

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.



DURATION OF STUDY

Duration of Study:
Full-time 3 years
Part-time 5 years

CAREER PROSPECTS

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



CITY UNIVERSITY JOHOR BAHRU CAMPUS

G-01, Ground Floor, Menara Selia, Persiaran Southkey 1, Kota Southkey, 80150, Johor Bahru, Johor

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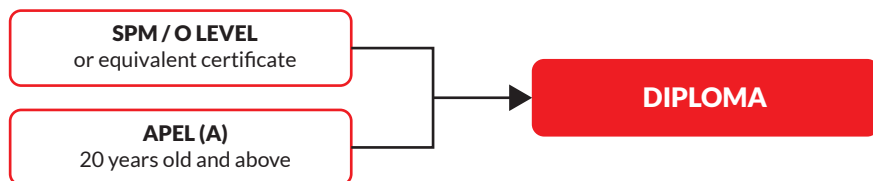
ENTRY REQUIREMENTS

- A pass in SPM with a minimum of three (3) credits in any subject, or its equivalent; **OR**
- A pass in STPM with a minimum of Grade C (GP 2.00) in any subject, or its equivalent; **OR**
- A pass in STAM with a minimum grade of Maqbul; **OR**
- Pass SKM (Level 3, MQF) in relevant fields (HEP is required to implement a screening and bridging program which correspond to the program field) **OR**
- A Certificate (Level 3, MQF) in a related field with minimum CGPA of 2.00 or its equivalent;
AND Pass an interview **OR** submission of portfolio determined by the HEP as required.

ENGLISH COMPETENCY REQUIREMENT (INTERNATIONAL STUDENT)

Malaysian University English Test (MUET) with Band 2 **OR** its equivalent.

PATHWAYS



SUBJECTS OFFERED

YEAR 1

- Pengajian Malaysia / Bahasa Melayu Komunikasi 1*
- Academic English
- Principles of Management
- Computer Software Applications
- Basic Graphic Design
- Basic Entrepreneurship
- 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
- AI Driven Creative Thinking
- Graphic Design History
- Introduction to Desktop Publishing
- 2D Animation
- Organisational Behaviour
- Visual Communication
- Introduction to Web Design
- 3D Animation
- Contemporary Advertising
- Project Management
- Digital Photography
- Drawing 2
- Leadership
- Graphic Software II

YEAR 3

- Corporate Identity Design
- Audio and Video Techniques
- Packaging Design
- Project



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