Diploma in Graphic Design

(R2/213/4/0074) (MQA/FA 1949) 06/2029

The programme offers a studio-based approach to design thinking and problem solving for visual communication, preparing students to succeed in a fast-paced workplace. In two and three dimensions, learners are introduced to visual concepts. In the second year, students focus on graphic design coursework and studios that address authorship, audience, and medium.

BENEFITS

▸ The biggest benefit of being a graphic designer is than you have the liberty to express your imagination and creativity to the fullest. Whatever you imagine and visualize can be put in the form of display for others to appreciate, admire and even criticize.
▸ Learning new techniques and skills being in the designing industry there are plenty of new skills and technique that you can learn.
▸ Meeting fellow designers opens up scope to learn from them and keep yourself updated. You can even exchange ideas and process and interact with them regarding ongoing projects which could proves beneficial for you in the long run.
▸ A graphic designer has various opportunity to work with prestigious companies, having said that you can enhance your portfolio and make it stronger. Clients too prefer working with designers who have strong and creative portfolios.

CAREER PROSPECTS

• Animation Character Designer
• Art Director
• Client Service Designer
• Creative Director
• Editorial Designer
• Exhibition Designer
• Event Designer
• Gallery / Museum Curator
• Graphic Designer
• Illustrator
• Photographer
• Photojournalist
• Storyboard Artist
• Visualizer

ENTRY REQUIREMENTS

SPM: Minimum 3 credits credits in any subject, or its equivalent OR
STPM: Minimum C (GPA of 2.00) in any subject, or its equivalent OR
STAM: Minimum Maqbul grade credits in any subject, or its equivalent OR
SKM/SVM: Level 3 credits in a suitable field OR
CERTIFICATE: (Level 3, MQF) minimum CGPA of 2.00 or its equivalent OR

For International Students
IELTS: Minimum 5.0

Duration of study
3 year

Credit Hours
94

SUBJECTS OFFERED

YEAR 1
• Pengajian Malaysia 2 / Bahasa Melayu Komunikasi 1*
• Academic English 1
• Principles of Management
• Computer Software Applications
• Basic Graphic Design
• Basic Entrepreneurship
• Academic English 2
• Typography
• Graphic Software 1
• Drawing 1
• Fundamental of Art and Design
• Bahasa Kebangsaan A / Professional Communication
• Professional personality development
• Colour Theory

YEAR 2
• Academic English 3
• Kembara Club (Co-Curriculum)
• Graphic Design History
• Introduction to Desktop Publishing
• 2D Animation
• Organisational Behaviour
• Visual Communication
• Introduction to Web Design
• 3 D Animation
• Contemporary Advertising
• Project Management
• Digital Photography

YEAR 3
• Corporate Identity Design
• Audio and Video Techniques
• Packaging Design
• Project