

Doctor of Philosophy (Computer Science)

MQA/FA7170

ADMISSION REQUIREMENTS

- Possess a Master's degree in Computing or its equivalent from any university approved by the Senate; OR
- Possess a Master's degree or its equivalent in any field other than Computing may be accepted, provided that the applicant has a Bachelor's degree in Computing; OR
- 3. Candidates who are registered as Master candidates at the Universiti Malaysia Sabah and have obtained approval to upgrade by the Faculty's Postgraduate Committee and approved by the Senate; AND
- 4. Fulfil other requirements set by the Senate: Degrees awarded by local/private institutions of higher learning, including those awarded under any collaborative/franchising schemes with local or foreign partners, must be accredited by the Malaysian Qualifications Agency (MQA).

English Language Proficiency Requirements

- International applicants or non-English speaking countries applicants must have at least IELTS Band 6.0 or TOEFL score of 60 (Internet-based) / 500 (paper-based) or MUET Band 4.0;
 OR
- Fulfill the general language requirement outlined by the university.

Requirements Before Submitting Notice of Thesis Submission

Fulfil the minimum candidature durations of 4

semesters (Full Time) and 6 semesters (Part

Fulfil the English Language Proficiency

Pass the Research Methodology Course

Present Progress Reports as required by the

Pass the Proposal Defence

No Requirements

Requirement*

Pass the Pre Viva

faculty

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Criteria on Conferment of Degree

- Produce at least two (2) article published / accepted in Scopus / WoS indexed journals before submitting the final thesis.
- 2. Present research work at least once at any conference and publish in Scopus indexed proceedings.

DURATION OF STUDY

Full Time 4 - 8 semesters | Part Time 6 - 12 semesters

PROGRAMME STRUCTURE

Study areas under the Doctor of Philosophy in Computer Science programme are:

- 1. Nature-inspired Computational Intelligence
- 2. Evolutionary Robotics, Behaviour-Based Robotics
- 3. Artificial Neural Networks
- 4. Evolving Game Al
- 5. Multi-Objective Optimization and Metaheuristics
- 6. Agent Technology
- 7. Semantic Technology
- 8. Natural Language Processing
- 9. Image Processing
- 10. Sentiment Analysis
- 11. Augmented Reality
- 12. Neuroinformatics

FEES	LOCAL (MYR)		INTERNATIONAL (MYR)
	FULL TIME	PART TIME	FULL TIME
Registration	580.00	580.00	2,930.40
Semester 1	2,143.00	2,033.00	4,620.00
Semester 2	2,118.00	2,008.00	4,620.00
Semester 3	2,143.00	2,033.00	4,620.00
Semester 4	2,118.00	2,008.00	4,620.00
Semester 5	2,143.00	2,033.00	4,620.00
Semester 6	2,118.00	2,008.00	4,620.00
Viva Voce	1,500.00	1,500.00	1,500.00

Graduate On Time Schedule

Semester	Activities	Milestone	Assessments
1	Attend Research Methodology Course Write research proposal Learn to use reference manager software (Mendeley) and document preparation system (LaTeX)	 Pass Research Methodology Course Pass Proposal Defence Pass Progress Report 	Research Methodology Course Proposal Defence Progress Report
2	 Write thesis chapter 1 (Introduction) Attend Research Literacy Course 	Pass Progress Report	 Progress Presentation Progress Report
3	 Write thesis chapter 2 (Literature Review) Attend Research Literacy Course Write review/survey paper 	Submit review/survey paper to a Scopus/WoS indexed journal Pass Progress Report	Progress PresentationProgress Report
4	Write thesis chapter 3 (Methodology)Attend Research Literacy Course	Pass Progress Report	Progress PresentationProgress Report
5	 Conduct experiment or field work Write thesis chapter 4 (Results and Findings) Attend Research Literacy Course Write journal article 	 Present research work at a conference Submit article to a Scopus/WoS indexed journal Pass Progress Report 	Progress PresentationProgress Report
6	 Write thesis chapter 5 (Conclusion) Write journal article (optional) Prepare a complete thesis 	Submit article to a Scopus/WoS indexed journal (optional) Submit Thesis	Pre-VivaVivaThesis