

FASHION & DESIGN



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🌐 #raffleskualalumpur

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Business & Consultation Hours

Monday to Friday : 9.00am - 6.00pm
Saturday & Sunday : Closed

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WWW.RAFFLES.EDU.MY

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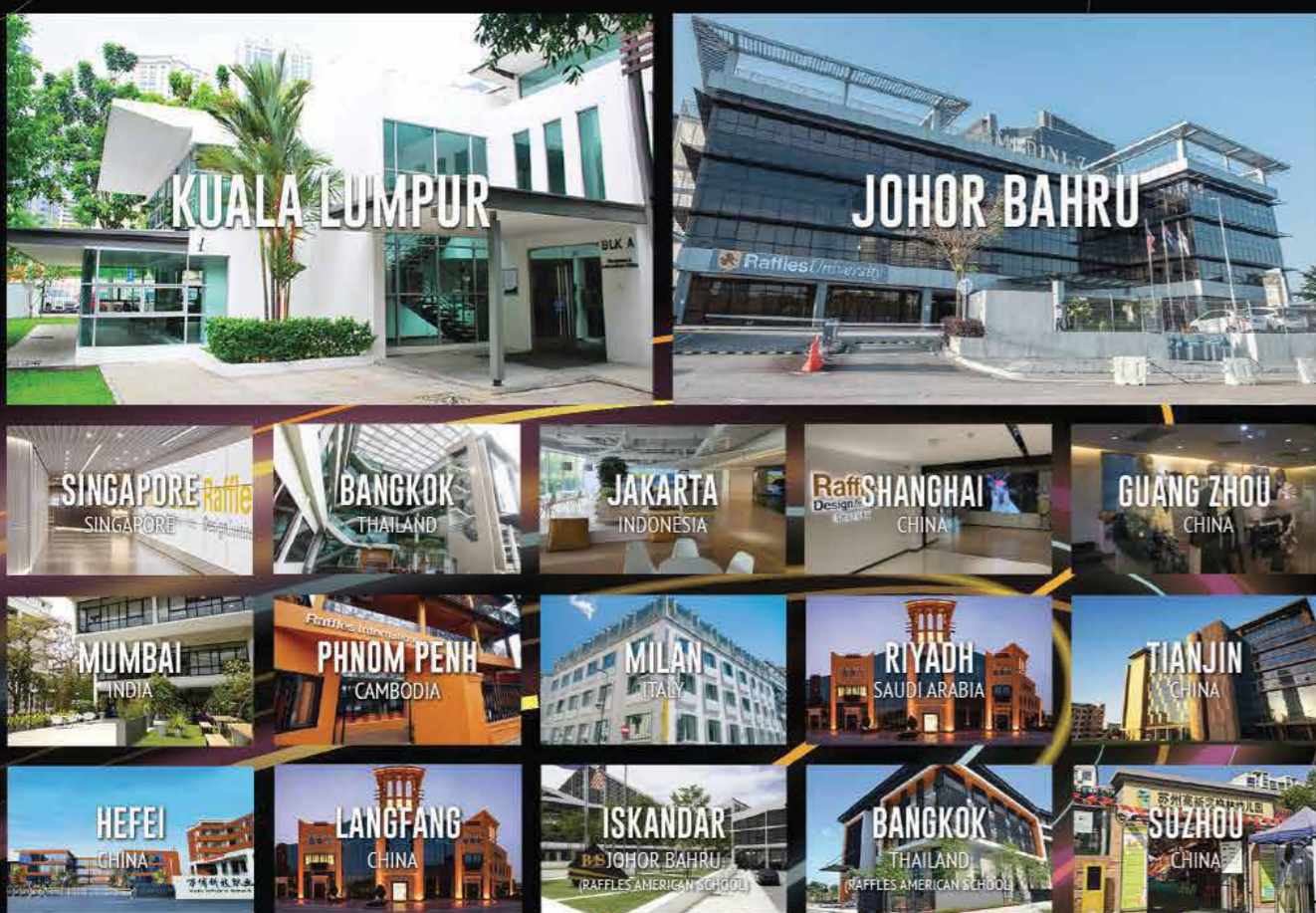
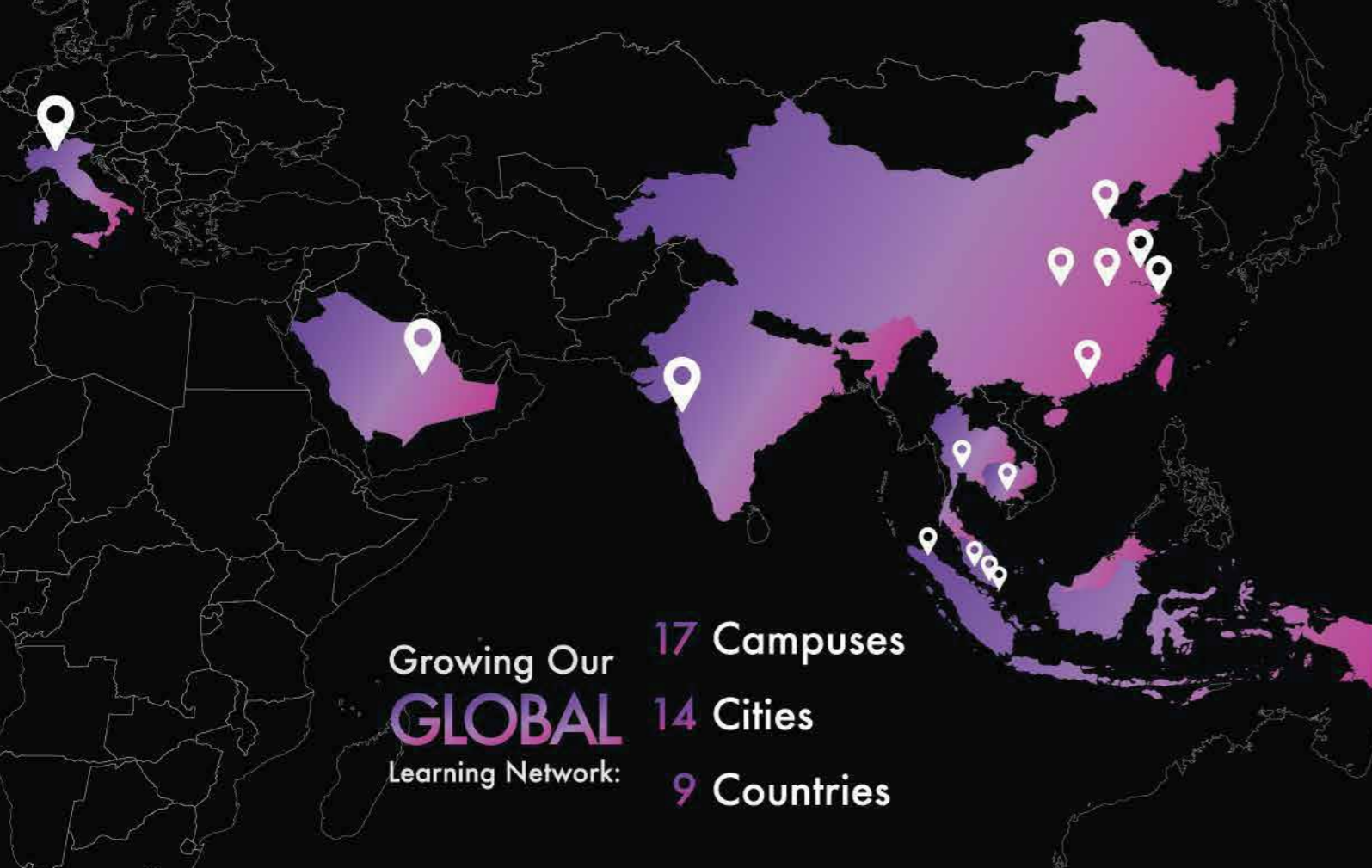
28 Bachelor in Graphic Design

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PANORAMA RAFFLES, KUALA LUMPUR

04. Why Raffles?



RAFFLES INSTITUTION WORLDWIDE



VISION

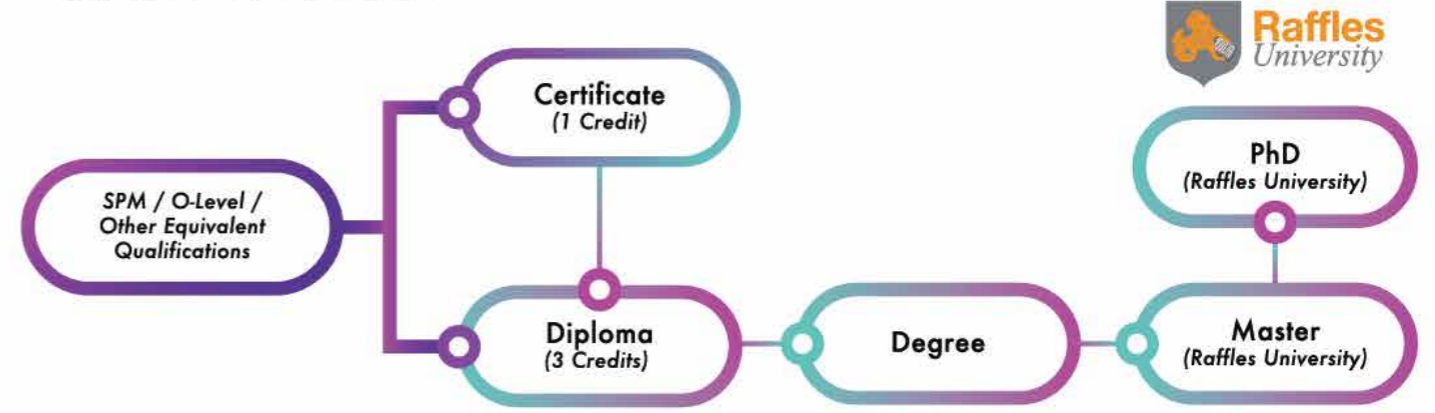
Our vision is to be the premier education group.

MISSION

We are committed to providing quality education and related services through our network of institutions.

PATHWAYS TO Raffles

Step into a future of success



"SUCCESS by Design"



RAFFLES COLLEGE OF HIGHER EDUCATION KUALA LUMPUR

Established in 1994, Raffles College of Higher Education (Kuala Lumpur) is a leading institution in the Raffles Education Network, registered with the Malaysian Ministry of Higher Education. We offer personalized, hands-on learning in Design, Fashion, Business, and Psychology, focusing on job-ready skills and industry-relevant education. Recognized as one of Malaysia's most awarded colleges, our students excel both locally and internationally, showcasing our commitment to excellence and talent development. Experience an education that shapes future leaders and professionals.

THE FUTURE LOOKS BRIGHT

We produce graduates who are well respected and successful in their creative careers. All our students leave as young professionals, ready for industry and the workforce. You can expect a vibrant and dynamic nurturing learning experience that will see your transformation into a world-class professional.

 SYOMIRIZWA GUPTA Creative Director Syomirizwa Gupta	 JUSTIN CHEW Creative Director DissyCo	 COFFEE LUM Designer Clothier Creation Sdn Bhd (Khoon Hooi)	 KATHRYN LAGROSA RAO Founder & Creative Director RAKATE LLC, Dubai
 ALIA BASTAMAM Fashion Designer Alia Bastamam Atelier, Alia Bastamam Bridal & ALIA.B	 MOTO GUO & KINDER ENG Founder / Fashion Designer MOTO GUO	 JOE CHIA Founder & Creative Director JOE CHIA	
 NIGEL CHIA Fashion Designer & Doll Artist DeMuse	 TOH SCHENRIC Fashion Designer / Production Executive Against Lab	 TENGGU SYAHMI Creative Director TSYAHMI Group	 JONATHAN LIANG Creative Director SHINGDA Group of Companies
 YEE MAN NING Fashion Designer Dressaville Sdn Bhd	 LAI JUN MIN Founder / Fashion Designer JM Studio	 LIM CHEW SHIEN Regional Buyer ZALORA Malaysia	 MAATIN SHAKIR Head Designer Maatin Shakir
 LIM JIA YEE Creative Lead Loob Holding Sdn Bhd (Tealive)	 SHIN SHIN Senior Designer in VML Advertising Agency under WPP Network	 JC LAU & SIEW SUE ANN Founder Head of Projects Whitespade	 CHELSEY LAU & QUITO LEK Co-Founder FUKU Studio
 LIM SHU WEI Merchandiser BONIA Corporation Berhad	 LEW YONG WEI Founder Dualspace Studio		
 DELARAM KHEYRI Co Founder La Petite Bouchée	 GABRIEL LEE & CONG HAN Kitchen Consultant Sales & Design	 BRYAN & JOSEPH Partner & Founder Guardian Lion	 CHAN CIEN JUNG Founder Jung Design
 NICO ANDRIANO & CHRISTIN APRIYANTI Creator + Partners Co + in	 TINA WONG Founder Tina Winnes	 VERNICE AW Creative Director Lucy Walker Jewellery	 BAO KONG POH YEE Founder BOA Jewels
 TANJINA ASHRAF CEO MentCouch International Sdn Bhd			

WINNER:
TIEO Mei Xuan The KLFW Designer Search 2024
 'Fashion Design Student' "Design to Sustain"



Tieo Mei Xuan - Collection: "Ephemeral Reverie"



Best Creative Award:
Tong Chi Mun 'Fashion Design Student'
 Top 20's Finalist of
 Gelly Wee Wedding Gown Competition 2024

Achievements & Highlights



Aye Myint Myatt
 'Jewellery Design Student'
 Winner of Earring Category
 in PSG Jewellery Design 2023 Award



'Schenric' "The Best Runway Look"
 Fashion Design student in HUNG Innovation Awards (HIA) 2022



49th Graduation Fashion Show

十分
 中国首饰之光
 花间自然元素
 洪尚宫细腻华美的首饰故事

洪尚宫细腻华美的首饰故事

主理人洪尚宫
 珠宝师洪尚宫

陈合梁老师成功秘诀



Alex Pang Malaysia Aviation Group's
 "Fashion Design student" "Best Sustainability Design Award"



FIRST RUNNER-UP:
Lau Zhong Xun AirAsia Runway Ready Designer Search 2018
 'Fashion Design Student'



INTO THE WILD WITH PANTHÈRE DE CARTIER INSTALLATION



CNMT MELAKA TRIP



ART JAMMING FESTIVAL



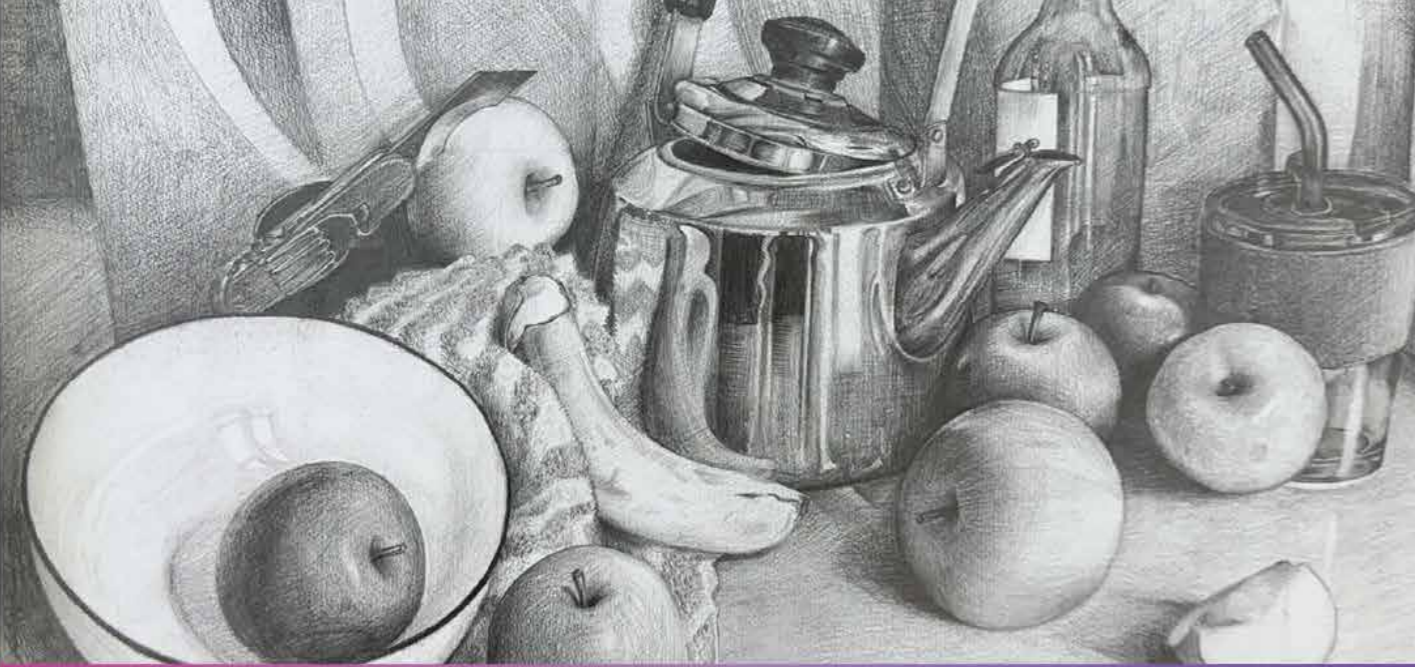
MENTAL HEALTH AWARENESS MONTH 2024



Alumni Gathering 2024



DEEJAVU JEWELLERY DESIGN SHOW



KAREN | STILL LIFE DRAWING

INTAKES		
JANUARY	MAY	SEPTEMBER
DURATION		
1 YEARS, 4 MONTHS FULL-TIME		

Course Overview

The Certificate in Design is thoughtfully designed for students and individuals eager to step into the dynamic and fast-evolving world of the creative industry.

Comprehensive Design Foundations:
Gain hands-on experience with the principles and elements of design while developing technical proficiency using various tools and media.

Personal and Professional Growth:
Cultivate a balance between self-expression, creative exploration, and a work-oriented discipline essential for success in the design field.

Conceptual and Practical Insights:
Build a strong understanding of design concepts and methods, laying a solid foundation for further studies and career advancement.

Embark on a journey to unleash your creative potential and prepare for a vibrant career in design.

Entry Requirements

MALAYSIAN STUDENTS

SPM / O-Levels / UEC:
Minimum 1 credit in any subject or its equivalent

Others:
International High School Equivalent

Pass **Portfolio Review OR Interview** determined by the HEP as required

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 1 credit in any subject or its equivalent

Others:
International High School Equivalent

FURTHER STUDIES OPPORTUNITIES

Upon successful completion of the Certificate in Design, students will be able to continue their education in the diploma programmes.

FIELD OF STUDY	
YEAR 1	YEAR 2
<ul style="list-style-type: none"> • 2D Studies • Printmaking • Colour Theory • Career Studies • Fundamental Drawing • Advance Drawing Skills • English for Communication • Academic Reading and Writing • Photography & Digital Illustration • Introduction to Multimedia and Web Design 	<ul style="list-style-type: none"> • Personal Portfolio • Fabric Colour Manipulation • Typography and Layout Design • Creative and Innovation Studies

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Pengajian Malaysia (Malaysian)
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Integrity and Anti-Corruption



KAREN | ISOMETRIC ILLUSTRATION



CHOW YEE TENG | FABRIC COLOUR MANIPULATION



KAREN | CARTON HOUSE



WONG XIN PENG | MASK DESIGN



CHOW YEE TENG | CARTON HOUSE



CHAN LI QI | DISPARITIES

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

The study of Fashion Design focuses on developing an in-depth understanding of fashion design through exploratory and experimental projects. This course takes the student from design concepts and processes through to final production, while teaching required business and contextual studies. It provides an integrated approach, combining creativity with applied technical proficiency.

CAREER OPPORTUNITIES

- Fashion Designer
- Production Coordinator
- Pattern Maker
- Fashion Illustrator
- Fashion Stylist
- Design Room Coordinator
- Product Developer
- Production Manager
- Textile Designer
- Fashion Buyer

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:

Minimum 3 credits in any subject or its equivalent

UEC:

Grade B in 3 subjects

STPM / A-Level:

Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:

Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:

Level 3 in the related field;

(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:

Pass Level 3, MQF in related field and SPM 1 credit

Certificate:

Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:

Minimum 3 credits in any subject or its equivalent

Others:

International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.0

IELTS: 4.0

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Textile • Fashion Drawing • Fashion Sketching • Fashion Draping 1 • Fashion Draping 2 • History of Costume • Sewing Applications 1 • Sewing Applications 2 • Women's Wear Drafting 1 • Women's Wear Drafting 2 • Colour Theory for Fashion • Garment and Composition • CAD 1 for Fashion Design • Advanced Sewing Techniques • Advanced Drafting and Draping Techniques 	<ul style="list-style-type: none"> • Project Workshop • Fashion Promotion • Men's Wear Workshop • Fashion Merchandising • Mini Collection Workshop • CAD 2 & Portfolio for Design • Design Research & Development 1 • Pattern Aided Design, Grading & Costing • Contemporary Fashion, Styles and Trends • Academic Research & Communication Skills 	<ul style="list-style-type: none"> • Design Research & Development 2

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Gerber Technology



CARMEN ONG LE YING | YOU'RE GEM



EE CIN SIM | HANA



OHASHI RIRA | JESTER CIRCUS



SHYEN WEE YEE TZEAN | SOLITUDE



KHONG YI LI | AELIANA



PANG ZI TIAN | ONEIROPHRENIA



DIKSON MAH TECK SHEN | DAUNTLESS



ALICE TENG KE NIE | MADI DOLLI



ANNA, SHANNYNE, DAVID, JOANNE, JIA YAN | LUMELINE

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

The Diploma in Fashion Marketing blends fashion and business, equipping students with skills in digital marketing, PR, merchandising, and brand management. Through social media strategies, content creation, and trend analysis, students learn to navigate the fashion industry from concept to market, preparing them for dynamic careers with confidence and innovation.

CAREER OPPORTUNITIES

- Fashion Merchandiser
- Fashion Marketer
- Fashion Buyer
- Stylist
- Creative Director
- Fashion Journalist
- Brand Manager
- Public Relations Manager
- Retail Manager
- Visual Merchandiser
- Digital Marketer
- Event Manager

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

UEC:
Grade B in 3 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:
Level 3 in the related field;
(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:
Pass Level 3, MQF in related field and SPM 1 credit

Certificate:
Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

Others:
International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.5
IELTS: 5.0

Other Equivalent English Competency

FIELD OF STUDY

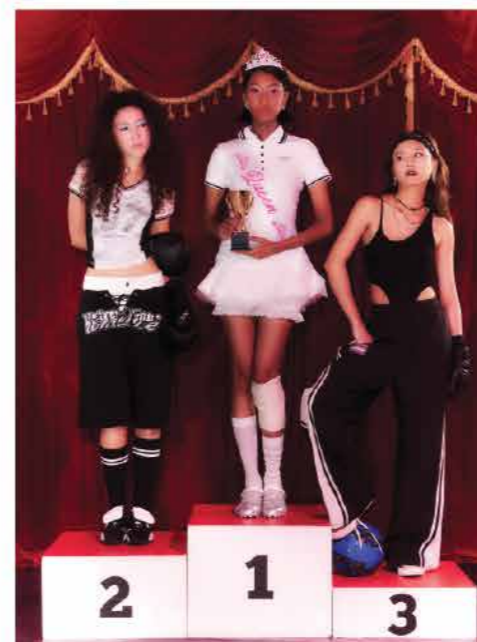
YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Market Research • Fashion Promotion • Buying Principles 1 • History of Costume • Fashion Advertising • Digital Photography • Product Development • Fashion Merchandising • Colour Theory for Fashion • Human Resource Management • Visual Merchandising for Retail • Computer Aided Drawing for Fashion • Consumer Behaviour in Fashion Industry • Contemporary Fashion, Styles and Trends • Academic Research & Communication Skills 	<ul style="list-style-type: none"> • Textile • Buying Principles 2 • Principles of Economic • Principles of Accounting • Final Marketing Project 1 • Final Marketing Project 2 • Garment and Composition • Fashion Coordination and Promotion 	<ul style="list-style-type: none"> • Internship

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Adobe Photoshop
- Adobe Illustrator



WEN YI, VERONICA, WEI JIA, ADAM, FARISHA | SOCIAL PLAY



YUET, GISELLE, AURELIA, CHANICE & SARAH | LILO'S



KELLY, HEY KI, ROU XIN, PEI XUAN | MERAKI RECH



CHEAH WEI | ALIAS

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

A Fashion Stylist plays a vital role in editorial and commercial fashion, shaping creative directions and visual storytelling. This dynamic profession requires a blend of creativity, resourcefulness, and organisational skills to curate looks that align with client needs and trends.

The Diploma in Fashion Styling equips aspiring stylists with essential creative and practical skills for success in this competitive field. Students gain real-world experience through industry briefs, learning directly from practitioners.

Key Highlights:

- Identify contemporary fashion and global trends
- Communicate and sell styling concepts
- Build connections with fashion brands and professionals
- Style-focused social media and online platforms
- Merchandising for photography, editorials, and commercials

CAREER OPPORTUNITIES

- Personal Stylist or Image Consultant
- Editorial, Catalogue or Commercial Fashion Stylist
- Wardrobe Stylist for Film or TV
- Fashion Show and Event Stylist
- Fashion Retail Stylist
- Fashion Brand Stylist
- Fashion and Style Blogger

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

UEC:
Grade B in 3 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:
Level 3 in the related field;
(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:
Pass Level 3, MQF in related field and SPM 1 credit

Certificate:
Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

Others:
International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.0
IELTS: 4.0

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Textile • Fashion Styling 1 • Fashion Research • Wardrobe Auditing • Fashion Promotion • Digital Photography • Principles of Marketing • Fashion Merchandising • Digital Image Processing • Colour Theory for Fashion • Academic Reading & Writing • Essential to Personal Branding • Contemporary Fashion, Styles and Trends 	<ul style="list-style-type: none"> • Make-up • Hair Styling • Art Direction • Fashion Styling 2 • Personal Shopping • Fashion Journalism • Writing for Social Media • Introduction to Brand Management • Design Thinking and Creative Solution 	<ul style="list-style-type: none"> • Fashion Styling Project • Fashion Coordination and Promotion • Internship

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Adobe Photoshop
- Adobe Illustrator



POH SIN JOU | BUTTERFLY



CHOO YENNY | TEARS OF NYONYA



NGOO GUAN LING | GLAMOUR IN THE CITY



ANG WEI GONG | OCEAN WHISPER

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

The Diploma in Jewellery Design allows students to explore a variety of areas within traditional and contemporary Jewellery Design practice where the emphasis is placed on creativity, innovation, experimentation, and material applications through technical skills and computer-aided programs to design jewellery and accessories giving students both technical and aesthetic traits of jewellery designing.

CAREER OPPORTUNITIES

- Jewellery Product Manager
- Jewellery Designer
- Jewellery Maker
- Accessories Designer
- Design Consultant
- Design Educator

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

UEC: Grade B in 3 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:
Level 3 in the related field;
(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:
Pass Level 3, MQF in related field and SPM 1 credit

Certificate:
Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

Others:
International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.0
IELTS: 4.0

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Model Making • Design Theory • Digital Imaging • Solid Modelling • Cultural Studies • Computer Rendering • 3D Conceptualisation • Computer Aided Design • Materials and Processes • Observational Drawing Skills • Colour Analysis in 3D Design • Design Drafting and Rendering • Studio Practice I: Contemporary JD • Studio Practice II: Resin and Acrylic • Studio Practice III: Metal and Wood 	<ul style="list-style-type: none"> • 3D Manipulation • Design Management • Major Design Project • Jewellery Technology • Studio Practice V: Silversmithing • Studio Practice IV: Enamelling and Glass • Academic Research & Communication Skills • Studio Practice VI: Gem Analysis and Stone Setting 	<ul style="list-style-type: none"> • Internship

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Solidwork
- Matrix
- Rhino
- AutoCad



ANG WEI GONG | OCEAN WHISPER



AAYE MYINT MYAT | SOMETHING



KOK LI SIU SARAH | BUTTERFLY DREAM



KHOO JIE YING | AILE D'ANGE



WAN NOOR ARRISA | FEMININE GRACE



ROZITA | ALOFT WALK AWAY

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

The study of Interior Design encompasses the study of both architectural and design contained within a built environment while focusing on the human interface within a given space. This course provides intensive training for students to become professional interior designers. Emphasis is placed on space planning, creative problem-solving, communication skills and knowledge of building materials, construction, computer-aided drafting and the history of design.

CAREER OPPORTUNITIES

- Residential Designers
- Commercial Designers (Office, Retail, F&B)
- 3D Visualisers
- Inspector of Work (Site Supervisors)
- Product Designers (Furniture & Lighting)
- Kitchen and Wardrobe Specialist
- Interior Stylist
- Event Planners (Lifestyle / Entertainment)

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

UEC: Grade B in 3 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:
Level 3 in the related field;
(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:
Pass Level 3, MQF in related field and SPM 1 credit

Certificate:
Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

Others:
International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.0
IELTS: 4.0
Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Colour Studies • Design Studio 1 • Drawing Skills 1 • Drawing Skills 2 • Design Practice 1 • Materials & Finishes • Architectural Drafting • Computer Graphic Skills • Computer-Aided Drawing 1 • Computer-Aided Drawing 2 • Academic Reading & Writing • Creative Concept Development • History of Architecture and Arts • Interior Design Principles & Theory • Building Technology & Construction 1 	<ul style="list-style-type: none"> • Portfolio • Lighting Design • Design Studio 2 • Design Studio 3 • Design Practice 2 • Computer-Aided Drawing 3 • Building Technology & Construction 2 • Furniture History, Design & Application • Academic Research & Communication Skills 	<ul style="list-style-type: none"> • Internship

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- 2D CAD
- 3D CAD
- 3ds Max
- SketchUp



KOH PIK YEE | RECEPTION



JANICE CHAN | INDOOR HERBS FARM



LIM MAN YEE | RETAIL DISPLAY



JEREMY GOH | LOUNGE



NG TARNG JIE | CONTAINER HOTEL



JEFREY WIRIADY | HOTEL LOBBY



RACHEL LEE RONG ZI | KONGSI RAYA

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

2 YEARS, 4 MONTHS | FULL-TIME

Course Overview

This program blends art, design, and technology to equip students with broad-based knowledge, advanced skills, creativity, and entrepreneurship. It fosters visionary professionals capable of addressing media convergence challenges with innovation, aesthetics, and cutting-edge technology.

With a strong industry focus, the course emphasizes practical learning in print and digital media, offering hands-on training with industry-standard tools. Graduates will drive innovation and inspire the next generation of tech-savvy creatives.

CAREER OPPORTUNITIES

- Digital Creative Director
- Junior Art Director
- Digital Designer / Visual Designer
- Graphic Designer
- Motion Graphic Designer
- UI / UX Designer
- Web Designer / Creative Coder
- Illustrator
- Typographer
- Brand and Packaging Designer
- Editorial Designer
- 3D Generalist
- Motion Artist / Creative Technologist

Entry Requirements

MALAYSIAN STUDENTS

SPM / IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

UEC:
Grade B in 3 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Minimum grade of Maqbul in any subject or its equivalent

SKM / SVM:
Level 3 in the related field;
(Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme)

College Community Certificate:
Pass Level 3, MQF in related field and SPM 1 credit

Certificate:
Pass (Level 3, MQF) in the related field with at least a CGPA of 2.00

Other equivalent qualifications recognised by the Malaysian Government.

Pass **Portfolio Review OR Interview** determined by the HEP as required.

INTERNATIONAL STUDENTS

IGCSE / O-Level:
Minimum 3 credits in any subject or its equivalent

Others:
International High School Equivalent

ENGLISH COMPETENCY

MUET: BAND 3.0
IELTS: 4.5

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Design Basic • Design and Culture • Drawing for Designers • Design Thinking & Creative Solution • Fundamentals of Typography • Digital Image Processing • Digital Illustration • Colour Concept • Law for Creative Industry • Introduction to Coding • Layout Design • Brand Identity Design • Digital Photography 	<ul style="list-style-type: none"> • Prepress Technique and Digital Printing • Digital Typography • 3D Techniques • User Interaction Design • Multimedia Authoring I • Multimedia Authoring II • Motion Graphics • Web Development • Online Advertising • Creative Portfolio • Final Project 	<ul style="list-style-type: none"> • Industrial Training

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Bahasa Melayu Komunikasi 1 (International) / Philosophy and Current Issues
- Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu) / Entrepreneurship
- Moral Issues in Malaysian Society
- Integrity and Anti-Corruption

LIST OF SOFTWARE

- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Adobe Dreamweaver
- Adobe XD
- Adobe Lightroom
- Adobe AfterEffect
- Adobe Premiere
- Adobe Animate
- Adobe Media Encoder
- Adobe Character Animator
- Adobe Bridge, Maya
- Cinema 4D
- Visual Studio Code
- Tiled
- Arduino



CASSANDRA NG XIN TONG | KEEP THE BLUE



ELIZA YASMINE | KOMBOOSHI



ANDREA YAP | BIECO



LOUIS NG YAO ZHENG | BREWSENSE



ENABELLE LEE | CHARACTER DESIGN



TIGER LIM | SURROUND

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

3 YEARS | FULL-TIME

Course Overview

The Bachelor of Fashion Design introduces aspiring fashion designers to the fundamentals of fashion and more. Students will learn how to utilise textile technology, familiarise themselves with a fashion designer's studio and develop their fashion senses with design theories. In the studio, a competent fashion designer is expected to be able to create anything from casual wear to haute couture. The fashion designer needs to know how to sketch out ideas, draw them digitally, create patterns, construct outfits, and also understand the properties of fabrics and materials.

CAREER OPPORTUNITIES

- Brand Manager
- Fashion Advisor
- Creative Director
- Fashion Designer
- Fashion Educator
- Production Manager
- Fashion Coordinator
- Fashion Entrepreneur
- Sustainability Consultant

Entry Requirements

STPM/ A-Level:
Grade C (Grade Point (GP) 2.00) in any 2 subjects

UEC:
Grade B in 5 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Grade Jayyid

Foundation / Matriculation:
Minimum CGPA 2.00

**Diploma (Level 4, MQF) /
Advanced Diploma (Level 5, MQF):**
Minimum CGPA 2.00

DKM / DVM / DLKM:
Subjected to HEP Senate / Academic Board's approval (*Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme*)

Others:
Recognised qualifications by the Government of Malaysia

Pass an **interview or submission of portfolio** determined by the HEP as required

English Entry Requirements

Malaysian:

MUET: Band 3.0
GCE O Level /1119 English: Grade D
SPM: English Credit
UEC: Grade B
Cambridge English / Lingua skill: 154

International:

MUET: BAND 3.5
IELTS: 5.0
TOEFL Essentials (Online): 7.5
TOEFL iBT: 40
PTE: 47
Cambridge English / Lingua skill: 154

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Textiles • Fashion Draping 1 • Fashion Draping 2 • History of Costume • Digital Photography • Sewing Applications 1 • Sewing Applications 2 • CAD1 for Fashion Design • Women's Wear Drafting 1 • Women's Wear Drafting 2 • Garment and Composition • Fashion Drawing and Colour Theory 	<ul style="list-style-type: none"> • Project Workshop • Fashion Sketching • Project Management • Fashion Communication • Mini Collection Workshop • Brand Strategy and Identity • Advanced Sewing Techniques • Design Research & Development • Psychology of Design & Human Factor • Contemporary Fashion, Styles & Trends • Advanced Draping & Drafting Techniques 	<ul style="list-style-type: none"> • Internship • Major Studio Project 1 • Major Studio Project 2 • Law for the Creative Industries • Pattern Aided Design, Grading & Costing • Entrepreneurship and New Business Development

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Penghayatan Etika dan Peradaban (local students) / Bahasa Melayu Komunikasi 2 (International)
- Philosophy and Current Issues (Local & International students)
- Creative Thinking / Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu)
- Community Service / Integrity and Anti Corruption

LIST OF SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Gerber Technology



JASMINE AU JIE MIN | TOO MUCH



ADAM NG | ANTI-GRAVITY



NICOLE | MEMOIR



LAI SZE XIN | BALANCE



REBECCA | BREATH OF LIFE

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

3 YEARS, 6 MONTHS | FULL-TIME

Course Overview

Interior designers craft residential, commercial, and urban spaces that significantly influence our daily lives. Skilled professionals in this field can draft floor plans, create 3D renderings, and produce quick sketches to convey their concepts. Students enrolled in the Bachelor of Interior Design (Honours) program will gain insights into the professional world through hands-on projects and assignments.

CAREER OPPORTUNITIES

- Event Planner
- Interior Consultant
- Exhibition Designer
- F&B Interior Designer
- Public Space Designer
- Interior Design Educator
- Hospitality Interior Designer
- Residential Interior Designer
- Commercial Interior Designer
- Product Designer in Furniture / Lighting

Entry Requirements

STPM/ A-Level:
Grade C (Grade Point (GP) 2.00) in any 2 subjects

UEC:
Grade B in 5 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Grade Jayyid

Foundation / Matriculation:
Minimum CGPA 2.00

**Diploma (Level 4, MQF) /
Advanced Diploma (Level 5, MQF):**
Minimum CGPA 2.00

DKM / DVM / DLKM:
Subjected to HEP Senate / Academic Board's approval (*Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme*)

Others:
Recognised qualifications by the Government of Malaysia

Pass an **interview OR submission of portfolio** determined by the HEP as required

English Entry Requirements

Malaysian:

MUET: Band 3.0
GCE O Level /1119 English: Grade D
SPM: English Credit
UEC: Grade B
Cambridge English / Lingua skill: 154

International:

MUET: BAND 3.5
IELTS: 5.0
TOEFL Essentials (Online): 7.5
TOEFL iBT: 40
PTE: 47
Cambridge English / Lingua skill: 154

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Colour Theory • Human Factors • Furniture Design • Design Principles • Computing for Design • Drawing for Designers • Constructing Prototypes • Design Studio Residential • History of Design: Past and Present • Computer Modelling and Technology • Interior Design Material and Technology • Architectural Drawing and Digital Interiors 	<ul style="list-style-type: none"> • Elective 1 • Elective 2 • Design Theory • Sustainable Design • Design Studio Retail • Public Space Design • Design Studio Exhibition • Design Studio Commercial • Building Materials and Technology 	<ul style="list-style-type: none"> • Project Management • Professional Practice • Major Studio Project 1 • Major Studio Project 2 • Major Studio Project 3 • Construction Legislation • Practical Training/ Internship • Law for the Creative Industries

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Penghayatan Etika dan Peradaban (local students) / Bahasa Melayu Komunikasi 2 (International)
- Philosophy and Current Issues (Local & International students)
- Creative Thinking / Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu)
- Malaysian Innovation
- Community Service / Integrity and Anti Corruption

ELECTIVE MODULE

- Modular Design
- Morality & Design
- Design Communication
- Entrepreneurship and New Business Development



LEE ZHEN TING | RECALL



ALEX CHIN KEGAN | RENEWAL OF LIFE



TAN JING XIU | CHUAN CHENG 传承



YEOW WEI LING | MACARON



CHO JIA XIN | MY DESIGN PIZZA

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

3 YEARS | FULL-TIME

Course Overview

The focus of the Bachelor of Graphic Design (Honours) programme is on the job market. Students will graduate with a strong portfolio of practical work and will be industry-ready to produce effective materials for print or online publishing. The programme starts with a foundation period in which students will learn about design principles, drawing skills, typography, creativity and idea development. Students will improve their software knowledge by doing practical work throughout the programme using the Adobe Creative Suite. They will then learn how to apply their designs on print, digital, or interactive platforms with the right media.

CAREER OPPORTUNITIES

- Designpreneur
- Interactive Designer
- Packaging Designer
- Information Designer
- Digital Illustration Artist
- Brand Identity Strategist
- Video and Photographer
- Motion Graphic Designer
- Art and Creative Director
- Print and Editorial Specialist
- Experiential Graphic Designer
- Digital and Social Media Communication Designer

Entry Requirements

STPM/ A-Level:
Grade C (Grade Point (GP) 2.00) in any 2 subjects

UEC:
Grade B in 5 subjects

STPM / A-Level:
Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:
Grade Jayyid

Foundation / Matriculation:
Minimum CGPA 2.00

Diploma (Level 4, MQF) / Advanced Diploma (Level 5, MQF):
Minimum CGPA 2.00

DKM / DVM / DLKM:
Subjected to HEP Senate / Academic Board's approval (*Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme*)

Others:
Recognised qualifications by the Government of Malaysia

Pass an **interview OR submission of portfolio** determined by the HEP as required

English Entry Requirements

Malaysian:

MUET: Band 3.0
GCE O Level /1119 English: Grade D
SPM: English Credit
UEC: Grade B
Cambridge English / Lingua skill: 154

International:

MUET: BAND 3.5
IELTS: 5.0
TOEFL Essentials (Online): 7.5
TOEFL iBT: 40
PTE: 47
Cambridge English / Lingua skill: 154

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Typography • Web Design • Principle of Design • Drawing for Designers • Visual Studies and Exploration • Screenplay and Storyboarding • 20th Century Design & Culture • Print Media and Content Design • Digital and Gen-AI Image Processing • Digital Illustration and Visual Storytelling 	<ul style="list-style-type: none"> • Elective 1 • UI / UX Design • Motion Graphics • Sustainable Design • Digital Photography • Project Management • Integrated Design Project • Brand Strategy and Identity • Environmental Graphic Design • Packaging and Display Design • Social Media Advertising and Design • Information Design and Data Visualisation 	<ul style="list-style-type: none"> • Design Research • Final Major Project 1 • Final Major Project 2 • Professional Practice • Industry Experience • Graphic Design and Society • Law for the Creative Industries • Entrepreneurship and New Business Development

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Penghayatan Etika dan Peradaban (local students) / Bahasa Melayu Komunikasi 2 (International)
- Philosophy and Current Issues (Local & International students)
- Creative Thinking / Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu)
- Community Service / Integrity and Anti Corruption

ELECTIVE MODULE

- Emotion and Motivation
- Business Communication
- Applied Business Challenges
- Psychology of Design and Human Factors

LIST OF SOFTWARE

- Illustrator
- Photoshop
- InDesign
- Lightroom
- Dreamweaver
- AfterEffect
- Premiere Pro
- Media Encoder
- Figma
- Visual Studio Code
- Animate
- Character Animator
- Maya
- Cinema 4D



DEVON LIM ZHI QI | HEINEVERSE



CHO JIA SIN | SLEEPCATCHER



TAI JIA YI | FORBIT



ANIHENG | HE SAYS, SHE FEELS



LEE WAN YU | BE A FISH IN KUKUP



NG SIN YEE | HOO HOO AID



GERARDINE LIM HSI HUI | TARGET LOCKED

INTAKES

JANUARY

MAY

SEPTEMBER

DURATION

3 YEARS | FULL-TIME

Course Overview

The Bachelor of Multimedia Design (Honours) programme covers both theoretical and practical aspects of this exciting career. Students will follow a comprehensive digital media syllabus in graphic design, art history, animation, programming and sound and video production. On the practical side, students will have access to the latest tools in multimedia software, including Adobe Creative Suite, Photoshop and Illustrator, Photography, video editing, web design, animation, 3D graphics and print design are incorporated in this programme.

CAREER OPPORTUNITIES

- Videographer
- Web Designer
- Web Developer
- Content Creator
- Multimedia Artist
- New Media Artist
- Web Programmer
- Interface Designer
- Information Architect
- Motion Graphic Artist
- Online Games Designer
- User Experience Designer
- Interactive Learning Creator

Entry Requirements

STPM/ A-Level:

Grade C (Grade Point (GP) 2.00) in any 2 subjects

UEC:

Grade B in 5 subjects

STPM / A-Level:

Minimum Grade C (CGPA 2.00) in any subject or its equivalent

STAM:

Grade Jayyid

Foundation / Matriculation:

Minimum CGPA 2.00

**Diploma (Level 4, MQF) /
Advanced Diploma (Level 5, MQF):**

Minimum CGPA 2.00

DKM / DVM / DLKM:

Subjected to HEP Senate / Academic Board's approval (*Note: The HEPs are required to conduct screening and provide appropriate bridging courses specific to the discipline of the programme*)

Others:

Recognised qualifications by the Government of Malaysia

Pass an **interview or submission of portfolio** determined by the HEP as required

English Entry Requirements

Malaysian:

MUET: Band 3.0
GCE O Level /1119 English: Grade D
SPM: English Credit
UEC: Grade B
Cambridge English / Lingua skill: 154

International:

MUET: BAND 4.0
IELTS: 5.5
TOEFL Essentials (Online): 8
TOEFL iBT: 46
PTE: 51
Cambridge English / Lingua skill: 160

Other Equivalent English Competency

FIELD OF STUDY

YEAR 1	YEAR 2	YEAR 3
<ul style="list-style-type: none"> • Web Design • Typography • Principle of Design • Drawing for Designers • Multimedia Digital Authoring • Screenplay and Storyboarding • 20th Century Design & Culture • Visual Studies and Exploration • Digital and Gen-AI Image Processing • Introduction to Multimedia Technology 	<ul style="list-style-type: none"> • 3D Techniques • UI / UX Design • Motion Graphics • Sustainable Design • Digital Photography • Project Management • Advanced Web Design • Integrated Design Project • Video & Audio Production • Brand Strategy and Identity • New Media & Interactive Environment • Information Design and Data Visualisation 	<ul style="list-style-type: none"> • Game Design • Design Research • Industry Experience • Professional Practice • Final Major Project 1 • Final Major Project 2 • Law for the Creative Industries • Entrepreneurship and New Business Development

MPU (COMPULSORY GENERAL STUDIES MODULES)

- Penghayatan Etika dan Peradaban (local students) / Bahasa Melayu Komunikasi 2 (International)
- Philosophy and Current Issues (Local & International students)
- Creative Thinking / Bahasa Kebangsaan A (Malaysian without Credit in Bahasa Melayu)
- Community Service / Integrity and Anti Corruption

ELECTIVE MODULE

- Modular Design
- Morality & Design
- Design Communication
- Entrepreneurship and New Business Development

LIST OF SOFTWARE

- Illustrator
- Photoshop
- InDesign
- Lightroom
- Dreamweaver
- AfterEffect
- Premiere Pro
- Media Encoder
- Figma
- Visual Studio Code
- Animate
- Character Animator
- Maya
- Cinema 4D
- Unity

