Bachelor of Digital Creative Media (Hons) JPT/BPP (N/213/6/0059) 3/17, PA 1269

Bachelor of Digital Creative Media (BDCM) programme is offered either as a full-time or part-time programme by Asia e University, a leading dual-mode university recognised by 33 member countries of the Asia Cooperation Dialogue. Challenging and academically rewarding, this programme delivers an exciting range of media-related modules that strikes a perfect balance between media practice and theory, recognising the important links between media productions and the concepts that drive them.

Learning Objectives

• Become an expert in arts, science and technology in Digital Media Production.
• Practical-oriented programme.
• Engage with real world industry projects in the university.
• Apply knowledge and skills in using digital creative media to produce creative artwork, graphics and animation.
• Communicate ideas effectively and develop professional engagements with clients.
• Produce solutions with high-quality creative design and to participate well in team projects.
• Demonstrate good professional ethics and social values, that relate to the knowledge and skills in digital creative media.

Entry Requirements

• Diploma that is recognised by MQA/JPA with at least CGPA 2.00 OR
• Matriculation/Preparatory programmes with at least CGPA 2.00 OR
• STPM/A-Level with a pass in 2 subjects or equivalent with CGPA 2.00 OR
• International Baccalaureate (IB) with 24 points OR other qualifications recognised by the AeU Senate AND
• PASS the interview/drawing test or portfolio for candidates who do not have an Arts Education subject OR
• Open Entry Requirements (Part Time Only) recognised by the Ministry of Higher Education, Malaysia
• At least 21 years old and possess PMR or equivalent

Mode of delivery: Blended learning where face-to-face tutorials are provided.
SUBJECTS

Core
1. Basic Drawing
2. Creative Thinking
3. Life Drawing
4. Visual & Screen Perception
5. Digital Imaging
6. 2D Animation
7. Photography Arts
8. Film Genre Studies
9. Structural Drawing
10. Script Writing
11. Western Art History
12. Asian Art History
13. Animation History
14. Digital Compositing
15. Basic 3D Modelling
16. Advanced 3D Modelling
17. Basic 3D Animation
18. Material Methodologies
19. Motion Graphic Design
20. Industrial Training
21. Project 1
22. Project 2

Any Three Electives
1. Soft & Rigid Bodies
2. Particles & Cloth Simulation
3. Character Rigging
4. Character Animation

Most subjects are offered as project-based learning with strong emphasis on the practical components.

Career Prospects:
- Graphic Designer
- Graphic 3D Animator
- Special Effects
- Art Director
- Videographer
- 2D Artist
- Web Designer
- Interactive Web Specialist
- 3D Texture Artist
- Video Editor
- Motion Graphic Artist
- Multimedia Designer

General
Applicable to Malaysian Students only
1. Tamadun Islam dan Tamadun Asia
2. Hubungan Etnik
3. Academic Writing
4. Comparative Ethics
5. Social Responsibility Project

Applicable to International Students only
1. Malay Language (Bahasa Melayu) and Communication
2. Malaysian Studies
3. Academic Writing
4. Comparative Ethics
5. Social Responsibility Project

University Compulsory
1. Information Literacy and Research Skills
2. Entrepreneurship and Ethics in Malaysia
3. Asian Studies

PROGRAMME FACTS

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<tr>
<th>Study Mode</th>
<th>Blended Learning - Face to Face + Online Learning</th>
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<tr>
<td>Duration</td>
<td>Full-Time : 3 years (9 semesters)</td>
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<td>Part-Time : 4 years 1 semester</td>
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<td>(13 semesters)</td>
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| No of Subjects                | 30 subjects + 2 project papers + industrial training |
| Assessment                    | Assignments 60% Final Exam 40%                    |

| MQA Accreditation             | JPT/BPP (N/213/6/0059) 3/17, PA 1269 |

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Note: All information is correct at the time of printing and is subject to change without prior notice.