURUSAN SENI)
Bachelor of Applied Arts with Honours (Arts Management)

Year	Sem	Code	Course Title	Credit
1	I	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan / Softskill & Basic Volunteerism	1
		GKA1023	Sejarah Seni / Art History	3
		GKP1283	Pengenalan kepada Pengurusan Seni/ Introduction to Arts Management	3
		GKP1013	Pengenalan Sektor Seni dan Budaya di Malaysia/ Introduction to Arts and Culture Sectors in Malaysia	3
		GKP1023	Pengurusan dan Kesenian/ Management and the Arts	3
		GKP1343	Pemikiran Kreatif/ Creative Thinking	3
		XXX0003	Elektif 1 / Elective 1	3
		**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
			TOTAL CREDIT HOURS	**19**
	II	MPU3XX2	Ko-Kurikulum Berkredit / Credited Co-Curricular	2
		PBM2072	Bahasa Melayu	2
		GKA1123	Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts	3
		GKS1043	Sinema Malaysia/ Malaysian Cinema	3
		GKP1323	Komunikasi untuk Pengurus Seni/ Communication for Arts Managers	3
		GKP1073	Pengajian Warisan dan Budaya/ Culture and Heritage Studies	3
		GKP1093	Pengurusan Acara Kesenian/ Arts Event Management	3
		**PBI1122	Persediaan Bahasa Inggeris 2/Prepararatory English 2	2
			TOTAL CREDIT HOURS	**19**

Year	Sem	Code	Course Title	Credit
2	I	PBI 1102/ PBI 1072	English Generic Course 1	2
		MPU3122	Asas Pembudayaaan Keusahawanan/Foundation of Entrepreuneurship Cultivation	2
		GKP2053	Gelagat Manusia Dalam Organisasi/ Organisational Behaviour	3
		GKP2183	Pengurusan Sistem Maklumat Dalam Seni/ Information Systems Management in the Arts	3
		GKP2203	Pemasaran Seni/ Arts Marketing	3
		GKP2133	Pengurusan Muzium dan Galeri/ Museum and Gallery Management	3
		GKP2194	Pengurusan Acara Kesenian Lanjutan/ Advanced Arts Events Management	4
			TOTAL CREDIT HOURS	**20**
	II	PBI1092 / PBI1082	English Generic Course 2	2
		GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKP2193	Pembiayaan dan Penajaan Dalam Seni/ Funding and Sponsorship in the Arts	3
		GKP2163	Promosi Seni/ Arts Promotion	3
		GKP2213	Perancangan dan Polisi Seni/ Art Policy and Planning	3
		GKP2223	Kritikan dan Analisa Seni/ Art Analysis and Criticism	3
		GKP2293	Pengenalan Media Digital/ Introduction to Digital Media	3
			TOTAL CREDIT HOURS	**20**
	III	GKA2055	Latihan Industri / Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3	**I**	MPU3192	Penghayata Etika dan Peradaban / Appreciation of Ethics and Civilization	2
		XXX3	Elektif Universiti 2	3
		GKA3133	Perundangan Seni dalam Industri Kreatif / Arts Law in Creative Industry	3
		GKP3273	Pengurusan Kewangan Dalam Seni/ Financial Management in the Arts	3
		GKP3353	Projek Tahun Akhir I/ Final Year Project I	3
		GKP3213	Isu-isu Kesenian dan Kebudayaan Malaysia/ Arts and Cultural Issues in Malaysia	3
		GKP3223	Industri Budaya/ Cultural Industries	3
			TOTAL CREDIT HOURS	**20**
	II	MPU3332	Warisan Nusa/National Heritage	2
		XXX3	Elektif Universiti 3 / University Elective 3	3
		MPU3182	Falsafah dan Isu Semasa/Philosophy and Current Issues	2
		GKP3233	Seni Asia Tenggara Sezaman/ Contemporary South East Asian Arts	3
		GKP3333	Pengurusan Strategik/ Strategic Management	3
		GKP3253	Seminar Pengurusan Seni/ Arts Management Seminar	3
		GKP3314	Projek Akhir 2/ Final Year Project 2	4
			TOTAL CREDIT HOURS	**20**
			OVERALL TOTAL CREDIT HOURS	**123**

**Note:
- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM IJAZAH SARJANA SENI GUNAAN DENGAN KEPUJIAN (SINEMATOGRAFI)
Bachelor of Applied Arts with Honours (Cinematography)

Year	Sem	Code	Course Title	Credit
1	I	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan / Softskill & Basic Volunteerism	1
		XXX3	Elektif Universiti 1/ University Elective 1	3
		GKA1023	Sejarah Seni / Art History	3
		GKS1013	Pengenalan Sinema/ Introduction to Cinema	3
		GKS1173	Sejarah Filem/Film History	3
		GKS1184	Pra-visualisasi Filem / Film Pre-vizualization	4
		GKS1023	Penulisan Skrip/ Scriptwriting	3
		**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
			TOTAL CREDIT HOURS	**20**
	II	MPU34X2	Ko-Kurikulum Berkredit / Credited Co-Curricular	2
		XXX0003	Elektif Universiti 2 / University Elective 2	3
		GKA1123	Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts	3
		GKS1043	Sinema Malaysia/ Malaysian Cinema	3
		GKS1053	Pengarahan Filem/ Film Directing	3
		GKS1153	Penyuntingan/ Editing	3
		GKS1323	Produksi Video Digital / Digital Video Production	3
		**PBI1122	Persediaan Bahasa Inggeris 2/Prepararatory English 2	2
			TOTAL CREDIT HOURS	**20**

Year	Sem	Code	Course Title	Credit
2	1	PBIXXX2	English Generic Course 1	2
		GKS2063	Sinema Asia/ Asian Cinema	3
		GKS2173	Audio dalam Filem / Audio in Film	3
		GKS2073	Produksi Elektronik Luaran/ Electronic Field Production	3
		GKS2334	Pengarahan Filem II/Film Directing II	4
		GKS2344	Penerbitan dan Bisnes Filem / Producing and Film Business	4
			TOTAL CREDIT HOURS	**19**
	ii	PBIXXX2	English Generic Course 2	2
		GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKS2103	Teori dan Kritikan Filem/ Film Theory and Criticism	3
		GKS2183	Senireka Produksi / Production Design	3
		GKS2214	Pasca Produksi Digital/Digital Post Production	4
		GKS2294	Sinematografi / Cinematography	4
			TOTAL CREDIT HOURS	**19**
	III	GKA2055	Latihan Industri / Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3	I	MPU3192	Penghayatan Etika dan Peradaban/ Appreciation of Ethics and Civilization	2
		MPU3222	Asas Pembudayaan Keusahawanan / Foundation of Enterpreneurship Cultivation	2
		GKA3133	Perundangan Seni dalam Industri Kreatif / Arts Law in Creative Industry	3
		GKS3244	Produksi Digital / Digital Production	4
		GKS3263	Penataan Bunyi dalam Filem / Sound Design in Film	3
		GKS3123	Dokumentari Filem dan Video / Film and Video Documentary	3
		GKS3313	Projek Tahun Akhir 1 /Final Year Project 1	3
			TOTAL CREDIT HOURS	**20**
		MPU3332	Warisan Nusa / National Heritage	2

	II	MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issues	2
		MPU2072	Bahasa Melayu	2
		GKS3163	Seminar Filem / Film Seminar	3
		GKS3304	Bengkel Televisyen / Television Workshop	4
		GKS3284	Projek Tahun Akhir 2 / Final Year Project 2	4
		XXX0003	Elektif Universiti 3 / University Elective 3	3
			TOTAL CREDIT HOURS	**20**
			OVERALL TOTAL CREDIT HOURS	**123**

**Note:
- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM IJAZAH SARJANA MUDA SENI GUNAAN DENGAN KEPUJIAN (SENI HALUS)
Bachelor of Applied Arts with Honours (Fine Arts)

Year	Sem	Code	Course Title	Credit
1	I	**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
		PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan / Softskill & Basic Volunteerism	1
		MPU3192	Penghayatan Etika dan Peradaban / Appreciation of Ethics and Civilization	2
		MPU3222	Asas Pembudayaan Keusahawanan / Foundation of Entrepreuneurship Cultivation	2
		GKA1023	Sejarah Seni / Art History	3
		GKV1263	Analisa Visual / Visual Analysis	3
		GKV1033	Asas Fotografi/ Basic Photography	3
		GKV1043	Seni Digital/ Digital Arts	3
		GKV1273	Asas Seramik/ Basic Ceramics	3
		TOTAL CREDIT HOURS		**20**
	II	**PBI1122	Persediaan Bahasa Inggeris 2/Prepararatory English 2	2
		MPU34X2	Ko-Kurikulum Berkredit / Credited Co-Curricular	2
		GKA1123	Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts	3
		GKV1073	Media 3-Dimensi/ 3- Dimensional Media	3
		GKV1093	Sejarah Seni Moden/ Modern Arts History	3
		GKV1283	Video Digital Eksperimental/ Experimental Digital Video	3
		OPTION 1 (SENI PADUAN / INTEGRATED ART)		
		GKI1013	Media Cetakan Seni Halus / Fine Art Printmaking	3
		XXU1233	Elektif Universiti 1 / University Elective 1	3
		OPTION 2 (TEKNOLOGI 3-D / 3-D TECHNOLOGY)		
		GKK1153	Pemodelan 3-D / 3-D Modelling	3
		XXU1233	Elektif Universiti 1 / University Elective 1	3
		OPTION 3 (SENI ELEKTRONIK & MEDIA BARU / NEW MEDIA & ELECTRONIC ART)		
		GKF1113	Visualisasi Bunyi / Sound Visualisation	3
		XXU1233	Elektif Universiti 1 / University Elective 1	3
		TOTAL CREDIT HOURS		**20**

Year	Sem	Code	Course Title	Credit
2	I	PBI XXX2	English Generic Course 1	2
		GKV2113	Media dan Proses / Media and Process	3
		GKV2133	Studio Seni Halus / Fine Art Studio	3
		GKV2293	Seni Visual Malaysia / Malaysian Visual Arts	3
		GKV2303	Pengenalan Seni Elektronik / Introduction to Electronic Arts	3
		OPTION 1 (SENI PADUAN / INTEGRATED ART)		
		GKI2023	Media Paduan I / Integrated Media I	3
		XXU1233	Elektif Universiti 2 / University Elective 2	3
		OPTION 2 (TEKNOLOGI 3-D / 3-D TECHNOLOGY)		
		GKK2163	Studio 3-Dimensi / 3-Dimensional Studio	3
		XXU1233	Elektif Universiti 2 / University Elective 2	3
		OPTION 3 (SENI ELEKTRONIK & MEDIA BARU / NEW MEDIA & ELECTRONIC ART)		
		GKF2123	Seni Media Interaktif / Interactive Media Art	3
		XXU1233	Elektif Universiti 2 / University Elective 2	3
		TOTAL CREDIT HOURS		**20**

		Code	Course Title	Credit
	II	GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKV2143	Seni Elektronik Lanjutan/ Advanced Electronic Arts	3
		GKV2153	Media Lanjutan/ Expanded Media	3

		GKV2314	Studio Seni Halus Lanjutan/ Advanced Fine Art Studio	4
		GKV2323	Teori Seni Kontemporari / Contemporary Art Theory	3
		OPTION 1 (SENI PADUAN / INTEGRATED ART)		
		GKI2034	Media Paduan II	4
		OPTION 2 (TEKNOLOGI 3-D / 3-D TECHNOLOGY)		
		GKK2174	Studio 3-Dimensi Lanjutan / Advanced 3-Dimensional Studio	4
		OPTION 3 (SENI ELEKTRONIK & MEDIA BARU / NEW MEDIA & ELECTRONIC ART)		
		GKF2134	Imajan Dalam Air/ Underwater Imaging	4
		TOTAL CREDIT HOURS		**20**
	III	GKA2055	Latihan Industri / Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3	**I**	MPU3332	Warisan Nusa / National Heritage	2
		PBIXXX2	English Generic Course 2	2
		GKA3133	Perundangan Seni dalam Industri Kreatif / Arts Law in Creative Industry	3
		GKV3253	Projek Tahun Akhir I / Final Year Project I	3
		GKV3224	Etnografi Visual / Visual Ethnography	4
		GKV3343	Bengkel Pelukis Tamu/ Visiting Artist Workshop	3
		OPTION 1 (SENI PADUAN / INTEGRATED ART)		
		XXU1223	Elektif Universiti 3 / University Elective 3	3
		OPTION 2 (TEKNOLOGI 3-D / 3-D TECHNOLOGY)		
		XXU1223	Elektif Universiti 3 / University Elective 3	3
		OPTION 3 (SENI ELEKTRONIK & MEDIA BARU / NEW MEDIA & ELECTRONIC ART)		
		XXU1233	Elektif Universiti 3 / University Elective 3	3
		TOTAL CREDIT HOURS		**20**
	II	MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issues	2
		PBM2072	Bahasa Melayu / Malay Language	2
		GKV3183	Apresiasi dan Kritikan Seni / Visual Arts Appreciation and Critique	3
		GKV3213	Seminar Seni Halus / Fine Art Seminar	3
		GKV3244	Projek Akhir 2 / Final Year Project 2	4
		GKV3354	Lapangan Seni Kreatif / Creative Art Space	4
		TOTAL CREDIT HOURS		**18**
			OVERALL TOTAL CREDIT HOURS	**123**

**Note:
- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM IJAZAH SARJANA MUDA SENI GUNAAN DENGAN KEPUJIAN (TEKNOLOGI SENI REKA)
Bachelor of Applied Arts with Honours (Design Technology)

Year	Sem	Code	Course Title	Credit
1	**I**	**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
		PBM2072	Bahasa Melayu	2
		MPU3192	Penghayatan Etika dan Peradaban / Appreciation of Ethics and Civilization	2
		XXU0003	Elektif Kluster Universiti 1 / University Elective Cluster 1	3
		GKA1023	Sejarah Seni /Art History	3
		GKT1014	Elemen dan Prinsip Seni Reka / Element and Principle of Design	4
		GKT1023	Kajian Visual untuk Pereka / Visual Studies for Designers	3
		GKT1033	Asas Teknik Visualisasi / Basic Visualization Technique	3
			TOTAL CREDIT HOURS	**20**
	II	**PBI1122	Persediaan Bahasa Inggeris 2/Prepararatory English 2	2
		MPU34X2	Kokurikulum Berkredit /Credited Curricular	2
		GKA1123	Asas Keusahawanan Dalam Seni/ Foundation of Entrepreneurship in the Arts	3
		GKT1043	Sejarah Seni Reka / Design History	3
		GKT1053	Proses Rekaan / Design Process	3
		GKT1063	Media Digital / Digital Media	3
		GKT1193	Tipografi / Typography	3
		OPTION 1 (Seni Reka Grafik / Graphic Design)		
		GKG1293	Infografik / Infographic	3
		OPTION 2 (Seni Reka Perindustrian / Industrial Design)		
		GKR1163	Seni Reka Perindustrian I / Industrial Design I	3
		OPTION 3 (Seni Reka Tekstil dan Fesyen / Textile and Fashion Design)		
		GKL1073	Penggubahan dan Pemotongan Rekacorak Fesyen / Pattern Cutting and Fashion Draping	3
			TOTAL CREDIT HOURS	**20**
Year	**Sem**	**Code**	**Course Title**	**Credit**
2	**I**	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan/ Softskill & Basic Volunteerism	1
		MPU3222	Asas Pembudayaan Keusahawanan / Foundation of Entrepreneurship Cultivation	2
		PBIXXX2	English Generic Course 1	2
		GKT2073	Reka Bentuk Berbantukan Komputer / Computer Aided Design	3
		GKT2083	Penjenamaan / Branding	3
		GKT2093	Koordinasi Warna dan Reka Bentuk / Colour Coordination and Design	3
		GKT2203	Faktor Manusia dalam Reka Bentuk / Human Factor in Design	3
		OPTION 1 (Seni Reka Grafik / Graphic Design)		
		GKG2203	Seni Reka Pembungkusan / Packaging Design	3
		OPTION 2 (Seni Reka Perindustrian / Industrial Design)		
		GKR2213	Seni Reka Perindustrian II / Industrial Design II	3
		OPTION 3 (Seni Reka Tekstil dan Fesyen / Textile and Fashion Design)		
		GKL2273	Teknik-teknik dan Proses Tekstil / Textile Techniques and Processes	3
			TOTAL CREDIT HOURS	**20**

Year	Sem	Code	Course Title	Credit
2		MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issues	2
		PBI1092 / PBI1082	English Generic Course 2	2
		GKA2043	Metodologi Penyelidikan / Research Methodology	3
		GKT2103	Strategi Komersil Dalam Seni Reka / Commercialization Strategy in Design	3
		GKT2114	Fotografi Digital untuk Pereka / Digital Photography for Designers	4
		GKT2213	Seni Reka Periklanan / Advertising Design	3
	II	OPTION 1 (Seni Reka Grafik / Graphic Design)		
		GKG2213	Seni Reka Gerak Grafik / Motion Graphics	3
		OPTION 2 (Seni Reka Perindustrian / Industrial Design)		
		GKR2233	Seni Reka Perindustrian Lanjutan I / Advanced Industrial Design I	3
		OPTION 3 (Seni Reka Tekstil dan Fesyen / Textile and Fashion Design)		
		GKL2303	Seni Reka Tekstil dan Fesyen Kreatif I / Textile and Creative Design I	3
			TOTAL CREDIT HOURS	**20**
	III	GKA2055	Latihan Industri/Industrial Training	5
			TOTAL CREDIT HOURS	**5**

Year	Sem	Code	Course Title	Credit
3		XXU0003	Elektif Universiti 2 / University Elective 2	3
		GKA3133	Perundangan Seni dalam Industri Kreatif /Arts Law in the Creative Industry	3
		GKT3123	Projek Tahun Akhir 1 / Final Year Project 1	3
		GKT3133	Seni Reka, Budaya dan Masyarakat / Design, Culture and Society	3
		GKT3144	Rekabentuk UX / UX Design	4
	I	PILIHAN 1 (Seni Reka Grafik / Graphic Design)		
		GKG3183	Produksi Seni Reka Grafik / Graphic Design Production	3
		OPTION 2 (Seni Reka Perindustrian / Industrial Design)		
		GKR3293	Seni Reka Perindustrian Lanjutan II / Advanced Industrial Design II	3
		OPTION 3 (Seni Reka Tekstil dan Fesyen / Textile and Fashion Design)		
		GKL3313	Seni Reka Tekstil dan Fesyen Kreatif II / Textile and Creative Design II	3
			TOTAL CREDIT HOURS	**19**
		MPU3222	Warisan Nusa / National Heritage	2
		XXU0003	Elektif Universiti 3 / University Elective 3	3
		GKT3154	Seminar Teknologi Seni Reka / Design Technology Seminar	4
	II	GKT3163	Profesional Praktis untuk Pereka / Professional Practice for Designers	3
		GKT3174	Projek Tahun Akhir 2 / Final Year Project 2	4
		GKT3183	Portfolio Seni Reka Digital / Digital Design Portfolio	3
			TOTAL CREDIT HOURS	**19**
			OVERALL TOTAL CREDIT HOURS	**123**

**Note:
- Preparatory English 1 and 2 will now have 2 credits, which means both courses will be given grades (no longer pass/fail only). After passing PBI1122, MUET Bands 1 and 2 students (also international students with C and C+ for Intensive English) will have to take PBI1102 and PBI1072 too.
- International students with conditional offer must PASS the IELP with a minimum requirement of IELP band 5.5. Preparatory English 1 and Preparatory English 2 will no longer be offered to IELP students who achieve below IELP band 5.5 in the final exam.

PROGRAM SARJANA MUDA SENI KREATIF DENGAN KEPUJIAN (ANIMASI)
Bachelor of Creative Arts with Honours (Animation)

Year	Sem	Code	Course Title	Credit
1	I	PPD1041	Kemahiran Insaniah dan Asas Kesukarelawanan / Softskill & Basic Volunteerism	1
		GKA1023	Sejarah Seni / Art History	3
		GKC1013	Asas Rekabentuk 1 / Design Fundamental 1	3
		GKC1063	Animasi Studio 1 / Animation Studio 1	3
		GKC1073	Lukisan Aksi Dinamik / Dynamic Life Drawing	3
		GKC1083	Papan Penceritaan / Storyboarding	3
		GKC1093	Grafik Komputer / Computer Graphics	3
		**PBI1112	Persediaan Bahasa Inggeris 1/Prepararatory English 1	2
			TOTAL CREDIT HOURS	**19**
	II	MPU34X2	Ko-Kurikulum Berkredit / Credited Co-Curriculum	2
		GKA1123	Asas Keusahawanan dalam Seni / Foundations of Entrepreneurship in the Arts	3
		GKC1103	Animasi Studio 2 /Animation Studio 2	3
		GKC1113	Model 3D / 3D Modeling	3
		GKC1123	Rekabentuk dan Reka Letak Karakter / Character Design & Layout	3
		GKC1133	Seni dan Seni Reka Permainan / Game Art & Design	3
		GKC1023	Asas Rekabentuk 2 / Design Fundamental 2	3
		**PBI1122	Persediaan Bahasa Inggeris 2 /Prepararatory English 2	2
			TOTAL CREDIT HOURS	**20**

Year	Sem	Code	Course Title	Credit
2	I	XXX0003	Elektif Universiti1 / University Elective 1	3
		GKC2144	Animasi 3D 1 / 3D Animation 1	4
		GKC2153	Animasi Persembahan / Performance Animation	3
		GKC2163	Animasi Experimental / Experimental Animation	3
		GKC2173	Media Baru / New Media	3
		GKC2033	Produksi Video / Video Production	3
			TOTAL CREDIT HOURS	**19**
	II	GKA2043	Metodologi Penyenlidikan /Research Methodology	3
		GKC2184	Animasi 3D 2 / 3D Animation 2	4
		GKC2193	Seni Reka Gerak /Motion Design	3
		GKC2203	Pasca Produksi / Post Production	3
		GKC2213	Penataan Bunyi untuk Animasi / Sound Design for Animation	3
		GKC2043	Apresiasi Animasi / Animation Appreciation	3
			TOTAL CREDIT HOURS	**19**

Year	Sem	Code	Course Title	Credit
3	I	MPU3222	Asas Pembudayaan Keusahawanan / Foundation of Entrepreneurship Cultivation	2
		PBIXXX2	English Generic Course 1	2
		PBM2072	Bahasa Melayu / Malay Language	2
		MPU3192	Penghayatan Etika dan Peradaban	2
		XXX0003	Elektif Universiti 2/ University Elective 2	3
		GKA3133	Perundangan Seni dalam Industri Kreatif /Arts Law in the Creative Industry	3
		GKC3223	Projek Tahun Akhir 1 /Final Year Project 1	3
		GKC3053	Pembangunan Dan Pengurusan Kandungan Kreatif / Creative Content Development & Management	3
			TOTAL CREDIT HOURS	**20**

		Code	Course Title	Credit
		MPU3182	Falsafah dan Isu Semasa / Philosophy and Current Issues	2
		MPU3222	Warisan Nusa / National Heritage	2
		PBIXXX2	English Generic Course 2	2
		XXX0003	Elektif Universiti 3 / University Elective 3	3
	II	GKC3243	Seminar Animasi / Animation Seminar	3
		GKC3234	Projek Tahun Akhir 2 / Final Year Project 2	4
			TOTAL CREDIT HOURS	**16**
Year	**Sem**	**Code**	**Course Title**	**Credit**
4	**I**	GKC42510	Latihan Industri / Industrial Training	10
			TOTAL CREDIT HOURS	**10**
			OVERALL TOTAL CREDIT HOURS	**123**

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20/21

FACULTY OF APPLIED & CREATIVE ARTS STUDENT GUIDEBOOK

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