



Diploma in

MULTIMEDIA APPLICATION

(R2/213/4/0118)(12/2025)(A9506)



ABOUT OUR MULTIMEDIA APPLICATION PROGRAMME

If you are one of them who spends hours consuming information from the internet and social media, you would probably recognize the power of multimedia. Why not be the next generation of change-makers with the Diploma in Multimedia Application at KLMUC? This programme goes shoulder to shoulder with the latest cutting-edge trends in the creative industries to inspire a futuristic mindset and out-of-the-box thinking in students. Coupled with the right skills in playing around texts, images, graphics, audios, videos and animations, you are set to rock the world with your extraordinary work. Better still, you get to enjoy the flexibility to work from anywhere, just with a laptop and internet connection. Of course, if you prefer to serve in an organization, that is equally rewarding too.

PROGRAMME AIM:



The Diploma in Multimedia Application is specially designed to gear students up for the up-and-coming creative industries. The programme incorporates a broad constellation of graphic and multimedia elements such as digital graphic design, user interface and 2D/3D animation for students to craft imaginative concepts, immersive audio-visual illustrations and interactive presentation materials. Students can expect to challenge themselves with connecting traditional and emerging approaches, engage in hands-on tutorials, construct guided media projects, as well as train at real-life workplaces. Successful completion of the programme will open doors to an ocean of career opportunities, and you will be spoiled for choice.

ENTRY REQUIREMENTS:

- ▶ Possesses SPM with at least credit in THREE (3) subjects; **OR**
 - ▶ Possesses SKM Level 3 / Sijil Vokasional Malaysia (SVM) (Note: The HEPs are to conduct screening and provide necessary guidance specific to the discipline of the programme); **OR**
 - ▶ A Certificate (Level 3, MQF) in relevant field with at least CGPA of 2.00; **OR**
 - ▶ A pass in Sijil Tinggi Persekolahan Malaysia (STPM) with at least Grade C (GP 2.00) in any subject; **OR**
 - ▶ A pass in Sijil Tinggi Agama Malaysia (STAM) with at least Grade Maqbul; **OR**
 - ▶ Other equivalent qualifications recognised by the Malaysian Government.
- AND**
- ▶ Pass an interview (online / virtual / conventional) **OR** submission of student's portfolio, to be determined by the HEP as required.
 - ▶ For international students need to achieve a minimum score of High Band 2 in MUET or equivalent to CEFR Mid B1***

* Entry requirement for each programme is subject to MOHE's approval

PROGRAMME MODULES

Semester 1

- ▶ Penghayatan Etika dan Peradaban (Malaysian) / Bahasa Komunikasi 1 (International)
- ▶ Critical & Creative Thinking
- ▶ Reading, Vocabulary & Grammar
- ▶ Introduction to Entrepreneurship
- ▶ Computer Application in Arts & Design

Semester 2

- ▶ Principles of Morals & Ethics / Bahasa Kebangsaan A
- ▶ Basic Academic Reading & Writing
- ▶ Principles of Design
- ▶ Colour Theory
- ▶ Fundamentals of Drawing

Semester 3

- ▶ Family Institution
- ▶ Drama & Role-Play in English
- ▶ Foundation in Digital Media
- ▶ Interface Design
- ▶ Digital Photography

Semester 4

- ▶ Social and Human Skills Project
- ▶ Creative Web Design
- ▶ Scriptwriting & Storyboarding
- ▶ 2D Animation

Semester 5

- ▶ 3D Animation
- ▶ Multimedia Authoring
- ▶ Audio Visual Technique
- ▶ Elective Fashion Illustration Design
- ▶ Corporate Identity

Semester 6

- ▶ Portfolio Development
- ▶ Digital Effects and Compositing
- ▶ Graphic Illustration Design

Semester 7

- ▶ Project

Semester 8

- ▶ Industrial Training

WHY CHOOSE KLMUC

AFFORDABLE TUITION FEES

Financial aid assistance

LEARN AND EARN PROGRAMME (LEAP)

3 Classes / Week

ACCREDITED BY MQA & JPA

and industries

GERENTI KERJA (GERAK)

Employment within 6 months after graduation

CAREER PROSPECTS

Youtuber
Content Creator
Social Media Executive
2D / 3D Animator
Web Developer
Multimedia Programmer

ENROLL NOW



For more information
CONTACT OUR PROGRAM ADVISOR

*Terms and Conditions Apply

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