

Sarjana Sains Komputer (Software Technology)
Master of Computer Science (Teknologi Perisian)

OBJEKTIF PROGRAM

1	Memberikan pengetahuan dan kemahiran lanjutan kepada graduan dalam bidang Teknologi Perisian. <i>Provide graduates with advanced knowledge and skills in Software Technology</i>
2	Melengkapkan graduan dengan pengetahuan lanjutan berkaitan prinsip, teori dan kaedah saintifik untuk menghasilkan penyelesaian efektif kepada masalah dan menilai penyelesaian tersebut. <i>Equip graduates with advance knowledge on theoretical principles and scientific methods to create effective solutions to problems and to evaluate the solutions;</i>
3	Melatih graduan untuk menganalisis, mereka bentuk, membangun, menguji, dan menyampaikan penyelesaian yang memenuhi piawai komputeran yang sesuai serta kekangan realistik. <i>Train graduates to analyse, design, build, test, and deliver solutions to meet appropriate computing standards and realistic constraints;</i>
4	Menerapkan graduan dengan kemahiran mencari ilmu melalui pembelajaran seumur hidup. <i>Instill graduates with skills to seek knowledge through life long learning;</i>
5	Melengkapkan graduan dengan keupayaan menyelia dan menjalankan penyelidikan. <i>Equip graduates with the ability to supervise and carry out research;</i>
6	Membina kemahiran komunikasi secara bertulis dan lisan. <i>Develop effective communication skills in both written and oral form;</i>
7	Memupuk graduan dengan tanggungjawab profesional dan beretika serta pemahaman impak sosial, ekonomi, budaya, dan persekitaran yang mungkin berlaku akibat daripada penyelesaian komputeran mereka dalam konteks global. <i>Inculcate graduates with professional and ethical responsibilities as well as understanding the possible social, economic, cultural, legal and environmental impact of their computing solutions in the global context.</i>

HASIL PEMBELAJARAN PROGRAM

1	Menunjukkan amalan pengetahuan dan memahami asas kepada fakta, konsep, prinsip dan teori yang berkaitan teknologi Perisian. <i>Demonstrate knowledge and understanding of essential facts, concepts, principles, and theories relating to software technology.</i>
2	Mengguna sebaiknya teknik-teknik berkaitan dan menunjukkan kemahiran psikomotor dan amali dalam menyelesaikan masalah Teknologi Perisian. <i>Utilize relevant techniques and demonstrate psychomotor and practical in solving software technology problems.</i>
3	Mengguna sebaiknya teknik-teknik berkaitan dan menunjukkan kemahiran pemikiran analitikal dan kritikal dalam menyelesaikan masalah. <i>Utilize relevant techniques and demonstrate analytical and critical thinking skills in problem solving.</i>
4	Menunjukkan kebolehan berkomunikasi secara berkesan dengan rakan sekerja, pelanggan, majikan dan masyarakat umum. <i>Demonstrate the ability to communicate effectively with peers, clients, superiors and society at large.</i>
5	Menunjukkan sikap sosial secara professional dan pertanggungjawaban untuk menggunakan prinsip dan teori teknologi perisian dalam bidang yang berkaitan. <i>Demonstrate social professionalism and responsibility in applying theoretical principles of software technology in relevant areas.</i>
6	Menggunakan kemahiran dan prinsip pembelajaran sepanjang hayat dalam pembangunan akademik dan kerjaya. <i>Apply skills and principles of lifelong learning in academic and career development.</i>
7	Menggunakan perspektif yang luas terhadap alam sebenar perniagaan seharian dan menunjukkan kemahiran pengurusan dan keusahawan. <i>Apply broad business and real world perspectives daily and demonstrate managerial and entrepreneurial skills.</i>
8	Menunjukkan keprofesionalisme dan bersifat beretika dan sosial dalam amalan terhadap prinsip etika dan perundangan.

	<i>Demonstrate professionalism and social and ethical considerations in accordance with ethical and legal principles</i>
9	Menunjukkan amalan kerja berpasukan dan kepimpinan secara berkesan dengan rakan sekerja, pelanggan, majikan dan masyarakat umum. <i>Demonstrate teamwork and leadership effectively with peers, clients, superiors and society at large.</i>

Programme Structure

Mode	Core (28 Unit)	Elective (12 Unit)
COURSEWORK ONLY	<ul style="list-style-type: none"> • TA6014 Theory of Automata & Programming • TA6434 Algorithm and Data Structure • TE6504 Software Management • TN6384 Computer Network • TE607C Project • TM6112 Research Method in Computing 	<p>Choose 3 courses below or any masters level courses offered and advised by Head of Programme</p> <ul style="list-style-type: none"> • TA6604 HPC Architecture and Technology • TN6334 Mobile and Web Programming • TP6534 Natural Language Processing • TA6054 Advanced Numerical Analysis • TA6124 Parallel and Distributed Systems • TC6544 Advanced Artificial Intelligence
COURSEWORK & RESEARCH	<ul style="list-style-type: none"> • TE6090 Dissertation • TM6112 Research Method in Computing 	<p>Choose 3 courses below or any masters level courses offered and advised by Head of Programme</p> <ul style="list-style-type: none"> • TA6014 Theory of Automata & Programming • TA6434 Algorithm and Data Structure • TE6504 Software Management • TN6384 Computer Network • TA6604 HPC Architecture and Technology • TN6334 Mobile and Web Programming • TP6534 Natural Language Processing • TA6054 Advanced Numerical Analysis • TA6124 Parallel and Distributed Systems • TC6544 Advanced Artificial Intelligence