



UMS
UNIVERSITI MALAYSIA SABAH



**Faculty of
Computing
& Informatics**

Master of Information Technology



Faculty of Computing and
Informatics (FCI), Universiti Malaysia
Sabah, Jalan UMS, Kota Kinabalu,
88400, Sabah, Malaysia



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SCAN TO APPLY



ADMISSION REQUIREMENTS

- (i) A Bachelor's degree (Level 6, MQF) in Computing or related fields with a minimum CGPA of 3.00, as accepted by the university Senate; OR
- (ii) A Bachelor's degree (Level 6, MQF) in Computing or related fields with a minimum CGPA of 2.00 and not meeting a CGPA of 3.00 can be accepted subject to a thorough rigorous assessment by the faculty; OR
- (iii) A Bachelor's degree (Level 6, MQF) in Non-Computing field with a minimum CGPA of 2.50 can be accepted subject to a thorough rigorous assessment by the faculty to identify the appropriate prerequisite courses that equivalent to their working experience in the Computing or related fields; OR
- (iv) A Bachelor's degree (Level 6, MQF) in Non-Computing field with a minimum CGPA of 2.50 can be accepted subject to appropriate prerequisite courses; OR
- (v) Other qualifications equivalent to a Bachelor's degree (Level 6, MQF) in Computing or related fields recognised by the Government of Malaysia must fulfil the requirement on item i or ii.

English Language Proficiency Requirements (International Candidates only)

- (a) International applicants or non-English speaking countries applicants must achieve a minimum of Band 4 in MUET or equivalent to CEFR (Low B2) such as Band 5.5 in IELTS, score of 46 in TOEFL iBT and score of 51 in PTE; OR
- (b) Fulfil the general language requirement outlined by the university.

Criteria on Conferment of Degree

- Produce at least one (1) article published / accepted in Scopus / WoS indexed journals before submitting the final dissertation.
- Present research work at least once at any conference.

DURATION OF STUDY

Full Time 2 – 6 semesters | Part Time 4 – 8 semesters

PROGRAMME STRUCTURE

The study areas include, but are not limited to:

- Human-Computer Interaction
- User Experience
- Gamification & Serious Games
- Creative Computing
- Decision Support Systems
- Information Systems
- Digital Transformation
- E-Commerce
- Visual Analytics and Information Visualization
- Innovation and Digital Entrepreneurship

FEES	LOCAL (MYR)		INTERNATIONAL* (MYR)
MODE	FULL TIME	PART TIME	FULL TIME
Registration	730.00	730.00	3080.40
Semester 1	2033.00	1923.00	4380.00
Semester 2	2008.00	1898.00	4380.00
Semester 3	2033.00	1923.00	4380.00
Semester 4	2008.00	1898.00	4380.00
Semester 5	2033.00	1923.00	4380.00
Viva Voce	1000.00	1000.00	1000.00
Total Fees	11,845.00	11,295.00	25,980.40

Note: *The fee amount may vary due to the implementation of the Sales and Service Tax (SST).

Graduate On Time Schedule

Semester	Activities	Milestones	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 dissertation chapter 1, 2 and 3 (Introduction, Literature Review and Methodology) - Attend Research Literacy Course - Write review/survey paper	- Submit review/survey paper to a Scopus/WoS indexed journal - Pass Progress Report	- Progress Presentation - Progress Report
3	- Conduct experiment or field work - Write dissertation chapter 4 (Results and Findings) - Attend Research Literacy Course	- Present research work at a conference - Pass Progress Report	- Progress Presentation - Progress Report
4	- Write dissertation chapter 5 (Conclusion) - Write journal article - Prepare a complete dissertation	- Submit article to a Scopus/WoS indexed journal - Submit Dissertation	- Pre-Viva - Viva Voce - Dissertation