

BACHELOR OF SOFTWARE ENGINEERING (MULTIMEDIA SYSTEMS DEVELOPMENT) PROGRAMME

PROGRAMME OVERVIEW

Software engineering concerns software development aspects, starting from planning to maintenance phase by adopting systematic, disciplined, quantifiable and an organised approach. The Bachelor of Software Engineering (Multimedia Systems Development) programme focus on multimedia software production through the analysis, design, development and implementation of the system based on the software engineering principles. The programme aims to produce software engineers or computing professional who are well versed in theories, tools and methods of software development; competent in managing people and project; and specialize in the dynamic and large scale of Multimedia System Development with unlimited boundary to be creative and innovative, ethical and able to adapt in working environment. Graduates can explore various types of career such as multimedia software engineer, multimedia system analyst, multimedia system developer, games developer and digital media producer. Qualified graduates can further their studies in the postgraduate level where they can enhance their knowledge and expertise in the advance of Multimedia System.

PROGRAMME OBJECTIVES

The programme should prepare graduates who

1. Possess fundamental knowledge, principles and skills relating to Software Engineering especially in the field of Multimedia System Development.
2. Have strong analytical and critical thinking skills to solve problems by applying knowledge, principles and skills relating to Software Engineering especially in the field of Multimedia System Development for lifelong learning.
3. Are competent in applying appropriate methodologies, models and techniques that provide a basis for analysis, design, development, testing and implementation, evaluation, maintenance and documentation of a large scale software system.
4. Understand the interplay between theory and practice of Software Engineering especially in the field of Multimedia System Development for lifelong learning and the essential links between them.
5. Have communication, teamwork, leadership, interpersonal and entrepreneurial skills, and aware of the social, ethical and legal responsibilities.

PROGRAMME LEARNING OUTCOMES

At the end of this programme, the graduates of the Bachelor Software Engineering (Multimedia System Development) are able to:

1. Demonstrate knowledge of essential facts, concepts, principles, and theories relating to Software Engineering especially in the field of Multimedia Systems Development.
2. Apply appropriate methodologies, models and techniques that provide a basis for analysis, design, development, test and implementation, evaluation, maintenance and documentation of a large scale software.
3. Inculcate skills and social responsibility in developing computing products relating to Software Engineering especially in the field of Multimedia Systems Development
4. Demonstrate professionalism and social and ethical consideration in accordance with ethical and legal principles relating to Software Engineering especially in the field of Multimedia Systems Development.
5. Demonstrate communication, teamwork, leadership, and interpersonal skills.
6. Utilise relevant techniques and demonstrate analytical and critical thinking skills in problem solving relating to Software Engineering especially in the field of Multimedia Systems Development.
7. Apply skills and principles of lifelong learning in academic and career development relating to Software Engineering especially in the field of Multimedia Systems Development.
8. Apply broad business and real world perspectives daily and demonstrate entrepreneurial skills relating to Software Engineering especially in the field of Multimedia Systems Development.

Komponen Kursus Course Component	Nama Kursus Course Title	Unit	Taraf
Kursus	Citra Wajib	10	CW
Universiti	Citra Universiti	30	C1-C6
Kursus Wajib	TTTK1114 Pengaturcaraan Komputer	4	WP
Program	TTTR1333 Matematik Diskret	3	WP

Komponen Kursus Course Component	Nama Kursus Course Title	Unit	Taraf
	TTTM2033 Teknologi Platform	3	WP
	TTTK1143 Rekabentuk Aturcara & Penyelesaian Masalah	3	WP
	TTTT1964 Pangkalan Data	4	WP
	TTTH2843 Pengaturcaraan Multimedia	3	WP
	TTTU2983 Pangkalan Data Lanjutan	3	WP
	TTTE2104 Kejuruteraan Keperluan Perisian	4	WP
	TTTK2323 Pengaturcaraan Mudah Alih	3	WP
	TTTH2823 Animasi	3	WP
	TTTH2304 Reka Bentuk Perisian untuk Sistem Multimedia	4	WP
	TTTK2153 Perkongsian Maklumat	3	WP
	TTTP2543 Pengaturcaraan Web	3	WP
	TTTH2623 Teknologi Audio dan Video Digital	3	WP
	TTTH3404 Pembangunan Perisian untuk Sistem Multimedia	3	WP

Komponen Kursus Course Component	Nama Kursus Course Title	Unit	Taraf
	TTTE3503 Pengujian Perisian	3	WP
	TTTT1022 Analisis Data	2	WP
	TTTH4172 Usulan Projek	2	WP
	TTTH4086 Projek	6	WP
	TTTE4333 Pengurusan dan Penyenggaraan Perisian	3	WP
	TTTT4056 Latihan Industri	6	WP
	TTTT4076 Projek Industri	6	WP
Kursus Lengkap Program (LP)	TTTH3623 Pemodelan 3D	3	LP
	TTTH3723 Seni Reka Bentuk Grafik	3	LP
	TTTH3813 Realiti Maya	3	LP
	TTTH3863 Permainan Multimedia	3	LP