



UNIVERSITI MALAYSIA SARAWAK

PROGRAMME SPECIFICATION

1. Name of the Award : Bachelor of Computer Science (Software Engineering)(Hons)
2. Credit Value : 130
3. Type of Award : Single Major
4. Awarding Institution : Faculty of Computer Science and Information Technology, Universiti Malaysia Sarawak (UNIMAS)
5. Field of Study : Software Engineering
6. Language of Instruction : English
7. Mode of Study : Full-Time
8. Mode of Delivery : Lecture, tutorial, laboratory, individual/group work, case study, presentation, industrial training, and final year project.
9. Method of Delivery : Conventional

10. Duration of Study :

	Full-Time		Part-Time	
	Long Semester	Short Semester	Long Semester	Short Semester
No of Weeks/Sems	14	-	-	-
No of Sems/Years	2	-	-	-
No of Years	4 (max. 6)		-	

11. Entry Requirements :
- i. Pass in Sijil Pelajaran Malaysia (SPM)/equivalent with at least Credit in Bahasa Melayu/Malaysian Language, Mathematics, and English Language/English 1119 subjects (or July papers);
 - ii. Pass in:
 - Sijil Tinggi Persekolahan Malaysia (STPM, at least CGPA 2.00) with minimum Grade C (Subject Grade Point, SGP 2.00) in *Pengajian Am* and in any other three subjects including Mathematics T, Further Mathematics T, or Computing; or
 - KPM Matriculation / UM Science Foundation Studies / UiTM Foundation Studies (at least CGPA 2.00) with minimum Grade C (SGP 2.00) in any three subjects including Mathematics or Engineering Mathematics; or
 - Diploma or others in relevant fields which are recognized by the Malaysian government and approved by IHL Senate.
 - iii. At least Band 1 in Malaysian University English Test (MUET).

12. Programme Objectives : This program is aimed for :
- i. Producing graduates who are founded in the core knowledge of computer science,
 - ii. Bearing graduates who can think critically and possess high ability to solve problem,
 - iii. Equipping graduates by showing noble professionalism, value and ethics as well as moral,
 - iv. Producing graduates who can demonstrate knowledge sharing ability and obtain latest information and skills,
 - v. Bringing out graduates who have leadership ability and high knack in themselves, and
 - vi. Producing pro-active graduates who are sensitive to the needs of community from time to time.

13. Programme Learning Outcomes (PLOs) : After graduating from this program, the students are able to:
- i. Predominate the knowledge of software engineering,
 - ii. Perform technical and programming skills in system design, development, configuration, and integration,
 - iii. Manage communication skills,
 - iv. Present creative and innovative solutions in relative to problems which need suitable scientific approach,
 - v. Build teamwork skills as well as social responsibility and skills,
 - vi. Find and manage information and perform life-long learning,
 - vii. Build and explore knowledge and skills in entrepreneurship,
 - viii. Practise professionalism, value, attitude, and ethical behaviour, and
 - ix. Demonstrate leadership skills.

14. Classification of Subjects :

No	Course Type	No of Courses	Credit	Credit Percentage
1	Generic Courses	9	12	9.2
2	Faculty Core Courses	17	50	38.5
3	Program Core Courses	12	36	27.7
4	Industrial Training	1	12	9.2
5	Final Year Project I & II	2	8	6.2
6	Elective Courses (from other faculties)	4	12	9.2
	Total	45	130	100

15. Programme Structure :

(a) First Year Courses

Component	Semester 1		Semester 2	
	Subject	Credit	Subject	Credit
Generic Course	TMX1010 – End User Computing * PBI0011 – Preparatory English 1 **	0 0	TMX2012 – IT Tools for Knowledge Workers PBI0021 – Preparatory English 2 **	2 0
Faculty Core Course	TMC1213 – Computer Architecture TMC1233 – Operating Systems TMC1413 – Introduction to Programming TMC1813 – Discrete Mathematics TMC1833 – Calculus TMP1613 – Multimedia Technology	3 3 3 3 3 3	TMC1013 – System Analysis and Design TMC1253 – Communication and Computer Network TMC1433 – Data Structure and Algorithms TMC1853 – Linear Algebra	3 3 3 3
Elective Course			Elective Course I	3
Total	8	18	7	17

* IT Strengthening Course – will be exempted if students passed the IT Proficiency Test (UPIT) which is usually held during early Semester 1.

** Preparatory English Courses – will be exempted if students get Band 4 and above in Malaysian University English Test (MUET).

(b) Second Year Courses

Component	Semester 1		Semester 2	
	Subject	Credit	Subject	Credit
Generic Course	SSX0012 – Islamic and Asian Civilization PBI1012 – English for Professional Purposes PBM2022 – Malaysian Language	2 2 2	SSX0022 – Ethnic Relations PBI1032 – Academic Reading and Writing	2 2
Faculty Core Course	TMC2033 – Database Concept and Design TMC2813 – Introductory Statistics	3 3	TMC2413 – Object Oriented Software Development	3
Programme Core Course	TME2013 – Software Engineering and Application Development TME2073 – Intelligent Systems	3 3	TME2093 – Domain and Requirement Analysis TME2113 – Logic Programming TMT2013 – Multimedia Programming	3 3 3
Elective Course			Elective Course II	3
Total	7	18	7	19

(c) Third Year Courses

Component	Semester 1		Semester 2	
	Subject	Credit	Subject	Credit
Faculty Core Course	TMC3012 – Ethics and Professionalism TMC3613 – Web Based System Development TMP3113 – Project Management	2 3 3	TMY3912 – Industrial Training	12
Programme Core Course	TMI3033 – Expert Systems TMN3053 – System Programming TMP3413 – Software Engineering Laboratory	3 3 3		
Total	6	17	1	12

(d) Fourth Year Courses

Component	Semester 1		Semester 2	
	Subject	Credit	Subject	Credit
Faculty Core Course	TMC4013 – Technopreneurship and Product Development TMP4913 – Final Year Project I	3 3	TMP4935 – Final Year Project II	5
Programme Core Course	TME4013 – Formal Methods TMI3053 – Human Computer Interaction	3 3	TME4033 – Software Quality TMN4093 – Advanced Topics in Software Engineering	3 3
Elective Courses	Elective Course III	3	Elective Course IV	3
Total	5	15	4	14
TOTAL	26	68	19	62

In addition, during semester breaks (December and May-June), the faculty also offers special programs and IT certification courses, such as 3P Program, CISCO, Oracle, Infosys, and Satyam, to increase knowledge and skills of the students.

16. Career Prospects : Programmer, System Analyst, Project Manager, Research Officer, System Designer/Developer, and any other Computer Science or Information Technology (ICT) related jobs.
17. Facilities Available : Hostels, Library/Resource Center, Student Interaction Room, Laboratories, Gymnasium, etc.