

**KOLEJ POLY-TECH MARA  
BATU PAHAT**

**DIPLOMA  
IN  
COMPUTER GRAPHIC DESIGN  
CT108**

**JULY INTAKE**

## **ABOUT KPTM**

Kolej Poly-Tech MARA is a private higher educational institution which is wholly owned by Majlis Amanah Rakyat (MARA). KPTM offers a wide range of educational opportunities in the field of Information Technology, Computer Science, Accounting, Business Management, Sciences, Engineering and Health Science.

## **VISION**

To become an institution that provide high quality education to produce credible human capital.

## **MISSION**

Leading academic and personality excellence towards the optimum individual potential.

## **SHARED VALUES**

Trustworthy, Synergistic, Caring

## **MOTTO**

Developing Potential, Driving Achievement

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## **MESSAGE FROM THE CHIEF EXECUTIVE OFFICER**

Welcome to KPTM. I believe a college is a place for you to gain knowledge and skills that you will use for the rest of your life. Here at KPTM, we are committed in creating the right environment and culture for learning.

Developing the right culture is essential to create an environment that is conducive for learning. Faculty members and students as well as the college staff work together to build such environment. We provide learning opportunities through problem-based learning (PBL) that requires students to search for solutions and answers through discussions with the lecturers. This is unlike the conventional teaching where lecturers supply all inputs to the students.

KPTM is proud of its long years of academic pursuit. During these years we have engaged ourselves with students from all walks of lives, turning them from immature youngsters to well-rounded individuals ready to take on the world. We will do our best to develop and mould you towards having towering personalities.

As an educator, my professional roadmap has always directed me to work from a place of high standards, high expectations, and excellence. The KPTM team is dedicated to the same standards for our students. We strive to always motivate our students to achieve high academic achievement by providing outreach, academic support, and a climate that encourages self-empowerment. As a result, we reinforce successful enrolment, retention, academic success, and graduation of students from diverse backgrounds.

I graciously welcome you as higher education aspirants and look forward to the creation of new ventures and exemplary works from all of you.

Wishing you all the best!

**CHIEF EXECUTIVE OFFICER  
KOLEJ POLY-TECH MARA**

## **MESSAGE FROM THE DEAN, FACULTY OF CREATIVE MULTIMEDIA**

A warm welcome to Kolej Poly-Tech MARA.

A college experience is not only about making the right decision about what you wanted to be when you finished your secondary education. It is about a series of adjustments before venturing into a more challenging life.

I truly hope that this handbook will be helpful in guiding you throughout your course of studies and throughout your adjustment processes as a college student.

You will find that this handbook provides you with the necessary reference and information regarding the study programme as well as the support system and services that the college provides.

The handbook is carefully designed to ensure that you are equipped with the relevant information about Diploma in Computer Graphic Design programme.

I hope you have an enjoyable learning experience and a rewarding student life.

**Dean  
Faculty of Creative Multimedia  
Kolej Poly-Tech MARA**

## **PROGRAMME BRIEF**

This programme is an exploration of new and emerging media that comprises a diverse range of communications platforms for various audience.

Graphic design is all around us from newspaper, magazines, books, illustrations, television, commercials and backdrops, company logos, brochures, stationary and packaging, signage, advertisement, web designs, kiosk, multimedia application standalone or online, animation and CD-ROMs. In this course students are exposed to a wide range of graphics and visual techniques, drawing, illustration, desktop publishing, photography and image manipulation, multimedia, web design and animation meaning students will be able to translate ideas into visual form.

Our proud history and solid foundation will drive continuous educational growth into the future. In recent times, we have extended our quality programs to all individuals and populations. It is our absolute commitment to provide opportunities for individuals to gain easy access and holistic approach to education and training towards the establishment of knowledge-based society.

## ACADEMIC PLANNER

ACTIVITY	ACADEMIC SESSION		
	April (day/week)	July (day/week)	November (day/week)
Registration (New Students)	Day 1	Day 1	Day 1
Induction	Day 2 – 4	Day 2 – 4	Day 2 – 4
Registration (Returning Students)	Day 3	Day 3	Day 3
Lectures and Add/Drop Sessions	Week 1 - 2	Week 1 - 2	Week 1 - 2
Lectures	Week 1 – 7	Week 1 – 14	Week 1 – 14
Revision Week	1 Week	1 Week	1 Week
Final Examination	1 Week	2 Week	2 Week
Semester Break	4 Week	3 Week	2 Week

Note: Actual calendar will be distributed during registration.

### The Academic Calendar for KPTM has the following features:

- A 7 weeks instruction for short semester (April) and 14 weeks for long semester (July and November) conducted in the academic year.
- A 7 days final examination period for short semester (April session) and 14 days for long semester (July and November), with 1 'revision week' for examination preparations.
- Class replacement will be done in cases where public holidays disrupt the teaching and learning activities.
- The College reserves the right to make any changes to the academic calendar when necessary. Students are advised to be aware for announcements regarding changes at all times.

### ACADEMIC REGULATIONS

- All KPTM students are subjected to the Academic Rules and Regulations as outlined in the **Buku Peraturan Akademik Kolej Poly-Tech MARA 2022 (Pindaan 2022)**. A copy of this booklet will be given to every student upon registration.

## PROGRAMME INFORMATION

1. **ProgrammeTitle** : Diploma in Computer Graphic Design
2. **Programme Code** : CT108
3. **Duration** : 2 years 4 months (7 semesters)
4. **Total Credit Values** : 91 credits
5. **Medium of Instruction** : English
6. **Entry Requirement** :

Candidates must fulfil the entry requirements as follows:

i) A pass in SPM with minimum of three (3) credits in any subjects, or its equivalent;

OR

ii) A pass in Sijil Tinggi Persekolahan Malaysia (STPM) with a minimum of Grade C (GP 2.00) in any subject, or its equivalent;

OR

iii) A pass in Sijil Tinggi Agama Malaysia (STAM) with a minimum grade of Maqbul in any subject, or its equivalent;

OR

iv) A pass in SKM Level 3 / Sijil Vokasional Malaysia (SVM) in a suitable field (Note: The HEPs are to conduct screening and provide necessary guidance specific to the discipline of the programme);

OR

v) A Certificate (Level 3, MQF) in a related field with minimum CGPA of 2.00 or its equivalent;

OR

vi) Other relevant equivalent qualifications recognised by the Malaysian Government

AND

vii) Pass an interview OR submission of portfolio determined by the HEP as required.

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## **7. Programme Description:**

In this course students are exposed to a wide range of graphics and visual techniques, drawing, illustration, desktop publishing, photography and image manipulation, multimedia, web design and animation to translate fresh ideas into visual form. With exposure to a wide variety of hardware and software, this program will prepare the students to work in any of the exciting areas that are open to designers today to meet the needs of the industry.

## **8. Programme Educational Objectives:**

The program objectives are:

- PEO1 Discuss and apply relevant and related principles and concepts while demonstrating technical skills in Art and Design.
- PEO2 Cooperate positively in leading, interacting and communicating with peers and stakeholders while conforming to ethical practices and oriented towards SDG.
- PEO3 Operate with innovation and creativity, relevant and related digital technology together with the necessary numerical techniques in Art and Design.
- PEO4 Respond to the need for lifelong learning and entrepreneurship skills for successful career development.

## **9. Programme Outcomes:**

At the end of the program, students should be able to:

- PO1 Discuss and apply relevant and related knowledge of technical and theoretical in computer graphic
- PO2 Apply design knowledge and innovative artworks of art and design to solve problem and issues with creative solutions in the field of creative media.
- PO3 Perform technical skills in producing artwork and products in digital media and graphic production.
- PO4 Portray leadership, teamwork skills and communicate appropriately and effectively within various organizations.
- PO5 Demonstrate responsibility to articulate, communicate, interact and document workflow with peers, clients, superiors and society.
- PO6 Manage and execute content creation with digital technology applications.
- PO7 Apply numerical skills and visual data in the specialized field of study and career development.

- PO8 Demonstrate commitment in leadership with professional and ethical practices including adherence to legal requirements and organisational functions.
- PO9 Integrate effectively in self-directed lifelong learning and professional pathways.
- PO10 Demonstrate managerial and entrepreneurial mindset in the applications of Creative Multimedia Technology.
- PO11 Demonstrate professional values, ethics, attitudes and act professionally within the varied social and professional environments and practice. (LO11)

## **10. Career Opportunities:**

On completion of this program, graduates can be involved in in-house media production, advertising firms, training presentation, audio and video production houses, e-learning development, web design development and animation development. Graduates would be able to work as:

- |                           |   |
|---------------------------|---|
| ▪ Graphic designer        | ▪ Packaging Designer  |
| ▪ Animator                | ▪ Photographer  |
| ▪ Web developer/ designer | ▪ Illustrator   |
| ▪ Video specialist        | ▪ Multimedia Developer  |
| ▪ Games Designer          | ▪ Desktop Publisher   |
| ▪ Art Director            | ▪ Graphic Pre-Press Operator  |
| ▪ Creative Director       | ▪ Print Production Manager  |
| ▪ Copywriter              | ▪ Digital Media Specialist in an agency, art studio, TV or internet media company |
| ▪ Design Educator         |   |

## **11. Awarding Body: Kolej Poly-Tech MARA**

## PROGRAMME STRUCTURE

#	COURSE CODE	COURSE NAME	CRDT VALUE	STUDENT LEARNING TIME (SLT)					PRE-REQ	ASSESSMENT	
				FACE TO FACE			NONE FACE TO FACE	TOTAL SLT		CONTINUOUS ASSESSMENT %	FINAL ASSESSMENT %
				PHYSICAL	ONLINE	TOTAL					
YEAR 1 SEMESTER 1 - JULY											
1	CDA1033	Drawing	3	36	7	43	77	120	None	70	30
2	CDA1043	Graphic Design History	3	15	32	47	73	120	None	60	40
3	CDA1053	Color Theory	3	14	28	42	78	120	None	60	40
4	CDA1063	Introduction to Graphic Design	3	19	25	44	76	120	None	60	40
5	CDA1073	Typography	3	15	29	44	76	120	None	60	40
6	MPU2213	Bahasa Kebangsaan A *	3	15	27	42	78	120	None	70	30
	MPU2223	Study Skills		22	22	44	76	120	None	50	50
	MPU2233	Pengucapan Awam		15	28	43	77	120	None	50	50
	MPU2243	Human Communication		23	25	48	72	120	None	50	50
	MPU2253	Kemahiran Menulis		16	25	41	79	120	None	50	50
	MPU2263	Asas Keusahawanan 1		16	25	41	79	120	None	50	50
Total			18								
YEAR 1 SEMESTER 2 - NOVEMBER											
7	CDA1083	Digital Art	3	36	14	50	70	120	CDA1033	60	40
8	CDA1093	Digital Image Manipulation	3	20	19	39	81	120	None	70	30
9	CDP1013	Digital Photography	3	23	21	44	76	120	None	40	60
10	CPM1022	Critical & Creative Thinking	2	10	16	26	54	80	None	70	30
11	CDA1113	Publication Design	3	12	19	31	89	120	None	60	40
12	HCP1013	Fundamental of Copywriting	3	40	22	62	58	120	None	60	40
Total			17								
YEAR 1 SEMESTER 3 - APRIL											
13	CAV1243	Composing Audio Video	3	13	22	35	85	120	None	60	40
14	TTS1242	Enterprise IT Application	2	23	24	47	73	120	None	60	40
15	MPU2353	Integriti dan Antirasuah	3	17	25	42	78	120	None	60	40
Total			8								
YEAR 2 SEMESTER 1 - JULY											
16	CDA1103	Visual Communication	3	42	5	47	73	120	None	60	40
17	CDA2023	Packaging Design	3	36	6	42	78	120	None	60	40

18	CDA2033	Advertising Design	3	27	18	45	75	120	None	60	40
19	CDA2043	Corporate Branding	3	27	16	43	77	120	None	70	30
20	CAV2253	Animation Design	3	28	14	42	78	120	None	60	40
21	PEN2383	Digital Entrepreneurship	3	28	12	40	80	120	None	50	50
Total			18								
YEAR 2 SEMESTER 2 - NOVEMBER											
22	CPM2023	Project Management	3	44	6	50	70	120	None	60	40
23	CIM2043	Interactive Design Concept	3	16	22	38	82	120	None	60	40
24	CIM2063	Web Interface Design	3	18	15	33	87	120	None	60	40
25	CPM2114	Graphic Design Project	4	30	12	42	118	160	CDA2033	70	30
26	CAV2263	3D Modelling	3	26	7	33	87	120	None	60	40
Total			16								
YEAR 2 SEMESTER 3 - APRIL											
27	HPS2013	Basic Oratory	3	23	21	44	76	120	None	60	40
28	MPU2133	Bahasa Melayu Komunikasi 1 (Pelajar Luar Negara Sahaja)	3	21	23	44	77	121	None	70	30
	MPU2183	Penghayatan Etika dan Peradaban		22	22	44	76	120	None	70	30
29	MPU2412	Khidmat Masyarakat 1	2	4	38	42	38	80	None	75	25
	MPU2422	Pengurusan Masjid		4	38	42	38	80	None	75	25
	MPU2432	Sports Event Management 1		20	23	43	37	80	None	90	10
Total			8								
YEAR 3 SEMESTER 1 - JULY											
30	CPM3086	Graphic Design Industrial Training	6	3	0	3	237	240	PASS ALL DISIPLINE CORE	70	30
Total			6								
TOTAL			91								

Effective Date : July 2022

Note :

- Candidates are required to pass **BOTH** assessment components (continuous assessment and final assessment) for every course.
- The passing mark that has been set is 40% for each component.

## COURSE INFORMATION

### SEMESTER 1

#### CDA1033 Drawing

##### Pre-requisite: None

Drawing is basic form of art and design. With sufficient knowledge and training, students will have the basic requirements needed to prepare themselves with the fundamentals of art and design. Students will able to express their creativity by using different medium.

#### CDA1043 Graphic Design History

##### Pre-requisite: None

Students of this course will gain an understanding of the history of graphic design from the dawn of writing until today, including the development of alphabet, typefaces, and books; Arts & Crafts and the private press; posters, printing history, the Bauhaus; understand how past trends and work play a major role in providing inspiration for contemporary design.

#### CDA1053 Color Theory

##### Pre-requisite: None

Color theory is a part of graphic design's elements that fulfills the needs of decorating and implementing the colors in the environment. It is a fundamental knowledge of many subjects in this program.

#### CDA1063 Introduction to Graphic Design

##### Pre-requisite: None

This course introduces students to graphic design as a form of visual communication through the use of elements and principles of design. Project explores design process the use of visual identity and communication, creative problem solving and basic design practice of critique and discussion.

#### CDA1073 Typography

##### Pre-requisite: None

This is an introductory course providing a basic knowledge of typography. Through a series of lectures and exercises students are provided with a solid foundation on typefaces and how to communicate using appropriate font and typeface.

#### MPU2213 Bahasa Kebangsaan A

##### Pre-requisite: None

**Perlu diambil oleh pelajar yang tidak memperoleh kredit di dalam Bahasa Melayu SPM.** Kursus ini menawarkan kemahiran berbahasa dari aspek mendengar, bertutur, membaca dan menulis sesuai dengan tahap intelek pelajar. Tujuan kursus ini adalah untuk meningkatkan kecekapan berbahasa dalam konteks rasmi dan tidak rasmi. Pengajaran dan pembelajaran akan dilaksanakan dalam bentuk kuliah, perbincangan, tugasan, aktiviti kebahasaan, lakonan, ujian dan peperiksaan. Pada akhir kursus ini, pelajar diharapkan dapat menguasai kemahiran berbahasa secara lisan dan tulisan.

#### MPU2223 Study Skills

##### Pre-requisite: None

Study Skills is designed to help students improve their study skills and develop their ability to use it. This subject is also geared to provide the students with the awareness on the knowledge and tools that the students need in order to build the skills for lifelong learning. In addition, it will guide the students in understanding what they can do to be more efficient and effective learner. The learning strategies taught in this course are meant to be used for learning tasks in class, work and in their personal lives.

**MPU2233 Pengucapan Awam**

**Pre-requisite: None**

Kursus ini berkisar tentang aspek pengucapan awam yang merangkumi kemahiran, penyampaian, bahasa, penampilan diri, halangan dalam pengucapan awam dan etika berucap.

**MPU2243 Human Communication**

**Pre-requisite: None**

This course is offered to expose the students with the types of human communication., how it occurs, the skills in interpersonal communication and communication in a small group as well as in the organization. Students also will learn the basic of managing conflicts in the organization and group.

**MPU2253 Kemahiran Menulis**

**Pre-requisite: None**

Kursus ini ditawarkan kepada pelajar sebagai subjek elektif. Secara umumnya kursus ini merangkumi pengenalan kepada penulisan, proses asas penulisan, jenis-jenis penulisan dan penulisan dalam laman blog.

**MPU2263 Asas Keusahawanan 1**

**Pre-requisite: None**

Kursus ini bertujuan untuk memberi ilmu asas dan konsep keusahawanan kepada pelajar supaya dapat menimbulkan minat dan memupuk nilai untuk menceburi bidang keusahawanan sebagai salah satu pilihan kerjaya. Pengajaran dan pembelajaran dilaksanakan dalam bentuk perkongsian pengalaman keusahawanan, pembelajaran berasaskan kes, simulasi perniagaan dan pembentangan. Pada akhir kursus ini, pelajar diharapkan dapat membentuk minda keusahawanan dan mempamerkan kemahiran keusahawanan dalam aktiviti harian.

## SEMESTER 2

**CDA1083 Digital Art**

**Pre-requisite: CDA1033**

Student will acquire the knowledge of how to use vector illustration software to create their own digital drawings / illustrations. This course will cover on both technical and types of illustrations exist today.

**CPM1022 Critical & Creative Thinking**

**Pre-requisite: None**

Students will acquire the knowledge of how to think critically and creatively. They will then apply the thinking skills in any future design process, whether in studies or real life.

**CDA1093 Digital Image Manipulation**

**Pre-requisite: None**

Student will develop skills on technical field of image manipulation by using image editing software in further to use and apply it for other courses.

**CDP1013 Digital Photography**

**Pre-requisite: None**

Students will acquire the knowledge of how to use Digital Camera to capture still images. They will engage in both studio and outdoor learning activities to prepare them for their assignments and projects. At the end of this course, they will apply the techniques they have learned, develop their own style and produce an album portfolio.

**CDA1103 Visual Communication**

**Pre-requisite: None**

This course provides an introduction to visual literacy by considering the fundamentals of visual communication. Class readings, assignments, and discussions will demonstrate how these basic elements

are applied to communicate to viewers. The contributions, ethics, and methods of visual communicators will be explored by analyzing examples in a variety of visual forms, including print, graphics, illustrations, photographs, and computer imagery.

### **CDA1113 Publication Design**

#### **Pre-requisite: None**

This course will explore the technique in publication design and printing. It will give a clear understanding of publication design through a comprehensive workshop-style and lab session. Student will learn on how to create layout design using publication design technique and skills.

## **SEMESTER 3**

### **TTS1242 Enterprise IT Application**

#### **Pre-requisite: None**

This subject covers the use of personal computers in terms of their software in theory and its usage through hands on. The student will be exposed to the system and application software such as windows operating system, word processor, spreadsheet, presentation software and internet application. In this course students will demonstrate their skills in managing information using Microsoft Office application and data gathering using internet application such as search engine and google form.

### **CAV1243 Composing Audio Video**

#### **Pre-requisite: None**

Students will learn the fundamentals of good visual story-telling through video. They will be able to work as a production team to produce a short movie which demonstrates the quality of video compositions, proper moods and dramatization.

### **MPU2353 Kursus Integriti dan Antirasuah**

#### **Pre-requisite: None**

Kursus ini merangkumi konsep asas rasuah termasuk nilai integriti, antirasuah, bentuk perlakuan rasuah, salah guna kuasa dalam aktiviti seharian dan organisasi serta kaedah pencegahan rasuah. Kes berkaitan rasuah juga dibincangkan. Kaedah pengajaran dan pembelajaran dilaksanakan dalam bentuk 'pembelajaran berdasarkan pengalaman' melalui aktiviti individu dan kumpulan. Pada akhir kursus ini, pelajar dapat memahami amalan integriti, konsep rasuah, antirasuah dan salah guna kuasa serta pencegahan rasuah dalam masyarakat dan organisasi.

### **HCP1013 Fundamental of Copywritng**

#### **Pre-requisite: None**

Students will learn how to produce a printed media, radio and TV ads, advertisements and press releases as well as demonstrating a through knowledge of the different needs of print, broadcast and internet media. Students will be able tp pursue their career advertising field.

## SEMESTER 4

### **CDA2023 Packaging Design**

**Pre-requisite: None**

This course defines the role of packaging identification, presentation and production. Students are challenged in adapting typography, illustration, design and materials to 3-Dimensional form (Final Product).

### **CDA2033 Advertising Design**

**Pre-requisite: None**

In this course students will learn how to produce creative advertising. Students also will be exposed to the production of advertising product in a team.

### **CPM2023 Project Management**

**Pre-requisite: None**

This course will be handled by exposing students to the skill of writing a good project proposal and handling the project. The hands on experience will be useful for them to manage any future event or project.

### **CDA2043 Corporate Branding**

**Pre-requisite: None**

In this course students will learn how to produce creative advertising. Students also will be exposed to the production of advertising product in a team

### **PEN2383 Digital Entrepreneurship**

**Pre-requisite: None**

This course examines the theory and practices of promoting online businesses in new and existing firms. It explores means to gain break through products and services. Students will develop business folios as a useful tool in designing business plan.

### **CAV2253 Animation Design**

**Pre-requisite: None**

Students will learn how to create good animation using principles of animation, aesthetic and full elements of art. This syllabus have each element with is knowing about history of animation, types of animation, animation techniques include pre, production and post production will clearly drive student to produce good animation design.

## SEMESTER 5

### **CPM2114 Graphic Design Project**

**Pre-requisite: CDA2033**

The course intends to expose the students to the management of product rebranding and apply the knowledge acquired throughout the previous semesters. Students will apply new branding solution consists of advertising, corporate identity, illustrations, photography and other elements of graphics.

### **CIM2043 Interactive Design Concept**

**Pre-requisite: None**

Students will gain knowledge on how to use elements of multimedia and will develop multimedia product innovatively using a multimedia development process.

### **CIM2063 Web Interface Design**

**Pre-requisite: None**

This course will provide a basic understanding of the methods and techniques of developing a simple to moderately complex web site based on the web page authoring tool. Using the current standard web page

structure, students will be instructed on creating and maintaining a website.

#### **CAV2263 3D Modeling**

##### **Pre-requisite: None**

Three-dimensional (3D) modeling and rendering techniques includes texturing, surfacing, lighting and camera movements. This subject will emphasizes on 3D modeling building blocks using primitives shapes to create simple and complex object.

#### **CGD3583 Project Management**

##### **Pre-requisite: None**

This course will be handled by exposing students to the skill of writing a good project proposal and handling the project. The hands on experience will be useful for them to manage any future event or project.

## **SEMESTER 6**

#### **HPS2013 Basic Oratory**

##### **Pre-requisite: None**

The course provides the overview of communication theory as well as incorporates extensive practical aspects of public speaking.

#### **MPU 2133 Bahasa Melayu Komunikasi 1**

##### **Pre-requisite: None**

Kursus ini melatih pelajar antarabangsa untuk berkomunikasi dalam Bahasa melayu asas yang meliputi situasi kehidupan harian. Pelajar akan diperkenalkan dengan peraturan dan penulisan Bahasa melayu mudah. Pengajaran dan pembelajaran akan dilaksanakan dalam bentuk kuliah, tutorial, tugas dan pengalaman pembelajaran pelajar di dalam dan di luar kelas. Pada akhir kursus ini, pelajar diharap dapat berkomunikasi dan menulis karangan dengan menggunakan ayat mudah dengan berkesan.

#### **MPU2183 Penghayatan Etika & Peradaban**

##### **Pre-requisite: None**

Kursus ini mempersiapkan pelajar untuk menghayati etika dan peradaban yang wujud dalam masyarakat kepelbagaian etnik di Malaysia untuk memperteguhkan pemikiran kritikal dan analitikal mereka bagi menangani kehidupan yang lebih mencabar. Pengisian kursus ini memfokuskan kepada penghayatan etika dan peradaban dalam acuan Malaysia. Pelajar akan didedahkan dengan dinamika konsep etika dan peradaban yang menjadi kekuatan kepada pembentukan negara Malaysia berdasarkan susur masa evolusi sejarahnya dari era pra-kolonial sehingga ke pasca-kolonial. Kefahaman tentang pembentukan etika dan peradaban dalam masyarakat kepelbagaian dibincangkan bagi meningkatkan penghayatan etika dan peradaban ke arah pemantapan kesepaduan nasional dan bangsa Malaysia. Peradaban acuan Malaysia perlu dikupas serta diperdebatkan dalam aktiviti akademik berpandukan Perlembagaan Persekutuan sebagai tapak integrasi dan wahana etika dan peradaban. Pembinaan kesepaduan nasional amat dipengaruhi oleh globalisasi dan perkembangan teknologi maklumat dan komunikasi yang kompleks. Oleh kerana itu, penghayatan etika dan peradaban menzahirkan perilaku tanggungjawab sosial dan digerakkan pada peringkat individu, keluarga, komuniti, masyarakat, dan negara. Justeru, perubahan yang berlaku dalam masyarakat dan pembangunan langsung ekonomi telah membawa cabaran baru dalam mengukuhkan kelestarian etika dan peradaban di Malaysia. Amalan Pendidikan Berimpak Tinggi (HIEPs) dipraktikkan dalam pengajaran dan pembelajaran bagi mendalami kursus ini. (pengajaran & pembelajaran).

#### **MPU2412 Khidmat Masyarakat 1**

##### **Pre-requisite: None**

Kursus ini membincangkan konsep projek keterlibatan komuniti, penyediaan kertas cadangan dan ciri-ciri projek yang berkesan. Tujuan kursus ini ialah memberikan kefahaman dan penghayatan dalam melaksanakan projek keteliban komuniti. Pengajaran dan pembelajaran akan dilaksanakan dalam bentuk kuliah interaktif, diskusi kumpulan, pembelajaran berasaskan pengalaman melalui aktiviti kumpulan dan semangat sukarelawan. Pada akhir kursus ini, pelajar diharapkan dapat mengamalkan nilai dan etika, kepimpinan dan kerja berpasukan serta tanggungjawab sosial.

**MPU2422 Pengurusan Masjid****Pre-requisite: None**

Kursus ini membincangkan konsep projek keterlibatan komuniti, penyediaan kertas cadangan dan ciri-ciri projek yang berkesan. Tujuan kursus ini ialah memberikan kefahaman dan penghayatan dalam melaksanakan projek ketelibatan komuniti. Pengajaran dan pembelajaran akan dilaksanakan dalam bentuk kuliah interaktif, diskusi kumpulan, pembelajaran berasaskan pengalaman melalui aktiviti kumpulan dan semangat sukarelawan. Pada akhir kursus ini, pelajar diharapkan dapat mengamalkan nilai dan etika, kepimpinan dan kerja berpasukan serta tanggungjawab sosial.

**MPU2432 Sports Event Management 1****Pre-requisite: None**

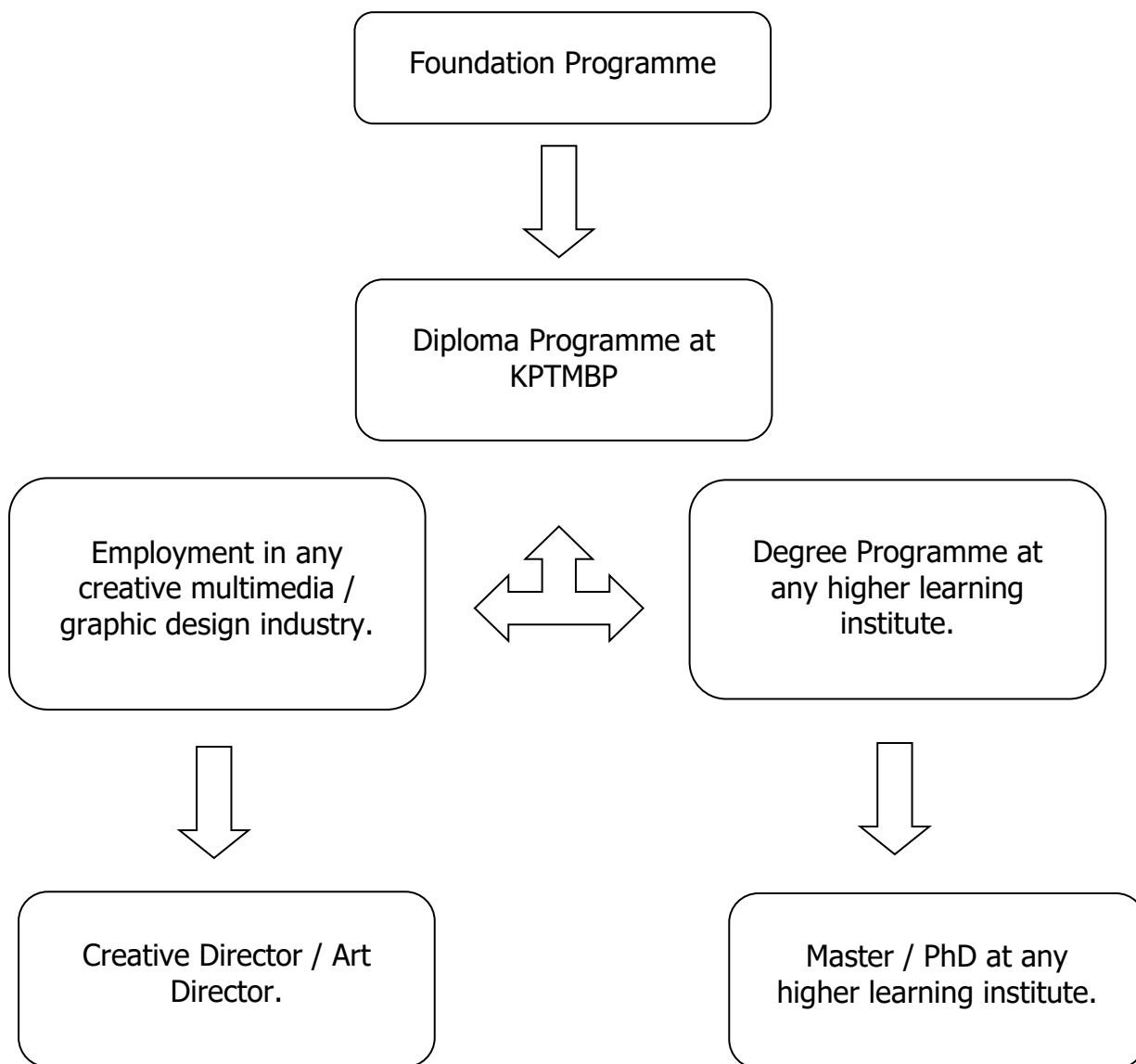
The course introduces students to sports event management and focuses on the details required when planning a specific sports event. Emphasis is placed on the planning of events, beginning with research into selecting the right event, event themes, site selection, task and responsibility checklists, organizational committee structures, budgeting, advertising and promotion, and event administration.

## SEMESTER 7

**CPM3086 Graphic Design Industrial Training****Pre-requisite: PASS ALL DISIPLINE CORE**

Graphic Design Training included in the program to provide the working experience that is relevant to the real industrial environment. In order to expose students with real situation to perform and improve the related skills and knowledge. With all the experience and knowledge acquired, hopefully student will be able to determine an appropriate career upon graduation.

## EDUCATION AND CAREER PATHWAY



## KPTM MANAGEMENT GROUP

En.Mohd Sahidi Bin Yaakob  
*Acting Chief Executive Officer*

En.Mohd Sahidi Bin Yaakob  
*Vice President of Academic*

En.Ramli Bin Mohd Jawi  
*Deputy President of Student Affairs*

Prof. Dr. Abdul Rahim Bin Abdul Rahman  
*Vice Chancellor KUPTM Kuala Lumpur*

En. Mohamed Saifuddin Bin Hussin  
*Senior Director of Corporate Planning Department*

En. Mohd Yusoff Bin Mat Ali  
*Senior Director of Human Resources Department*

En. Zaidi Bin Zakaria  
*Senior Director of Logistic & Asset Department*

Pn. Azlina Binti Yusof  
*Senior Director of Finance Department*

En. Mohd Asri Bin Mohammad  
*Director of Information Technology Department*

En. Saifulkahar Bin Shariff  
*Director of Department for Continuing Education*