

### De Institute of CREATIVE ARTS AND DESIGN













### QS WORLD UNIVERSITY RANKINGS 2020

#### Malaysian universities that featured in the rankings

2020	2019	Institution
70	87	Universiti Malaya (UM)
159	202	Universiti Putra Malaysia (UPM)
160	184	Universiti Kebangsaan Malaysia (UKM)
165	207	Universiti Sains Malaysia
217	228	Universiti Teknologi Malaysia
442	481	UCSI University
482	521-530	Universiti Teknologi Petronas (UTP)
511-520	601-650	Taylor's University
541-550	- 2	Management and Science University (MSU)
591-600	601-650	Universiti Utara Malaysia (UUM)
651-700	651-700	International Islamic University Malaysia (IIUM)

#### Th univers to facil for stud

#### The 1st

university in Southeast Asia to facilitate industry placement for students each year.

Malaysian private university to be recognised as a Regional Centre of Expertise by the United Nations University



1IN5

UCSI students obtain a merit-based government scholarship or grant.





OF OUR CO-OP PARTNERS WOULD LIKE TO **REHIRE** UCSI INTERNS.

#### **UCSI's Year of Milestones**

#### **QS World University Rankings 2020**

- · Malaysia's best private university for two consecutive years.
- · Ranked in the top 2% of all universities in the world.
- A top six university in Malaysia, along with the nation's five research universities.
- · One of seven Malaysian universities in the top 500.

#### **QS World Top 70 Under 50 (2020)**

- · Malaysia's best private university under 50 years old.
- One of the world's top 70 young universities.

#### QS World University Rankings by Subject 2020

- One of the world's top 100 music schools for performing arts three years in a row.
- · Ranked in the Top 400 for the business and management category.



UCSI is rated in Tier 5 (Emerging Universities) in SETARA 2017, placing it on a par with established foreign branch campuses in Malaysia.



of UCSI's academic staff are PhD holders and a further 17% are pursuing their doctorate.





### **Over 30%**

of UCSI's student population is international.



Students from more than 110 NATIONS have studied at UCSI.

### WELCOME TO UCSI MALAYSIA'S #1 PRIVATE UNIVERSITY

UCSI University opens door for students everywhere. It collaborates with the world's leading universities, engages the best minds and partners with global companies.



For the second consecutive year, UCSI University is Malaysia's best private university in the QS World University Rankings 2020. UCSI rose 39 spots from its previous rankings to be ranked 442 in the world. It is a top seven university in Malaysia and the only private and non-government linked institution in the country to be inducted in the Top 500 amongst the world's universities for the two years straight. This renewed recognition placed the University in the top 2% of all universities worldwide, making it one of the most prestigious universities in the country.

UCSI's Institute of Music (IMus) is also distinguished as a global top 100 music school for performing arts twice in a row in the QS World University Rankings by Subject 2018 and 2019. UCSI was previously distinguished as Asia's fastest rising university in the QS University Rankings: Asia 2018 after making the meteoric 131-spot climb. Other than that, UCSI is rated in Tier 5 (Emerging Universities) – the highest rating achieved by universities under 15 years old – in SETARA 2017, on par with established foreign branch campuses in Malaysia.

Long renowned for its excellent track record in teaching and learning, UCSI is quickly making a name for itself in research and innovation. The number of research publications has increased by 155% from 2013. There was over 900% increase in UCSI's citation numbers from 2014 to 2017. The research funding had also increased by three times just between 2016 and 2017. It is no wonder that many of UCSI academic staff are PhD holders.

This distinction opens doors for UCSI students and staff when it comes to collaboration with the world's best companies, research institutes and universities. Since 2014, UCSI's top students have been annually selected to advance high impact research at Harvard University, Imperial College London, the University of Chicago and Tsinghua

University amongst others. A batch of Pharmacy students also furthered research at the University of British Columbia. More endeavours are in the pipeline with leading universities in the Ivy League, the Russel Group, Universitas 21 and Australia's Group of Eight.

More than 10.000 students from over 110 nations study at UCSI, making the campus a vibrant melting pot of culture and diversity. The University runs what is virtually Malaysia's largest university-industry network through its **Employment and Co-Operative Placement** (Co-Op) programme, which provides employment support services for UCSI's undergraduate and graduates, including alumni. Today, it has over 4,200 global companies to provide each student with at least two months of internships each year. This network includes many of the world's best firms like Accenture, CIMB, Citibank, Deloitte, DHL, Ernst & Young, Hewlett- Packard, HSBC, KPMG, Maybank, Nestle, Samsung, Schlumberger, Standard Chartered, Ogilvy, P&G, Petronas and PWC, amongst many others. Above that, 97.8% of them state that they would rehire UCSI's interns.

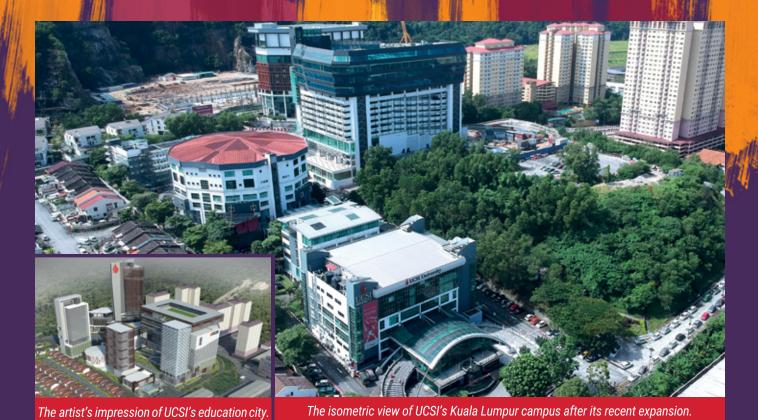
With these and more, UCSI stands out as a University that offers an education few can, provides experiences others can't and delivers life-defining outcomes for students everywhere.

#### MORE THAN 100 ACCLAIMED PROGRAMMES IN

MEDICINE | PHARMACY | ENGINEERING | APPLIED SCIENCE | BUSINESS | IT| ARCHITECTURE | SOCIAL SCIENCES| MUSIC| HOSPITALITY AND TOURISM MANAGEMENT | CREATIVE ARTS AND DESIGN

## TOMORROW'S EDUCATION TODAY

It's not just a campus expansion. It's an education city in the making.



At present, the operational capacity at UCSI's Kuala Lumpur campus stands at more than one million ft(2), creating a state-of-the-art learning space. Popular with students and parents, its designs embody the zeitgeist of the 21st century dynamism and interconnectivity. Housing science labs, interactive learning spaces, lecture theatres, recital halls, commercial areas, classrooms, hostels, sports facilities and a multi-level parking facility, the present complex will change the way how students perceive and experience education.

Job done? Not a chance. UCSI's recent campus expansion is merely a microcosm of a far grander plan. More development will be undertaken to transform the Kuala Lumpur campus into a prominent education city that defines the Cheras skyline. UCSI Hospital is also on the verge of completion. Offering the American model of clinical practice patientcare, this private teaching hospital is purposed to turn Springhill into a vibrant hub of healthcare, education and

medical tourism. Over in Kuching, UCSI's eponymous hotel doubles up as its Sarawak campus, providing students with the latest facilities and learning spaces.

Join the education revolution today.



The artist's impression of UCSI Hospital.



UCSI Hotel Kuching provides hospitality students with avenues to hone their craft.



UCSI University's De Institute of Creative Arts and Design (ICAD) caters to the needs of creative industries. It offers unique art and design programmes that seek to equip students with fundamental knowledge, creativity and competencies needed in today's dynamic marketplace. Under the tutelage of experienced academics, students are schooled in industry know-how and continue to hone their creative expression.

ICAD prides itself as an institution that is tenacious in its commitment to design excellence and has established a strong reputation for tie-ups with the industry. In line with the University's praxis® model — an approach that advocates the application of theory to practice, ICAD makes industry learning its central priority through internships, insightful industry talks and workshops, to name a few.

#### **Industry Ready**

All programmes are aligned to the demands of the creative industry with the Institute keeping abreast of contemporary trends, styles, and developments. This ensures that our students are educated for the future and are equipped to strive for unique, creative and groundbreaking forms of design.

#### **Personalised Attention**

Small classes support a highly interactive learning environment anchored by the academic staff who each bring significant industry experience to the table.

#### **Entrepreneurial Focus**

All programmes are incorporated with essential business courses like marketing, retailing and branding so that graduates are well prepared for entrepreneurship endeavours. These are complemented with industrial visits to, and guest speakers from, companies like VLT, GXM, Rekanegara, Silver Ant, and Codemaster, to name a few.

#### Industry Exposure

Students enjoy varied opportunities to showcase their work to key industry players as well as the general public. Major exhibitions, shows, and internships are just a few ways that they gain constructive feedback and polish their craft.

### Entry Requirements

#### **FOUNDATION PROGRAMME**

#### SPM / O-LEVEL:

Minimum 5 Credits

#### UEC:

Minimum 3 Credits

#### **OTHER YEAR 11 EQUIVALENT:**

ENGLISH REQUIREMENTS

Overall average score of 60%

#### **DIPLOMA PROGRAMME**

#### SPMV / SPM / O-LEVEL:

Minimum 3 Credits

#### SIJIL KEMAHIRAN VOKASIONAL (SKV):

SKM Level 3

#### MAJLIS LATIHAN VOKASIONAL KEBANGSAAN (MLVK):

Pass inclusive Art and Design related subjects

#### OTHER EQUIVALENT QUALIFICATIONS:

Minimum CGPA 2.5

#### **DIPLOMA/CERTIFICATE/ EQUIVALENTS:**

Pass (subject to school review of transcripts, syllabus and portfolio)

#### While the above information is accurate at the time of printing, please note that the entry requirements are subject to change. Please visit the university website for the most updated information.

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#### **DEGREE PROGRAMME**

#### **UCSI FOUNDATION:**

Minimum CGPA 2.0

#### UEC:

Minimum 5 Credits

#### STPM / A-LEVELS:

Minimum 2 Principals

#### NATIONAL MATRICULATION:

Minimum CGPA 2.0

#### **INTERNATIONAL BACCALAUREATE:**

Minimum score of 26/42 in 6 subjects

#### OTHER QUALIFICATIONS EQUIVALENT TO STPM/A-LEVEL BY MQA:

Minimum average 60%

#### **DIPLOMA:**

Minimum CGPA 2.0

#### \* DIPLOMA IN GRAPHIC DESIGN and DIPLOMA IN FASHION DESIGN: Pass portfolio assessment. \* BA (HONS) GRAPHIC DESIGN, BA (HONS) FASHION DESIGN WITH MARKETING and BA (HONS) GAME DESIGN: Pass portfolio assessment

A distinction (A+, A or A-) in the English Language subject at SPM/UEC level; or MUET Band 3; or a score of 410-413 (writing-based) / 34 (internet-based) in TOEFL; or Band 5.0 in IELTS.

In the event that the English Language Requirements are not met, student may be required to undertake additional English module(s) prior to or concurrently with the undergraduate programme, based on the University's decision.



### Foundation in Arts (R/010/3/0301) (01/2025) (A11125) with Art and Design pathway

#### **Foundation** Subject Listing

#### **Core Subjects**

- Computing Essentials
- Quantitative Methods
- Introduction to Language and Communication
- Accounting Practice
- Economics
- Office Application
- Introduction to Marketing
- Writing for Academic Purpose
- Positive Psychology
- Introduction to Business
- Human Communication

#### **Special Focus On**

- Analytical Drawing
- Fundamentals of Computer Graphics
- Fundamentals of Design

\* No English requirement is necessary for entry into Foundation programme for both local and international students.

### Study Route

SPMV / SPM / O-Levels / UEC or other equivalent qualifications **UCSI Foundation in Arts** Diploma at ICAD Degree at ICAD 3D Animation Design BCA (Hons) 3D Animation Design BA (Hons) Graphic Design Graphic Design BA (Hons) Multimedia Design Fashion Design (2 Years) BA (Hons) Game Design BA (Hons) Fashion Design with Marketing (3 Years)

\*Master of Art and Design

\*For Master of Art and Design entry requirement, please refer to page 16



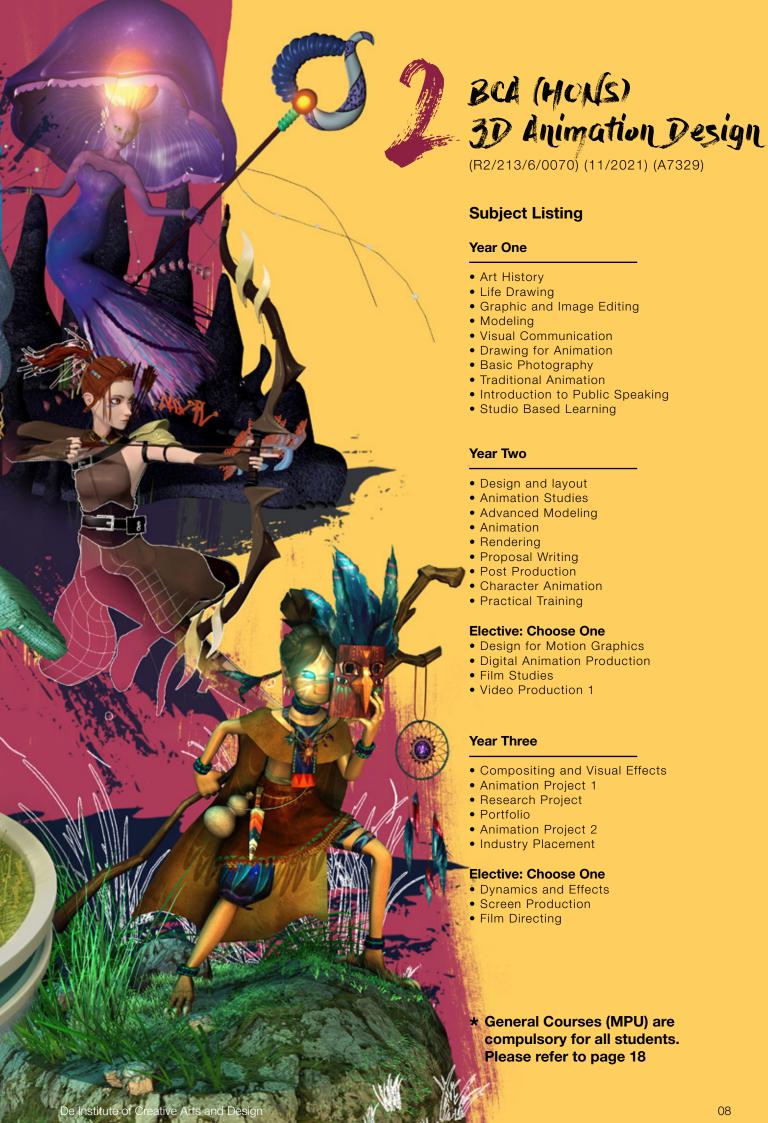
- Fundamentals of Drawing 1
- Fundamentals of Painting
- Principles of Design
- History of Art and Design
- Creative Thinking Skills
- Fundamentals of Drawing 2
- Typography
- Design Communication
- Business Communication
- Editorial Design
- Digital Imaging
- Digital Photography

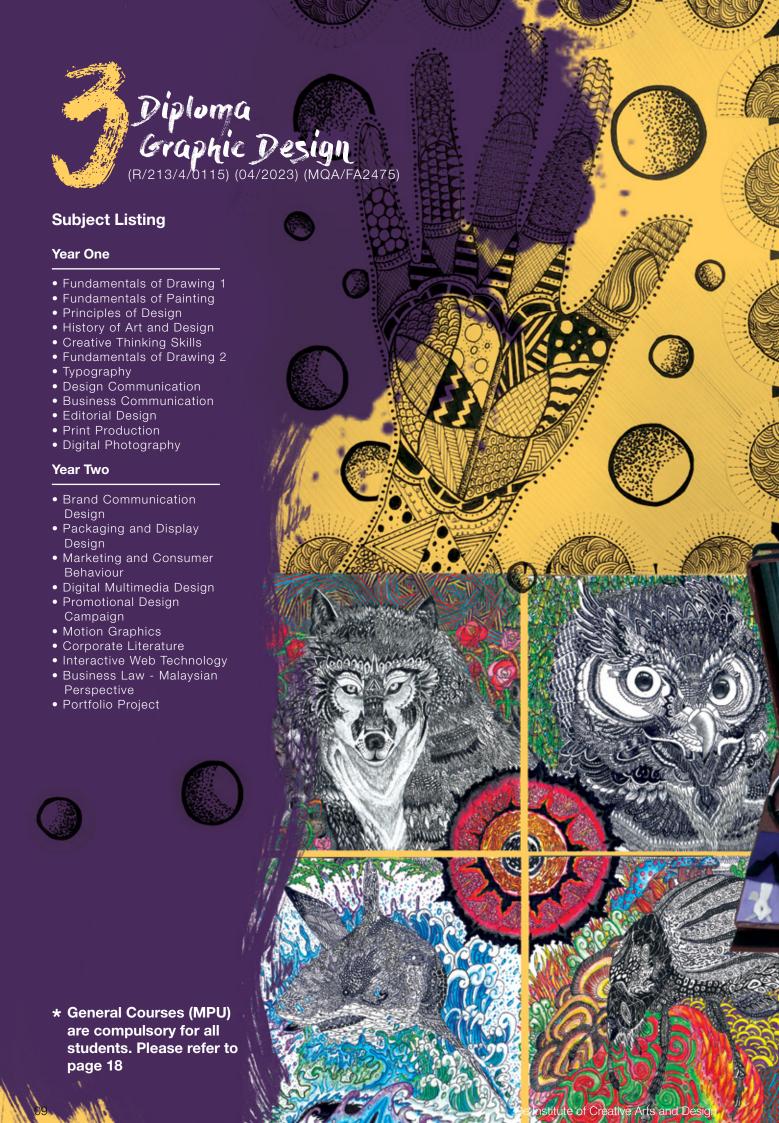
#### **Year Two**

- History of Animation
- Marketing and Consumer Behaviour
- 2D Animation
- Digital Art
- 3D Modeling
- Theory of Digital Animation
- 3D Animation
- Motion Graphics
- Audio Visual Technology
- Creative Porfolio Creation
- Ideation and Innovation
- Industry Placement



\* General Courses (MPU) are compulsory for all students. Please refer to page 18







**International Degree Pathway** 

Middlesex University (2+1 or 1+2)

BA (Hons) Graphic Design / Animation /

**BA (Hons) Graphic Design / Animation /** 

University of Huddersfied (1+2)

and Animation / Photography

and Animation / Photography

### BA (HONS) Graphic Design

(R/214/4/0106) (04/2024) (MQA/FA3857)

#### **Subject Listing**

#### **Year One**

- Art History
- Life Drawing
- Graphic and Image Editing
- Packaging and Display Design
- Visual Communication
- Typography 1
- Basic Photography
- Brand Design and Campaign
- Introduction to Multimedia

#### **Elective: Choose One**

- Film Studies
- Introduction to Advertising
- Introduction to Public Speaking
- Fundamentals of Marketing

#### **Year Two**

- Design and Layout
- Typography 2
- Web Design
- Information and Environmental Design
- Multimedia Design 1
- Design for Industry
- Proposal Writing
- Digital Visual Presentation
- Practical Training

#### **Elective: Choose One**

- Post-Production
- Customer Communication
- E-Marketing
- Entrepreneurship

#### **Year Three**

- Multimedia Design 2
- Design Major Project 1
- Research Project
- Intellectual Property
- Portfolio
- Design Major Project 2
- Industry Placement

#### **Elective: Choose One**

- Design for Motion Graphic
- Branding
- · Media Planning and Management
- Integrated Marketing Communications

\* General Courses (MPU) are compulsory for all students. Please refer to page 18



#### **Subject Listing**

#### **Year One**

- Art History
- Life Drawing
- Graphic and Image Editing
- Modeling
- Visual Communication
- Typography 1
- Basic Photography
- Traditional Animation
- Introduction to Multimedia

#### **Elective: Choose One**

- Drawing for Animation
- Film Studies
- Introduction to Public Speaking
- Fundamentals of Marketing

#### **Year Two**

- Design and Layout
- Web Design
- Digital Visual Presentation
- Animation
- Multimedia Design 1
- Post Production
- Typography 2
- Proposal Writing
- Design for Motion Graphics
- Practical Training

#### **Elective: Choose One**

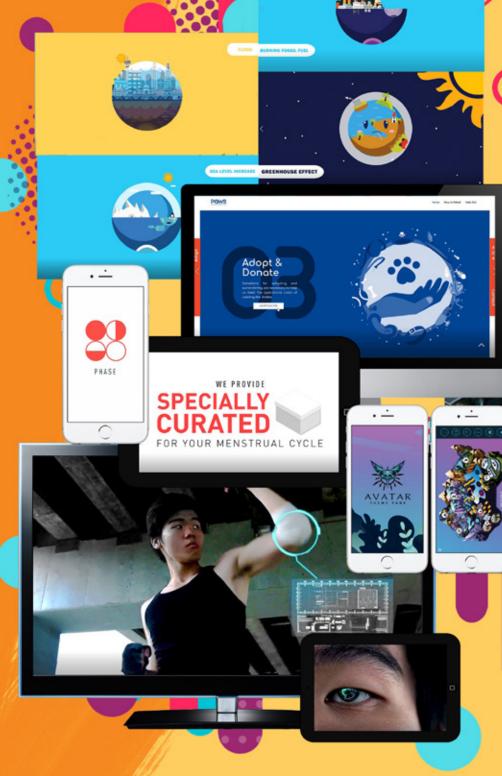
- Digital Animation Production
- Video Production 1
- Rendering
- Design for Industry

#### **Year Three**

- Compositing and Visual Effects
- Research Project
- Multimedia Design 2
- Multimedia Project 1
- Multimedia Project 2
- Industry Placement

#### **Elective: Choose One**

- Portfolio
- Intellectual Property
- Creative Problem Solving
- Technopreneurship
- \* General Courses (MPU) are compulsory for all students. Please refer to page 18



#### **International Degree Pathway**

Middlesex University (2+1 or 1+2)
 BA (Hons) Animation



# BA (HUNS) Game Design

(N/214/6/0206) (12/2022) (MQA/PA8693)

#### **Subject Listing**

#### **Year One**

- Art History
- Life Drawing
- Graphic and Image Editing
- Modeling
- Basic Photography
- Drawing for animation
- Fundamentals of Game Art
- Traditional Animation
- Principles of Gameplay
- Studio Based Learning

#### **Year Two**

- Concept Art for Game
- Mobile Game Designing and Development 1
- Game Modeling and Texturing 1
- Animation
- Rendering
- Game Level Design
- Character Animation
- Practical Training

#### **Elective: Choose One**

- Design for Motion Graphics
- Digital Animation Production
- Brand Design Campaign
- Video Production 1

#### **Year Three**

- Game Interface Design
- Mobile Game Designing and Development 2
- Game Project
- Portfolio
- Game Modeling and Texturing 2
- Game Project 2
- Industry Placement

#### **Elective: Choose One**

- Dynamics and Effects
- Information and Environmental Design
- Design for Industry
- Digital Visual Presentation

\* General Courses (MPU) are compulsory for all students. Please refer to page 18



#### **Year One**

- History of Art and Design
- Principles of Design
- Creative Thinking Skills
- Fundamentals of Drawing 1
- Fundamentals of Drawing 2
- Fashion Design Application
- Pattern Construction and Sewing
- Embroidery
- History of Costumes
- Visual Merchandising
- Textile Technology
- CAD for Basic Fashion

#### **Year Two**

- Fashion Design Development and Presentation
- Pattern Making and Fashion Sewing 1
- Fashion Illustration I
- Draping Techniques
- Marketing and Consumer Behaviour
- Final Major Project Research and Design Portfolio
- Pattern Making and Fashion Sewing 2
- Fashion Illustration 2
- Fashion Retailing
- Ideation and Innovation
- Cooperative Placement
- Business Communication
- Business Law Malaysian Perspective



\* General Courses (MPU) are compulsory for all students. Please refer to page 18



#### **International Degree Pathway**

- Middlesex University (2+1 or 1+2) BA (Hons) Fashion Design / Fashion (Footwear and **Accessories) / Fashion (Textiles for Fashion)**
- University of Northampton (2+1) BA (Hons) Fashion Design / Fashion (Footwear and Accessories) / Fashion (Textiles for Fashion)
- University of Huddersfield (1+2) **BA (Hons) Fashion Design with Marketing & Production / Fashion & Textiles Buying Management / Fashion Communication & Promotion**

# BA (MONS) Fashion Design With Marketing

(R2/214/6/0066) (04/2023) (A8551)

#### **Subject Listing**

#### **Year One**

- Fashion Illustration and Design Communication
- Garment Construction and Fashion Sewina
- Art History
- Visual Communication
- Life Drawing
- Integrated Marketing Communication in Fashion
- History of Fashion
- Creative Cutting
- Design Development and Portfolio
- Fundamentals of Management
- Fundamentals of Marketing
- Co-operative Placement 1

#### **Year Two**

- Customer Communication
- Fabric and Functions
- Industry Brief 1 Production and Realisation
- Industry Brief 1 Research and Design Presentation
- Business Modeling with Spreadsheet
- Entrepreneurship
- Industry Brief 2 Production and Realisation
- Industry Brief 2 Research and Design Presentation
- Sculpting with Fabric
- Co-operative Placement 2

#### **Year Three**

- Fashion Retailing
- Creative Fashion Presentations
- Industrial Design and Manufacture
- Final Major Project Research, Idea Development and Rationale
- Men's Wear Tailoring Manufacture and Styling
- Fashion Show Production -Collaborative Project
- Corsetry Construction Techniques
- Final Major Project Portfolio and Dissertation
- The Digital Fashion Image
- Final Major Project Realisation and Manufacture
- Co-operative Placement 3
- \* General Courses (MPU) are compulsory for all students. Please refer to page 18





### MAICAD

### Master of Art and Design (N/213/7/0312) (06/2022) (MQA/PA8587)

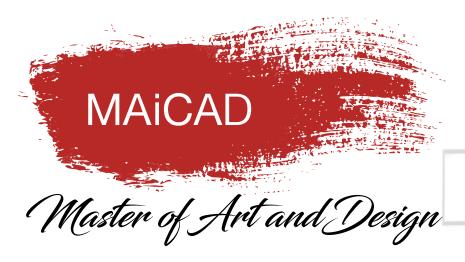
The Master of Art and Design degree from De Institute of Creative Arts and Design (MAiCAD) is designed to provide visual artists and designers the opportunity to extend and expand their professional practise through research in one or more discipline areas. This programme is primarily undertaken as a supervised independent study towards studio research and written work.

MAiCADís candidates will develop a high level of proficiency, self-directed, and focus through investigating a proposed area of research to produce original work, and/or speculative in nature.

This postgraduate course is normally undertaken in a compact and conducive full-time manner over three (3) semesters; with expected written research and arranged showcase of their visual studies. These are composed towards the final arrangements which they will go through ViVa Voce (oral examination).

Full-time candidates are expected to devote an equivalent total of fourty two (42) academic weeks into their research and/or visual works.

Part-time study is available for candidates who have established their visual arts practise, or engaged in an employment that may limit their study time. Candidate enrolled for MAiCADís part-time study will have the opportunity to complete the programme up to four (4) years.



FULL TIME PART TIME

One (1) year (3 semesters)

Up to four (4) years

Admission Period January, May, and September

#### **ENTRY REQUIREMENT**

Recognised Bachelor's degree in Art and Design, or relevant field or equivalent, with minimum CGPA of 2.75 or equivalent certification; approved by the Malaysian Government.

OR

Equivalent qualification and/or experience which is recognised by the Senate / Institution.

# APPLICANTS ARE PROVISIONALLY ACCEPTED FROM THE AREAS OF

FINE ARTS, GRAPHIC DESIGN,
MEDIA STUDIES, PHOTOGRAPHY,
MUSIC, ARCHITECTURE, MASS
COMMUNICATIONS, CREATIVE
MULTIMEDIA, SOCIAL SCIENCE, FILM
MAKING, AND FASHION DESIGN

#### **ENGLISH REQUIREMENT**

Band 5.0 in IELTS; or TOEFL score of 410-413 (writing-based) / 34 points (internet-based); or its equivalent

Recognised Bachelor's degree in Art and Design, or relevant field or equivalent, with minimum CGPA of 2.75 or equivalent certification; approved by the Malaysian Government.

OR

Equivalent qualification and/or experience which is recognised by the Senate / Institution.

#### **COURSE BREAKDOWN**



Semester 1

- 1. Research Methodology
- 2. Graduate Seminar
- 3. Research Proposal Presentation



SEMESTER 2

1. Master Thesis 1Studio and Writing Research



SEMESTER 3

- 1. Master Thesis 2
  - > Studio and Writing Research
  - > Visual Showcase
  - > Viva Voce

# Career Options

#### 3D Animation Design

- 3D Animator 2D Animator Media Consultant Producer 3D Artist Character Modeler
- Background Artist Creative Artist Visual Effects Artist Storyboard Artist Visualiser
- Video Editor / Compositor Cartoon Animator Concept Artist Motion Graphic Artist

#### **Graphic Design**

- Graphic Designer Editorial Designer Visualiser DTP Artist Magazine Stylist Digital Artist Storyboard Artist Motion Graphic Desginer Window Display Artist Branding Designer
- Advertising Designer Exhibition Designer Print Designer Printmaker Photographer

#### **Multimedia Design**

- Web Designer Application Designer Graphics Designer Visual Effects Designer Motion Graphics Designer Product Designer Package Designer Brand Designer Multimedia Designer
- Events Designer Video Editor Graphics Editor Videographer Photographer Visualiser

#### **Game Design**

- Concept Artist 2D Assets Artist 2D Animator 3D Assets Artist 3D Animator Game Rigger Technical Artist UI Artist Game-Mechanics Designer Game Level Designer Game Tester Gameplay Programmer Graphic Programmer Game-Network Programmer

#### **Diploma in Fashion Design**

Fashion Designer
 Assistant Merchandiser
 Assistant Merchandiser cum Designer
 Fashion Illustrator
 Clothing Designer
 Footwear Designers
 Costume Designer
 Fashion Designer
 Consultant
 Tailor
 Wedding Advisor
 Virtual Fashion Designer
 Image Consultant

#### **BA (Hons) Fashion Design With Marketing**

Garment Technologist
 Fashion Designers
 Retail Buyer
 Fashion Illustrator
 Fashion Merchandisers
 Brand Manager
 Visual Merchandiser
 Image Consultant
 Fashion Public Relations Officer
 Fashion Writer
 Fashion Editor
 Purchasing Agents

#### **Master of Art and Design**

- Advertising Consultant Art Director Art Educators Copywriter Creative Director
- Curators Design Consultants Design Manager Entrepreneurs Event Manager
- Freelance Designers Image Consultant Lecturers Product Designer Production Consultants Production Manager Programme Director Visualiser Design Technologist



#### General Courses (MPU) compulsory for all diploma students (DIPLOMA)

- (MPU-U2) Study Skills and Employability
- (MPU-U3) Business Law Malaysian Perspective

#### **MPU-U1 (Malaysian Students)**

• Malaysian Studies

- (MPU-U4) Extra-curricular Learning Experiences 1
- (MPU-U4) Extra-curricular Learning Experiences 2

#### **MPU-U1 (International Students)**

• Communication in Bahasa Melayu 2

#### General Courses (MPU) compulsory for all degree students (DEGREE)

- (MPU-U2) University Life
- (MPU-U3) Religions in Malaysia
- (MPU-U3) Comparative Religion

#### **MPU-U1 (Malaysian Students)**

- Malaysian Studies
- Islamic Civilisation and Asian Civilisation
- (MPU-U4) Extra-curricular Learning Experiences 1
- (MPU-U4) Extra-curricular Learning Experiences 2
- (MPU-U4) Extra-curricular Learning Experiences 3

#### **MPU-U1 (International Students)**

- Malaysian Studies
- Communication in Bahasa Melayu 3





No. 1, Jalan Menara Gading, UCSI Heights (Taman Connaught), Cheras 56000 Kuala Lumpur, Malaysia

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