

StarSpecial

THE STAR, TUESDAY 16 AUGUST 2022

COURSE FOCUS



Taking creativity to the next level

Learn more about these inventive and imaginative studies that encourage its students to think outside the box and face their fears of the unknown.

THE world has seen the multibillion-dollar gaming industry evolve from arcades to consoles to PCs and smartphones in just a matter of decades. However, it does not just stop there. In this ever-evolving industry, we are now being introduced to a whole new world to venture into, the metaverse.

Ushering in a new era of digital connectivity, the metaverse is an integrated network of 3D virtual worlds where people can interact in real-time and engage in a seemingly unlimited variety of virtual experiences across distance, all supported by its own digital economy. Though still in its early stage, it is just a matter of time until the world will see to its massive adaptation.

With 5G networks rolling out and 6G scheduled to arrive in the future, trending technologies such as artificial intelligence (AI), robotics, cloud computing, blockchain and extended reality (XR) – an umbrella term used to describe immersive technologies such as virtual reality (VR), augmented reality (AR) and mixed reality (MR) that merge the physical and virtual worlds – may coincide to power the metaverse.

These technologies are shaping the future of gaming as we know it. Consumers are eyeing newer experiences and more immersive entertainment. As the gaming platforms evolve, the process of creating and designing them has gotten more complex, increasing opportunities to further expand the gaming market. It is a dream come true for game players as they now have a platform with no limitations and plenty of room for experimentation to create a user experience like never before.

Computer science and game

Taking on the exciting digital era by storm



Technology-integrated education enhances learning experience and equips the next generation for the digital era.

enthusiasts look no further, here comes the chance for you to pursue an education in what you love. The One Academy has partnered with DigiPen Institute of Technology USA – the first in the world to offer a bachelor's degree in video game development – to bring exceptional Game Design and Computer Science programmes to Malaysia.

At present, DigiPen The One Academy offers students Diploma in Game Design, Diploma in Computer Science, Bachelor of Arts in Game Design, Bachelor of Science in Computer Science and

Game Design, and Bachelor of Science in Computer Science in Real-Time Interactive Simulation.

These programmes are fully managed and taught by professional instructors from DigiPen's international campuses, mirroring its syllabus. By utilising game design as a teaching medium, it not only makes learning fun and interesting, but facilitates the knowledge of cutting-edge computer science technology, allowing graduates to pursue a future in the fields of science, technology, engineering,

“As the gaming platforms evolve, the process of creating and designing them has gotten more complex, increasing opportunities to further expand the gaming market.”

mathematics and design.

This collaboration with DigiPen brings such education to the next level by completing the nation's game industry chain. From IP and game design, computer engineering and game development to production, we will now be able to do it all. Malaysia will now have a chance to build up its own cross-border games market and become a world-class game developer.

With the constant evolution

of technology, you will be more than prepared and equipped to take on this digital era. Students interested in pursuing an education in the fields mentioned above are invited to get in touch with DigiPen The One Academy to find out more about these exciting new programmes. These courses are set to commence in September this year.

DigiPen The One Academy is the collaborative effort between The One Academy – ranked the World's No.1 Game Art Academy by The Rookies International, and DigiPen Institute of Technology USA, the first school in the world to offer a bachelor's degree in video game development providing comprehensive high-quality diploma and degree education. Choose from Diploma in Game Design, Diploma in Computer Science, Bachelor of Arts in Game Design, Bachelor of Science in Computer Science and Game Design, and Bachelor of Science in Computer Science in Real-Time Simulation.

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Venturing into the digital health sector

HEALTHCARE plays a significant role in society, especially when there is an outbreak of a disease where timely treatment and information dissemination are crucial. Since the Covid-19 pandemic, digital health has dramatically changed how individuals or patients seek medical attention. It has provided us with an alternative and the most efficient way to improve the deficiencies of the existing medical system and speed up the efficiency of medical treatment.

Now, the policymaker is pushing to digitise healthcare at a breakneck pace to make healthcare accessible for all. The main contribution of the digitised healthcare ecosystem lies in three main areas of interest: patient-centric, diagnostics-centric and R&D centric. Examples include telemedicine, medicine distribution, chronic disease management, personalised medicine, clinical trials, tracking and tracing applications such as MySejahtera.

At IMU, the Bachelor in Digital Health (Honours) programme blends Information and Communication Technologies (ICT), Data Analytics and Healthcare components, allowing graduates to be more knowledgeable about healthcare organisations, systems and regulations, needs and problems. It is the first undergraduate programme in Malaysia and in South-East Asia that focuses on digital health. The programme aims at equipping students with an in-depth understanding and know-how of the healthcare field, particularly in digital health.

The programme is embedded with research-led teaching and an up-to-date structure to meet the ever-changing needs of the IT and healthcare industries. In addition, students have the opportunity to work in a digital health company or hospital in their final semester for about 20 weeks as part of the industrial training.



The Bachelor in Digital Health (Honours) programme aims at equipping students with an in-depth understanding of the healthcare field.

A professional in digital health works with patient records and data in a healthcare setting and is often employed by healthcare providers such as clinics and hospitals, pharmaceutical companies, commercial insurance companies, medical device manufacturers and governmental or other policy-focused institutions. A digital health professional can also work in project management, analytical, consulting or support capacities depending on the organisation's needs.

"Leveraging on the diversity of university

teaching staff – including in computer science and informatics, biomedical, clinical and health sciences – alongside that of external industrial partners, the Digital Health programme will deliver training across the breadth of computing-related to digital health applications such as programming, application development, data analytics including machine learning, artificial intelligence and digital healthcare ecosystem," says Dr Tan Ee Xion, IMU's senior lecturer and Digital Health programme director.

It is a three-year programme and with the first intake in July and September. Those who joined in July will start the general studies (MPU) modules, followed by the first semester of the Digital Health programme.

The Digital Health programme is open to students from any discipline with at least a Matriculation or foundation study, with a minimum CGPA of 2.0 and a credit in Mathematics at SPM level or its equivalent, or a pass in STPM with a minimum Grade C (GP 2.0) in any two subjects and a credit in Mathematics at SPM level or its equivalent. The programme is also open to diploma holders in any discipline, subject to a rigorous internal assessment process.

After the three-year Digital Health undergraduate programme, students can progress to the Master in Health Informatics and Analytics at IMU. It is a one-year full-time Master's programme, which provides the perfect pathway for Digital Health undergraduates who intend to pursue health informatics and analytics. Students will focus on linking and analysing large complex datasets, using techniques that transform medical research and create exciting new commercial opportunities in the healthcare sector.

The commencement of the Bachelor in Digital Health (Honours) programme is in July and September of each year. If you are interested to join this programme, apply online at www.imu.edu.my.

If you have just completed your SPM and do not have a pre-university qualification, consider enrolling in the one-year IMU Foundation in Science (FiS), the direct route for entry into any of the university's degree programmes.

■ For more information, call 03-2731 7272, email start@imu.edu.my or visit www.imu.edu.my.



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Disability in a pandemic

THE Covid-19 pandemic has impacted many, and a group that has been severely affected are people with disabilities living in poverty, as seen in the research conducted by Dr Dyah Pitaloka, senior lecturer from Monash University Malaysia's School of Arts and Social Sciences. She shares her findings and how they may, in turn, benefit this group.

Parman, 41, is a masseur with visual impairment who supports his family. While he's used to people treating him as someone unfit for other work, he's resilient to prove that he can earn a decent living with the training he received. However, the pandemic changed it all for Parman.

"I could no longer work because of the restrictions. I will usually contact my neighbour who works as a motorcycle driver to take me to the bus stop where I will travel for half an hour and then walk to the nearby neighbourhood to promote my service. But with Covid-19, the problem isn't just finding transportation but also that nobody wants to use my service because of social distancing," he shares.

Similarly, Tran – also visually impaired – says the social distancing requirement has resulted in her distancing herself from more things than ever. Her biggest challenge is learning. "Teachers used platforms that were inaccessible to people like me. Patchy Internet connection was a constant issue, making it difficult for me to keep up with learning materials. Life is harder than before, but I have to be patient and do my best with what I have," says Tran.

These stories show how people with disabilities faced many challenges during the pandemic. If life were difficult for them before, it is even more so now as they not only have to deal with the health aspect of the virus but also the social relevance of it.

Dr Pitaloka aims to create awareness of these challenges in her research paper titled "A Tale of Triple Advantages: Coping with Disabilities and Poverty in Rural Java, Indonesia." Together with her research colleague Abdul Rohman, she started the research at the end of last year.

"I wanted to examine the inequality and social resonance as to how the pandemic had shaped in this context for people with disabilities, particularly those living in poverty in rural areas. I also wanted to highlight how differently abled people used technology to seek information during this global scale of crisis compared to those

living with disabilities," she shares about her research objective. Dr Pitaloka also says that a gap has always been present in this marginalised community and this gap is even more apparent now.

"People with disabilities are almost always never in the equation when it comes to policies and decision making. Research further shows that they rarely become a priority in the pandemic response. Therefore, I felt there was a real urgency to capture these voices and narratives to show their vulnerability with a bigger impact than those without disabilities. Research also shows that people with disabilities are four times more likely to die or be injured during a disaster," says Dr Pitaloka.

With research like Dr Pitaloka's, the most common method would be to conduct face-to-face interviews with subjects. However, as her research was conducted during the pandemic and with lockdowns in effect, Dr Pitaloka had to be creative with her method yet make certain that it would reflect the reality of her subjects' experiences. There were 60 participants with various impairments, and 80% worked as handicraft makers. To obtain data, Dr Pitaloka had to rely on the story-telling method where participants would talk about themselves and write a short story each.

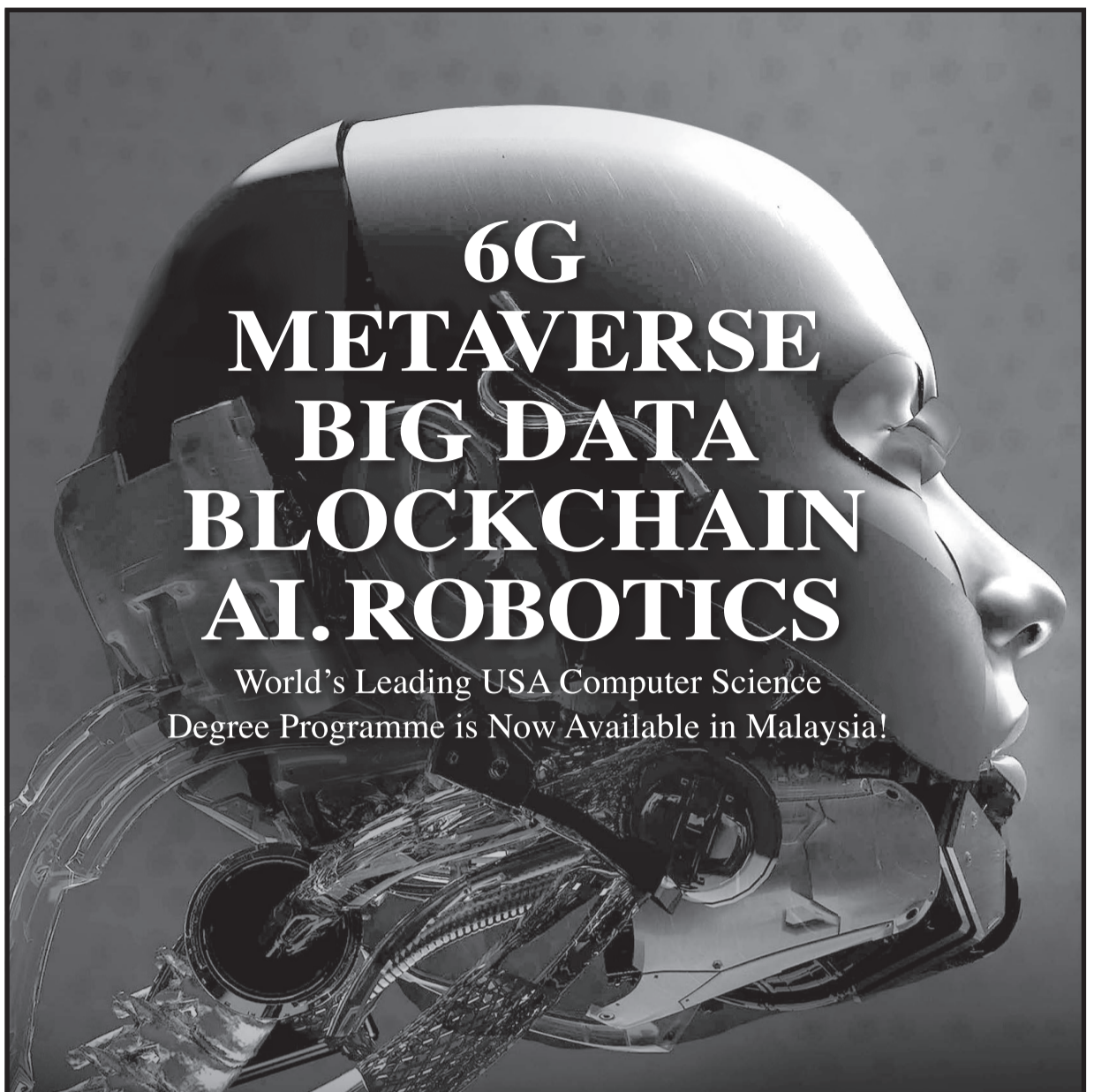
"The participants were more comfortable doing it this way. Because of their different limitations, they could find their own pace and ability to contribute their stories to the research," she says.

Dr Pitaloka says research findings confirmed that the Covid-19 pandemic had reinforced social inequality in people with disabilities living in poverty and rurality, experiencing even more difficulties than the general population. "Findings reveal that health, economic and political dimensions of the pandemic and its policy did not spare people with disabilities from structural exclusions," wrote Dr Pitaloka in her research paper. Interestingly, the research also reveals that despite their reality, the participants remained positive in their efforts to move forward and seek alternative solutions.

Dr Pitaloka shares, "Our next phase will be to produce a policy paper based on our research to be shared with disability organisations, local government offices and those involved with policy making to spread the word and highlight the needs of this particular group in terms of emergency responses, access and involvement in policy making. We held several stakeholders' meetings and have collaborated with people with disabilities organisations to collaborate on producing information concerning Covid-19 as well as access to data and resources that are user friendly to people with disabilities."



Dr Dyah Pitaloka.



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DigiPen USA is the first school in the world to offer a bachelor's degree programme in video game development. Through this collaboration, The One Academy has stepped up to the challenge to lead the game development industry in Southeast Asia.

DigiPen The One Academy now offers five top-grade Computer Science & Game Design programmes catering towards the golden career opportunities in Malaysia. Led by a team of professional educators from DigiPen's international campuses and mirroring their syllabus from the USA, these programmes train students by utilising game design as a teaching medium to not only make learning fun and interesting, but also facilitate the knowledge of cutting-edge computer science technology. Upon graduating, they can pursue careers in not only computer science and game design, but even develop their own games or business and take on innovative tech trends such as the Metaverse, AI, AR, Blockchain, Big Data, Cloud Computing and more.

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Arming tomorrow's cybersecurity experts

CYBERSECURITY is becoming one of the fastest growing professions and the demand for skilled professionals is now even more critical.

According to Ts Lim Mei Shyan, principal lecturer from Tunku Abdul Rahman University College's (TAR UC) Faculty of Computing and Information Technology (FOCS), the more digitalised processes are involved, the higher the likelihood systems will have vulnerabilities. Hence, more information security professionals are needed to work in tandem with IT practitioners to regularly reinforce company systems, applications, equipment

and devices.

"There has definitely been a boom in Malaysia's digital landscape as compared to five years ago. Local industries including SMEs and SMIs have or will be undergoing more digital transformations to maintain a competitive edge and fulfil consumer demands," she says.

Offered since 2013, TAR UC's Bachelor of Information Technology (Honours) in Information Security programme conducted by FOCS is designed to equip students with skills and knowledge in various areas of information technology with specialisation in information security. Apart from the

FOCS' Cyber Warfare Training Lab provides students with the opportunity to gain hands-on experience, enabling them to expand their areas of expertise and make them all-rounded cybersecurity professionals.

fundamentals of information security which include Internet Security, Software Security, Vulnerability Assessment and Penetration Testing, Information Assurance and Security, students will also learn about Computer Networking, Software Development and elective courses such as Digital Forensics, Network Forensics, Artificial Intelligence, Blockchain Application Development, Mobile Application Development, Internet of Things and Cloud Computing.

The programme structure was designed based on the Body of Knowledge of the Malaysian Qualifications Agency Computing programme standard as well as the domains of (ISC)2 Certified Information Systems Security Professional (CISSP) certification, CISCO Certified Network Associate (CCNA), CompTIA Security+, CompTIA PenTest+ and EC-Council Certified Ethical Hacker (CEH) which are the industry benchmarks for graduates from information technology and information security backgrounds.

Students of the programme are also given the opportunity to take the CCNA or CompTIA Security+ professional certifications prior to graduation.

With more than 20 years' experience in the higher education sector, Ts Lim shares,

"It is always challenging for information security professionals to protect a company's assets, data and systems as there are too

many attack vectors in the companies' systems that can be compromised. Due to the rapid changes in technology, one would need to understand how things work and how they can be compromised, only then would we know how to protect them from potential cyber-attacks. One would also need to be resilient when faced with challenges to solve cybersecurity problems quickly to reduce the impact of the damage.

"Do not limit your career options only to cybersecurity professionals. Even if you are employed as a web developer or mobile app developer, you must learn how to develop a secure website or application. As the saying goes, the best defence is a good offence."

Recognised as a Premier Digital Tech Institution by the Malaysia Digital Economy Corporation in 2017, 2019 and last year, TAR UC is well known as a top provider of digital talents in the country.

TAR UC's October and November intakes are currently in progress. Prospective students are encouraged to apply online at www.tarc.edu.my. Attractive scholarships are also available at TAR UC based on academic merit and sibling discount for qualified students.

■ For more information on security or other IT programmes offered by TAR UC, visit www.tarc.edu.my/focs.

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Becoming the next designer

WITH advanced technology and the increase of self-media software enabling easier editing of pictures and video creation, anyone can be a designer. It raises the concern among the public about why they should learn design as a formal tertiary education. Raffles University shares the top five unique characteristics of its design tertiary education programme.

1. Personalised learning

The best practical design programme enables students to explore the industry and look for their interests. It develops students' strengths and emphasises their advantages. This can be done through a small class approach to ensure engagement between lecturers and students.

2. Industry ready

A comprehensive design programme should meet industry standards, not only through internships but through actual industry projects. Industry panels are invited to provide their industrial feedback which enables the students to understand the needs of the industry.

3. Practice-based programme

Design should not only focus on digital or paper output but also ensure the final products work. For example, a good packaging design requires students to consider a fancy design, the measurement of the packaging and the feasibility of the packaging. Also, to better encourage students, most tertiary education institution will hold an exhibition to showcase students' final products.

4. Analytical thinking

Design thinking is the centre of the design process. While studying for a diploma or degree in design, students are required to go through a design process, which begins with problem identification, research, survey and prototype before the final artwork is created. To better emphasise entrepreneurial spirit, students will have to consider the right marketing channels to showcase the product.

5. Creative and innovative thinking

Being innovative is the core value students should have to align with the developments of the industry. Hence, cross discipline knowledge such as artificial intelligence and psychology are now highlighted in the design of tertiary education.

The above points fall under the concept of doing while learning at Raffles University that is applied in all design programmes, including fashion design, graphic design, multimedia design, interior design and digital game art.

In addition to the five points, completing a recognised diploma or degree programme in a tertiary education institution indicates that the certification is accredited by the Malaysia Qualifications Agency.

■ For more information, scan the QR code on Raffles University's posters or visit raffles-university.edu.my.

An exciting future in fashion design awaits

STEPPING into the world of fashion for young fashion aspirants is a dream come true. If deconstructing various looks, recreating looks and experimentation is your forte, then fashion design is the field for you.

The Fashion Design and Pattern Making programme offered at ESMOD Kuala Lumpur is modelled after the education one would receive from one of the best-known fashion capitals of the world, Paris.

This three-year programme, based on syllabus from ESMOD Paris – the world's first fashion design school with over 180 years of history – combines the creative element in Fashion Design and the practical skills in Pattern Making, which includes the process of draping, cutting and sewing. The combination of these disciplines is what gives ESMOD's methodology its added value and gives its graduates their unparalleled expertise.

Students of ESMOD Kuala Lumpur learn both fashion design and pattern making concurrently, with the course's objective emphasising on imagination, creativity and intelligence to create and recreate the fashion culture and lifestyle. The state-of-the-art machinery and famous imported Lavigne draping mannequins facilitate students' hands-on training while allowing them to apply and execute their ideas and fashion theories.

Its education board comprises actively practising professionals in the fashion industry. Top-notch professionals approved by ESMOD International are invited to conduct lectures, maintaining a high standard of academic quality and enabling students to be exposed to the contemporary practices of the real-world fashion industry.

In its latest initiative, ESMOD Kuala Lumpur/The One Academy welcomed Rima Kazumyan on board its teaching team as an international industry mentor to personally guide the Fashion Design students on the development of their Final Year Collection. A brief background on Rima; she is a senior fashion designer in the style office of Emporio Armani in Milan, Italy. With an extensive working experience of 15 years with the world-famous brand, she is the force behind its ready-to-wear menswear collection.

Apart from sharing her ideas and insights in the fashion design area, she also coaches the students by giving her views and critiques while guiding them

throughout their final year projects and nurturing them to be on par with the international industry's level.

This collaboration with a prominent figure in the fashion design world not only elevates the students' grasp of fashion design knowledge and skills but also ensures that they are trained to be market-ready, benefitting young designers as well as the fashion design industry as a whole.

This fated connection between The One Academy and Rima began when the academy had invited the prominent fashion designer to conduct a sharing session in last year's Virtual International Design and Creative Masterclass. The virtual masterclass is an initiative that aims to boost and nurture creativity among the young generation, inspiring them to bring forth their talents in this thriving creative era.

In their final year of study, the realisation of a personal collection will become the students' main focus. They will pick a specialised area of womenswear, menswear or both, allowing them to discover and express their own individual styles as they learn in-depth skills relating to trends and materials. Students are trained to organise and run their very own fashion show during their graduation, allowing them a hands-on experience in everything related to the fashion industry and explore its other aspects such as marketing, event organising and engaging with experts and the public.

An exciting and innovative industry with a wide scope of careers across the globe, graduates are ready to step into the workforce as a fashion designer, fashion illustrator, stylist, costume designer, textile designer, fashion buyer, trend forecaster, visual merchandiser, fashion editor or establish their own designer label.

ESMOD has a network of 20 schools in 13 countries globally with every school applying the same top-notch syllabus as ESMOD Paris. Catering to the growing demand for an international fashion school in Malaysia, The One Academy joined the network as ESMOD Kuala Lumpur to provide youths a chance to learn from one of the world's top fashion schools locally.

Just like The One Academy's commitment to the 'Masters Train Masters' coaching philosophy, ESMOD Kuala Lumpur students are nurtured

with the best Parisian fashion design education through comprehensive syllabuses that cover not only the creative-based fashion designing but also high-level practical techniques of pattern-making which are led by experienced international fashion designers, most of whom hail from Paris, the fashion capital of the world.

■ For more information, call 03-5637 5510, email esmod@toa.edu.my / info@toa.edu.my or visit www.esmod.edu.my.



The catwalk runway during an ESMOD Graduation Fashion Show.



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Rima Kazumyan is a senior fashion designer at Emporio Armani's menswear division.



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For over three decades, students' international achievements and providing world-class education has always been The One Academy's first priority. Receiving international recognition for our efforts, we pledge to continue holding steadfast to our "Masters Train Masters" teaching philosophy and together with our exceptional team of educators, provide unmatched creative education to boost Malaysia's creative economy and become Asia's creative hub.

The One Academy International Standard Diploma & Degree Programmes

Computer Science & Game Design

KL (N/481/4/0836)(10/26)(MQA/PA14945), (N/481/6/0831)(3/26)(MQA/PA14163) & (N/213/4/0373)(8/26)(MQA/PA14946), (N/213/6/0356)(12/25)(MQA/PA14164)

Computer Science in Real-Time Interactive Simulation

KL (N/481/6/0832)(3/26)(MQA/PA14161)

Digital Animation with Game Development

KL (R/213/4/0289)(11/26)(A7675) & PG (R/213/4/0222)(8/25)(A11080)

Film Visual Effects (VFX)

KL (N/213/4/0327)(10/22)(MQA/FA8826)

Illustration, Movie & Game Art

KL (R/213/4/0317)(11/26)(A7674) & PG (R/213/4/0219)(3/25)(A11082)

Interior Architecture & Design

KL (R/214/4/0185)(10/22)(A7587), (R/581/6/0045)(2/24)(MQA/FA11216) & PG (R/214/4/0132)(4/25)(A11083)

Paris Fashion Design & Pattern Making

KL (R/214/4/0056)(10/22)(MQA/FA1580)

Advertising & Graphic Design

KL (R/214/4/0152)(4/26)(A1826), (R/213/6/0135)(11/23)(A9123) & PG (R/213/4/0220)(3/25)(A11079)

Digital Media Design

KL (R/213/4/0290)(11/28)(A7609), (R/214/6/0086)(10/23)(A9124) & PG (R/214/4/0221)(5/25)(A11081)

Fine Arts

KL (R/211/4/0008)(3/23)(MQA/FA1738)

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22/10/22



Students can chart their futures with First City UC.

Study, work and live

WHEN First City University College (formerly KBU International College) was established in 1990, the institution had already envisioned that it would be in a position to offer students an exclusive environment or ecosystem where a student could study, work and live.

In other words, students could chart their futures beyond their graduation when they join the institution. This vision is made possible because First City UC was established by the First Nationwide Group, the owner and developer of the Bandar Utama township and commercial district in Petaling Jaya, Selangor.

The bustling Bandar Utama City Centre (BUCC) is currently the location of choice for many commercial and business entities including multinational companies. BUCC is also home to the Group-owned, 1Utama Shopping Centre, Centrepoint Bandar Utama and two hotels, One World Hotel and Avante Hotel. There are also many commercial buildings and office towers within the vicinity of BUCC such as the multi-dimensional First Avenue, 1 Tech Park, Menara IBM and KPMG Tower which are all tagged with the coveted MSC status and 1 Powerhouse, the 28-storey centre for business and commerce.

It is for this reason that all programmes currently offered at First City UC are not only industry-driven but cater to the needs of the various business or commercial sectors in the vicinity of BUCC.

First City UC currently offers programmes in Business, Computing/Information Technology, Design and Built Environment, Engineering, Hospitality and Tourism Management, and Mass Communication.

This exclusive environment or ecosystem for a student to "Study, Work and Live" enables students to complete their globally recognised qualifications at First City UC and upon graduation, seek employment opportunities which are abundantly available within Bandar Utama itself. Graduates of First City UC can also opt for Bandar Utama as their ideal place to live, where various housing and residential options are made available and accessible to them.

In a nutshell, students who study at First City UC can chart their futures right from the

"This exclusive environment or ecosystem for a student to "Study, Work and Live" enables students to complete their globally recognised qualifications at First City and upon graduation, seek employment opportunities which are abundantly available within Bandar Utama itself."

outset. When they graduate, they are privileged to be part of the business community networks at BUCC and the exciting living community of Bandar Utama if they choose to remain where they are after their graduation.

First City UC's September and October intakes are now in progress. Visit the university's Be Inspired! Open Day on Aug 20 and 21 (Saturday and Sunday) and join the Student Experience and Engagement sessions and other hosts of activities. Meet the university's Academics and Student Advisors for personalised guidance on academic programmes and scholarships/ financial assistance.

■ For more information, call 03-7735 2088, Whatsapp 016-301 8166 or 016-302 8166 or visit www.firstcity.edu.my.



First City UC located in the bustling Bandar Utama City Centre has a full-fledged campus with on-campus accommodation.