College of Computer Science and Information Technology
Student Handbook 2016/17

www.csit.uniten.edu.my
# Welcome to CSIT

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Disclaimer

Although every reasonable effort is made to ensure accuracy, the information in this document is provided as a general guide only for student and is subject to alteration. All students enrolling at Universiti Tenaga Nasional must consult its official document, the current calendar of Universiti Tenaga Nasional, to ensure that they are aware of and comply with all regulation, requirement and policies.
Welcome from the Dean

First of all, I would like to congratulate and welcome all new students for being accepted to join the programmes offered by the College of Computer Science and Information Technology (CSIT), UNITEN. Being selected as a student in the College indicates that you possess the potential to succeed in your chosen programme and future career. The lifestyle of university students is significantly different from the lifestyle of students during the secondary period. Here, students are expected to be independent in many ways. Students are also expected to strive hard for excellence and to be more mature in dealing with the different situations in day-to-day life on campus. This university provides everyone with excellent facilities and staff (academic and non-academic) to help you progress in your study. So do take advantage of the university to open your minds and grow.

This is the start of a new chapter in your life and we have developed academic programmes, which are comprehensive and relevant, which will allow you to reach your full potential as a professional when you leave our gates. To that end, we have prepared several supporting documents which will enable you to quickly gain information on how you can deliver on your requirements as an undergraduate and navigate your way successfully through our undergraduate programmes in the next few years. One such document is this Student’s Handbook.

We have prepared this handbook to provide as much information as possible to assist you in planning your studies at UNITEN. It highlights the program structure, the courses that you need to take for the programme and the number of credit hours of each course. Additionally, the handbook describes the contents of each course for you to better understand and select the course, in cases of electives. For those of you who have never had any experience on the CGPA system before, you will find that the handbook will illustrate the method of calculating the GPA and CGPA which is central to your grading and subsequently the class of degree that will be awarded.

The handbook also has a list of academicians and their contact details in the College of Computer Science and Information Technology. Please ensure that you are familiar with them so that you may refer to them for any advice particularly concerning your academic matters. There is also a section on the academic advising guideline, which you will also find useful. While in UNITEN, each student will be assigned an academic advisor whose role is to help students to plan their studies, as well as assisting students to solve academic problems. Though students are expected to be independent, it is strongly advised that they meet their academic advisors as regularly as possible to ensure that they receive proper guidance. They will be ever so willing to help you.

The College academic system is based on the semester system. All programmes are structured in such a way that each student should be capable of carrying (taking) about 18-19 credit hours of academic load per semester. Students are advised to follow the programme structure carefully when registering for courses. Students with a CGPA of more than 3.00 are however allowed to take up more than 19 credit hours per semester, subject to the relevant HoD and Dean’s approval. To obtain industry exposure, students will be required to complete an industrial training period as specified. This is aimed at providing exposure to future career
environment, as well as sharpening technical competency in solving real world problems.

In summary, this handbook contains information about the College, the available programmes in the College, the list of courses you are required to complete, the credit hours for each course of the programmes, sample distribution of courses per semester, the course descriptions, and details about faculty members and support staffs. Please use this handbook as a guide but if you need further information, please refer to the respective Head of Departments, lecturers or your academic advisor.

CSIT academic staffs are generally known to be dedicated and approachable. They excel in both teaching and research. Learn from them as much as possible and set your aim high, such as to get into the Dean’s List in every semester. With the support of our up-to-date computer laboratories, we hope students will enjoy studying in UNITEN in general, and in CSIT in particular.

Opportunities like this only come but once in your life, so make the most of it. Make your parents and sponsors proud of your achievements. I wish you all the very best in your studies. Thank you.

Associate Prof. Dr. Siti Salbiah Mohd Shariff
Dean
College of Computer Science and Information Technology
Understanding Computer Science and Information Technology

Among the most common questions asked by students when deciding on which degree programmes to choose from the list offered by the College of Computer Science and Information Technology, UNITEN are: What is Information Technology? What is Computer Science? How are these two similar or different?

To a layman, the two terms may seem similar and many a times are used interchangeably. However, the truth lies deeper: On a broad scope, Computer Science and Information Technology belongs to the same realm of study – which relates to the computer. Under deeper scrutiny, each differs in their focuses and directs its graduates into different career paths within the realm.

Computer Science

Computer Science focuses on the theories related to computational applications. Computer Science students are expected to have good foundation in mathematics and logic which in turn is crucial in the understanding and development of algorithms. Important subjects in Computer Science includes the fundamentals of programming languages, discrete mathematics, and software design and development. Computer “Scientist” are the people who understands the gory details of a computer program - the how and why of computer processes and operation, and how data and information are stored and manipulated. Simply put, computer scientists design and develop computer programs, software and applications.

At Universiti Tenaga Nasional, three Computer Science specializations or programmes are offered, namely, Bachelors of Computer Science in Systems and Networking (Hons.), Bachelors of Computer Science in Software Engineering (Hons.), and Bachelor of Computer Science in Cyber Security (Hons.).

Bachelors of Computer Science in Systems and Networking (Hons.) is offered by the Department of Systems and Networking, College of Computer Science and Information Technology. The Systems and Networking specialization provides a deep understanding on the theory and practice of computing systems and networking technology. It emphasizes on the inner workings of computing systems and the principles of communication between computing devices. Subjects taught in this programme cover the area of data communication, computer networks, operating systems and the development of applications that run on computing devices.

Bachelors of Computer Science in Software Engineering (Hons.) is offered by the Department of Software Engineering, College of Computer Science and Information Technology. The Software Engineering specialization puts students on track of becoming software professionals. Competency in application-software analysis, design, development and implementation is key in this programme. Subjects include System
Analysis & Design, Object Oriented Programming, Object Oriented Software Engineering and Java-based Application development.

Bachelor of Computer Science (Cyber Security) (Hons.) is the second Bachelor Degree programme offered by the Department of Systems and Networking, College of Computer Science and Information Technology. The Cyber Security specialization offers Computer Science curricula with the emphasis on cyber security knowledge that is tailored towards securing modern net-centric computing environment. Students who undergo this programme will be equipped with the fundamental knowledge of Computer Science which include topics on programming and software development, data communication and network, computer organization and operating systems. On top of that, students will also be trained in the arts and skills of cyber security which includes subjects on cryptography, computer security, network security, secure programming, information security assurance, as well as network penetration and countermeasures. A subject on security of critical infrastructure is also included to address the pressing needs to secure national critical infrastructure such as the power system infrastructure of Tenaga Nasional Berhad (TNB).

In addition to pursuing Computer Science related jobs, students who graduated from these programme will also be qualified to perform research work and pursue Masters and PhD degrees from reputable institutions of higher learning in Malaysia and abroad.

Information Technology

Information technology (IT) broadly describes the technology, industry and career related to computer software, hardware, and telecommunications. IT professionals are users of technology – they use existing technology (operating systems, software and applications) to address specific problems and needs. In addressing business needs, IT professionals are expected to have good people interaction skill, strong critical thinking skills, resourceful and able to cost-effectively apply available tools.

At Universiti Tenaga Nasional, three IT specializations or programmes are offered, namely, Bachelors of Information Technology in Information Systems (Hons.), Bachelors of Information Technology in Graphics and Multimedia (Hons.), and Bachelors of Information Technology in Visual Media (Hons.).

Bachelors of Information Technology in Information Systems (Hons.) is offered by the Department of Information System, College of Computer Science and Information Technology. Specialization in Information Systems entails a study on the use of IT to improve the efficiency of organizations. Apart from the common computing subjects, subjects that builds towards knowledge in Organizational IT Management and Solution such as Project Management, Strategic Information Systems Planning, Auditing, and Business Process Reengineering are central to the programme. Technology is growing and evolving at an incredible speed, and both the rate of growth of data we generate and the devices we use to process it can only increase. The information systems subjects such as Business Analytics and Internet-of-Things will help organizations to understand how to utilize the speed and processing-power of computers and assist in using data
to make better decisions.

Bachelors of Information Technology in Graphics and Multimedia (Hons.) is offered by the Department of Graphics and Multimedia, College of Computer Science and Information Technology. The specialization in Graphics and Multimedia falls under the intersection of computing, computer graphics and multimedia. The knowledge and skills gained here is useful to fill niche roles in various industries such as gaming, computer visualization, computer-simulated reality (VR), film and animation. Graduates from Graphics and Multimedia are adept in the application of computing technology to assist in the production of visual content to support these industries.

Bachelors of Information Technology in Visual Media (Hons.) is the second Bachelor Degree programme offered by the Department of Graphics and Multimedia, College of Computer Science and Information Technology. Visual Media aims to produce individuals who can assume roles as visual content producers in creative industries like animation, film and games. At the same time, the programme’s emphasis on IT equips students with a strong foundation in technology in order for them to cope with the ever-changing landscape of creative content consumption in the world today. Being at ease with technology in the pursuit of creative content production sets our students apart from other purely arts programme graduates out there, ensuring they are always at the edge of innovation.

Both of these courses are tailored based on industry recommendations and are regularly updated to ensure it remains relevant with state-of-the-art practice
Career Prospects

IT and CS job prospects are better than you think. For many years running, the College of IT, has maintained a high employability rate of more than 80%, a figure which is well above the national average, for its CS/IT graduates. Job opportunities in CS/IT in Malaysia are plenty and a quote from Muhammad Imran Kunalan Abdullah, talent head at the Multimedia Development Corporation (MDeC) is a testimony to that.

“With more world-class ICT companies setting up businesses and building their regional facilities in Malaysia, coupled with local champions who are growing to be world-class players in their own right, the demand for talents who are highly skilled and certified will continue to rise, and this is something that we need to address swiftly and holistically,”


For all the six programmes that are on offer in CSIT, UNITEN, here are some ideas of what the careers prospects of each discipline would be.

Bachelor of Computer Science (Software Engineering) (Hons.)

The world is going digital and Software Engineering graduates or frequently referred as software engineer who are the enabler of this transformation are reaping the benefits. Often, they are required by the industry due to their ability to produce quality software through the use of excellent principles and techniques of analysis, design, development and testing. This makes software engineering graduates are highly paid and sought after on the labour market. According to Jobs Rated and CNN money websites, software engineer was ranked as the top US nation’s best jobs with annual earnings of more than USD 90,000 (about RM 300,000).

Software and IT companies are the main employers of software engineering graduates. Additionally, they can also work in government departments, business organizations, commercial organizations and manufacturing sector as software engineer, web developers or E-commerce specialists. Likewise, software engineering graduates can work as the computer hardware specialist or software developer for modern and intensive computer based industries such as in aeronautics and space science, petroleum, chemical and power plants industries. Moreover, they can also find job opportunities in a variety of environments in university, research, private and public industries.

Examples of Careers: Software Architect, R&D IT Specialist, Programmer, System Analyst, Project Manager, Software Consultant.

Bachelor of Computer Science (Systems and Networking) (Hons.)

In general, computer science graduates will be equipped with skills of logical thinking, problem solving, abstraction and systematic analysis during their study time. These
knowledge and skill are highly transferable to other disciplines and are of great demand.

This programme is designed to prepare students for professional careers by equipping them with the necessary knowledge and skills in the area of communications and networking, operating systems, mobile and embedded technologies, computer security, artificial intelligence and other related areas. To cater for industry needs, the programme is value-added with selective syllabus of CCNA (Cisco Certified Network Associate), which are embedded within several of its courses.


**Bachelor of Computer Science (Cyber Security) (Hons.)**

In this programme, students will be exposed to various computer science and security fields such as programming, networking, operating systems, cryptography, network security and many more. Hence students from this program are qualified to take up any computer science related jobs such as IT consultant, IT support, System administrator, Software developer, System analyst, Programmer.

Furthermore, due to the specialization in cyber security, students graduating from this program would also be suitable for security-related jobs such as:

- Information security officer
- Penetration tester / vulnerability assessor
- Secure software developer
- Security incident responder
- Security administrator
- Security engineer
- Security analyst
- Security auditor
- Security consultant
- Cryptographer
- Forensics expert

**Bachelor of Information Technology (Information Systems) (Hons.)**

Our Bachelor of Information Technology (Information Systems) (Hons.) graduates are well-equipped with IS-specific knowledge and skills, in addition to being proficient in general computing, as well as possessing awareness of business fundamentals highly valued in various economic sectors. Our programme prepares graduates for careers in IT/IS, especially in application development, business process analysis, data science, and strategic IT/IS managers. Graduates can expect to build a career not only in software and IT consulting companies, but also to support the IT/IS needs of organizations, be they in the public, private, or social sectors, and in various industries, such as banking, consumer products, education, energy, health care, manufacturing, services, and telecommunications, amongst others.

Examples of Careers: Application Developer, Business Analyst, Business

Bachelor of Information Technology (Graphics & Multimedia) (Hons.)

Graduates of Bachelor of Information Technology (Graphics & Multimedia) (Hons.) are generally more technically-inclined and therefore are expected to fill highly technical roles that require understanding of the production workflow in order to integrate the latest technologies into the creative content pipeline. These positions serve to improve and support the digital artists’ workflow by addressing the technical problems that they encounter in daily production and helping to develop custom tools to improve their efficiency. Being IT-savvy, Bachelor of Information Technology (Graphics & Multimedia) (Hons.) graduates often employ their scripting abilities and get their hands dirty with writing reliable high-performance code. Examples would include creating intuitive user interfaces for artists to have better control of their creation software or developing procedural techniques for creating models of a huge number of plants in an environment. It is normal to find them taking up roles like game programmers, test analysts, software developers, pipeline technical directors, interactive media programmers, web programmers, rendering researchers, VR engineers and rigging technical directors.

Bachelor of Information Technology (Visual Media) (Hons.)

Bachelor of Information Technology (Visual Media) (Hons.) graduates mainly comprise of individuals who are more artistic in nature and revel in the pursuit of content creation itself. Starting with an idea in its initial conception, they would embark on a continuous reiteration process to realize that idea into its definitive visual form. By applying their vast knowledge and skills in creative software and tools, they give shape to everyday communication, whether it be imaginative stories or corporate announcements. Oftentimes, one can find them occupying positions such as 3D modelers, animators, desktop publishing artists, game designers, instructional material designers, visual effects (VFX) compositors, storyboard artists, illustrators, web designers, video editors, VR environment developers and photographers.
Meet Our Graduates

I cannot express how much UNITEN has shaped my life vision. UNITEN has given me ideas and tools to apply my capability, and vision to take forward and hone-in my ambitions in life. My most rewarding experience made me a volunteer to become a fund raiser for Cerebral Palsy and Homeless Charity in Melbourne. I wish to use the experiences that I gained from the volunteerism work to start up a youth foundation in Malaysia.

Ghobhirajah A/L Selvarajah graduated with a Bachelor of Computer Science (Hons.), majoring in Software Engineering with first class honours in 2013.

I've studied in Uniten, College of CSIT for three semesters as an ex-change student from IITU, Kazakhstan. I was really excited to continue doing my bachelor's degree in Uniten. I aimed to get a good qualification and experience the cultural diversity. Education in Uniten is more business-oriented and lecturers always give a real-world example (not only theory) which is an advantage. And I apply that knowledge in my work now. I appreciate the lecturers and students of Uniten for assisting me and being ready to help at any time. They were always kind and friendly to me. Furthermore, Malaysia is wonderful country with moderate climate and safe for foreigners. All this made my study in Uniten favorable and advantageous.

Shnara Amangaliyeva graduated with a Bachelor of Information Technology (Hons), majoring in Information System with first class honours in 2013.

My current job as Test Development Engineer at Cisco System is to test the products before shipping out. This job requires knowledge in electronics, programming, and networking. Thanks to the teaching and guidance from my beloved lecturers, I am able to apply programming and networking skills to my job.

Douglas Ban Siang Fei graduated with a Bachelor of Computer Science (Hons.), majoring in System and Networking with first class honours in 2015.
I’m Afiq Rahim, 22 year old Junior Software Engineer working at Custommedia. Honestly, college degree is simply just a piece of paper that states you understood what the lecturers taught you. But on the other hand, college experience is on a whole different level. Understand that software engineering is not the same as programming. Every software engineer knows how to program, but not every programmer is a software engineer. The principal difference between the two is software engineering is a life-long discipline and you take pride of what you do. You can teach yourself how to code, but UNITEN taught me how to be discipline, methodical and systematic. UNITEN is where I learnt the basic essential skills to survive before I was cut loose to the real world of software development environment. Trust me, you’re gonna need all the knowledge, advices and experiences that you can get during your degree. The world isn’t as kind and caring as the lecturers would be. Thank you UNITEN. You taught me well.

Afiq Bin Abd Rahim graduated with a Bachelor of Computer Science (Hons.), majoring in Software Engineering with second class honours in 2014.

My current job as a network security engineer who maintains the organization’s network from cyber threat and cyber-attack. Besides maintaining and supporting as a Network Security Engineer, I also manage the security of devices which are useful to the organization to protect them from cyber-attack.

Muhammad Fahim Bin Baharim graduated with a Bachelor of Computer Science (Hons.), majoring in System and Networking with first class honours in 2015.

College of Computer Science and Information Technology (CSIT) is an amazing place full of extraordinary people. The conversation between the lecturers and students are always interesting and beyond learning. CSIT is where friendships between lecturers, staffs and students become reality. CSIT is a place where you can enjoy being yourself. CSIT helps me learn and grow as a person in many ways. The college also helps me a lot in preparing myself to get into the industry. Here we not only learn from the book, but also experience. I can only describe CSIT as a real dream come true.

Mohd Akmal bin Roslee graduated with a Bachelor of Information Technology (Hons.), majoring in Information System in 2014.
It was more than an honor to be the recipient of Vice Chancellor’s Award during 2015 convocation. That moment reminds me of my early days at UNITEN. Definitely, the lecturers’ support are beyond my imagination. Their unconditional care and support not only allowed me to excel academically but I also discovered myself and my passion again. Undoubtedly, the lecturers and professors who were educated in world renowned universities has given the students an opportunity to experience world-class learning experience. Today, I am ready to embrace the next stage of my life. I have been admitted into Imperial College London for MSc Computing Science programme. After my postgraduate study, all I want is, to be able to give back to the university that have shaped me into who I am today.

Nithya Vysnavi A/p Vadeveloo graduated with a Bachelor of Information Technology (Hons.), majoring in Graphics and Multimedia in 2015.

I’m Salina Salmee, and currently working at Wau Animation Sdn. Bhd. producing 3D animated TV series titled “Ejen Ali”. As one of the founding partners of Wau Animation, I’ve been in this industry since 2009, as a production coordinator and an animator. I started my career as a junior animator at Les’ Copaque Production. For me putting all your heart, giving your very best in whatever things you do, is the thing that matters the most. That’s what I’ve learnt in UNITEN, regardless of which majoring you are in, or how well you did in your exam, in the end, it’s your passion that will take you wherever you want to go. I can still remember after getting the offer from UNITEN in IT course, I’ve got a lot of people telling me that this course is too common and I’m not going to easily get a job after graduation. But throughout my journey as a UNITEN student, I’ve seen a lot of potentials and many different paths opened-up, which I actually can choose from. I’ve realized, this is not just about getting a degree and landing a job only, but it’s all about what I really want to be in future. Choosing Graphic and Multimedia as a majoring had definitely opened my path to become an animator; and, that’s what I am right now.

Be whatever you want to be, and most of all, do it with all your heart.

Salina Salmee Binti Mohd Ali graduated with a Bachelor of Information Technology (Hons.), majoring in Graphics and Multimedia in 2009.
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### Academic Calendar

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<th>Semester 1</th>
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<tbody>
<tr>
<td>Classes</td>
<td>30 May 2016 - 1 July 2016</td>
</tr>
<tr>
<td>Break (no classes) – 1 week</td>
<td>2 July 2016 - 10 July 2016</td>
</tr>
<tr>
<td>Classes</td>
<td>11 July 2016 - 9 September 2016</td>
</tr>
<tr>
<td>Convocation</td>
<td>20 August 2016 - 21 August 2016</td>
</tr>
<tr>
<td>Final Examination</td>
<td>13 September 2016 - 27 September 2016</td>
</tr>
<tr>
<td>Inter-semester Break - 2 weeks</td>
<td>28 September 2016 - 9 October 2016</td>
</tr>
</tbody>
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<table>
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<tr>
<th>Semester 2</th>
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<tbody>
<tr>
<td>Classes</td>
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<tr>
<td>Break (no classes) – 1 week</td>
<td>10 Dec 2016 - 18 Dec 2016</td>
</tr>
<tr>
<td>Classes</td>
<td>19 Dec 2016 - 20 January 2017</td>
</tr>
<tr>
<td>Final Examination</td>
<td>23 January 2017 - 7 February 2017</td>
</tr>
<tr>
<td>Inter-semester Break - 2 weeks</td>
<td>8 February 2017 - 19 February 2017</td>
</tr>
</tbody>
</table>

<table>
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<tr>
<th>Special Semester</th>
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</thead>
<tbody>
<tr>
<td>Classes</td>
<td>20 February 2017 - 28 April 2017</td>
</tr>
<tr>
<td>Final Examination</td>
<td>2 May 2017 - 8 May 2017</td>
</tr>
<tr>
<td>Inter-semester Break - 2 weeks</td>
<td>9 May 2017 - 21 May 2017</td>
</tr>
</tbody>
</table>

*Note: All dates are subject to change*
Academic Programme Structure

College of Computer Science and Information Technology has designed comprehensive and balanced programs in Computer Science and Information Technology. The programmes are tailored to meet the needs of the IT industry as well as meeting the demand to support the agenda. Our programs comprise of the six major areas:

- Software Engineering
- Systems and Networking
- Cyber Security
- Information Systems
- Graphics and Multimedia
- Visual Media

Our main aim is to produce graduates in Computer Science and Information Technology that possess sound technical knowledge, with good personalities and have the right caliber to take up future challenges in the Information and Communication Technology (ICT) world.

Aegrotat and Compassionate Consideration

Students certified ill by a medical officer may apply to defer their studies. This deferment is for two semesters only. This deferment is not included in determining the number of semesters used. Students may also apply for deferment of studies other than for health reasons. The request must be made before the start of the semester. However, this deferment is included in determining the number of semesters used. Students are advised to defer their studies by the University will have the deferred semester included in determining the number of semesters used.
Academic Honesty, Cheating and Plagiarism

Cheating is viewed as a serious academic offence by the University. The University will not tolerate cheating, or assisting others to cheat. Penalties are set by the Senate and may include suspension or expulsion from the University.

What is cheating?

Cheating, in the context of university coursework and examinations, is the act of attempting to gain an unfair advantage by violating the principle that lies behind all university work – that of intellectual and scholarly integrity.

Work students submit for grading – in coursework and examinations – must ultimately be their own work, reflecting each student’s learning and performance. To cheat is to be intellectually dishonest by passing off as your own, work that has been done by someone else. It is also unjust in that it devalues the grades and qualifications gained legitimately by other students.

All staff and students have a responsibility to prevent, discourage and report cheating.

Examples of forms of cheating

- Copying from another student during a test or examination, whether or not there is collusion between the students involved.
- Using the work of other scholars or students when preparing coursework and pretending it is your own by not acknowledging where it came from. This is called plagiarism. Course coordinators, lecturers or tutors are the appropriate people with whom you should discuss how to use and acknowledge the work of others appropriately.
  - Making up or fabricating data in research assignments, or the writing up of laboratory reports.
  - Impersonating someone else in a test or examination, or arranging such impersonation.
  - Submitting the same, or a substantially similar, assignment for assessment in more than one course.
  - Misrepresenting disability, temporary illness/injury or exceptional circumstances beyond one’s control, then claiming special conditions.
  - Using material obtained from commercial essay or assignment services, including web-based sources.

Group work

On the whole, the University requires assessment of the work of individual students. On those rare occasions where the work of a group of students is assessed, group members need to make sure that the workload is shared equally. Course coordinators will determine their own procedures for dealing with cases where the final piece of work reflects unequal participation and effort.
Assessment

The assessment of each subject is carried out continuously throughout the semester to gauge the performance of the students in the subject.

Students’ performance may be assessed based on the following methods:

- Continuous assessment through scheduled quizzes, tests, assignments, and projects.
- Final examination for each subject is conducted at the end of the semester

Under certain circumstances, the final examination may be replaced with other method(s) of assessment suitable to the nature of the subject.

Attendance

Students are expected to attend all lectures, laboratories and any activities scheduled for a subject. If absent, students are required to produce a supporting document to justify the absence.

The 80% Rule: Students must achieve an attendance of at least 80%. Otherwise, without a valid reason or certificate acceptable by the Dean, he or she may be barred from sitting for the final exam of the subject.
Grading system

The performance of a student is indicated by the grade obtained. The relationship between the grade and the Grade Point is as shown:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Grade Point</th>
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<tbody>
<tr>
<td>A+</td>
<td>4.00</td>
</tr>
<tr>
<td>A</td>
<td>4.00</td>
</tr>
<tr>
<td>A-</td>
<td>3.67</td>
</tr>
<tr>
<td>B+</td>
<td>3.33</td>
</tr>
<tr>
<td>B</td>
<td>3.00</td>
</tr>
<tr>
<td>B-</td>
<td>2.67</td>
</tr>
<tr>
<td>C+</td>
<td>2.33</td>
</tr>
<tr>
<td>C</td>
<td>2.00</td>
</tr>
<tr>
<td>C-</td>
<td>1.67</td>
</tr>
<tr>
<td>D+</td>
<td>1.33</td>
</tr>
<tr>
<td>D</td>
<td>1.00</td>
</tr>
<tr>
<td>E</td>
<td>0.00</td>
</tr>
</tbody>
</table>

The minimum passing grade for a subject is 'D'. Besides the letter grades of A, B, C, D, and E, the following status is applied:

<table>
<thead>
<tr>
<th>Status</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BS</td>
<td>Incomplete</td>
</tr>
<tr>
<td>PK</td>
<td>Credit Transfer</td>
</tr>
<tr>
<td>LU or GA</td>
<td>Pass or Fail</td>
</tr>
</tbody>
</table>

BS = Incomplete
A student is given a BS if he/she did not sit for the examination or did not complete the subject requirements (e.g. projects) by the stipulated date due to ill-health as certified by a medical officer or for other reasons upon the approval of the Dean/HOD. The student is then required to make up for the missed assessments within a time frame set by the registrar.

PK = Credit Transfer
A transfer student from another institution or programme may be granted credit transfer for equivalent subjects in accordance with the University regulations.

LU or GA = Pass or Fail
A student is given P/F for a subject where it is difficult to determine and award a letter grade or for the time spent at the industrial training. In such a subject, the grade Pass will be awarded if the student has met the requirements satisfactorily. The grade Fail will be awarded if the student has not met the requirements. The grade P/F is not calculated in the GPA and CGPA, but students who were given a Fail will have to repeat the subject until he/she
**TD = Withdraw**
A student is given a TD if he or she withdraws (drops) from a subject within the deadline. The subject withdrawn is not calculated in the CGPA but it is recorded in the transcript.

**AU = Audit**
A student registers with the intention of attending classes but is not assessed.

## Grade point average (GPA)

Your grade point average (GPA) is based on your work each semester; you will have a separate GPA for each term you are in the programme. It is determined as follows: (1) multiply the number of credit hours assigned to a course by the number of grade points to determine the number of credit points, or quality points, corresponding to the grade you received. (2) Add all the credit points. (3) Divide that sum by the total number of credit hours for which you received a grade.

\[
\text{GPA semester} = \frac{\sum (\text{Grade points} \times \text{credit hours}) \text{ for that semester}}{\sum \text{Credit hours for that semester}}
\]

For example: Semester 1 Year 1’s Results

<table>
<thead>
<tr>
<th>Code</th>
<th>Grade</th>
<th>Credit Hour</th>
<th>Grade Points</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>CGNB293</td>
<td>B</td>
<td>3</td>
<td>x</td>
<td>3.00</td>
</tr>
<tr>
<td>MASB113</td>
<td>A-</td>
<td>3</td>
<td>x</td>
<td>3.67</td>
</tr>
<tr>
<td>CISB214</td>
<td>A</td>
<td>4</td>
<td>x</td>
<td>4.00</td>
</tr>
<tr>
<td>ENGB213</td>
<td>B</td>
<td>3</td>
<td>x</td>
<td>3.00</td>
</tr>
<tr>
<td>CSEB134</td>
<td>B-</td>
<td>4</td>
<td>x</td>
<td>2.67</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

\[
\text{Grade Point Average (GPA)} = \frac{\text{Total Points}}{\text{Total Credit Hours}} = \frac{55.69}{17} = 3.28
\]

## Cumulative grade point average (CGPA)

Your cumulative grade point average (CGPA) includes all the course work you have completed in the programme. Your CGPA is calculated in the same way that your GPA is computed. The difference is that while only one term’s worth of courses are considered in your GPA, courses from all your terms in the programme count in your CGPA.

\[
\text{CGPA} = \frac{\sum (\text{Grade points} \times \text{credit hours}) \text{ for whole programme}}{\sum \text{Credit hours for whole programme}}
\]
For example: Year 1’s Results

<table>
<thead>
<tr>
<th>Sem/Year</th>
<th>Total Credit Hours taken</th>
<th>Total Points Achieved</th>
<th>GPA</th>
<th>CGPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sem 1</td>
<td>17</td>
<td>55.69</td>
<td>55.69/17 = 3.28</td>
<td>55.69/17 = 3.28</td>
</tr>
<tr>
<td>Year 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sem 2</td>
<td>18</td>
<td>60.21</td>
<td>60.21/18 = 3.35</td>
<td>(55.69+60.21) / (17+18) = 3.31</td>
</tr>
<tr>
<td>Year 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sem 3</td>
<td>9</td>
<td>30.67</td>
<td>30.67/9 = 3.41</td>
<td>(55.69+60.21+30.67) / (17+18+9) = 3.33</td>
</tr>
<tr>
<td>Year 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

\[
CGPA = \frac{\text{Total All Semester Points}}{\text{Total All Semester Credit Hours}} = \frac{55.69+60.21+30.67}{17+18+9} = 3.33
\]
Academic standing

A student's performance is evaluated using the CGPA. A student's academic achievement is determined at the end of each semester by using the CGPA as shown in the following table.

<table>
<thead>
<tr>
<th>Achievement Level</th>
<th>CGPA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Good Standing (KB)</td>
<td>CGPA &gt; 2.00</td>
</tr>
<tr>
<td>Probation (KP)</td>
<td>CGPA &lt; 2.00</td>
</tr>
</tbody>
</table>

A student is placed on academic probation when the student’s CGPA is less than 2.00 for one semester. A student who's CGPA is less than 2.00 for two semesters consecutively will be dismissed. The academic standing of a student of a special semester is not determined although the CGPA is calculated as usual. The CGPA of a student with a Diploma from this University who has been accepted to further his/her studies at the degree level will be calculated beginning from the first semester of studies.

Dean’s list

A student who obtains a GPA > 3.50 and has grades of not less than C in any subject taken during that semester and carries a work load of at least 12 credit hours will be included in the Dean’s list in the following semester. The Dean's list will be displayed on the notice board of the college.

Repeating a core subject

Should a student fail in a core subject, he or she is required to re-take the paper and pass. For the purpose of calculating the CGPA, a student is to take into account all subjects he or she has completed, including failed papers. For Diploma students, the subject that has been taken more than one time the best grade only will be counted. However, for undergraduate students who fail any subject, they can take on any of the semester to replace the E grade with the new grade. Any new grade obtained in further attempts will be included in calculating the GPA and CGPA.

Conditions for graduation

Students will only be eligible for graduation after having met the following requirements:

- The student has completed the minimum requirement of credit hour required by the program and the area of specialization throughout the duration of the studies.
- The student has a CGPA of not less than 2.00 overall in all the subjects throughout the duration of the studies.
- The student has a CGPA of not less than 2.00 overall in all the CORE subjects throughout the duration of the studies.
- The student has obtained required number of SCORUN, based on the program of the studies.
- The student has settled all outstanding payments to the University.
- The student has applied to graduate, and get approval from academic advisor, and received final approval from the college.
- The student has no outstanding disciplinary cases.
Subject Descriptions

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Software Engineering

CSEB122 Problem Solving
This course introduces the students to a broad range of heuristics for solving problems in a range of settings. It emphasizes on problem-solving techniques that aid programmers and computer scientists. Heuristics for solving problems "in the small" (classical math and word problems), generating potential solutions to “real-life” problems encountered in the profession, and problem solving in teams.

Prerequisites  None

CSEB134 Programming
This course is providing a foundation for students to be able to perform logical thinking and apply problem solving skill on how to analyse, design and code programs based on C language.

Prerequisites  None

CSEB214 Programming 2
This course is designed to provide the students with clear understanding on higher level programming language embedded with current programming techniques such as classes, data abstraction, strings, stream processing and standard template library. The students will at the end of this course be able to identify suitable methods to be implemented in high level programming language within the beginners’ concept of object-oriented methods and template utilization with fundamental Graphical User Interface approach. The course will expose to students good and systematic programming styles. It will also stress on attributes of good quality software, such as modularity, efficiency, and reliability.

Prerequisites  CSEB134 Programming 1

CSEB223 System Analysis and Design
This course introduces to students all activities in analyzing, designing and developing information systems including the management, specification, evaluation, security, and also techniques used in software maintenance.

Prerequisites  CSNB144 Programming 1 With C (for BCS(SN))
CISB134 Structured Programming Using C (for BIT(IS))
CSEB233 Fundamentals of Software Engineering

This course covers fundamental aspects of the domain called software engineering where software development is introduced as an engineering process. Students will be exposed to various software engineering elements, processes, practices, methods, techniques and tools.

Prerequisites

- CSEB134 Programming 1 (for BCS(SE))
- CGMB123 Multimedia Application Development (for BIT(GM))

CSEB324 Data Structures And Algorithm

This course aims at teaching the students the introduction to the concepts of Abstract Data Structures such as Arrays, Stacks, Queues, Linked Lists, Tree, Graph, Sorting and Searching. The discussion of each ADT will include its conceptual definition, memory model, advantages and disadvantages in the areas of creating, appending, referencing, searching, sorting, memory efficiency, access-time efficiency, the applications of the ADT, actual implementation of some of the ADT’s and their respective functions, and finally an introduction to their pre-defined implementations in C++ programming.

Prerequisites

- CSEB214 Programming 2

CSEB334 Object-Oriented Programming

This course is designed to provide the students with sold and clear understanding of the object-oriented methodology and programming. The students will learn of how to build their own object classes and use them in the design, implementation, testing, and debugging of an object-oriented system.

Prerequisites

- CSEB214 Programming 2 (for BCS(SE))
- CSNB244 programming II with C++ (For BCS (SN) & BCS (CS))

CSEB283 System Design

This course is designed to provide a fundamental knowledge base and practical skills for students in implementing systems design techniques and practices in projects. Also, it pro- vide knowledge and expose students to activities covering design principle and concepts, architecture design, user interface design, program design, and data design. This course is taught through lecture and interactive discussion. Throughout this course, learned skills are practiced using team exercise, case studies and projects.

Prerequisites

- CSEB233 Fundamentals of Software Engineering

CSEB274 Requirement Engineering

This course is designed to provide a comprehensive knowledge base and practical skills for students in implementing or improving software requirements development and manage- ment techniques and practices in projects or organizations. This course is taught through lecture and interactive discussion. Throughout this course, learned skills are practiced using team exercise, case studies and projects.
### Prerequisites

- **CSEB233 Fundamentals of Software Engineering**

#### CSEB453 Software Quality

Software quality is becoming increasingly important to the software and electronics industries as software system become more complex and integrative. This subject is designed to serve the students in facing the Software Quality Assurance challenge.

**Prerequisites**  
CSEB324 Data Structures and Algorithm

#### CSEB 294 Web Programming

Learn about the Internet and the World-Wide Web (WWW) and their applications; learn different programming techniques for the Internet & World-Wide Web. Emphasis on web programming languages includes basic & advanced HyperText Markup Language (includes Cascading Style Sheets), JavaScript Client-Side Scripting, Introduction to Database design using MySQL, PHP Server-Side Scripting and Introduction to eXtensible Markup Language (XML).

**Prerequisites**  
- CSEB214 Programming 2 & CISB214 Database 1 (for BCS(SE))  
- CSEB223 System Analysis and Design (for BIT(IS))

#### CSEB344 Software Project Management

This course introduces to students all activities in managing software development project. Students are also exposed to the concept of risk management, resource allocation, monitoring and managing contracts, and managing people.

**Prerequisites**  
CSEB233 Fundamentals of Software Engineering

#### CSEB424 Software Testing

This course covers various topics of software testing; the fundamental concept and the principles of software testing, the techniques, the processes, tools and the international standards in software testing.

**Prerequisites**  
- CSEB324 Data Structures and Algorithm  
- CSEB233 Fundamentals of Software Engineering (for BCS(SE))  
- CSEB223 System Analysis and Design (for BIT(IS))  
- CSNB344 Data Structure and Algorithm (for BCS(SN))

#### CSEB534 Java Programming

Understanding the techniques of JAVA software development. Preliminary exposure to real problems in software development. The techniques in resolving those problems and current issues. Some successful applications of JAVA software in some industrial applications.

**Prerequisites**  
- CSEB334 Object Oriented Programming  
- CSEB343 Object-oriented Design
**CSEB524 Real-time Systems**

The module introduces the students to the nature of real-time and concurrent systems, focusing on a specific set of technologies for designing and implementing such systems.

**Prerequisites**
- CSNB234 Artificial Intelligence (for BCS(SE))
- CSNB344 Data Structure and Algorithm (for BCS(SN))

**CSEB564 Multi-Agent System**

Agent-oriented paradigm has emerged as one of the most significant areas of research in computer science and information technology. A multi-agent system consists of multiple interacting software entities known as agents, which are capable of cooperating to solve problems that are beyond the abilities of any individual member. Multi-agent systems are important primarily because they have very wide applicability, in areas as diverse as industrial process control and electronic commerce. This course introduces the notion of an agent and leads to an understanding of what an agent is, how they are constructed, how they are made to cooperate effectively with one another to solve problems, and approaches to decision making in multi-agent contexts.

**Prerequisites**
- CSNB234 Artificial Intelligence (for BCS(SE)& BCS (SN))

**CSEB574 Advanced Web Application Development**

An advanced exploration of various topics in Web development. Topics covered each semester will be chosen to reflect the current state of stable and accepted Web technologies, with a decided emphasis on open-source solutions. Both client-side and server-side technologies are likely to be included, with particular attention given to concepts and techniques used to facilitate efficient Web development.

**Prerequisites**
- CSEB294 Web Programming

**CSEB584 Design Concepts in Programming Languages**

This module serves as an introductory course to the design concepts of programming languages. The course also provides the students with the tools necessary for critical evaluation of existing and future programming languages and constructs.

**Prerequisites**
- CSEB324 Data Structure & Algorithm
Systems and Networking

**CSNB113 System Administration**
The aim of this course is to give students an overview of the tasks involved in installing, configuring and maintaining different types of operating systems. Both Windows and Linux operating systems will be covered. The differences between desktop and server operating systems will also be highlighted. This course concludes with an introduction to Windows/ DOS batch files and Unix/Linux shell.

**Prerequisites**  None

**CSNB123 Computer Organization**
The course introduces students to the structure and function of computers. Its purpose is to present, as clearly and completely as possible, the nature and characteristics of modern day computer systems.

**Prerequisites**  None

**CSNB144 Programming I With C**
This course is providing a foundation for students to be able to perform logical thinking and apply problem solving skill on how to analyse, design and code programs based on C language.

**Prerequisites**  None

**CSNB143 Discrete Structures**
This course aims at teaching the students to understand the concept in Discrete Mathematic in a way to choose a good method in problem solving.

**Prerequisites**  None

**CSNB163 Digital Logic Design**
This aim of this course is to give students an understanding to the design and simplification of combinational logic circuits by introducing the concepts of logic gates and understanding the function representations in truth tables, timing diagrams, logic circuits and Boolean Expression. In addition, this course includes an overview to different elements and properties of sequential logic circuits. Visualizations of different logic circuits designs Karnaugh Map simplifications are demonstrated in practical labs through the use of simulation tools.

**Prerequisites**  None
CSNB213 Data Communication and Networks

This course aims at giving the students the fundamental concepts and terminology of data communication and networking with emphasis on network technologies, applications, architectures and hardware, standards and protocols. Students also will be exposed with the concept of TCP/IP protocol, Ethernet standards and the organization of the Internet.

**Prerequisites**  
CSNB123 Computer Organization

CSNB214 Computer Network and LAN

This course aims at giving the students the general understanding on the concepts of data communication and switching in computer networks. It covers the various parts of data communication and computer networks from the application layer all the way down to physical layer. This course also provides hands-on experience in configuring PC, switches and routers in setting up a network and configuration of a wireless access point.

**Prerequisites**  
CSNB123 Computer Organization

CSNB224 Operating Systems Concepts

This course aims at giving the students the general understanding on the concepts of an operating system.

**Prerequisites**  
CSNB123 Computer Organization

CSNB234 Artificial Intelligence

This course provides a general introduction to Artificial Intelligence (AI) and its underlying techniques. The course also provides an understanding of the diverse branches of AI through a discussion of its theoretical foundations. Students are also exposed to AI programming languages such as PROLOG, LISP, and Expert system shell such as CLIPS.

**Prerequisites**  
CSNB244 Programming II With C ++

CSNB244 Programming II With C++

This course moves the student one step ahead in programming where this course provides skill and knowledge to perform logical thinking and apply problem solving skill consisting of analysing, designing and coding programs using C++ language. The accompanying lab exercises offer some hands-on at solving real-life problems using C++.

**Prerequisites**  
CSNB144 Programming I With C
CSNB314 Advanced Computer Networks

This course aims at teaching the students the inner workings of a computer network by studying the internal details of the Internet. It covers the various different protocols used in the Internet at different layers. Common networking problems such as reliable data transfer, flow control, congestion control and routing together with their currently deployed solutions are discussed in detail. This course also gives an overview of the technologies used to provide mobile and wireless computing.

**Prerequisites**

CSNB213 Data Communication and Computer Networks / CSNB214 Computer Network and LAN

CSNB324 Advanced Operating System

This course aims at teaching students the more technical theories and issues related to operating systems. It also covers some of the more advanced topics in operating systems such as multiprogramming environments and virtualization. In the lab, the students will learn to write programs using system calls, write multi-threaded programs and also write modules as extensions to the kernel code.

**Prerequisites**

CSNB224 Operating Systems

CSNB393 Storage Technology

Data storage is a crucial task in the contemporary information and communication technology infrastructures. Every moment, a large quantity of digital data is being created and processed by individual and corporate users of ICT. This data needs to be stored, protected, optimized, and managed. This course is to guide students to become competent in data storage technologies, based on a sound understanding of storage technologies and principles, and through in-depth discussions of real-world storage implementation.

**Prerequisites**

CSNB123 Computer Organization

CSNB414 Data and Computer Security

This course introduces the basics of computer security, as well as the security of data. It also aims at creating the necessary awareness of users as well as professionals in computing about the underlying principles of cryptography, network security, program security and offers a brief insight in the specific security requirements of databases. The accompanying lab exercises offer some hands-on at encryption, keys, networks and their security aspects, as well as one on the use of virtual machines for security purposes.

**Prerequisites**

CSNB213 Data Communication and Computer Networks / CSNB214 Computer Network and LAN
CSNB423 / CSNB424 Network Analysis & Design
This course is aimed at giving the students the knowledge in understanding in-depth introduction to the techniques and tools used to design and analyse computer and telecommunications networks. Overview of issues related to network performance, including the impact on cost, reliability and security are also being discussed.

Prerequisites: CSNB213 Data Communication and Networks / CSNB214 Computer Network

CSNB554 Network Routing and WAN
This course aims at giving the students the understanding on the concepts of switching, routing and varieties of WAN technology in large networks and to provide hands-on experience in configuring switches and routers in setting up a secured network in both IPv4 and IPv6.

Prerequisites: CSNB214 Computer Network and LAN

CSNB574 Mobile Application Development
The rapid emergence and widespread adoption of devices such as smart phones and tablets have opened the doors for a new generation of mobile applications and services. Application development for mobile devices differs significantly from desktop development. In this course, students will learn about mobile development environments, development techniques on mobile devices and the constraints and challenges in mobile application development. Students are required to develop a semester-long project, as well as presenting their progress throughout the semester.

Prerequisites: CSEB324 Object Oriented Programming

CSNB584 Embedded Systems
The course introduces students to the fundamental aspects and requirements of developing an embedded system. The students will learn to program and develop embedded systems.

Prerequisites: None
CSNB594 Parallel Computing

This course aims at teaching the students on the reasons and the need to program in parallel and the techniques involved in solving problems by writing parallel programs or converting serial programs into parallel programs. It covers the various hardware architectures that can be used to run parallel programs and the programming models that can be used. Various libraries and tools required for practical aspects of parallel programming are introduced, such as pthread, OpenMP, MPI and GPU. Analysis, design and debugging tools required for parallel programming are also introduced.

Prerequisites
CSNB224 Operating Systems Concepts

CSNB624 Wireless Networking


Prerequisites
CSNB 314 Advanced Computer Network

CSNB614 Machine Learning

This course introduces various machine learning techniques from theories to learning models and practical applications of machine learning algorithms. Topics include supervised, unsupervised, reinforcement learning, and classification with Artificial Neural Networks, Support Vector Machines, evolutionary computation and swarm intelligence. Students will be exposed to the analysis and design of algorithms for solving classification and optimization tasks. Several software libraries and data sets publicly available will be used to illustrate the application of these algorithms.

Prerequisites
CSNB234 Artificial Intelligence
# Cyber Security

## CSCB213 Computer Security

This course provides an introduction to computer security and the terms applied in it. The course also provides an understanding on how to manage computer security by understanding how Unix and Window operated. It also introduces database security to students. Students are also exposed to security models and technique used to evaluate security.

**Prerequisites**

CSNB123 Computer Organization

## CSCB223 Cryptography

This course introduces the indispensable resources for implementing strong security in real-world applications. It explains why conventional cryptographic schemes, protocols and systems are profoundly vulnerable, introducing both fundamental theory and real-world attacks. Next, the course also shows how to implement crypto systems that are truly ‘fit for application’ and formally demonstrate their fitness. The organization of this course is as follows: it begins by reviewing the foundations of cryptography: probability, information theory, computational complexity, number theory, algebraic techniques and more. Then, it presents the symmetric ciphers, asymmetric ciphers and cryptographic data integrity algorithms. Next, the idea mutual trust is introduced. Finally, an in-depth introduction to zero-knowledge protocols: their characteristics, development, arguments and proofs are presented.

**Prerequisites**

CSNB143 Discrete Mathematics

## CSCB324 Network Security

This course provides the fundamentals of network security, with the focus on network applications that are widely used on the Internet and the corporate networks. The course starts with the essential concepts on key distribution and user authentication. It then covers the standards and techniques used to provide security to Internet applications. Security for wireless networks and cloud computing, which are widely used today, are also discussed. The course concludes with topics related to system security that can be compromised through the network. This includes the topic on malicious software, intruders and firewall.

**Prerequisites**

CSCB213 Computer Security

## CSCB413 e-Commerce Security

This course introduces current threats facing organizations that conduct business online and how to mitigate these challenges. It will cover cryptography review, certificates, secure electronic transactions, electronic payment systems, intellectual property protection, and issues on law and regulation.

**Prerequisites**

CSCB213 Computer Security
CSCB433 Information Security Assurance

This course introduces concept of Information assurance to the student. It is about protecting your information assets from destruction, degradation, manipulation and exploitation by an opponent. It explains the concept and term used in the information assurance and its relation with the security as whole. The organization of this course is as follows: it begins with the introduction to the information assurance, the risk, the crimes and the information assurance concepts and models. Then, it presents the technical aspects of information assurance, information assurance and software, applying cryptography to information assurance and information assurance technology security with security standards.

Prerequisites

CSCB213 Computer Security

CSCB422 Security of Critical Infrastructure

This course introduces the aspects of system security of critical infrastructure. It explains process involves related to security in managing critical infrastructures ranges from security risk assessment, identifying potential threats, measuring the effectiveness of security system and estimating security risk. All tools and knowledge that are required to perform the above processes will be covered in this course. In addition, students will also be highlighted with theories and principles to analyse threats. Finally, an infrastructure resilience analysis methodology will be explained.

Prerequisites

CSNB143 Discrete Mathematics; and
CGNB293 Statistics for Computing

CSCB524 Network Penetration and Countermeasures

This course introduces the indispensable resources of securing the network by examining the methods of penetration testing as a means of assessing the network of an organization. It explains how to detect an attack on a network so that security professionals can spot an intruder and react accordingly. Next, it discusses the countermeasures on how to go about protecting against the exploits. A case study is included throughout the course and it outlines a step-by-step example of the entire process.

Prerequisites

CSCB354 Network Security; OR
CSNB414 Data and Computer Security

CSCB514 Information Hiding (Steganography and Watermarking)

This course provides the fundamentals of information hiding, with the focus on Steganography and Watermarking. The course starts by drawing a panorama of state of the art possible applications of information hiding. Fundamental principles of steganography are discussed and steganographic applications, methodology and requirements are included in the discussion. The subject also explores watermarking systems and its requirements. The course concludes with legal implications of copyright on digital media in combination with watermarking and steganography techniques. This includes the topic on fingerprinting, document trailing and intellectual property.

Prerequisites

CSCB223 Cryptography
CSCB554 Computer Forensics

In this course, the students will learn the fundamental principles of computer forensics. Topics covered including the classification of the digital evidences, the procedures of discovering and preserving evidences and types of computer and Internet crimes. Students will also learn to search and retrieve digital evidence using a number of known common tools. Related legal procedures, regulations, and laws are also briefly discussed.

**Prerequisites**

- Computer Security CSCB213; OR
- Data and Computer Security CSNB414; OR
- Fundamental of Software Engineering CSEB233

CSCB564 Advanced Cryptography

This course presents the advance topics in cryptography. The course covers the information theoretic to cryptography theoretic aspects, entropy and it involved the number theory, finite fields as well as Jacobi symbols as a foundation for doing cryptography. It also covers various cryptography methods such as zero knowledge protocol, secure multiparty and many more. The course also discussed the use of cryptography in real applications such as e-commerce and e-cash.

**Prerequisites**

- CSCB 223 Cryptography
## Information Systems

### CISB113 Fundamentals of Information Systems

This course covers the introduction to data, information and knowledge and how the management of these business commodities can be supported by Computer-Based Information Systems. The emphasis is also put on the IS impact in an organization and how IT/IS is used to manage organizational resources, supporting operational activities as well as enhancing decision making to achieve competitive advantage. It also looks at core activities involved in the development of an information system and issues in the management of IS in organizations.

**Prerequisites**

None

### CISB134 Structured Programming using C

This course provides students with the foundation of structured programming. Upon the completion of this course, students should be able to perform logical thinking and apply problem-solving skills in analysis, design, and implementation of programs using C programming language.

**Prerequisites**

None

### CISB213 Human Computer Interaction

This course covers the following two major areas: firstly, the fundamentals of human-computer interaction and an overview of human characteristics and processes; and secondly, computer characteristics and processes, and systems design practices that support successful human-computer interaction.

**Prerequisites**

CSEB223 System Analysis and Design

### CISB214 Database I

This course emphasizes on the concepts of database, file-based system versus database systems, database environment, and database management system (DBMS). This course also emphasizes on conceptual, logical and physical design of development life cycle. The course also covers; ERD and EER Model, UNF, 1NF and 2NF normalization of database.

**Prerequisites**

CSEB223 System Analysis and Design
CISB233 Principles of Management and Organisational Behaviour

This course emphasizes on providing students with a better understanding of the principles of management and the managerial processes involved in any organization. This course also focuses on human behavioural processes in an organization and thereby enables students to function more effectively when they join the workforce. The course covers topics such as personality, values, handling conflict, decision-making, and motivation. This includes the theories, models, and strategies that have been used to support behaviour in an organization and online communities. This course examines organizational behaviour issues in IS/IT organizations.

Prerequisites: CISB113 Fundamentals of Information Systems

CISB243 IS Project Management

This subject explores information system project management’s theories, techniques, methodologies and relevant tools. It looks at the key ideas about the initiating, planning, executing, monitoring and controlling the information system project.

Prerequisites: CSEB223 Systems Analysis and Design

CISB254 Introduction to Object-Oriented Using JAVA

This course provides the foundation for students to be able to perform logical thinking and apply problem-solving skills in the analysis, design, and implementation of programmes written in the JAVA programming language.

Prerequisites: CISB134 Structured Programming Using C

CISB314 Database 2

Database 2 is a course which introduces students to various kinds of database systems which are currently used such as distributed databases, data warehouse, data mining, object oriented databases and data administration and security. Selected DBMS will be taught as part of the course in a lab which will further enhance the knowledge of database systems among the students.

Prerequisites: CISB214 Database

CISB323 Business Programming

This course emphasizes on the essentials of structured COBOL programming. Students will use structured programming design to develop, implement, test, and document programs in COBOL. Topics covered include processing of array, records, and files, string manipulation, direct access file techniques, data validation, calculations, decision and repetition structures, arithmetic operations, control break logic, master file updating, sorting and searching techniques, interactive programming, program linkage and parameter processing.

Prerequisites: CISB254 Introduction to Object-Oriented Using JAVA
CISB412 Ethics and IT Professional Practices

This course introduces students to ethics and professional issues pertaining to Information Technology. It prepares students (who will be the future professionals in a complex technological society) to deal with issues related to computers through introduction to issues ranging from ethical, social, legal, and economical relevant to being a responsible computer user (professional or personal). It also exposes students to the use of ethical/value analysis as a practical tool in defining and solving day-to-day ethical conflicts they might confront as computing and IT professionals.

**Prerequisites**
None

CISB422 Emerging Technologies

Fast-paced advances in Information Technology are rapidly embraced by industry. In this course, students are exposed to some of the emerging trends in Information Technology and their applications. This course provides an avenue for exploring new and/or advanced topics in IT that are not explicitly covered in other courses in the programme. The topics in this course address current events, knowledge, skills, and/or attitudes and behaviours relevant to students’ professional development. Topics may vary from term to term, in keeping with technological developments and research trends.

**Prerequisites**
None

CISB423 Project I

In their final year, IS majors undertake an independent project that could be either a practical project leading to the development of an IT application, or a theoretical project that may or may not entail any computer-based artefact to be produced. Regardless of the type of project, students are expected to demonstrate a high level of independence and skills in project management, problem-solving, and critical as well as analytical thinking; in addition to applying knowledge and skills that have been gained in other courses in the degree programme, especially those relevant in systems development, in a synergistic manner. The final year project also offers students the opportunity to explore and try out tools, techniques, and technology that they have not been exposed to in previously taken courses. For the purpose of CISB423 Project 1, students are normally expected to complete the design phase of the Software Development Lifecycle, unless they have chosen some other software development methodology or pursuing a research-based project.

**Prerequisites**
CISB254 Introduction to Object-Oriented Using JAVA, CSNB143 Discrete Structures, CSEB223 System Analysis & Design, CISB214 Database I
CISB424 Information Systems Auditing

Information systems auditing is the discipline that provides people who wish to rely on a particular information system with an authoritative and objective opinion on the extent to which they can safely rely on that system. An information systems auditor therefore needs to be knowledgeable about information systems and audit practices. This course discusses issues regarding the security aspects of data and ways to control the data. Many areas of information systems are introduced with emphasis on security for each area. Many controls are proposed for each area which can become the guidelines for individuals and organizations in implementing secure information systems. The code of ethics for IS audit professionals are discussed as a critical success factor in IS audits. This course is designed for students who are interested in: becoming IS audit practitioners; carrying out further study and research in the IS audit discipline, or learning more about IS audit, without necessarily wishing to make it their career.

Prerequisites
CISB323 Business Programming

CISB444 Strategic Information System Planning

In this course, we show the need for a strategic plan, analyze where this is appropriate, and discuss the major forces that drive it. In particular, we examine the top and contemporary strategic issues in IS, and discuss how Enterprise Resource Planning (ERP) outsourcing, service-level agreements (SLAs), and the need to show how the Return On Investment (ROI) of IS influences strategic planning.

Prerequisites
CISB323 Business Programming

CISB453 Introduction to Knowledge Management

This course introduces the basic principles of Knowledge Management (KM). This includes definitions of knowledge-related terms; KM Systems Development Life Cycle; and knowledge creation, capture, codification, transfer, and sharing. This course also highlights aspects of KM system tools, portals and the management of knowledge in organizations.

Prerequisites
CISB323 Business Programming
CISB314 Database 2

CISB463 Business Intelligence

This course introduces the concept of business intelligence and explores its’ various major components such as Data Warehousing, Business Analytics and Data Visualization, Data Mining and Business Performance Management in detail. The course also looks at the process, contents and context of managerial decision making and how the implementation of Business Intelligence can help in improving management decision-support effectiveness and contribute to the delivery of business value and competitiveness in modern organizations. The organization issues affecting the success of Business Intelligence and possible solutions are also explored.

Prerequisites
CISB323 Business Programming
Business Process Reengineering (BPR) is a systematic approach to helping an organization to analyze and improve its business processes with the support of Information Technology. BPR is more than just business improvising; it is basically an approach of rethinking and radically redesigning an organization's existing resources, and the way the business processes are carried out to improve quality and efficiency, reduced costs, and increase profitability.

This course introduces concepts of business processes, business improvements, and business process reengineering. Students will be exposed to the use of BPR in real organizations through case studies, and work on projects in real organizations.

**Prerequisites**  
CISB323 Business Programming

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**CISB474 Business Analytics**

This course provides the fundamental understanding of business analytics and big data concepts; as well as its uses and challenges in the business environments. This course will describe the data analytics life cycle as well as the methods and algorithms to perform data analytics. Some of the current technologies and tools related to big data will also be discussed. The course will also discuss the current issues related to big data and future trends.

**Prerequisites**  
CISB463 Business Intelligence

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**CISB584 Enterprise Resource Planning**

This course is designed to provide students with an understanding of the theoretical and practical issues related to the application of enterprise systems within organizations. The focus is on demonstrating how enterprise systems integrate information and organizational processes across functional areas. Students will receive hands-on experience in SAP software using data from Global Bike Inc. where modules such as Sales and Distributions, Material Management, and Production Planning will be covered accordingly.

**Prerequisites**  
CGNB316 Industrial Training

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**CISB544 IT Governance**

The introduction to IT Governance is delivered by outlining the basics of an IT Governance system and motivation for IT leaders to improve ways to direct IT in support of institutional strategies; measure value of IT use; monitor IT performance; and manage and mitigate IT-related risk. Central to the teaching are demonstration and discussion of IT governance tools which include: widely accepted standards and frameworks; maturity measurement models; and authority matrix. Also covered are: governance principles, enablers and steps in implementing IT Governance.

**Prerequisites**  
CGNB316 Industrial Training
CISB464 Project II

This course is a continuation of CISB423 Project 1. Students will use requirements, analyses, and designs acquired in Project 1 to proceed with system implementation and testing.

**Prerequisites**  
CISB423 Project 1

CISB564 Digital Business

Digital Business is the creation of new business designs which involve people, businesses and things that disrupts existing business models. It was reported by Gartner Inc. that by 2020, more than 7 billion people and businesses, and about 30 billion devices will be connected to the Internet. By having people, businesses and devices communicating, transacting and negotiating with each other, it describes the world of digital business. This course covers the concepts and requirements of Digital Business which includes models, strategies, infrastructure, and current applications and media. The implementation of customer support and change management issues will also be discussed in this course by examining practical management in certain organization that involved in creating and maintaining Digital Business solutions.

**Prerequisites**  
CSEB294 Web Programming

CISB484 Internet of Things: Foundations and Applications

This course is designed to expose students with the current state of the art in the Internet of Things (IoT) and how it changed the business direction and trend. The IoT touches many aspects of life including transportation, health care, safety, environment and energy. This course will examine and discuss IoT technology on relevant case studies of IoT areas/domains. The IoT is an environment where smart devices sense, anticipate and respond to our needs as we manage them remotely. This course will discuss the emerging business model and the new capabilities required, and the investments needed to succeed with an IoT-enabled business model.

**Prerequisites**  
none

CISB494 Information Security Management

This subject explores the importance of information protection as an important value to companies and government agencies. Most information today is created, stored, transported, or processed at least in part using information systems (IS). In the industry and administrations, there is a necessity to adequately protect the organization’s IS landscape. In addition, information from all other phases of business processes must also be adequately protected and governed. Information security incidents such as the disclosure or manipulation of information can have wide-ranging, adverse effects to a business or can prevent the organization from performing its tasks.

**Prerequisites**  
None
Developing multimedia application would require developer to understand and to conform to specifications set during the early phase of the application development life cycle. This normally involves a set of structured processes consist of analysis, design, development, implementation and evaluation. This course will provide students with the knowledge and ability to apply activities related to the development of multimedia application, detailing the techniques of systems analysis and design used in the process. Students will be able to experience the multimedia development life cycle through various involvements in group project. Students will also be able to apply the theoretical knowledge acquired in lectures to a series of practical problems in multimedia application development. At the end of this course, students will produce a working multimedia application, complete with the documentation. They will also need to present their project in the class at the end of the semester.

**Prerequisites**  None

**CGMB113 Multimedia Technology**

This course introduces the fundamentals of multimedia technologies and multimedia design. This course will provide the students an overview in multimedia design and creativity with work on image creation, image editing and multimedia team management. An exposure to the latest development of multimedia technology and trends will be discussed. Issues in effectively representing, processing and retrieving multimedia data will also be addressed.

**Prerequisites**  None

**CGMB153 Computer 3D Modeling**

This course is designed to provide the students with clear overview of 3D modelling fundamental issues, concepts, techniques and approaches.

**Prerequisites**  None

**CGMB133 Basic Drawing**

This course is designed to provide the students with clear overview of basic drawing elements, its fundamentals and concepts, and develop a full range of drawing skills.

**Prerequisites**  None
CGMB214 Computer Graphics I

The course aims to expose students to hardware and software components of graphics systems. On top of that, fundamental algorithms for two-dimensional geometric object are also covered in detail. 2D geometric transformation and viewing algorithms are covered, including modelling and organizing 2D picture components into separate structures.

Prerequisites  CISB134 Structured Programming using C

CGMB213 Multimedia System Interface Design

The course aims to cover Multimedia and Human-Computer Interaction (HCI) – how computers and people communicate via various multimedia enhanced mediums or interfaces (i.e. the HCI aspects of multimedia systems). It (this course) will view/examine the concept of Human-Computer Interaction as a body of knowledge which is concerned with the design, evaluation, implementation of interactive multimedia computing systems' interface for human use, and the study of major phenomena surrounding them. This will also include among others, the “classic” WIMP-based interface, 3D User Interface Design, GUI, Tangible User Interfaces and interfaces for Mixed Reality Environment. User Interface Design (UID) for various specialized multimedia-based applications such as courseware, and interactive 2D and 3D environment will also be discussed.

Prerequisites  CGMB123 Multimedia Application Design

CGMB313 Media Assurance and Security

Digital media technologies have enabled a variety of creative innovations, including digital compositions, animations, modelling, videogames, virtual worlds, social networking, and electronic literature. Technological innovations in how individuals, organizations, and even governments collect and share information have raised myriad concerns regarding how that information can be best protected. This course provides an interdisciplinary exploration of the social, legal, ethical, technical and design challenges that arise when it comes information assurance and security (within the Digital Media domain).

Prerequisites  CGMB316 Industrial Training

CGMB354 / CGMB504 Image Processing and Computer Vision

This course provides an overview of Computer Vision and Image Processing (CVIP) – enabling computers to process visual input for the use of computer and human. The course introduces the major concepts and methods, and gives students a sample of problem settings and techniques for solving them. It is intended for those who want to get an understanding of how CVIP works and how it can perform diverse tasks such as object recognition, image restoration, enhancement and compression. The course has strong ties between theories, examples of its application, and practical programming exercises for fast and persistent learning.
Prerequisites  CSEB134 Programming 1
CISB134 Structured Programming
using CCSNB144 Programming I with C

CGMB534 Game Design
This course covers the fundamentals of games and primarily focuses on the design aspects of game development. Students would study the art and design principles for developing usable and engaging games. The course will be a combination of lectures, and project work. The students will be expected to review some games, produce a game design document and develop a complete game using any tool.

Prerequisites  None

CGMB544 Audio and Video Technology
In this course, the students will learn the fundamental of audio and video processing and production. The course emphasis on the art and craft (scripting, cinematography, editing, sound and special effects) and the technical part (digitization and compression) of audio-video production.

Prerequisites  None

CGMB564 Computer Animation
This course covers the fundamentals aspect of animation that includes the history, theory and practice as well as the exposure to different types of animation. The facts related to the animation principles and the process of creating animation will be discussed thoroughly in this course.

Prerequisites  None

CGMB574 Virtual Reality
This course will introduce students to the breadth of the Virtual Reality (VR) discipline. The underlying principles: VR input/output devices, VR system architecture, VR, VR Modelling, Human factors study. Besides the theory and principles learnt, students are also exposed to the tool used to develop the virtual environment: the virtual environment creation, the interaction method and the integration with VR devices. At the end of this course, student will produce the prototype of a VR system that embeds some of the virtual reality devices. Student will also need to present their project in the class at the end of the semester.

Prerequisites  None
### CGMB584 AI & Game Aesthetic

In this course, students will learn the relevance of games in cultures around the world and how the field of artificial intelligence (AI), which essentially started through the investigation of games has begun to examine 'softer' aspects of intelligence (such as aesthetics or beauty) using games as a domain of investigation. Students will study, experiment with and possibly play a role in the development of new and innovative AI technologies for this purpose; technologies that will eventually be extensible to other domains of human interest as well.

**Prerequisites** None

### CGMB594 Digital Photography

Digital photography and digital image manipulation are potent tools in our expanding digital world. Digital photography has been one of the key elements that contributes towards capturing the audience’s attention and at the same time delivering the content as intended. It is now considered as a good-to-have have knowledge for fresh graduates especially in the field of creative multimedia. The aim of this course is to help students realize the potential and capabilities of digital photography and the technologies involved. This course will provide students with the knowledge and ability to produce creative digital photos, as a result of exposure to terms, concepts, principles and techniques of digital photography. Students will be able to gain experience as a novice photographer through involvement in various projects and assignment throughout the semester. At the end of this course, students will demonstrate the knowledge gained by producing a portfolio of their photography’s work, which will be shown in an exhibition that will be held at the College of IT, UNITEN.

**Prerequisites** None
# Visual Media

## CVMB113 Creative Drawing

Creative Drawing provides opportunity for students to utilize all the knowledge and experience acquired in their art courses in order to create works that demonstrate expertise in drawing. It will further develop and refine drawing techniques and concepts, as well as understanding of artistic expression. Linear perspective, compositional structure, figure/ground integration, spatial perception, critical thinking, and analytical skills will all be emphasized extensively.

In some sections of the course, we will lean toward a realistic approach in our work. We will study and research major digital drawing styles and movements, in historical context. The hope is that students will use this global approach to develop a “critical eye” in evaluation of contemporary drawing.

| Prerequisites | None |

## CVMB123 Principles of Design & Infographics

This course covers the principles of art and graphics – (both) “conventional” and computer-based/digital art. The first part of this course covers the history of art and digital art, and the concepts of digital media – where student are given the opportunity to explore, in depth, the history of art and digital art from ancient times to the present.

The second part covers the concepts of design – these include the principles of graphics design: Gestalt Principles, C.R.A.P. design approach, the concept of “Balance” in design and, Raster versus Vector based graphics (and the tools used for creation of these types of graphic format). Study of the principles of visual perception and two-dimensional design with an emphasis in colour theory and the elements of design including line, shape, value, texture.

The third part of this course will discuss:

1. The concepts of Visual Language, Visual Communication & Visual Literacy – developing visual literacy skills, understanding visual media, organizing perception, “directing” the eyes, realism and complexity, visual communication in cultural contexts especially within the typographic design and letterforms domains.

2. The concepts and sciences of Info-graphics – information design best practices using Typography and Desktop publishing techniques.

The culmination (of Part i and Part ii) will enable students to develop an ability to create sophisticated typographic compositions using grid systems (and other techniques) as a design tool and work collaboratively on the conceptualization, development and creation of graphics materials.

| Prerequisites | None |
CVMB133  Multimedia System Design & Infrastructure

Multimedia means an integration of continuous media (audio/video) and discrete media (text/graphics/images) in which digital information can be conveyed to user through a multimedia system. Developing an effective multimedia system would require strategic planning and sound knowledge in handling multimedia data.

This course will provide students with an overview of multimedia system and the technologies involved. Students will be able to gain valuable hands on experience in multimedia production and design. Issues and techniques in capturing, representing, processing, storing, transmitting and retrieving multimedia data effectively will be addressed. Apart from the “software” issues, students will also learn the multimedia system infrastructure.

Prerequisites  CGMB123 (Multimedia Application Development)

CVMB143  Ideation & Story Development

This course is designed to introduce students to the fundamentals of writing scripts and screenplay as well as developing an effective storyboard for digital media. The first part of the course concentrates on the development of story and script/screenplay and storytelling. It emphasizes on the proper script formats, theme, story, plot, dialogue, character arch and the process of developing and writing a script. The second part of this course will emphasise the importance character and story development, and storytelling. This includes the principles and construction storytelling across a range of digital formats from linear narrative (fiction and nonfiction) to non-linear interactive media (such as game scenarios).

The third part focuses on the development of an effective storyboard. Students will visually translate their scripts/screenwriting into storyboards, focusing on the sequence of events, camera angles, and graphic presentation. Storyboard must be made with accuracy and precision to ease the filming process and editing, and to obtain precision. The fourth part of this course focuses on the basic skills, concepts, and methods of modern realistic acting technique.

Besides a normal lecture setting, this course will involve series of workshops and presentations to encourage hands on and practical exercise among students as well as sessions on film appreciations

Prerequisites  CVMB113 (Creative Drawing)

CVMB153  3D Modeling I

Fundamentals of computerized 3-D modeling and design. Hands on experience with modeling, lighting, developing texture maps and rendering. Explores the foundations of manipulating digital 3D content. Primary focus is an introduction to 3D elements. Class lectures, demonstrations and hands-on application will expose the student to the expectations for commercial high-end 3D animation production.

Prerequisites  CVMB113 (Creative Drawing)
CVMB114 Creative Programming I

This course explores the concept of using “computer code” (or programming language) as a tool for creating interactive and computational art. The goal of this course is to teach students the fundamental programming concepts, thus enabling the digital artist to take full advantage of the range of computer-mediated interactivity. The course will focus on the use of a programming language in the production of digital media artworks. Students will learn to write and compile programmes using Processing (http://www.processing.org/) and its built-in IDE (Integrated Development Environment) to produce executable programs which emphasis on visual and auditory art output.

Prerequisites None

CVMB213 Digital Game Design

This course focuses on understanding digital/computer games. Students will also examine more “traditional” games such as paper-based strategy games, electronic game, and classic board game, etc. This course examines the theoretical and practical aspects of making games. Focuses will be placed on its designing game mechanics, gameplay, rules, strategies, methodologies, and organizational structures, and the design process from the ground up. Further analysis and evaluate the elements that make a game successful and how they function will be included. In addition, investigation on understanding design, interactivity, player’s choice, action, and outcome, rule-making and rule-breaking, the social interaction, the story telling, and the emotion that games invoke. Students will also use game engines for creating games in order to demonstrate their understandings of these underlying concepts.

At the end of the course, students will have designed a new game, developed the story board and art assets for the game and implemented a playable prototype.

Prerequisites CVMB 114 (Creative Programming)
CVMB 143 (Ideation & Story Development)

CVMB243 Information System

This is an introductory course on computer and information technology. The course will provide students with the essentials knowledge in information technology and database system. It will serve as a foundation for students to learn and understand other IT related courses. Students will also learn the various concepts of database design, creation and maintenance, and SQL programming. These also include the concepts of ERD, Context Diagram, DFD, relational databases and Database Normalization.

Prerequisites CSNB153 (Computer System)
**CVMB233 Animation I**

This course covers the essentials aspect of animation that includes the history, theory and practice as well as the exposure to different types of animation. The facts related to the animation principles and the process of creating animation will be discussed thoroughly in this course.

**Prerequisites**  
CVMB143 (Ideation & Story Development)  
CVMB153 (3D Modeling I)

**CVMB212 Process Workflow and Studio**

Managing assets and processes are very important in the creation of creative media and digital artworks contents. Projects fail because stakeholders’ expectations are not met. The use of Information Technology – software and hardware, have changed the way creative content creation processes are executed, and managing the diverse types of digital content and artwork. Thus is it important for creative contents developers to understand, appreciate and embrace good project, assets and workflow, processes within the creative content development domain.

**Prerequisites**  
CVMB 213 (Digital Game Design),  
CVMB 233 (Animation I)

**CVMB313 Visual Effect**

Visual Effect is a digital compositing is a key component of today’s visual effects, which create fantastic and exciting images for audiences everywhere. It makes no assumptions about the readers’ background and is written for those that do not yet have a deep exposure to digital compositing or visual effects, but would like to quickly and painlessly come up to speed. It is digital compositing, readable by all, lavished with hundreds of film shots, figures, illustrations, and diagrams to help tell the story for the visual reader.

**Prerequisites**  
None

**CVMB323 Comic and Manga Drawing**

This course covers the fundamentals aspect of comic, graphic novel and manga that includes the history, theory and practice as well as the exposure to different types of genres. This course focuses on creating “traditional” (conventional) comic books, as well as interactive electronic-Comic (e-Comic). Topics to be covered include – techniques involved with sequential art and writing, character development, and storyboarding, mechanics of a graphic short story, promotional techniques, and designing covers. Students will also be able to describe the basic vocabulary of graphic storytelling, and understand the relationship between the comic strip and comic book traditions.

**Prerequisites**  
CVMB 113 (Creative Drawing)
CVMB333 Digital Lighting, Texturing & Rendering

This course covers the essentials aspect of animation that includes the history, theory and This course equips students with knowledge of surface texturing, cinematic lighting and rendering techniques to produce quality realistic and non-realistic Computer Generated Imagery (CGI) of 3D objects, environment and character. A variety of shading, texturing and rendering approaches will be discussed and the different effect that they can achieve is examined. The course seeks to supplement students' existing 3D modeling and animation skillsets with a deeper knowledge of texturing, lighting, and rendering.

Prerequisites CVMB153 (3D Modeling I)

CVMB514 3D Modeling II

This course aims to provide students with the necessary knowledge and skills required for the development of complex 3D models. This course also aims at providing lectures and trainings in building 3D computer Rigid Model (Non-organic Model) and Organic Model. This course will enable students to further refine their modelling techniques, thus enabling them to create realistic 3D models. Students will also explore advanced topics in 3D mesh production, surfacing, 3D scene compositing, dynamics, “mapping” techniques and advanced rendering processes.

Prerequisites CVMB153 (3D Modeling I)

CVMB524 Creative Programming II

This course is the continuation to the introductory course in programming – Creative Programming I. This more advanced level programming subject is built upon the basic programming concepts taught earlier (i.e. Creative Programming I subject). This course also uses the Processing programming language (http://www.processing.org/). It begins with revisions of basic mathematics useful for programming. It will then expose student to the programming on geometry operation. Manipulation of text, image and video using Processing will be taught to student. Finally, students will also be taught about various publishing options available to Processing program.

Prerequisites CVMB114 (Creative Programming I)

CVMB544 Audio Video Production

History and development of audio and video, including digitization of audio and video. Multiplexing, demultiplexing, editing, capturing and compression methods.

Prerequisites None
CVMB554 Computer Graphics

Students are exposed to hardware and software components of graphics systems. On top of that, fundamental algorithms for two-dimensional geometric object are also covered in detail. 2D geometric transformation and viewing algorithms are covered, including modelling and organizing 2D picture components into separate structures.

Prerequisites CVMB114 Creative Programming I

CVMB564 Animation II

This course is the continuation from the Animation I course. The concentration of this course is on 3D character animation where issues such as the concepts and techniques in 3D animation, compositing 3D layers, camera movement, cinematic points of view and design of animation will be addressed and reinforce. Students are required to apply suitable animation concepts and techniques to create a short 3D animation work.

Prerequisites CVMB 233 Animation I

CVMB574 Mix Reality

This course will introduce students to the concepts and techniques behind Virtual Reality (VR) and Augmented Reality (AR) technologies. Students will also be exposed to the basic concept of 3D computer graphics. Virtual reality, augmented reality, mixed reality: these systems can provide participants with amazingly compelling experiences. This course is an introduction to the hardware, software, interaction, psychology, algorithms, technology, and research that are involved in virtual environments. This course assumes a general technical background and at least a working knowledge of basic 3D computer graphics.

Prerequisites CVMB114 Creative Programming I

CVMB584 Game Programming

This course will cover the major aspects of programming and creating games within a game engine. The technical component of this course will focus on programming tools and concepts for games, including data structures & algorithms, computer graphics, human-computer interaction, shader programming and AI. Common topics include project management, prototype development and play testing. Students and go through the complete development pipeline starting from a basic game idea all the way through developing a playable game.

Prerequisites CVMB 213 Digital Game Design
# Language and Social Science

## HESB113/ HCTB113 Hubungan Etnik

Kursus ini membincangkan aspek persefahaman dan hormat menghormati dalam kalangan rakyat pelbagai agama, bangsa dan budaya disamping menghayati nilai-nilai murni sejagat. Melalui kefahaman tentang sejarah dan amalan hidup setiap etnik, sistem pentadbiran negara serta cabaran-cabaran dalam mewujudkan masyarakat Malaysia yang harmoni dan maju.

**Prerequisites** None

## TITB113/ TCTB113 Tamadun Islam Dan Tamadun Asia (Titas)

Kursus ini membincangkan tentang ilmu ketamadunan yang mencakupi pengenalan ilmu ketamadunan, interaksi antara pelbagai tamadun Melayu, Cina dan India, Islam dalam Tamadun Melayu, Isu-isu kontemporari Tamadun Islam dan Tamadun Asia, Islam Hadhari dan proses pembangunan negara.

**Prerequisites** None

## MCTB113 Moral and Civil Society I

The aim of the course is to cultivate strong moral character towards producing holistic undergraduates with potent identity, who are able to face everyday life that challenges the moral stand of human being. Thus, the course will focus on the development of individual moral, practical aspects of moral system, and moral issues of medicine, law, business and the related current issues.

**Prerequisites** None (For non-Muslim only)

## ICTB113 Islam and Civil Society I

Subjek ini bertujuan menanamkan kepada para pelajar, asas-asas akidah yang mantap kearah melahirkan pelajar yang holistic dan mempunyai jatidiri yang ampuh bagi menghadapi perkembangan kehidupan dunia masakini dan penerapannya di Malaysia adalah berjalan selari dengan konsep 'Islam Way of Live'.

**Prerequisites** None (For Muslim only)

## MCTB212 Moral and Civil Society II

This subject aims to create awareness among students on local and global issues related to racial diversity which is able to bring and guide the human community and society towards harmonious living as well as forming the desired Malaysian and global community.

**Prerequisites** MCTB113 Moral and Civil Society I (For non-Muslim only)
ICTB212 Islam and Civil Society II

Subjek ini bertujuan untuk memberikan kesedaran kepada pelajar tentang sebahagian sistem dan konsep Islam yang mampu membawa dan membimbing masyarakat dan komuniti manusia kearah kehidupan yang harmoni serta membentuk masyarakat madani yang dikehendaki manusia sejagat.

Prerequisites ICTB113 Islam and Civil Society I (For Muslim only)

ITCB213 IT Communication

This course is designed for graduating students who need to equip themselves with effective and professional written and verbal communication at workplace. The course will introduce work related topics such as types of organization and its communication within organization, managing workplace relationship through conflict management and customer service behavior. The course will train students to write professional work-related documents which include writing reports, business correspondences, conducting business meetings and writing minutes.

Prerequisites None

ENG213 Business English

This course is designed to enhance students’ business English knowledge and skills. Students will be exposed to principles and practices of effective business communication which are done through lectures, discussions, and class exercises. Students will also be exposed to the correct forms of business document writings and execute effective presentations.

Prerequisites None
CSIT Deputy Dean

CGNB293 Statistics for Computing
Basic probability, continuous and discrete random variables, distribution functions and their applications, relationship between distributions, random sampling, data descriptions, fundamental sampling distributions, single sample estimation, hypotheses testing, simple linear regression and correlation.

Prerequisites None

CGNB313 Technology Entrepreneurship
Entrepreneurship is a vital source of change in all facets of society, empowering individuals to seek opportunities where others see insurmountable problems. For the past century, entrepreneurs have created many great enterprises that subsequently led to job creation, improved productivity, increased prosperity, and a higher quality of life. Entrepreneurship is now playing a vital role in finding solutions to the huge challenges facing civilization, including energy, environment, health, security, and education. Technology entrepreneurship is a style of business leadership that involves identifying high-potential, technology intensive commercial opportunities, gathering resources such as talent and capital, and managing rapid growth and significant risks using principled decision-making skills. This course introduces the fundamentals of technology entrepreneurship through a collection of case studies, lectures and projects that cover high-growth ventures. This course is designed to be valuable for all undergraduate students who seek to understand the entrepreneurial process, including the tools necessary to successfully identify a true business opportunity, and to start and grow a new enterprise.

Prerequisites None
### CGNB413 Project I

This course requires the students to apply the knowledge of previously taught courses to gauge the understanding of concepts and theories of a system development.

### Software Engineering

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<td>Logbook / Presentation / Report</td>
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<td>CSEB233 Fundamental of Software Engineering</td>
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### Systems and Networking

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### Graphics and Multimedia

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<tr>
<td>CGMB213 Multimedia system Interface Design</td>
<td>Logbook / Presentation / Report</td>
<td>Eze Manzura Bte. Mohd Mahidin</td>
</tr>
</tbody>
</table>

*Note: For Information Systems, refer to CISB423 Project I*
CGNB424 Project II

This course is a continuation of CGNB413 (Project 1). Students will use the requirement, knowledge and design that have been acquired in Project 1, and proceed with system implementation.

<table>
<thead>
<tr>
<th>Graphics and Multimedia</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Prerequisites</strong></td>
</tr>
<tr>
<td><strong>Assessment</strong></td>
</tr>
<tr>
<td><strong>Coordinator</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Software Engineering</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Prerequisites</strong></td>
</tr>
<tr>
<td><strong>Assessment</strong></td>
</tr>
<tr>
<td><strong>Coordinator</strong></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Systems and Networking</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Prerequisites</strong></td>
</tr>
<tr>
<td><strong>Assessment</strong></td>
</tr>
<tr>
<td><strong>Coordinator</strong></td>
</tr>
</tbody>
</table>

*Note: For Information Systems, refer to CISB464 Project II*
How to choose your elective subjects

Apart from the core subjects planned for each programme, students are expected to undertake elective subjects that are intended to deepen your knowledge by focusing on particular subjects within your core degree area. Always read the information about the subject to see if you are interested in it and if you meet the module requirements. You are also highly encouraged to discuss with your academic advisor or any other lecturers in your department to understand further on the contents covered in each technical elective subject.

Given below are some of the factors to be considered in selecting the technical elective subjects.

1. Subject requirements
   - The semester when the subject is offered and prerequisite requirements (subjects that need to be passed before enrolling into the elective).

2. Interests
   - If the subject contents are within your interest, then you should consider registering for that subject. If you are interested in the materials taught in the subject, you will enjoy it more and you will become more committed in doing any course work assigned by the lecturer. And subsequently, this should translate to a better grade.

3. Long term goals
   - Think of your future goals and ambitions, and relate them to the subject. Would the subject contribute to achieving your future goals and ambitions? If yes, then you should consider registering for that subject.

List of technical electives subjects offered for each programme.

<table>
<thead>
<tr>
<th>Programme Elective Subject</th>
<th>Software Engineering</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSEB534</td>
<td>Java Programming</td>
</tr>
<tr>
<td>CSEB524</td>
<td>Real-time Systems</td>
</tr>
<tr>
<td>CSEB554</td>
<td>Computer Forensics</td>
</tr>
<tr>
<td>CSEB564</td>
<td>Multi Agent System</td>
</tr>
<tr>
<td>CSEB574</td>
<td>Advanced Web Application Development</td>
</tr>
<tr>
<td>CSEB584</td>
<td>Design Concepts in Programming</td>
</tr>
<tr>
<td>CSCB534</td>
<td>Secure Programming</td>
</tr>
<tr>
<td>Course Code</td>
<td>Course Title</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------</td>
</tr>
<tr>
<td>CSNB414</td>
<td>Data and Computer Security</td>
</tr>
<tr>
<td>CSNB544</td>
<td>Mobile Application Development</td>
</tr>
<tr>
<td>CSNB594</td>
<td>Parallel Computing</td>
</tr>
<tr>
<td>CISB314</td>
<td>Database 2</td>
</tr>
<tr>
<td>CGNB514</td>
<td>Emerging Technologies and Trends</td>
</tr>
<tr>
<td></td>
<td><strong>Systems and Networking</strong></td>
</tr>
<tr>
<td>CSNB554</td>
<td>Networking Routing and WAN</td>
</tr>
<tr>
<td>CSNB544</td>
<td>Mobile Application Development</td>
</tr>
<tr>
<td>CSNB584</td>
<td>Embedded Systems</td>
</tr>
<tr>
<td>CSNB594</td>
<td>Parallel Computing</td>
</tr>
<tr>
<td>CSCB524</td>
<td>Network Penetration and Countermeasures</td>
</tr>
<tr>
<td>CSCB534</td>
<td>Secure Programming</td>
</tr>
<tr>
<td>CSCB544</td>
<td>Computer Forensics</td>
</tr>
<tr>
<td>CSEB424</td>
<td>Software Testing</td>
</tr>
<tr>
<td>CSEB564</td>
<td>Multi Agent Systems</td>
</tr>
<tr>
<td>CISB314</td>
<td>Database 2</td>
</tr>
<tr>
<td>CGMB504</td>
<td>Image Processing</td>
</tr>
<tr>
<td>CGMB584</td>
<td>AI &amp; Game Aesthetic</td>
</tr>
<tr>
<td>CGNB514</td>
<td>Emerging Technologies and Trends</td>
</tr>
<tr>
<td></td>
<td><strong>Cyber Security</strong></td>
</tr>
<tr>
<td>CSCB514</td>
<td>Steganography and Watermark</td>
</tr>
<tr>
<td>CSCB524</td>
<td>Network Penetration and Countermeasures</td>
</tr>
<tr>
<td>CSCB534</td>
<td>Secure Programming</td>
</tr>
<tr>
<td>CSCB544</td>
<td>Computer Forensics</td>
</tr>
<tr>
<td>CSCB564</td>
<td>Advanced Cryptography</td>
</tr>
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<td>CSNB544</td>
<td>Mobile Application Development</td>
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<tr>
<td>CSNB594</td>
<td>Parallel Computing</td>
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<tr>
<td>CGNB514</td>
<td>Emerging Technologies and Trends</td>
</tr>
<tr>
<td></td>
<td><strong>Information Systems</strong></td>
</tr>
<tr>
<td>CISB474</td>
<td>Business Analytics</td>
</tr>
<tr>
<td>CISB484</td>
<td>Internet of Things: Foundation and Applications</td>
</tr>
<tr>
<td>CISB494</td>
<td>Information Security Management</td>
</tr>
<tr>
<td>CISB524</td>
<td>IT &amp; Business Process</td>
</tr>
<tr>
<td>CISB 544</td>
<td>IT Governance</td>
</tr>
<tr>
<td>CISB584</td>
<td>Enterprise Resource Planning</td>
</tr>
<tr>
<td>CSNB544</td>
<td>Mobile Application Development</td>
</tr>
<tr>
<td>Course Code</td>
<td>Course Title</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------------------</td>
</tr>
<tr>
<td>CSEB424</td>
<td>Software Testing</td>
</tr>
<tr>
<td>CGNB514</td>
<td>Emerging Technologies and Trends</td>
</tr>
<tr>
<td><strong>Graphics and Multimedia</strong></td>
<td></td>
</tr>
<tr>
<td>CGMB 534</td>
<td>Game Design</td>
</tr>
<tr>
<td>CGMB 544</td>
<td>Audio &amp; Video Technology</td>
</tr>
<tr>
<td>CGMB 564</td>
<td>Computer Animation</td>
</tr>
<tr>
<td>CGMB 574</td>
<td>Virtual Reality</td>
</tr>
<tr>
<td>CGMB 584</td>
<td>AI &amp; Game Aesthetic</td>
</tr>
<tr>
<td>CGMB594</td>
<td>Digital Photography</td>
</tr>
<tr>
<td>CSNB574</td>
<td>Mobile Application Development</td>
</tr>
<tr>
<td>CSEB564</td>
<td>Multi Agent System</td>
</tr>
<tr>
<td>CGNB514</td>
<td>Emerging Technologies and Trends</td>
</tr>
<tr>
<td><strong>Visual Media</strong></td>
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</tr>
<tr>
<td>CVMB524</td>
<td>Creative Programming II</td>
</tr>
<tr>
<td>CVMB534</td>
<td>Digital Photography</td>
</tr>
<tr>
<td>CVMB544</td>
<td>Audio Video Production</td>
</tr>
<tr>
<td>CVMB564</td>
<td>Animation II</td>
</tr>
<tr>
<td>CVMB574</td>
<td>Mixed Reality</td>
</tr>
<tr>
<td>CVMB584</td>
<td>Game Programming</td>
</tr>
</tbody>
</table>
SCORUN (Students Activities Online Reporting System of UNITEN) is a merit system developed to measure students’ engagement in non-academic activities in UNITEN. Every student needs to complete the minimum merit in order to graduate from the level of studies.

There are 5 pillars that you need to take into account when collecting the merit:
- Spiritual & Civilization
- Leadership & Intellectual
- Communication & Entrepreneurship
- Arts & Cultural
- Sports & Recreation

Distribution of minimum merit for each level of studies:

<table>
<thead>
<tr>
<th>Level</th>
<th>Diploma (2 Years 6 Months)</th>
<th>Foundation (1 Year)</th>
<th>Bachelor Degree (3 Years Program)</th>
<th>Bachelor Degree (4 Years Program)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum Merit Need To Achieve</td>
<td>20</td>
<td>10</td>
<td>30</td>
<td>40</td>
</tr>
</tbody>
</table>

This system is being implemented to help the University to generate students who are “all-rounders”. The aim is to encourage students to participate in co-curriculum activities and community work while succeeding academically.
Clubs and activities

CSIT students are encouraged to join and participate in UNITEN student societies. It is an enriching and memorable experience that develops character and instills noble values among students.

Some benefits of joining student societies or clubs are:

- You can pursue your interest or hobby while studying by joining societies set up based on field of interests such as photographic society or karate classes etc.
- You may want to contribute your talent and meeting other people with similar interest through relevant societies.
- Society members can provide a support network, help you settle in to university life and make new like-minded friends.
- Being involved with a club or society also gives you the opportunity to learn new skills in event management and administration.
- You can also include details of your involvement in societies to your resume after you graduate.
- Joining student societies is one of the best ways to meet new and like-minded people.
- There are academic as well as artistic, cultural and religious societies catering to the special needs of students.
- Many clubs and societies run exciting events, from karaoke competitions to social balls.

The following is the list of clubs and societies in UNITEN that you can join:

**Spiritual and civilization**

- Persatuan Pelajar Kelompok Amanah (PPKA)
- Persatuan Pelajar Kelompok Ilmu
- Persatuan Pelajar Kelompok Cendekiawan
- Persatuan Pelajar Kelompok Murni
- Persatuan Pengajian Islam (PPI)
- UNITEN Christian Fellowship (TECHFLOW)
- UNITEN Buddhist Fellowship (UBF)
- International Student Society (ISS)
- Sekretariat Rukun Negara
- Kelab Bencana Alam (KEBAL)

**Leadership and intellectual**

- Society of IT Scientist (CLICQ)
- Programming Club (PRO_C)
- Institution of Mechanical Engineers Student Chapter (IMechE)
- Society of Ingenieur Student Chapter (SIR)
- Institution of Engineering & Technology Student Chapter (IET)
- Institution of Civil Engineers Student Chapter (ICE)
- Mobile Robotic Club (MRC)
- Persatuan Pembimbing Rakan Sebaya (PRS)
- Kelab WAWASAN
Communication and entrepreneurship

- Student in Free Enterprise (SIFE)
- Kelab Debat Bahasa Melayu
- Kelab Debat Bahasa Inggeris
- Kelab Debat Bahasa Mandarin

Arts and cultural

- Persatuan Seni Silat Cekak Ustaz Hanafi
- Persatuan Seni Silat Gayong Malaysia
- Kelab Taekwondo
- Kelab Karate-Do Shito-Ryu
- Kelab Fencing
- Kelab Anak Seni Tenaga Nasional (ASTENA)

Sports and recreation

- Sekretariat Rakan Muda UNITEN (SERAMU)
- Kelab Kembara & Rekreasi (KAREN)
- Kelab Shutters
- Kumpulan Latihan Kelanasiswa Malaysia (KLKM)
- UNITEN Motorsports Club (UMC)
- Kelab Fitness
- Kelab Hoki
- Kelab Bowling
- Kelab Bola Sepak
- Kelab Rowing
- Kelab Ragbi Thunders
- Kelab Badminton
- Kelab Tennis
- Kelab Bola Keranjang
- Kelab Bola Tampar

Others

- MEDIA Team
- EMCEE Team
- Event Management Team
- Sahabat Al Farabi (SAFAR)
- Sahabat Al Quran (SAQ)
- Community S.M.A.R.T GROUP
- Soft-skills Enhancement And Learning upport (SEALS)
- Foundation Club
- Integrity Club
- College of Information Technology Student Committee

For more information, please visit sites.google.com/site/clubssocietiesuniten/home.
Advice and Support for Students

- Scholarships
- Awards and recognition
- Computer facilities and labs
- Student support services
- Academic advising
- Faculty consultation
- Academic advising
- Faculty consultation
<table>
<thead>
<tr>
<th>Scholarship Program</th>
<th>Address</th>
<th>Contact Information</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>YAYASAN TENAGA NASIONAL</strong></td>
<td>KM 7, Jalan Kajang-Puchong, 43009 Kajang Selangor</td>
<td>Tel: 03-89247500</td>
</tr>
<tr>
<td><strong>JABATAN PERKHIDMATAN AWAM</strong></td>
<td>Bahagian Latihan, (u.p. Unit Latihan Sebelum Perkhidmatan - Dalam) Negeri) Aras 4,5,6, BlokC 1, Parcel C Pusat Pentadbiran Kerajaan Persekutuan 62510 W.P. Putrajaya, Malaysia</td>
<td>Tel: 03-8885 3000 / 8885 3049</td>
</tr>
<tr>
<td><strong>MARA</strong></td>
<td>Ibu Pejabat MARA, 21, Jalan Raja, Laut 50609 Kuala Lumpur</td>
<td>Tel: 03-26134087 / 03-26134050</td>
</tr>
<tr>
<td><strong>BIASISWA PELAJARAN TAZU</strong></td>
<td>Centre for Islamic Studies and Civilisation, UNITEN Mosque, Ground Floor, Universiti Tenaga Nasional</td>
<td>Tel: 03 8921 2020 Ext: 1308/1319/1348</td>
</tr>
<tr>
<td><strong>KEMENTERIAN PENGAJIAN TINGGI MALAYSIA (KPTM)</strong></td>
<td>Bahagian Latihan dan Kerjaya, Kementerian Pengajian Tinggi, Malaysia, Aras 4, Blok E14, Parcel E, Presinct 1 Pusat Pentadbiran, Kerajaan Persekutuan 62604, Putrajaya</td>
<td>Tel: 03-8883 6400</td>
</tr>
</tbody>
</table>
### Other scholarships

<table>
<thead>
<tr>
<th>Sponsor/Loan</th>
<th>Sponsor/Loan</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIASISWA KARANGKRAF</td>
<td>SENTUL RAYA SDN. BHD.</td>
</tr>
<tr>
<td>BIASISWA KURSI EKONOMI TENAGA (UNITEN)</td>
<td>SHELL SCHOLARSHIP</td>
</tr>
<tr>
<td>BOLASHAK PRESIDENTIAL SCHOLARSHIP PROGRAM</td>
<td>MINISTRY OF HIGHER EDUCATION &amp; SCIENTIFIC RESEARCH (IRAQ)</td>
</tr>
<tr>
<td>ELECTRICITY OF VIETNAM (EVN)</td>
<td>TANJUNG BIN POWER PLANT (MALAKOFF)</td>
</tr>
<tr>
<td>FELDA</td>
<td>TATI UNIVERSITY COLLEGE (TATiUC)</td>
</tr>
<tr>
<td>GAMUDA BERHAD</td>
<td>TENAGA NASIONAL BERHAD (TNB)</td>
</tr>
<tr>
<td>GREAT EASTERN SUPREMACY SCHOLARSHIP</td>
<td>THE EMBASSY OF THE SULTANATE OF OMAN</td>
</tr>
<tr>
<td>JADARA UNIVERSITY</td>
<td>THE GENERAL DIRECTORATE OF CIVIL DEFENCE</td>
</tr>
<tr>
<td>KEM. PENDIDIKAN M’SIA - SKIM LATIHAN AKADEMIK IPTA (SLAI)</td>
<td>YAYASAN 1MDB (1Malaysia Development Berhad)</td>
</tr>
<tr>
<td>KERAJAAN NEGERI JOHOR</td>
<td>UNITEN</td>
</tr>
<tr>
<td>KUALA LANGAT POWER PLANT SDN. BHD. (KLPP)</td>
<td>UNIVERSITY OF TECHNOLOGY, IRAQ</td>
</tr>
<tr>
<td>LEMBAGA ZAKAT SELANGOR (MAIS)</td>
<td>TNB RESEARCH</td>
</tr>
<tr>
<td>LIBYAN ARAB JAMHIRIYA</td>
<td>YAYASAN ALBUKHARY</td>
</tr>
<tr>
<td>MAYBANK SCHOLARSHIP</td>
<td>YAYASAN ARSHAD AYUB</td>
</tr>
<tr>
<td>MIMOS BERHAD</td>
<td>YAYASAN BANK RAKYAT</td>
</tr>
<tr>
<td>SKIM PINJAMAN AKADEMIK ANAK TENTERA</td>
<td>YAYASAN KHAZANAH</td>
</tr>
<tr>
<td>MINISTRY OF HIGHER EDUCATION, BOTSWANA</td>
<td>YAYASAN PAHANG</td>
</tr>
<tr>
<td>MINISTRY OF HIGHER EDUCATION, KINGDOM OF SAUDI ARABIA</td>
<td>MINISTRY OF HIGHER EDUCATION, REPUBLIC YEMEN</td>
</tr>
<tr>
<td>YAYASAN PELAJARAN JOHOR</td>
<td>YAYASAN PENERAJU PENDIDIKAN BUMIPUTRA</td>
</tr>
<tr>
<td>MINISTRY OF INDEGIOUS AFFAIRS FIJI</td>
<td>YAYASAN PROTON</td>
</tr>
<tr>
<td>MREPC SCHOLARSHIP AWARD</td>
<td>YAYASAN SELANGOR</td>
</tr>
<tr>
<td>NCB HOLDINGS BHD</td>
<td>YAYASAN SIME DARBY</td>
</tr>
<tr>
<td>PERKESO</td>
<td>YAYASAN TAN SRI LEE SHIN CHENG</td>
</tr>
<tr>
<td>PERMODALAN NASIONAL BERHAD</td>
<td>YAYASAN TELEKOM MALAYSIA</td>
</tr>
<tr>
<td>POWERTEK BERHID</td>
<td>YAYASAN TERENGGANU</td>
</tr>
<tr>
<td>PUSAT ZAKAT SABAH (MUIS)</td>
<td>YAYASAN TENAGA NASIONAL</td>
</tr>
<tr>
<td>SARAWAK ENERGY BERHAD</td>
<td>YAYASAN UEM</td>
</tr>
<tr>
<td>SEGARI ENERGY VENTURES SDN BHD</td>
<td>YTL POWER (PERSONNEL DEPT)</td>
</tr>
</tbody>
</table>

For further information, please contact:
Nurul Syaziyah Bt Mat Yatim @ Pn. Azie dmin Officer (Sponsorship)
Alumni, Careers and Sponsorship Centre,
Universiti Tenaga Nasional
Tel: 03-89287541/7408
Email: Syaziyah@uniten.edu.my
Awards and Recognition

Universiti of Tenaga Nasional wishes to recognize students demonstrating outstanding academic and leadership achievements. The following awards were granted for the students that fulfill the criteria of the awards:

**Chancellor Awards**

This award recognizes a student who has been very excellent in academic, has been involved in a wide range of extra-curricular activities and works collaboratively with many members of the University and wider community. The winner of this award is selected by the University.

<table>
<thead>
<tr>
<th>Category</th>
<th>Prizes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chancellor Award (Gold)</td>
<td>RM5,000.00</td>
</tr>
<tr>
<td>Chancellor Award (Silver)</td>
<td>RM3,000.00</td>
</tr>
<tr>
<td>Chancellor Award (Bronze)</td>
<td>RM2,000.00</td>
</tr>
</tbody>
</table>

Selection Criteria:

- Must be a Malaysian citizen
- Undergraduate student
- Obtained CGPA above 3.80
- The following additional criteria will be assessed:
  - Core CGPA
  - SCORUN points
  - Other external contributions

**Best International Undergraduate Student Award**

This award recognizes an international student who has demonstrated academic excellence and has been involved in a wide range of extra-curricular activities. The winner of this award is selected by the University.

Prizes: RM 1000.00 and certificate

Selection Criteria:

- Obtained CGPA above 3.75
- SCORUN points
- The student must not have received any disciplinary action
Computer facilities and labs

The college provides a wide range of computing resources and support services. Currently we have 15 labs; 2 for general use, 1 for final year project and 12 dedicated labs for each of 4 departments in CSIT. We have approximately 465 windows-based computers available. Most of our labs are at the 4th floor of BW building and we have 5 labs at the 3rd floor.

<table>
<thead>
<tr>
<th>Labs in College of Information Technology</th>
</tr>
</thead>
<tbody>
<tr>
<td>4th Floor</td>
</tr>
<tr>
<td>BW-4-L04/ L05</td>
</tr>
<tr>
<td>BW-4-L06/L07</td>
</tr>
<tr>
<td>BW-4-L14</td>
</tr>
<tr>
<td>BW-4-L15</td>
</tr>
<tr>
<td>BW-4-L16</td>
</tr>
<tr>
<td>BW-4-L17</td>
</tr>
<tr>
<td>BW-4-L18</td>
</tr>
<tr>
<td>BW-4-R06</td>
</tr>
<tr>
<td>3rd Floor</td>
</tr>
<tr>
<td>BW-3-L04</td>
</tr>
<tr>
<td>BW-3-L05/ L06</td>
</tr>
<tr>
<td>BW-3-L13/ L14</td>
</tr>
</tbody>
</table>

Students will be provided with a login name that can be used to access the Internet, computers and other services in the university. Our labs are open every day in the weekdays from 8AM to 10PM accept for weekends and Public Holidays. Students are welcome to use our general labs to do work and to browse the Internet.
# Student support services

The college provides support, services and facilities for all students. A directory of support services is available below.

<table>
<thead>
<tr>
<th>Service</th>
<th>Location</th>
<th>Contact</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>College Level</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Student Affair, Development &amp; External Relations</td>
<td>Level 6, CSIT</td>
<td>Dr Mohd Ezanee bin Rusli (Deputy Dean Student Affairs, External Relations and Alumni) +603 8921 2020 Ext: 2346 <a href="mailto:Ezanee@uniten.edu.my">Ezanee@uniten.edu.my</a></td>
</tr>
<tr>
<td>Examination</td>
<td>Level 6, CSIT</td>
<td>Dr. Azizah bt. Suliman (Deputy Dean Academic &amp; Quality Assurance) +603 8921 2390 <a href="mailto:Azizah@uniten.edu.my">Azizah@uniten.edu.my</a></td>
</tr>
<tr>
<td>Undergraduate Student Project</td>
<td>Level 4, CSIT</td>
<td>Dr Nazrita Ibtahim +603 8921 2020 Ext: 2365 <a href="mailto:nazrita@uniten.edu.my">nazrita@uniten.edu.my</a></td>
</tr>
<tr>
<td>Industrial Training</td>
<td>Level 3, CSIT</td>
<td>Rubijesmin Abdul Latif (Head) +603 8921 2020 ext: 2384 <a href="mailto:Rubi@uniten.edu.my">Rubi@uniten.edu.my</a></td>
</tr>
<tr>
<td>CSIT Administrative Officer</td>
<td>Level 6, CSIT</td>
<td>Mazita Bte. Mohd Noor +603 8921 2020 ext: 3203 <a href="mailto:Mazita@uniten.edu.my">Mazita@uniten.edu.my</a></td>
</tr>
<tr>
<td>Computer Operational Services (COS)</td>
<td>Level 6, CSIT</td>
<td>Mohamad Zaidi Bin Bahauddin +603 8921 2020 ext: 2359 <a href="mailto:Zaidi@uniten.edu.my">Zaidi@uniten.edu.my</a></td>
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</table>
Academic advising

Upon entry into the programmes, you will be assigned to an academic advisor. Your advisor is responsible for helping you do well academically and succeed in graduating. Your advisor can help with many things, including: being sure your course schedule for each term is appropriate; getting help for any special problems you may have; explaining academic procedures; and helping you increase your understanding of the IT curriculum.

During the academic advising week, you need to register the subjects for the upcoming semester by utilizing the Advising menu in the Info System. The subjects registered should follow the program structure accordingly.

All subjects registered need to be submitted to the Academic Advisor by clicking the Submit button. The Academic Advisor will Define (confirm) all subjects registered by students. Once the Academic Advisor has defined the Subject Registration, no amendment is allowed.

You need to see the Academic Advisor via appointment should you have the intention to amend the Subject Registration before the Academic Advising Week ends.

Please do not make an appointment during your class times. Please be on time for your appointment. If you cannot attend the appointment notify your advisor at least one day before your scheduled appointment.

Faculty consultation

Lecturers expect students to approach them about any problems or questions related to their academic work or field of study. The lecturers' support and encouragement of students is an integral part of university level education.

- Students will have the opportunity to ask the lecturer questions and to get help with problems, either in class, in a recitation section, or in the lecturer’s office.
- Students may seek help in completing assignments, but the work submitted must be their own.
- Students should not ask for a grade from any lecturer. They receive the grade that they have worked for and earned in each course.

- The quality of a student’s work may be measured in various ways, and frequently, so that they will have several opportunities to demonstrate their abilities. The lecturer will expect them to attend class regularly and to turn in all assigned work on time.
- Students will be treated courteously in class, and they must return the courtesy. The lecturer will expect students to participate in class discussion and activities.
- Students will be expected to read a considerable amount of material, not in a leisurely fashion, but under pressure of deadlines.
Meet our Staff

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CSIT Research

Our college has internationally recognised strengths in four major research areas. This is reflected in our research centres. The research directions of individual research centre can be found on their website.

Centre for Information and Network Security (COINS)

With the recent advancement in techniques of attacking many computer systems, the issues of security become a major concern either in business and research community. Centre of Information and Network Security (COINS) is a setup that addresses a number of critical security issues, and proposes solutions to overcome these issues.

The objectives of COINS are:
1. To undertake fundamental and applied research in information and network security
2. To develop expertise in the information and network security domain
3. To educate, share and disseminate research findings and knowledge
4. To provide consultancy services for relevant industries


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Dr. Yunus Yusoff
Assoc. Prof. Dr. Salman Yussof Dr. Norziana Jamil
Dr. Mohd Ezanee Rusli
Azimah Abdul Ghapar
Pn.Ramona Ramli
Dr. Fiza Abdul Rahim
With the fast development and extensive application of information and communication technology (ICT), software and information service industry has become the most important and strategic industry of the world. Centre for Software Innovation (CSI) aims to work with almost any type of organizations to enhance their innovation potential and develop smarter software applications and solutions more quickly.

The CSI has three main research areas:
1. Big data analytics
2. Crowdsourcing
3. Ubiquitous computing and networking

The objectives of the CSI are:
1. To develop expertise in the areas of big data analytics, crowdsourcing; and ubiquitous computing and networking
2. To provide excellent consultancy and collaboration in the development of quality software and systems
3. To provide state-of-the-art training courses from the subject matter experts

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Muhammad Sufyian Mohd Azmi
Azlan Bin Yusof
Assoc. Prof. Dr. Roslan Ismail (associate member)
The research in intelligent agents have progressed over more than a decade emerging from research in distributed artificial intelligence and distributed computing. The prime motivation for developing intelligent agent technology stems from the demand for systems that can interoperate by exchanging information and services with other programs, thereby solving problems that cannot be solved in isolation.

Motivated to become the first research centre in the area of Software Agent technology, the Centre of Agent Technology (CAT) is established to become the leader in the development of agent technology based on intelligent software agent paradigm. The objectives of the centre are:

1. To investigate the architectures of existing agent-based systems, including standards for agent development and communication
2. To formalise an agent development framework
3. To propose agent-based software systems that meet the needs of TNB

With established collaborators from Universiti Putra Malaysia (UPM), Universiti Teknologi MARA (UiTM), Universiti Malaya (UM), and Universiti Kuala Lumpur (UniKL), the Centre is committed to deliver quality research and consultancy activities related to software agent technology. Some of the potential research and consultancy areas are:

- Multi-agent Systems Architecture
- Social and Normative Agent
- Emotion-endowed Agent
- Agent Negotiation
- Interface Agent
- Decision Support Agent
- Agent Mining
- Agent Delegation, Coordination and Monitoring.
- Agent Trust and Networking
- Agent Communication Language
- Agent Development Platform
- Semantic Agent
- Ontologies and Information Agents

**Headed by:**
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Associate Members:

- Dr. Aida Mustapa (UPM)
- Assoc. Prof. Dr. Muthukkaruppan Annamalai (UiTM)
- Puan Nurzeatul Hamimah Abdul Hamid (UiTM)
- Cik Nur Huda Jaafar (UiTM)
- Puan Shahrinaz Ismail (UniKL)
- Puan Shamimi Abdul Halim (UiTM)

Centre for Innovative and Advanced Virtual Reality (CIAVR)

The Center of Innovative and Advanced Virtual Reality (CIAVR) was established in 2013 and is leading the way in using Virtual Reality based technology to solve challenging problems in social science, medical, science and engineering fields. CIAVR researchers strive to explore and impart knowledge in VR that is in line with the aspiration of the centre to be the VR reference hub in Malaysia.

The objectives of CIAVR are:
1. To conduct fundamental and applied research in VR area.
2. To impart knowledge and research findings in VR.
3. To provide consultancy services for relevant industries.

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Dr. Nazrita Ibrahim
En. Ridha Omar
En. Sharul Azim Sharudin
Pn. Noor Fardela Zainal Abidin
En. Mutahir Mohamed Ariff
CIGMA stands for Centre for Information Governance, Management, and Audit was established in April 2013 with the objectives of:

- Promoting and developing research capabilities and professional activities
- Initiate research projects that will strengthen its role as a center for information, governance, management and audit.
- Establish relationship for collaboration with industry and academic institutions.
- Provide consultancy services to government and industry.

CIGMA aims to be a leading center for coordinating and promoting research in ICT and Information Governance. CIGMA consists of 4 main research groups, which includes Information Strategy Research, ICT Governance and Value Chain Structure, E-Health and Knowledge Management.

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Dr. Rosnafisah Bte. Sulaiman  
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Dr. Jaspaljeet Singh Ranjit Singh  
Dr. Noor Hafizah Hassan  
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En. TJ Iskandar Abdul Aziz  
En. Alan Cheah Kah Hoe  
Pn. Noorazizun Md. Saad
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Campus Map
CSIT 10th Anniversary Song KAU
INSPIRASI

https://www.youtube.com/watch?v=xGteLpau
shE

Today saw you lifted Standing proud as you did
You’re so fine, so fine
All the memories collected And all the wisdom
you taught, you inspire

Every moment that I spent here All the friends,
I know them from you
You teach me how to go higher You teach me
integrity and originality
You show me the way to shine

Oh, CSIT
We’re friends, we’re family Together we stand,
together we strive
You inspire me
Segala ilmu kau beri Setiap inspirasi ‘kan
kuhargai
Segala bekalan diri Yang telah kau atur rapi Di
sanubari

Akan kubawa namamu Ke mana sahaja kupergi
Akan kupancarkan sinarmu Ajarku dedikasi dan
globalisasi Bawaku ke mata dunia

Oh, CSIT
Sahabat sejati
Bersama menongkah arus berliku Kau inspirasi

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