

ACADEMIC PARTNERS



AWARDS & ACCREDITATIONS



DISTED COLLEGE

COMPUTING & ENGINEERING

DISTED College

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All contents are subject to changes.

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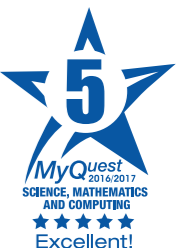
DISTED COLLEGE



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disted.edu.my



STUDY COMPUTING & ENGINEERING AT DISTED

The DISTED School of Computing & Engineering offers a wide range of programmes at Diploma level, providing the necessary knowledge and skills for students to hone their job-focused competencies in IT-based and engineering sectors. Graduates of our Diploma in Computer Science, Diploma in Business Information Technology, Diploma in Creative Multimedia Production and Diploma in Electrical & Electronic Engineering programmes will have the chance to progress to degree programmes at local or overseas universities. Our experienced teaching staff, high standard industry-focused curriculum and state-of-the-art training facilities provide students with a competitive edge in their studies and future career pathways.



WHY CHOOSE DISTED?

At DISTED, you experience an exciting, practical all-rounded tertiary education conducted in a conducive campus environment. Learning approach includes group classroom teaching, discussions, and research or community-driven projects.

- Qualified, experienced, dedicated and caring lecturers supported by experienced technical staff.
- Individual hands-on laboratory sessions to enhance your computing, science and engineering knowledge.
- Strong and continually updated curriculum to meet the challenging ICT and engineering industry demands.
- Industrial training to enhance job competence for future employment after graduation.
- Close monitoring of your academic progress.
- Ideal learning environment at our purpose-built Yeap Chor Ee Heritage Campus with excellent modern facilities.
- Scholarships are available to Malaysian students.*

*Terms and conditions apply



BLENDED LEARNING @ DISTED: A 21st Century Teaching & Learning Approach

Implemented at many leading institutions of higher learning worldwide, DISTED is integrating Blended Learning across programmes offered, focusing primarily on two key aspects:

1. To promote **Student-Centered Learning** (learning at a student's own pace), and
2. To emphasize **Higher Order Thinking Skills (HOTS)**, e.g.: Critical Thinking, Problem Solving and Conflict Resolution.

Combining both online teaching styles and regular face-to-face student-lecturer interaction, lecturers will accommodate to student's academic and interpersonal needs by developing conducive classroom delivery methodologies to better facilitate learning systems.

The Blended Learning approach promotes a more flexible learning experience and positions students to be industry-ready for the future. As such, Blended Learning provides the following benefits:

- Flexibility of learning through various channels,
- Activities-based, holistic teaching and learning approach,
- Hands-on, practical approach that emphasizes on the breadth of learning,
- Students will be encouraged to develop and adopt independent learning capabilities.

It is DISTED's commitment and firm belief that education through innovation will enable every student to fully realise their potential and achieve excellence.

DIPLOMA IN COMPUTER SCIENCE



PROGRAMME OVERVIEW

The diploma programme provides a strong foundation in the theory and practice of computer science. The programme covers various ICT areas with emphasis on software development and production of quality computer applications.

This programme also provides an industry-relevant qualification that paves the way for diverse job opportunities, which are brought about by the widespread and intensified applications of ICT, in computing, multimedia, manufacturing, data administration, systems and network administration, software engineering and other IT-based industries.

Upon completion, graduates can progress to the second year of their degree studies in IT at selected local or overseas universities via Credit Transfer.

PROGRAMME STRUCTURE & COURSES

The typical course units, totalling 90 to 91 Credits, are as follows:

Year 1

Programming Core

- Introduction to Programming
- Systems Analysis and Design
- Programming Methodologies and Data Structure
- Rapid Application Development
- Programming Paradigms

Information Technology Core

- Introduction to Multimedia
- Introduction to Information Technology & Information Systems
- Computer Organisation
- Discrete Structure
- Introduction to Data Communication and Networking

Mathematics Core

- Algebra and Introductory Calculus

Business and Soft Skills

- Academic English

General Studies

- *Pengajian Malaysia 2 / Bahasa Komunikasi 1*
- *B. Kebangsaan A / Customer Service Excellence*

Year 2

Programming Core

- Introduction to Logic and Abstraction
- Object Oriented Development
- Web Technologies
- Database Organisation and Design
- Integrated Software Development Workshop
- Project

Information Technology Core

- Introduction to Operating Systems
- E-Commerce Strategy

Mathematics Core

- Probability and Statistic

Business and Soft Skills

- Critical Thinking and Problem Solving
- Intermediate English

General Studies

- *Khidmat Masyarakat dan Ko-Kurikulum*
- *Etika Perbandingan*

Industrial Training

GENERAL STUDIES

Students are required to complete the compulsory General Studies prescribed by the Malaysian Qualifications Agency (MQA).

ASSESSMENT SYSTEM

Combination of assignments, projects, class tests, labs, presentations, quizzes and examinations.

For core computing subjects, students are required to attain a Pass in their coursework and final examination in order to graduate.

DURATION OF STUDY

Intakes are available as follows:

January, March or August intakes

- 5 long and 2 short semesters over 2 years and 4 months.

May or September intakes

- 5 long and 3 short semesters over 2 years and 6 months.

STUDY PATHWAY

SPM /
O-Level /
IGCSE /
UEC or
equivalent



Diploma in
Computer
Science
2 years 4 months



IT or Computer
Science degree at
local or overseas
universities

MINIMUM ENTRY REQUIREMENTS

SPM

3 Credits including Mathematics

IGCSE / O-Level

3 Credits including Mathematics

UEC

3 Credits (Grade B) including Mathematics.

Certificate or Foundation related to computer science or IT and accredited by the Malaysian Qualifications Agency (MQA).

Other equivalent qualifications recognised by the Malaysian Government.



DIPLOMA IN BUSINESS INFORMATION TECHNOLOGY



PROGRAMME OVERVIEW

Through DISTED's Diploma in Business Information Technology, students can acquire a sound understanding of the role of technology in business strategy, management and operations as well as gain practical-oriented knowledge and skills in the applications of information technology in business enterprise. These skills include developing and implementing computer systems for business problem-solving and decision-making.

This programme provides a solid foundation and teaches students to optimise business processes and make better business decisions in a dynamic corporate environment. Students will learn to develop skills in using business intelligence and effective technologies for aggregating and analysing business strategies and operations, such as sales and marketing, customer activities and internal operations.

Upon completion, graduates can progress to the second year of their degree studies in IT at selected local or overseas universities via Credit Transfer.

PROGRAMME STRUCTURE & COURSES

The typical course units, totalling 90 to 91 Credits, are as follows:

Year 1

Programming Core

- Introduction to Programming
- Systems Analysis and Design
- Rapid Application Development

Information Technology Core

- Introduction to Multimedia
- Introduction to Information Technology & Information Systems
- Introduction to Data Communication and Networking

Business and Soft Skills

- Academic English
- Accounting 1
- Accounting 2
- Business Statistics and Mathematics
- Principles and Practice of Management
- Introduction to Marketing

General Studies

- *Pengajian Malaysia 2 / Bahasa Komunikasi 1*
- *B. Kebangsaan A / Customer Service Excellence*

Year 2

Programming Core

- Web Technologies
- Object Oriented Development
- Project
- Database Organisation and Design
- Integrated Software Development Workshop

Information Technology Core

- Information System in Organisation
- E-Commerce Strategy

Business and Soft Skills

- Introduction to Economics
- Critical Thinking and Problem Solving
- Computerised Accounting
- Business Law

General Studies

- *Khidmat Masyarakat dan Ko-Kurikulum*
- *Etika Perbandingan*

Industrial Training

GENERAL STUDIES

Students are required to complete the compulsory General Studies prescribed by the Malaysian Qualifications Agency (MQA).

ASSESSMENT SYSTEM

Combination of assignments, projects, class tests, labs, presentations, quizzes and examinations.

For core computing subjects, students are required to attain a Pass in their coursework and final examination in order to graduate.

DURATION OF STUDY

Intakes are available as follows:

January, March or August intakes

- 5 long and 2 short semesters over 2 years and 4 months.

May or September intakes

- 5 long and 3 short semesters over 2 years and 6 months.

STUDY PATHWAY

SPM /
O-Level /
IGCSE /
UEC or
equivalent



Diploma in
Business IT
2 years 4 months



IT or Computer
Science degree at
local or overseas
universities

MINIMUM ENTRY REQUIREMENTS

SPM

3 Credits including Mathematics

IGCSE / O-Level

3 Credits including Mathematics

UEC

3 Credits (Grade B) including Mathematics

Certificate or Foundation related to computer science or IT and accredited by the Malaysian Qualifications Agency (MQA).

Other equivalent qualifications recognised by the Malaysian Government.

DIPLOMA IN CREATIVE MULTIMEDIA PRODUCTION



PROGRAMME OVERVIEW

The Diploma in Creative Multimedia Production helps students develop the necessary knowledge, skills and innovative thinking for creative and multimedia communications in art and design, entertainment, business, education and other related fields in an increasingly digitally merged world. Students will be equipped with a comprehensive education in the principles and practices of multimedia design, production, management and evaluation.

Upon completion, graduates can look forward to immerse themselves in exciting and rewarding careers in creative media and information industries such as graphic designer, multimedia designer, web designer, print publishing designer, video editor, audio editor, modeller, 3D/2D animator and artist, game developer, TV, radio and educational creative content developer, digital filmmaker, advertising designer and marketing personnel.

PROGRAMME STRUCTURE & COURSES

The typical course units, totalling 90 to 91 Credits, are as follows:

Year 1

Multimedia Core

- Introduction to Multimedia
- Drawing for Concept Art
- Fundamentals of Design
- Colour Studies

Information Technology Core

- Introduction to Information Technology & Information Systems
- Introduction to Programming Designing
- Animation in 2D
- Computer-Aided Drawing and Digital Typography

Production

- Digital Audio and Sound Technology
- Digital Photography
- Video Capturing
- Digital Effects and Compositing

Business and Soft Skills

- Creative and Critical Thinking
- Academic English

General Studies

- *Pengajian Malaysia 2 / Bahasa Komunikasi 1*
- *B. Kebangsaan A / Customer Service Excellence*

Year 2

Multimedia Core

- Branding
- Media Law in Malaysia
- History of Media Art

Information Technology Core

- Web Technologies
- Database Organisation and Design

Designing

- 3D Modelling and Animation
- Desktop Publishing

Production

- Print Production
- Video Production
- World Wide Web Production
- Audio Production
- Project

Business and Soft Skills

- Intermediate English

General Studies

- *Khidmat Masyarakat dan Ko-Kurikulum*
- *Etika Perbandingan*

Industrial Training

GENERAL STUDIES

Students are required to complete the compulsory General Studies prescribed by the Malaysian Qualifications Agency (MQA).

ASSESSMENT SYSTEM

Combination of assignments, projects, class tests, labs, presentations, quizzes and examinations.

For core computing subjects, students are required to attain a Pass in their coursework and final examination in order to graduate.

DURATION OF STUDY

Intakes are available as follows:

January, March or August intakes

- 5 long and 2 short semesters over 2 years and 4 months.

May or September intakes

- 5 long and 3 short semesters over 2 years and 6 months.

STUDY PATHWAY

SPM /
O-Level /
IGCSE /
UEC or
equivalent



Diploma in
Creative
Multimedia
Production
2 years 4 months



Creative
multimedia
degree at local
or overseas
universities

MINIMUM ENTRY REQUIREMENTS

SPM

3 Credits and a Pass in English

IGCSE / O-Level

3 Credits and a Pass in English

UEC

3 Credits (Grade B) and a Pass in English

Certificate or Foundation related to creative multimedia and accredited by the Malaysian Qualifications Agency (MQA).

Other equivalent qualifications recognised by the Malaysian Government.



DIPLOMA IN ELECTRICAL & ELECTRONIC ENGINEERING



PROGRAMME OVERVIEW

DISTED's Electrical & Electronic Engineering provides broad-based and practical-oriented knowledge and skills in the principles and practices of electrical and electronic engineering. Students will also familiarise themselves with the cutting-edge technology that drives the rapidly growing industrial and consumer goods industries.

The programme moulds and prepares students for further degree studies in related fields. Students will acquire a strong foundation for working in a variety of industries, including generation and transmission of integrated power and renewable energy systems, computer and network systems, telecommunications, robotics, integrated electronic systems and biomedical instruments.

Upon completion, students have the opportunity to explore vast job areas that encompass electrical and electronic systems and equipment manufacturing, assembly, design, product development, testing, operations, servicing, marketing and management.

The typical course units, totalling 96 to 97 Credits, are as follows:

Year 1

Science Core

- Physics 1
- Physics 2
- Chemistry

Electrical and Electronics Core

- Circuit Theory
- Digital Electronics
- Fundamentals of Electronics
- Basic Engineering Electromagnetism
- Electrical Machines
- Introduction to Information Technology and Information Systems

Mathematics Core

- Algebra and Introductory Calculus
- Trigonometry and Intermediate Calculus
- Advanced Calculus

Business and Soft Skills

- Academic English
- Critical Thinking and Problem Solving

General Studies

- *Pengajian Malaysia 2 / Bahasa Komunikasi 1*
- *B. Kebangsaan A / Customer Service Excellence*

Year 2

Electrical and Electronics Core

- Computers and Program Design Fundamentals
- Industrial Power, Electronics and Storage
- Computer Organisation
- Electronic Analysis and Design
- Analogue Electronics
- Digital Systems
- Industrial Systems
- Analogue and Digital Communications
- Data Communication and Networking
- Project in Engineering

Mathematics Core

- Linear Algebra
- Probability and Statistics
- Advanced Engineering Mathematics

General Studies

- *Khidmat Masyarakat dan Ko-Kurikulum*
- *Etika Perbandingan*

Industrial Training

PROGRAMME STRUCTURE & COURSES

GENERAL STUDIES

Students are required to complete the compulsory General Studies prescribed by the Malaysian Qualifications Agency (MQA).

ASSESSMENT SYSTEM

Combination of assignments, projects, class tests, labs, presentations, quizzes and examinations.

DURATION OF STUDY

Intakes are available in January, March, May, August and September for a duration of 5 long semesters and 3 short semesters over 2 1/2 years.

STUDY PATHWAY

SPM /
O-Level /
IGCSE /
UEC or
equivalent



Diploma in
Electrical &
Electronic
Engineering
2 years 8 months



Electrical &
Electronic
Engineering degree
at selected local
universities or
overseas

MINIMUM ENTRY REQUIREMENTS

SPM / IGCSE / UEC

3 credits including Mathematics, Additional Mathematics and 1 Science subject. Pass in English

Certificate or Foundation related to electrical or electronic engineering and accredited by the Malaysian Qualifications Agency (MQA).

Other equivalent qualifications recognised by the Malaysian Government.

