



Kuala Lumpur Metropolitan
University College

FULFILLING
HOPE, DREAMS &
OPPORTUNITIES FOR



FULFILLING HOPE, DREAMS &
OPPORTUNITIES FOR 15 YEARS



Diploma in

GRAPHIC DESIGN

(R2/213/4/0117)(12/2025)(A9508)

ABOUT OUR GRAPHIC DESIGN PROGRAMME

The Diploma in Computer Graphic Design programme focuses on the basic principle, concepts and fundamentals required to solve graphic design challenges nowadays. The programme has been proposed to provide opportunity to students in pursuing their study in the field of Graphic Design. The potential demand for such professions is always great due to the rapid changes and the advancement in the art, science and technology.

PROGRAMME AIM:



The programme aims for students to develop an understanding of the role, desires and possibilities of design, towards (independent) practice. We develop students' skills and knowledge for a challenging career as a graphic designer who will be able to combined creativity, concepts and computer software skills in the highly competitive graphic design industry. To fully equip students with the necessary skills to build a career in graphic design field which require a development and innovation activities in collaboration with industries and other institution.

ENTRY REQUIREMENT:

- A Pass in Sijil Pelajaran Malaysia (SPM) with at least credit in three (3) subjects; OR
- A Pass in Unified Examination Certificate (UEC) with at least Grade B in 3 subjects; OR
- A Pass in O-Level with at least Grade C in 3 subjects; OR
- Passed Sijil Kemahiran Malaysia (SKM) Level 3 in related field and a pass in SPM with at least credit in one (1) subject; OR
- A Pass in Sijil Kolej Komuniti (Level 3, MQF) in related field and a pass in SPM with at least credit in one (1) subject; OR
- A Pass in Certificate (Level 3, MQF) in related field with minimum CGPA 2.00; OR
- Any other equivalent qualifications recognized by the Malaysian Government AND
- Passed the interview and drawing test
- For international students, it is compulsory to obtain a minimum score of 5.0 for IELTS or its equivalent.

PROGRAMME MODULES

Semester 1	Semester 2	Semester 3	Semester 4
<ul style="list-style-type: none"> ■ Reading, Vocabulary & Grammar ■ Critical and Creative Thinking ■ Introduction to Entrepreneurship ■ Computer Application in Art & Design ■ Pengajian Malaysia 2 (Malaysia) ■ Bahasa Melayu Komunikasi 1 (International) 	<ul style="list-style-type: none"> ■ Basic Academic Reading & Writing ■ Fundamentals of Drawing ■ Color Theory ■ Principles of Design ■ Principles Of Morals And Ethics ■ Bahasa Kebangsaan A 	<ul style="list-style-type: none"> ■ Drama and Role-Play in English ■ Digital Photography ■ Introduction to Graphic Design ■ History of Graphic Design ■ Family Institution 	<ul style="list-style-type: none"> ■ Graphic Illustration Design ■ Typography Design ■ Creative Web Design ■ Social Human Skills
	Semester 5	Semester 6	Semester 7
	<ul style="list-style-type: none"> ■ Visual Communication ■ Electronic Publication Design ■ 2D Animation ■ Packaging Design 	<ul style="list-style-type: none"> ■ Creative Concepts of Advertising ■ Corporate Identity Design ■ Portfolio Development 	<ul style="list-style-type: none"> ■ Final Project
			Semester 8
			<ul style="list-style-type: none"> ■ Practicum

CAREER PROSPECTS

Successful completion of the programme entitles to work in numerous industries within graphic design, advertising and publication technology fields. With the knowledge and skills enhanced in the program, students will be able to apply and contribute their knowledge to the Design industry such as

- Graphic Designer
- Advertising Designer
- Design Consultant
- Instructional Designer
- Visualizer
- Photographer
- Corporate Designer
- Junior Art Director
- Creative Director
- Packaging Designer
- DTP Artist
- Illustrator or an Animation Artist.

This programme also acts as a feeder to programme which aims to produce Designer experts for the society needs.



CONTACT OUR PROGRAM ADVISOR:

