

ART  
AND  
DES  
IGN

A DECADE  
OF DESIGNING  
GOOD AND  
BEYOND



# YOUR FUTURE BUILT TODAY

At INTI, our mission is to bridge the needs of tomorrow through the competencies our students gain today, empowering them to become the leaders, innovators and game changers of the future. We are committed towards ensuring our students gain the competencies needed for the workplace of the future, and to work alongside the digital transformations driving today's global businesses in the **Fourth Industrial Revolution**.

FROM ASIA'S FINEST TO THE WORLD'S ELITE

RANKED IN THE  
**TOP 600** UNIVERSITIES  
IN THE WORLD



RANKED IN THE  
**2023 QS WORLD UNIVERSITY  
RANKINGS: ASIA**



**35+**  
years of empowering  
young minds

**4**  
campuses across  
Malaysia

**13,000+**  
students currently  
served

**1,000+**  
employees  
nationwide

**86,000+**  
graduates whose  
lives we have touched

INTI GRADUATE  
EMPLOYABILITY SURVEY  
2017 VALIDATED BY BDO

**99%**

of INTI graduates  
are employed  
within **6 MONTHS**  
of graduation

**91%**

of INTI graduates  
are **PAID HIGHER**  
than the market  
minimum average

**60%**

of INTI graduates  
**get job offers BEFORE**  
they graduate



international  
council of  
design

member  
2023



#### REALISTIC CURRICULUM BY INDUSTRY PROFESSIONALS

To ensure students are job-ready on graduation, the curriculum is regularly vetted and assessed based on input from industry representatives. INTI also holds an annual Industry Advisory Board evaluation where invited leaders and employers give their input in regards to the needs of the working world and what the industry needs from graduates. This is reflected in the curriculum, with students being given regular exposure via realistic work projects with employers as well as international study tours and field trips where they can gain further exposure and insight.

Students have the opportunity to visit world-famous centres of design in South East Asia and the UK. Due to the rigorously intense curriculum, class sizes are kept small to ensure maximum effectiveness for students. Students are also granted access to an international virtual classroom where invited lecturers worldwide are able to teach remotely to offer truly world-class education under one roof.

#### EXTENSIVE INTERDISCIPLINARY PROJECTS WITH EMPLOYERS

Students are given extensive exposure to real-world projects during the course of their programme along with the opportunity to work with fellow students from different artistic disciplines. Students from the fashion design programme were selected as Royale Demure designers to work on the MF Cosmetique launching project. The Royale Demure is the first crowdfunding platform in Malaysia that is specific to fashion design collection.

The World Wildlife Fund (WWF) has also collaborated with INTI, working with its students to accomplish a revamp of their PJCC office which now enjoys eye-catching, attractive visuals that mirror the values of the organisation. INTI is also a regular participant at the Malaysian Fashion Week and two of its students won 1<sup>st</sup> and 2<sup>nd</sup> runner-up in the Aspiring Competition category.

The faculty worked together with MODA, Fashionvalet, IMARET and local fashion designers like Khoon Hooi, Melinda Looi, Keith Kee and Key Ng to successfully produce 161 PPE gowns and 200 pairs of shoe covers during the pandemic.

## INTI CENTER OF ART & DESIGN

INTI has established the INTI Center of Art and Design (ICAD) at Subang campus that offers the full suite of art and design programmes along with the state-of-the-art facilities. Other than physical facilities, ICAD emphasizes on regular curriculum revamping, where feedback from different stakeholders are collected to create the most robust and industry-relevant curriculum. Staff professional development is an on-going faculty initiative to develop staff knowledge, skills and abilities in inspiring students through teaching. Through this initiative, staff and students are exposed to practical and interdisciplinary experiences, ensuring a competitive edge.

COLLABORATION WITH

## SHEFFIELD HALLAM UNIVERSITY

INTI Center of Art & Design maintains close ties with Sheffield Hallam University and offers franchise Bachelor's Degrees with a curriculum as taught in the UK. INTI & Sheffield Hallam University share the same approach in blending theory & practical preparing graduates to take on real-world problems and do industry relevant work during the course.



#### THE RENOWNED UNIVERSITY

Through the Transnational Educational Partnerships, students' experience at INTI Center of Art & Design is identical to the university. Students at INTI Center of Art & Design are provided with the sense of belonging at the university through International Classroom, visiting lecturers from Sheffield Hallam University, International Study Trip to Sheffield Hallam University and nomination for Sheffield Hallam University Inspirational Student Awards, to gain invaluable experience and recognition from the university.

**Sheffield  
Hallam  
University**  
Knowledge Applied





# CERTIFICATE IN ART AND DESIGN

## STUDENTS' WORK

The Certificate in Art and Design is an established preparatory course that acts as a pathway for students to develop an array of necessary basic skills for further studies in art and design along with exposure to important concepts and skills needed for an eventual career in the creative industry. The course offers students opportunities to both develop and exercise their artistic skills along with extensive opportunities to experiment and explore their artistic potential with an emphasis on hands-on project-based learning.

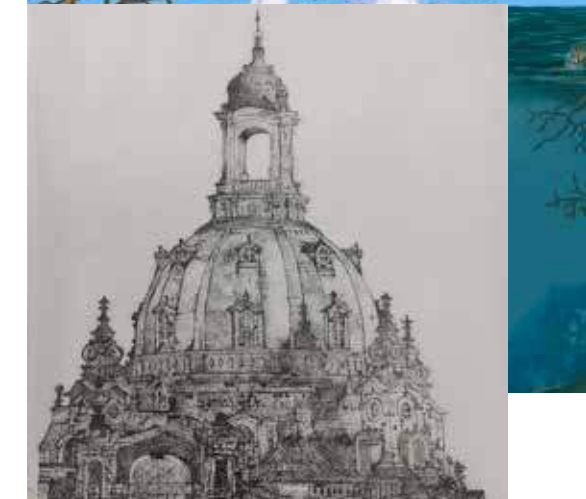


### OUR ALUMNI

#### JUSTIN SURESH PRABAGARAN

“ Art - what comes to mind when you hear the word? To me, art means creativity. Art can also be an expression. When I first chose to do art and design, I was a little scared. Then when I started the programme, I enjoyed it every step of the way. It has taught me how to be creative - and how to think creatively - because we are all creative in our ways.

INTI's Certificate in Art and Design has taught me a lot. It has given me the capability to think more deeply and it has also helped me in different situations. I have achieved a lot by just taking a certificate. I enjoyed the programme because it taught me the values of creativity, and I am proud that I can use these learnings in my everyday life. ”



## PORTFOLIO

EshrakMahmud



EshrakMahmud



### EDUCATION

- INTI INTERNATIONAL COLLEGE, DESAIN

ENGLISH	100%
BANGLA	100%
HINDI	80%

WIX Eshrak Mahmud  
f Eshrak Mahmud  
e eshrak\_mahmud



## ILLUSTRATOR





# DIPLOMA IN FASHION DESIGN

## STUDENTS' WORK

The Diploma in Fashion Design prepares students for a career in the high-flying world of fashion as well as the global textile and apparel industries. Upon completion of the course, students will attain the essential skills, from idea conceptualisation to production for the runway. The Diploma in Fashion Design curriculum is constantly enhanced and redesigned to meet the needs of the industry. Representatives from established industries are invited to participate in an annual INTI Industry Advisory Board evaluation where they give their inputs as to what the industry needs and expects from graduates.



### OUR ALUMNI

#### ANIS SOFHEA WIDURI BINTI AZMI

Fashion Designer, Fashionvalet

“I never imagined that college life could be so fun until I met my cool classmates and lecturers (my Diploma in Fashion Design family at ICAD). College life was not easy at first but I was lucky enough to get to know amazing classmates who went through the ups and downs together with me. The sleepless nights finishing assignments together with classmates via Skype is one of my most cherished memories, which I miss very much in my work today. My lecturers always encouraged me to strive for the best and to never give up on achieving my goals, no matter how long it might take.

My lecturer once said, “Good things never come easy”. With a lot of patience and hard work, I am now working in my dream company and doing my dream job!”





# BA (HONS) FASHION MANAGEMENT & COMMUNICATION 3+0

in collaboration with  
Sheffield Hallam University, UK

## STUDENTS' WORK

The BA Fashion Management & Communication programme in collaboration with Sheffield Hallam University aims to maintain a new sense of awareness for the future of the fashion industry by considering the vehicle of fashion from concept to creation. It's also about the evolving innovation, critical analysis and progressive formulas it chooses to manage and communicate.

This course is created for individuals who are captivated by the subject of fashion and its influence on society and style. It offers a wide variety of eventual career pathways, including photography and styling, journalism, graphic communication, marketing, social media, PR, brand management and trend prediction.



"We Link sellers and consumers.  
Explore the uniqueness.  
Together."

We believe that each person has their uniqueness, and it is matter to discover, embrace, and embody it.

UI/UX DESIGN  
BY CARSON



01 / PART

### About the project

Handmade fashion jewellery access declined due to changing consumer evolving aesthetics, and the popularity etc. Obelisk is an innovative app that add by offering a unique platform for interaction, and discovery solely for fashion jewellery accessories.

02 / PART

### The four pillars

#### Customisation

In addition to purchasing ready-made products, consumers also have the opportunity to personalize and customize unique designs for themselves, their loved ones, or their friends.

#### Workshop

The educational for consumers can gain understanding of the intricacies involved in creating accessories and also have the opportunity to immerse themselves in the enjoyable process of crafting their own pieces.

#### Eco-Friendly Sustainable

To enhance the consumer experience and differentiate from competitors, we strive to provide added value. We aim to encourage a distinct mission for our customers, setting us apart from others in the market.





# DIPLOMA IN IMMERSIVE DESIGN

## STUDENTS' WORK

The Diploma in Immersive Design provides graduates with skill sets that are highly relevant to immersive system development (Augmented Reality and Virtual Reality) and human-technology interaction for a bright future in the immersive design industry. Within 2.5 years, students will be equipped with theoretical and practical aspects for them to understand the tools and methods required to design, conceptualize, and create content for immersive systems on various platforms.

This technology-focused and industry-driven programme combines rigorous teaching components with real life projects, simulations, competitions, and internships that prepare graduates to hit the ground running.





# DIPLOMA IN DIGITAL MEDIA DESIGN

## STUDENTS' WORK

Diploma in Digital Media Design enables students to master a wide range of skills that will enable them to acquire industry-critical expertise which includes digital video, fundamentals of UX and UI design, character design, web page creation and design, 2D and 3D animation, motion graphics, and significantly more technical skills.

The programme allows students to develop core technical skills that are a necessity in building their creative portfolios. Graduates from the Diploma in Digital Media Design will have experienced a variety of projects and exposure through internships that increase their knowledge and raise their confidence in creative digital problem-solving which is required by the industries.

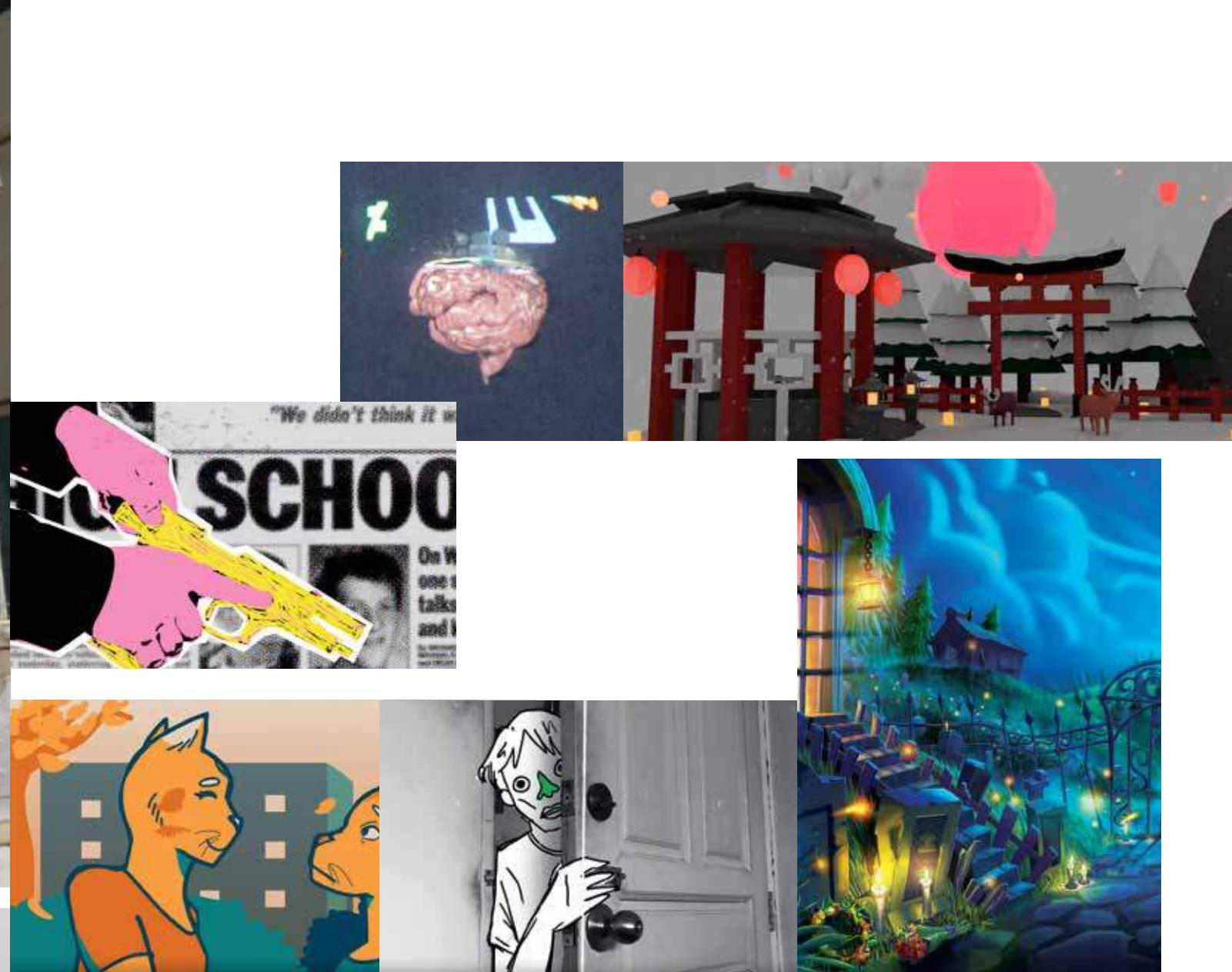


### OUR ALUMNI

#### PON HUEY MIN

Motion Graphics Designer and Animation, Pixelpush

“During my time at ICAD, I learned a wide range of skills that encouraged me to explore various areas in multimedia design. I enjoyed the classes where we explored and experimented with different mediums and ways to express, communicate and design. The best memories I have are with my lecturers, who guided me throughout the stages and process of my design journey. Through this programme, I was able to discover my love for motion graphics. From there, I proceeded to pursue a Bachelor in Media Design in Media Design School. I am currently working as a motion graphics designer and animator in New Zealand. I still hold fond memories of my times at ICAD.”





# FOUNDATION IN DESIGN

## STUDENTS' WORK

The Foundation in Design is an established programme that gives students an early access to a Sheffield Hallam University degree. The course focuses on building creative thinking, research and drawing skills. Students learn how to visualise ideas using their artistic skills along with extensive opportunities to experiment and explore their potential with an emphasis on hands-on project-based learning.

The programme enables students to develop a range of practical skills and fundamental knowledge in art and design, preparing them for smooth progression to Sheffield Hallam University design degree of their choice at ICAD. The programme is recognised by Sheffield Hallam University, providing progression to these degree programmes at INTI: BA (Hons) Fashion Management and Communication, BA (Hons) Graphic Design and BA (Hons) Interior Architecture & Design.

\* Progression to a SHU degree is subject to English language proficiency and the successful review of a relevant portfolio.

### OUR ALUMNI

#### CLAIRINE WILLEY

“I am glad I chose to continue my studies in 3.5+0 BA (Hons) Interior Design, Sheffield Hallam University, UK at the INTI Center of Art and Design (ICAD). Besides winning INTI's Excellence Award and being on the Dean's Honor Roll for Foundation in Design, my team won 1st place at a competition organised by the Malaysian Institute of Interior Design (MIID) in 2018. And in 2019, I was the only recipient to receive the Teledirect Malaysia scholarship.

I have learnt so much... and so far, the experience has been great! ”





# DIPLOMA IN GRAPHIC DESIGN

## STUDENTS' WORK

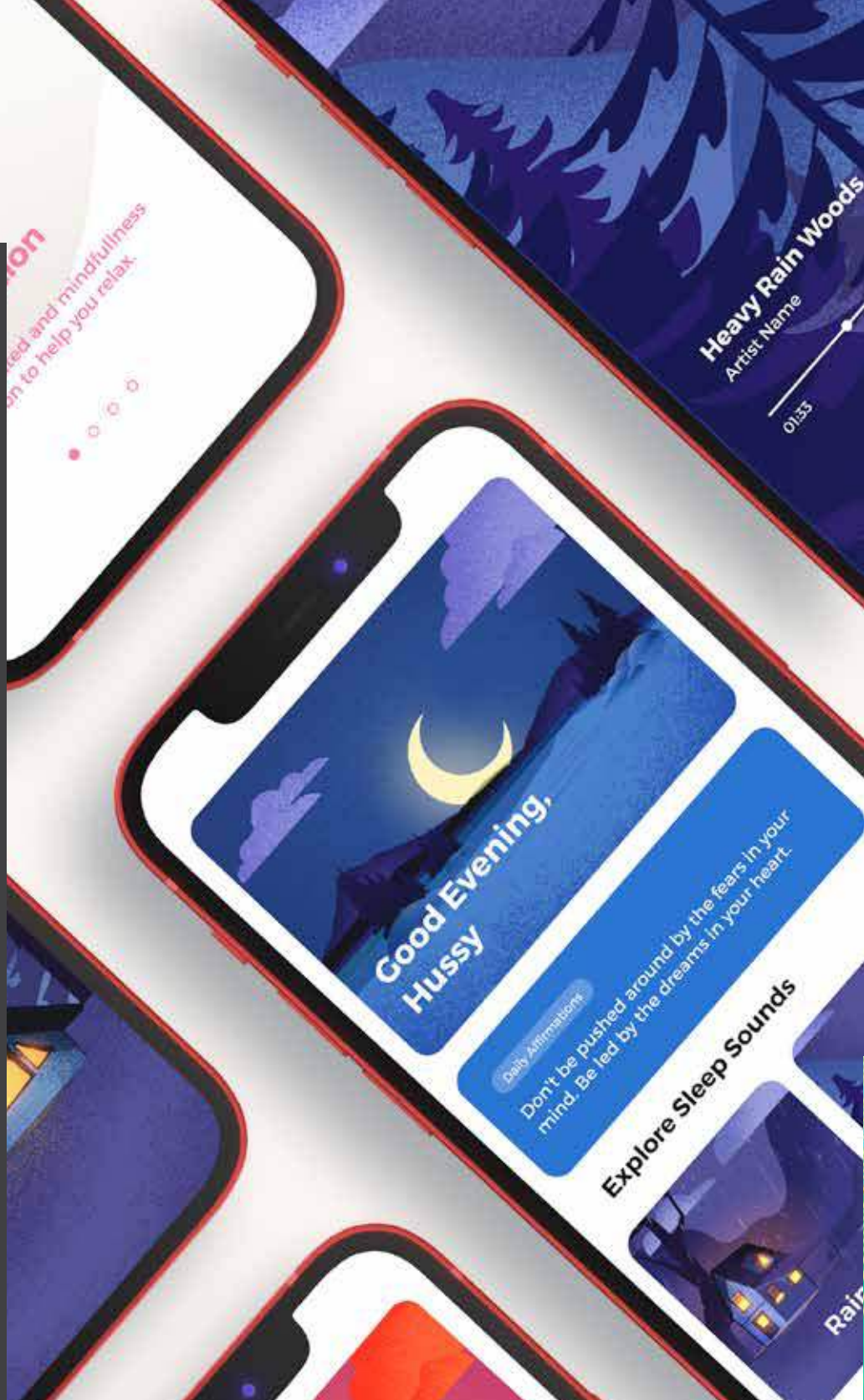
This programme emphasizes innovative design processes that deal with visual communication while providing the technical know-how necessary for a challenging and exciting career in the creative industry. Students learn to unleash creativity through UI/UX design, desktop publishing, photography, typography, editorial, illustration, packaging design, advertising design and marketing. The programme also develops students' abilities in problem-solving, conceptualisation, idea development and visual communication techniques, as well as the ability to translate an idea into a viable economic proposition.

### OUR ALUMNI

#### WONG LIN XUAN

“Being an established and well-known art and design institution, the faculty staff and lecturers at ICAD are highly experienced in their own fields and always supportive and prepared to nurture up-and-coming young designers. ICAD embraces new ideas, allowing students' creativity to flow freely and bring out the potential in every student that's uniquely their own.

In particular, I like how open INTI is to new ideas as well as criticisms, in order to ensure students are given relevant and world-class education. Whenever we encounter problems, the staff are always happy to hear us out. This inspiring attitude provides a conducive learning environment for students.”





# BA (HONS) GRAPHIC DESIGN 3+0

in collaboration with  
Sheffield Hallam University, UK

## STUDENTS' WORK

Organisations need media to communicate or disseminate a message. Creating compelling message and other content requires the talents of a graduate in graphic design. This rewarding course prepares students for a successful career in the challenging graphics design industry.

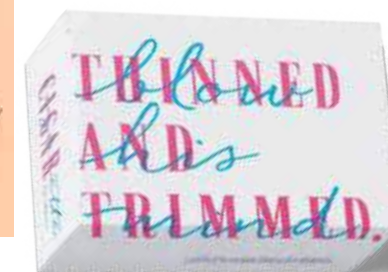


### OUR ALUMNI

#### DEEBBEN SUBRAMANIAM

“AT INTI, I found that the clash of cultures helped me get out of my comfort zone. The experience proved to be very useful, seeing that I’m a creative in the advertising industry now. After all, the craziest ideas come from the least expected places! The course I undertook encouraged lateral thinking within a collaborative environment. And since it’s an international course, it gave me a new worldview. As a graphic designer, the devices and machines that I use would have to be in the best possible condition. And INTI provided the latest computer facilities, with access to the latest software. As an avid reader, the library also provided some of the best graphic design books, which helped me gain an in-depth understanding of the course.”

My advice for students when it comes to helping them prepare for the working world is to not study, but learn instead, because learning never stops. Asking for help is not a sign of weakness because no one has all the answers. Get all the help you need whenever you can because failure is not the end. ”



1

Not only do words change the way we view ourselves as genders, font also represent unhealthy stereotypes.

## The Monochromatic Project

The Monochromatic Project is a satirical installation/product exposing the fallacy in gendered marketing practices that have, for a long time, created unrealistic standards that they have defined as “eye-candy” for both genders. Two different perspectives can be seen from a single product through coloured cellophanes, showing that the packaging is all it takes to unnecessarily segregate people.



3

Media has always been selling gender ideals to the opposite sex. How has media done to convince both genders to purchase their ideas?





# DIPLOMA IN INTERIOR DESIGN

## STUDENTS' WORK

This programme emphasizes innovative design processes that enhance interior environments while providing the technical know-how for a successful career in interior design and related industries.

Students learn the basics of space planning, design processes and visual presentation as well as the professional aspects, including building materials, furniture design and construction, project specifications, contracts and more.



### OUR ALUMNI

#### JOSELYNN CHIA

“My Diploma in Interior Design journey at INTI was unique and invaluable. I was exposed to different perspectives of interior design and the lessons I received changed the way I approach design. I strongly encourage design students to cling on to what they believe, to dare to be different and unafraid of being questioned because someday, someone will find you special.

I am currently pursuing my studies in Bachelor of Art (Hons) Interior Design at INTI. This programme is considered a hybrid of studies, bringing interior design and architecture together as a single discipline. An interior designer's job is to create designs that are both pleasing and functional, as well as ensuring completed structures maintain quality and accuracy. Interior designers work with structure and space - from residential, to commercial or industrial. Their duties are beyond that of decorators because they are also concerned with the design of the structure itself, as well as the arrangement of the interior.”







# BACHELOR OF ART (HONOURS) INTERIOR ARCHITECTURE & DESIGN 3.5+0

in collaboration with  
Sheffield Hallam University, UK

## STUDENTS' WORK

The Bachelor of Art (Honours) in Interior Architecture & Design 3.5+0 is fully accredited by the Board of Architects Malaysia, preparing students with strong analytical, problem-solving, and practical skills. The programme offers students additional expert knowledge to truly inspire and elevate their design skills to another level.

With a 6-month embedded industry work placement within the programme, it facilitates experiential learning, supporting the theoretical knowledge gained from classes through practical implementation in a professional setting.



### OUR ALUMNI DEV UTCHANAH

“As an international student who pursued Interior Architecture & Design at INTI, I look back on my journey with immense gratitude and pride. INTI has been the catalyst for my personal and professional growth, nurturing my creativity and honing my design skills. The experiences and friendships I forged here will forever inspire my work as a global interior designer. I am honored to be part of the INTI legacy, where diversity and innovation thrive. Let us, as a global community of INTI graduates, continue pushing the boundaries of creativity, sustainability, and innovation in the world of design. Together, we can create spaces that inspire, uplift, and transform lives.

Thank you, INTI, for empowering us to design a brighter future. ”





# COMPETITIONS AND AWARDS

## ASIA YOUNG DESIGNERS AWARD COMPETITION

**FINALIST:**  
Dev Utchanah



## WISESIGHT CORPORATE BRANDING VIDEO COMPETITION

### FIRST PRIZE WINNERS

Siti Amirah Binti Ahamed Hamed Giasudeen  
Loo Jing Rou  
Celine Chew Qian Ru



## KANCIL AWARDS COMPETITION

### MERIT WINNERS:

**Aya Komori**  
**STATIC VISUAL AESTHETICS**  
Photography  
**BEST DESIGN**  
Publications (Includes Books, Annual Reports & Graphic Novels)

**Chan Siun Keat**  
**BEST DESIGN**  
Publications (Includes Books, Annual Reports & Graphic Novels)

**Luo YunXu**  
**BEST DESIGN**  
Publications (Includes Books, Annual Reports & Graphic Novels)  
**STATIC VISUAL AESTHETICS**  
Illustration (Digital)

**Elfina Joewonowati**  
**BEST DESIGN**  
Publications (Includes Books, Annual Reports & Graphic Novels)

**Mimi Amirah Binti Abdul Aziz**  
**BEST FILM & AUDIO CRAFT**  
Animation  
**Muhammad Nabil Azfar Bin Zulkifly**  
**BEST FILM & AUDIO CRAFT**  
Animation

**Nicholas Lee Kah Hui**  
**STATIC VISUAL AESTHETICS**  
Illustration (Digital)



## JIDA DESIGN AWARD 2022

**BRONZE AWARD, BEST EMERGING DESIGNER (STUDENT)**  
Teoh Wai Ping



## MALAYSIAN INTERNATIONAL FURNITURE DESIGN COMPETITION

### LIST OF FINALISTS

Low Mei Shi  
Lim Yee Bing  
Ng Cai Jiun  
Yong Sze Mun



## MALAYSIAN INSTITUTE OF INTERIOR DESIGNERS (MIID)

### LIST OF WINNERS

Category A (Degree Design)  
Design Category : Integrated Design

**Teoh Wai Ping**  
1st Place

**Athirah Yasmin Mustafa**  
3rd Place

**Isabelle Ong Li Ting**  
Top 5 Finalist

Category B (Diploma)  
Design Category : Residential Design  
**Yew Yong Sian**  
1st Place

Category B (Diploma)  
Design Category : Hospitality Design  
**Nik Sofea Heidi**  
1st Place

**Isabell Natallie Aaron**  
3rd Place

Category B (Diploma)  
Design Category : Integrated Design  
**Khoo Boon Yee**  
3rd Place

Category B (Diploma)  
Design Category : Commercial Design  
**Fan Zoey**  
Top 5 Finalist

Category B (Diploma)  
Design Category : Hospitality Design  
**Yap Woon Kee**  
Top 5 Finalist

Category B (Diploma)  
Design Category : Hospitality Design  
**Yap Woon Kee**  
Top 5 Finalist

Category B (Diploma)  
Design Category : Integrated Design  
**Lim Wan Teng**  
Top 5 Finalist

Category B (Diploma)  
Design Category : Integrated Design  
**Lim Wan Teng**  
Top 5 Finalist

Category Product Design : Fashion Head Gear  
**May Yeap Mun**  
**Yew Jie Ying**  
**Yeo Hsiao Yu**  
2nd Place

## ADOBE DESIGN ACHIEVEMENT AWARDS (ADAA)

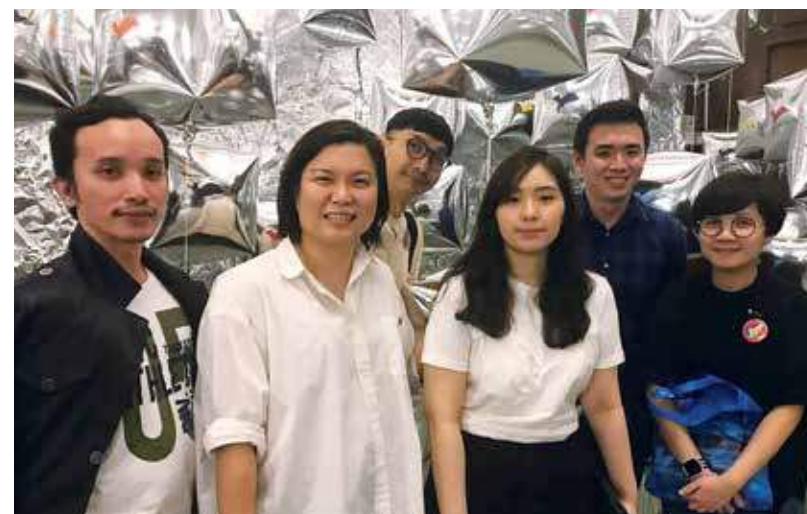
### LIST OF WINNERS

**Lim Wei Chin**  
Category: Semi-finalist, Social Impact - Photography/ Print/Illustration/Graphic  
Title - MIN JUANG DESIGN PRESS  
For more information: <https://www.adobeawards.com/live/201811511>

Category: Semi-finalist, Fine Art - Graphic Design/Print  
Title - KUAN HEONG HUAN REBRANDING  
For more information: <https://www.adobeawards.com/live/201810378>

**Alfred Phua**  
Category: Semifinalist, Social Impact - Photography/Print/Illustration/Graphic  
Title - #PROJECTHOPE  
For more information: <https://www.adobeawards.com/live/201810574>

Category: Semi-finalist, Social Impact - Photography/Print/Illustration/Graphic  
Title - PRIDE OR PREJUDICE?  
For more information: <https://www.adobeawards.com/live/20184272>



### LIST OF WINNERS

**Lim Wei Chin**  
Bronze : Best Design, Brand Identity  
Merit : Branding - Best Use of Cultural Insight

**Alfred Phua**  
Merit : Best Outdoor, Campaign  
Merit : Best Print & Poster, Campaign





# EMPLOYER PROJECTS

SAVE THE MALAYAN  
TIGER EXHIBITION  
AT THE PAVILION  
KUALA LUMPUR



NATIONAL PROJECT

IKEA STAFF  
ON-BOARDING  
VIDEO PROJECT

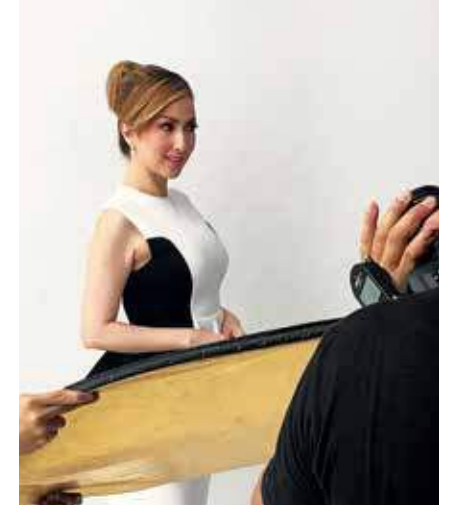


Scan Here to  
View Video



ANIMATED  
MUSIC VIDEO  
- MELODY TAN

ROYALE DEMURE  
DESIGN FOR  
PLEDGE  
CAMPAIGN



YAYASAN SIME DARBY  
ARTS FESTIVAL (YSDAF)

INTERIOR  
DESIGN  
EMPLOYER  
PROJECT



JATI,  
SERBA  
WANGI

DIDASKO





# PASSION TAKES YOU PLACES

AT INTI, WE HELP  
YOU SOAR!  
EMBRACE.  
EXPLORE.  
EXCITE.

INTI International University & Colleges is not just about academic programmes alone. Across all of its four campuses in Malaysia, students are encouraged to embrace their passion and enhance their skills in a meaningful way. With a range of clubs and societies that offer a host of activities and interests, along with the opportunity to participate in study trips around the globe, INTI provides a nurturing environment that truly lets you spread your wings and expand your horizons.

Beyond that, INTI is a place where you can form bonds and friendships that will last you for a lifetime, while acquiring the soft skills that will hold you in good stead wherever you go in life. This pursuit of passion and camaraderie among our students has driven them to greater heights with a host of self-initiated projects that have taken them across the globe.

## ICAD DESIGN DAYS

Scan Here to View

Facebook

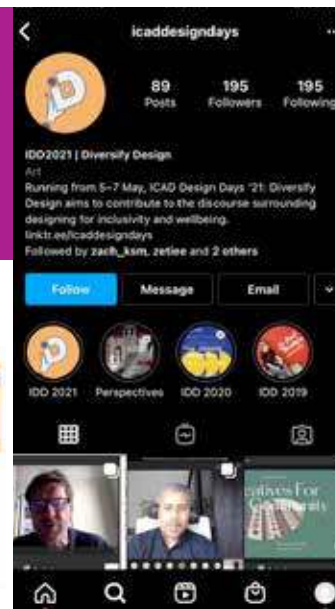


Instagram



### ICAD design days 2021: diversifying design

ICAD is pleased to announce the Member Event the ICAD Design Days 2021: Diversifying Design organised by INTI International College Subang.



## RICO RINALDI SHARING SESSION

## PERSONAL PROTECTIVE EQUIPMENT PROJECT MODA & ICAD



## ICAD ODYSSEY TRIONFI DE LA ARTISTA VIRTUAL SHOWCASE



## SHU SUMMER WORKSHOP AT ICAD

## INTI X IKEA BOOTCAMP



## PERFORMANCE ARTS V.S. VISUAL WORKSHOP BY XINER CHAN



## KATA-KATA



## ASUS X KITTIE YIYI FASHION DESIGN WORKSHOP



## VISIT TO IKEA DAMANSARA SHOWROOM



## VISIT TO PERTUBUHAN ARKITEK MALAYSIA



## VISIT TO NAGA DDB

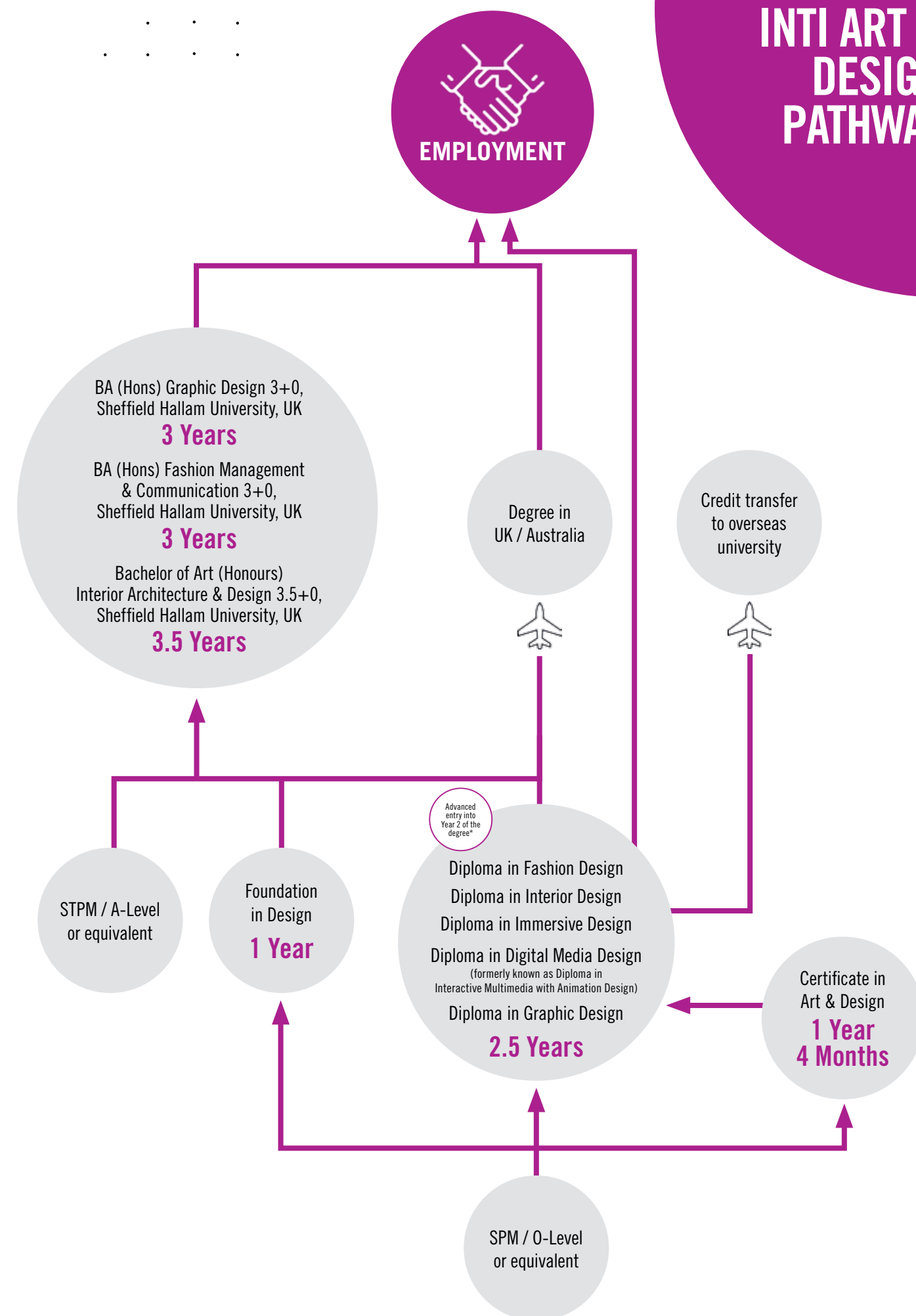


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## INTI ART & DESIGN PATHWAY



\* Based on students' portfolio and university evaluation



# ENTRY REQUIREMENTS

## Certificate in Art & Design

ONE of the following examinations or their equivalents:  
**SPM or equivalent** : 1C in any subject and pass in Bahasa Malaysia

**UEC** : 1B in any subject

**Other** : Equivalent qualifications recognised by the Malaysian Government

## Foundation in Design

**SPM / O-Level / Equivalent**: 5 credits including one Art subject

**UEC / Equivalent**: 3Bs

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

## DIPLOMA (Fashion Design / Graphic Design / Digital Media Design (formerly known as Interactive Multimedia with Animation Design) / Interior Design / Immersive Design)

ONE of the following examinations or their equivalents:  
**SPM/SPMV**: 3 credit

**GCE O-LEVEL**: 3 credit

**UEC** : 3Bs

**STPM** : Grade C (CGPA 2.00) in 1 subject

**A-Level** : Pass A-Level with minimum 1 subject

**SKM** : Pass SKM (Level 3 MQF) in related field and pass SPM with at least 1 credit in any subject

**Certificate** : Pass certificate in related field

**STAM** : Pass STAM with Maqbul

**Others** : Equivalent qualifications recognised by the Malaysian Government

**Technical and Vocational Certificate**: Related Technical and Vocational Certificate or equivalent which is recognised by the Malaysian Government, with one year related working experience OR 1 semester bridging programme.

Others: Recognised Art and Design Certificate or equivalent qualification that is recognised by the Malaysian Government; AND pass Portfolio Review or Art Test conducted by the College for candidate who does not have a pass in an Art subject.

Candidates who do not have a credit in Art may be required to take Placement Test to determine their suitability for the course. Applicants are also required to demonstrate proficiency in English, a pass in SPM/ O-Level English or have studied subjects that require a satisfactory level in English.

## BA (Hons) Graphic Design 3+0, in collaboration with Sheffield Hallam University, UK

**STPM / A-Level**: 2 full passes with a minimum CGPA 2.00 (Grade C) (with credit in English SPM / O-Level)

**UEC**: 5Bs (including English)

**Matriculation Programme / Foundation in Design / Foundation in Art & Design and other Pre-U qualification recognised by the Malaysian Government**: with minimum CGPA 2.00

**Diploma in Graphic Design or other equivalent and relevant Diploma recognised by the Malaysian Government**: Minimum CGPA 2.00

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

## BA (Hons) Fashion Management & Communication 3+0, in collaboration with Sheffield Hallam University, UK

**STPM**: Pass with at least Grade C in 2 subjects

**UEC**: Pass with at least Grade B in 5 subjects

**A-Level**: Pass with at least Grade E in 2 subjects

**Matriculation / Foundation**: From recognised institution and pass with minimum CGPA 2.00

**Diploma**: Pass from recognised institution with minimum CGPA 2.00

**Others**: Equivalent qualifications recognised by the Malaysian Government and pass Art subject in SPM or pass Art Test / Portfolio Assessment for those who do not have Art subject

## Bachelor of Art (Honours) Interior Architecture & Design 3.5+0, in collaboration with Sheffield Hallam University, UK

**STPM / A-Level**: 2 full passes with a minimum CGPA 2.00 (Grade C) (with credit in English SPM / O-Level)

**UEC**: 5Bs (including English)

**Matriculation Programme / Foundation in Design/ Foundation in Built Environment/ Foundation in Art & Design**: with minimum CGPA 2.00

**Diploma in Interior Design other equivalent and relevant Diploma recognised by the Malaysian Government**: Minimum CGPA 2.00

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

**STAM** : Pass STAM with Maqbul

**International Baccalaureate Diploma** : Pass with at least 24 points

**CPU** : Pass with minimum average score of 55%

**SAM OR EQUIVALENT** : TER 60%

**Australian Matriculation (AUSMAT)** : Pass with average 60%

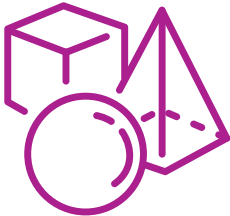
## English Language Requirements (Degree)

**TOEFL** : 550 (paper) / 220 (computer)

**IELTS** : Overall Band 6.0 minimum of 5.5 in each component

**AEP** : 1004 (PASS)

**Others** : Equivalent qualifications recognised by the Malaysian Government



# FOUNDATION IN DESIGN

The Foundation in Design programme offers a broad-based scope for exploration and experimentation that will enable students to become independent thinkers, creators or designers.

Students are exposed to topics and projects which will allow them to become creative thinkers and find practical applications that can be translated into working ideas and designs.

The programme also enables students to develop a range of practical skills and fundamental knowledge in relation to art & design, preparing them for smooth progress to a design degree of their choice.

### Highlights

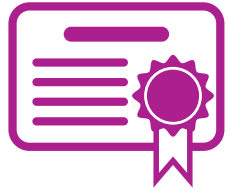
- Pathway to a quality UK Design Degree offered at INTI
- The curriculum covers broad theoretical and practical design skills
- Teaching and learning is supported by experienced lecturers, ensuring a smooth progression to degree studies
- Specialist lecturers who are also design professionals
- Experiential and innovative learning via Project-based Learning
- The programme and curriculum emphasise multi-cultural perspectives
- Design-driven learning environment with state-of-the-art facilities

**Offered at**  
INTI International College Subang  
(R2/010/3/0417)(03/27)(MQA/FA1292)

### INTAKES: JAN, APR & AUG

**Duration**  
1 Year

- Programme structure**
- 3D Design
  - Critical Studies
  - Design Communication Skills 1
  - Design Communication Skills 2
  - Design Theories to Practices
  - Design Project
  - English Language Skills 1
  - English Language Skills 2
  - General Studies
  - History of Art & Design
  - Portfolio Design
  - Self-Development Skills
  - Skills for Creative Thinking



# CERTIFICATE IN ART & DESIGN

This programme emphasises the development of basic knowledge, skills and appreciation of art & design. Students will learn basic design skills, engage in a broad range of design explorations and experiment with a variety of tools, media and fundamental techniques in art & design.

Design project work is the core of the programme. It enables the practice of creative skills and integrates knowledge acquired in colour studies, drawing, painting, basic photography, design elements, basic creative digital application and more. In addition, students will gain fundamental skills in art & design and problem-solving that will help them advance to higher studies and lifelong learning.

### Highlights

- Diploma pathway to study graphic, interior, fashion or interactive multimedia & animation design
- Curriculum covers broad theoretical and practical design skills
- Teaching and learning is supported by experienced lecturers, ensuring a smooth progression to degree studies
- Specialist lecturers who are also design professionals
- Experiential and innovative learning via Project-based Learning
- The programme and curriculum emphasise multi-cultural perspectives
- Design-driven learning environment with state-of-the-art facilities

**Offered at**  
INTI International College Subang  
(R2/213/3/0109)(03/28)(MQA/FA2768)

### INTAKES: JAN, APR & AUG

**Duration**  
1 Year 4 Months

- Programme structure**
- Basic Drawing
  - Basic Digital Graphics
  - Basic Design Elements
  - Basic Design Principles
  - Art and Design History
  - Painting & Printing Techniques
  - Basic Digital Imaging
  - Mixed Media Imagery
  - Introduction of Design Process
  - Layout and Publication
  - Basic 3D Design
  - Final Design Project

**Common core/Areas of concentration**

- Digital Photography
- English

**Elective modules (Choose one)**

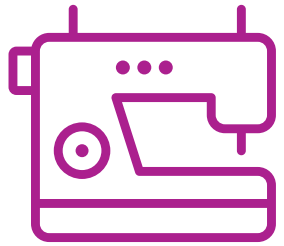
- Introduction to Textile Design
- Design Rendering Techniques

**MPU subjects**

- Bahasa Kebangsaan A\*
- Integrity and Anti-Corruption
- Malaysian Studies 1 (Local students) / Communication in Malay 1 (International students)
- Study Skills for Certificate Level

\* For Malaysian students who do not have a credit in SPM BM.





# DIPLOMA IN FASHION DESIGN

The Diploma in Fashion Design programme enables students to conceptualise and produce fashion designs of recognised international standards that meet the changing needs of the global textile and apparel trade.

This programme emphasises innovation and creativity in Fashion Design while providing students with the technical know-how for a successful career in the fashion industry. It will also help students nurture specific skills related to sewing, pattern drafting, fashion illustration, fashion styling, design and garment construction.

In addition, students are exposed to real-life projects, fashion shows, enriching field trips to showrooms and rigorous internships to ensure industry-readiness.

## Career opportunities

Graduates will be able to take on positions as contemporary and creative fashion designers, working as strategic team members, leaders and independent designers, or in many of the specialised areas within the fashion industry, including:

- Fashion Designer
- Costume Designer
- Fashion Buyer
- Fashion Merchandiser
- Textile Designer
- Pattern Maker
- Fashion Journalist
- Personal Shopper
- Visual Merchandiser
- Fashion Stylist

## Offered at

INTI International College Subang  
(R2/214/4/0076)(05/28)(MQA/FA2770)

## INTAKES: JAN, APR & AUG

### Duration

2.5 Years

### Industry partners

- Beatrice Looi
- Bremen Wong
- Eleusis Bridal
- Khoon Hooi
- MODA Malaysia
- Muzium Tekstil Malaysia
- New Zealand Embassy
- Padini Holdings Berhad
- Pavilion Group
- STYLO International
- Zalora Malaysia

### Programme structure

#### Common core/Core fundamental

- Fundamentals of English for Design
- Digital Photography

#### Programme core/Areas of concentration

- Computer Techniques for Fashion
- Fashion Accessories & Shoes
- Fashion Design
- Fashion Design Portfolio 1
- Fashion Design Portfolio 2
- Fashion Drawing Techniques
- Fashion Forecasting
- Fashion Illustration
- Fashion Market Research
- Final Garment Construction
- History of Fashion
- Introduction to Fashion Design
- Introduction to Sewing Techniques
- Introduction to Textile Study
- Fashion Draping
- Pattern Grading Techniques
- Pattern Making 1
- Pattern Making 2
- Professional Practice
- Fashion Promotion

#### Elective modules (Choose one)

- Sustainable Design
- Visual Merchandising

#### Industry attachment (Compulsory)

- Industry Work Placement

#### MPU subjects

- Green Future Malaysia/Bahasa Kebangsaan A\*
- Co-curriculum
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Integrity and Anti-Corruption

\* For Malaysian students who do not have a credit in SPM BM.



# DIPLOMA IN GRAPHIC DESIGN

This programme emphasises innovative design processes that deal with visual communication while providing the technical know-how necessary for a challenging and exciting career in the creative industry.

Students learn a wide range of skills, which include desktop publishing, photography, typography, editorial, illustration, packaging design, advertising design and marketing. The programme also develops students' abilities in problem solving, conceptualisation, idea development and visual communication techniques, as well as the ability to translate an idea into a viable economic proposition.

In addition, students are exposed to real-life projects, industry competitions, enriching field trips and visits to professional design studios as well as rigorous internships to ensure industry-readiness.

## Career opportunities

- Graphic Designer
- Illustrator
- Magazine Designer
- Packaging Designer
- Web Designer
- Art Director
- Copywriter
- Photographer

## Offered at

INTI International College Subang  
(R2/214/4/0072)(04/28)(MQA/FA2771)

## INTAKES: JAN, APR & AUG

### Duration

2.5 Years (Inclusive of internship)

### Industry partners

- Antalis Malaysia
- Canon Marketing (M) Sdn Bhd
- Da Men Mall
- Embassy of Sweden
- Havas Media
- Leo Burnett (M) Sdn Bhd
- Newsprintwork
- Octagon Creative Sdn Bhd
- Omnicom Media Group (Malaysia)
- Saatchi & Saatchi (Malaysia)
- Tsubaki Design Studio
- wREGA
- 180 Degree Brand Com

### Additional certification

- **Adobe Photoshop CC** (Adobe Certified Associate)

### Programme structure

#### Common core/Core fundamental

- Introduction to Storyboarding
- Digital Imaging
- Fundamentals of Drawing for Design
- Fundamentals of English
- Digital Photography
- Fundamentals of Design
- Visual Communication

#### Programme core/Areas of concentration

- Advertising Design
- Brand Communication
- Computer Graphics 1
- Computer Graphics 2
- UI / UX Design and Development
- Fundamentals of Marketing
- History of Graphic Design
- Illustration
- Major Project
- Packaging Design
- Professional Practice (Design)
- Typography 1
- Typography 2

#### Elective modules (Choose one)

- 3D Studies
- Sustainable Design

#### Industry attachment (Compulsory)

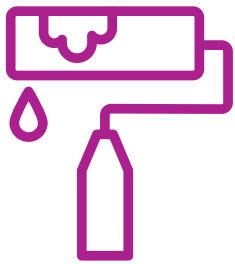
- Industry Work Placement

#### MPU subjects

- Green Future Malaysia/Bahasa Kebangsaan A\*
- Co-curriculum
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Integrity and Anti-Corruption

\* For Malaysian students who do not have a credit in SPM BM.





# DIPLOMA IN INTERIOR DESIGN

Through our Interior Design programme, students will gain the knowledge and skills necessary to address the functionality, safety and quality of interior spaces while learning to craft their own aesthetic vision from concept to reality. The curriculum is extremely hands-on! Every project and assignment is crafted specifically to equip student with the skills needed to enter the workforce as a designer. The programme is carefully balanced, pairing the fun, exciting aspect of hands-on design with the necessary knowledge, research and technical skills. The programme develops students further by providing discerning insights into the language of materials, lighting, colour, furniture and technical components.

Interior design education is by nature as transdisciplinary as sustainability education. In this programme, students learn about environment-human behaviour relationships through holistic, systems-based means, encompassing the fundamental components of sustainability. A model of sustainable education, embedded in and represented by the interior design education curriculum, may be translated and potentially imitated by other non life-science disciplines. These programmes incorporate a curriculum that emphasises the design and construction of buildings that conserve resources and interact with public spaces in an environmentally sound way.

## Career opportunities

- Interior Designer
- 3D Visualizer
- Furniture Designer
- Exhibition Designer
- Event Designer
- Kitchen Designer
- Set Designer
- Visual Merchandisers
- Lighting Consultant
- Colour Consultant
- ID Magazine Editor
- Sales Designer

## Offered at

INTI International College Subang  
(R2/Z14/A/0070)(03/28)(MQA/FA2769)

## INTAKES: JAN, APR & AUG

### Duration

2.5 Years (Inclusive of internship)

### Industry partners

- PDI Design
- Innovative Space Dimension
- Blu Water Studio Sdn Bhd
- SL+A Sdn Bhd
- Axis Network Design Consultant Sdn Bhd
- Superb Impression Creationz Sdn Bhd
- Associates Pavilion Design Studio Sdn Bhd
- HL Architecture
- IDC Architects
- Sachi Interior Design Sdn Bhd
- Steven Leach Group
- Ooi Design and Associates Sdn Bhd
- Young Blood Creation
- ACID Sdn Bhd
- ArcRadius Works Sdn Bhd
- Aprilist Associate

### Programme structure

#### Common core/Core fundamental

- Fundamentals of English
- Fundamentals of Drawing
- Fundamentals of Design

#### Programme core/Areas of concentration

- Technical Drawing
- Interior Design 1
- Interior Material & Finishes
- History of Architecture
- Interior Design 2
- Computer-Aided Design 1
- Computer-Aided Design 2
- Interior Design 3
- Interior Design 4
- Furniture Design
- Professional Practice [ID]
- Industry Work Placement
- Major Project [ID]

#### Programme Core :

##### Sustainable Design Development

- Introduction to Sustainable Interior Design
- Green Building Construction
- Building Performance
- Building Maintenance and Conservation

#### Elective modules (Choose two)

- Environmental Graphic
- Sustainable Design
- Specification and Contract
- Sustainable Building Regulations

#### Industry attachment (Compulsory)

- Industry Work Placement

#### MPU subjects

- Green Future Malaysia/Bahasa Kebangsaan A\*
- Co-curriculum
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Integrity and Anti-Corruption

\* For Malaysian students who do not have a credit in SPM BM.



# DIPLOMA IN DIGITAL MEDIA DESIGN

(formerly known as Diploma in Interactive Multimedia with Animation Design)

The Diploma in Digital Media Design provides far-reaching career opportunities in an exciting and rapidly expanding area of creative multimedia industries, including motion graphics, TV and film, interactive web design, digital media and more.

Students learn a wide range of skills, including digital application, illustration, character design, 2D and 3D animation, web page design, multimedia authoring, digital video and marketing. It focuses on developing students' problem solving, conceptualisation and idea development abilities, nurturing technical skills in digital applications as well as the ability to execute multimedia design projects that require the integration of various skills and knowledge.

In addition, students are exposed to real-life projects, industry competitions, enriching field trips to professional animation studios as well as rigorous internships to ensure industry-readiness.

## Career opportunities

Designers with Interactive Multimedia qualifications have a wide choice of careers, including:

- Animator
- Art Director
- Digital Illustrator
- Photographer
- Post Production Artist / Designer
- Video Production
- Web Designer
- Multimedia Designer

## Offered at

INTI International College Subang  
(R2/Z13/A/0127)(05/28)(MQA/FA2772)

## INTAKES: JAN, APR & AUG

### Duration

2.5 Years (Inclusive of internship)

### Industry partners

- Acestar Malaysia
- ASTRO
- Blulnc Media Sdn Bhd
- Da Men Mall
- Havas Media Malaysia
- Inspidea Animation Studios Malaysia
- IKEA Damansara
- JINNYBOYTV
- Les' Copaque
- PUMA Malaysia

### Additional certification

- **Adobe Photoshop CC** (Adobe Certified Associate)
- Toon Boom (Toon Boom Center of Excellence)

### Programme structure

#### Common core/Core fundamental

- Introduction to Storyboarding
- Digital Imaging
- Fundamentals of Drawing
- Fundamentals of English
- Digital Photography
- Fundamentals of Design
- Visual Communication

#### Programme core/Areas of concentration

- 3D Studies
- Digital Animation 1
- Digital Animation 2
- Digital Animation 3 (Experimental Animation)
- Digital Media
- Digital Video
- Fundamentals of Marketing
- History of Animation
- Major Project
- UI / UX Design and Development
- Multimedia Authoring
- Professional Practice (Design)
- Motion Graphics

#### Elective modules (Choose one)

- Illustration
- Sustainable Design

#### Industry attachment (Compulsory)

- Industry Work Placement

#### MPU subjects

- Green Future Malaysia/Bahasa Kebangsaan A\*
- Co-curriculum
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Integrity and Anti-Corruption

\* For Malaysian students who do not have a credit in SPM BM.





# DIPLOMA IN IMMERSIVE DESIGN

The Diploma in Immersive Design provides graduates with skill sets that are highly relevant to immersive system development (Augmented Reality and Virtual Reality) and human-technology interaction for a bright future in the immersive design industry. Within 2.5 years, students will be equipped with theoretical and practical aspects for them to understand the tools and methods required to design, conceptualize, and create content for immersive systems on various platforms.

This technology-focused and industry-driven programme combines rigorous teaching components with real-life projects, simulations, competitions, and internships that prepare graduates to hit the ground running. In addition, students are exposed to real-life projects, industry competitions, enriching field trips to professional animation studios as well as rigorous internships to ensure industry-readiness.

### Career opportunities

Designers with Interactive Multimedia qualifications have a wide choice of career, including:

- VR/AR Designer,
- UI/UX Designer
- Multimedia Designer
- Animator
- Graphic Designer
- Illustrator
- 3D Visualiser
- Game Designer
- Background Artist
- VFX Designer
- Video/Film Producer

### Offered at

INTI International College Subang  
(N/213/4/0368)(01/2028)(MQA/PA14180)

### INTAKES: JAN, APR & AUG

#### Duration

2.5 Years (Inclusive of internship)

#### Programme structure

##### Year 1

- Digital Photography
- Fundamentals of English for Design
- Fundamentals of Drawing
- History of Animation
- 3D Modelling
- Visual Communication
- Extended Reality Principles and Design Process
- Cyber Ethics and Safety
- Digital Imaging
- Character Animation
- Digital Video

##### Year 2 (\*\*Electives: Choose only 1)

- Sound and Space
- User Experience (UX) Design
- Digital Landscape
- Game Design and Development
- Immersive Simulation (VR)
- Professional Practice
- Motion Graphics
- Industry Work Placement
- Sustainable Design\*\*
- Illustration\*\*

##### Year 3

- Information Visualisation for Augmented Reality
- Major Project

##### MPU subjects

- Green Future Malaysia/Bahasa Kebangsaan A\*
- Co-curriculum
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Integrity and Anti-Corruption



**Sheffield Hallam University**  
Knowledge Applied

+

# BA (HONS) GRAPHIC DESIGN 3+0

in collaboration with Sheffield Hallam University, UK

This programme will allow students to develop a portfolio of ideas for entering and challenging the graphic design industry. Students will learn about the core principles of graphic design and its application across a range of sectors. They will also have the opportunity to explore advertising, illustration, motion and interactive or traditional graphic design. Other study topics include printmaking, life drawing, photography, branding and marketing.

Students will focus on generating new and memorable ideas that form the basis of their creative process. They will explore a range of media, develop critical skills and learn how to solve problems creatively.

Students will also have the opportunity to enhance their prospects by taking part in international competitions, live briefs and work placements. There are also residential study trips at home and abroad, complemented by visits to design conferences and professional design association events.

### Highlights

- Specialist lecturers who are design professionals
- A compulsory industry placement programme provides students with the opportunity to experience real-life industry practice
- Programme and curriculum designs are enhanced by professional input from design practitioners
- Degree awarded by Sheffield Hallam University, UK
- Students will stand a chance to be awarded the Annual Inspirational Student Awards by Sheffield Hallam University
- Through the "Co-Exist" initiative, student will experience interdisciplinary practice

### Offered at

INTI International College Subang  
(R2/214/6/0060)(01/28)(MQA/FA2077)

### INTAKES: APR & AUG

#### Duration

3 Years (Inclusive of internship)

#### Programme structure

##### Year 1

The first year challenges students to explore diverse approaches to design problems and apply their creative skills in different ways. It will also challenge any preconceptions that students may have about Graphic Design. During the first year, students will also learn many of the essential skills needed to work in Graphic Design.

Subjects include:

- Graphic Design Principles Part 1
- Graphic Design Principles Part 2
- Graphic Design Practice Part 1
- Graphic Design Practice Part 2

Electives:

- Advertising Design
- Typography

Learning focus:

- Adobe graphic design software
- Concept mapping and research methods
- Exploring frames into moving graphics
- Grid systems and structures
- Photography and printing methods
- 3D printing and laser cutting

##### Year 2

In the second year, design projects are often company-sponsored, and involve working directly with the client (Live projects). The subjects will help students meet this challenge and develop their skills and knowledge to a professional level. Other projects involve working to a national or international design brief. In this case, students need to demonstrate the ability to communicate their design ideas professionally, using a variety of media and techniques.

Subjects include:

- Graphic Design in Context Part 1
- Graphic Design in Context Part 2
- Graphic Design in Production Part 1
- Graphic Design in Production Part 2

##### MPU subjects

- Bahasa Kebangsaan A\*/Design Thinking
- Community Service
- Integrity and Anti-Corruption
- Appreciation of Ethics and Civilisations (Local students) / Communicating in Malay 2 (International students)
- Philosophy and Current Issues

Learning focus:

- Envisioning information and data visualisation
- Design theory and divergent thinking
- Design, sign and symbol
- Shaping the page and digital publication
- Image making and character design
- Embroidery and fabric printing

##### Year 3

Through a process of research and discussion with academic staff, students determine a body of self-directed study that allows them to develop a personal area of interest related to the field of Graphic Design. By taking increased responsibility for the management of their own work, students are prepared for life as a professional designer.

The number and content of the projects students undertake in the third year can be negotiated. However, the academic team will offer advice that enables students to develop a portfolio that best supports their career aspirations. It is also essential that students support their dissertations and design projects with a thorough and convincing body of research and development.

Subjects include:

- Graduation Projects Part 1
- Graduation Projects Part 2
- Professional Practice (Graphic Design)

##### Industry attachment (Compulsory)

- Industry Placement (Graphic Design)

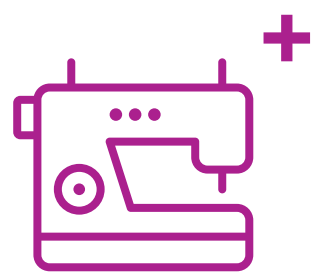
Learning focus:

- Demonstrate increasing autonomy, professionalism and critical awareness
- Statement of intent and annotated bibliography
- Critical contexts writing and research inquiry
- Portfolio building and self-branding
- Independent proposal project and external/ live brief

\* For Malaysian students who do not have a credit in SPM BM.

\* For Malaysian students who do not have a credit in SPM BM.





**Sheffield  
Hallam  
University**  
Knowledge Applied

# + BA (HONS) FASHION MANAGEMENT & COMMUNICATION 3+0

in collaboration with Sheffield Hallam University, UK

Fashion Management and Communication is a growing area of the fashion industry and encompasses a variety of different fields such as strategic fashion management, communication, promotion, advertising, branding, business and marketing.

This programme equips students with the strategic and creative skills necessary for a successful career in fashion management and communication, including research exploration, CAD, marketing communications, styling and image manipulation, trend prediction and campaign planning. This programme promotes the development of innovative fashion management and communication concepts through creative thinking, critical interpretation and analysis.

## Highlights

- Work on live projects with fashion and lifestyle brands and agencies
- Good networks and professional links with industry
- Work placement programme provide students with the opportunity to experience real-life industry practice
- Degree awarded by Sheffield Hallam University, UK

**Offered at**  
INTI International College Subang  
(N/214/6/0217) (07/2025) (MQA/PA 12849)

## INTAKES: APR & AUG

### Duration

3 Years (Inclusive of internship)

### Programme structure

#### Year 1

The first year of the programme introduces the broad range of issues related to the fundamentals of fashion management and communication, fashion products and visual communication. Students will get to explore diverse and innovative ways of approaching fashion management, marketing and communication problems and develop strategic and creative capabilities in different ways.

Subjects include:

- Business of Fashion 1
- Fashion Photography
- Fashion Communication 1
- Fashion Marketing and Management

Electives:

- Visual Merchandising / Fashion Illustration

Learning Focus:

- Trend Prediction
- Branding Strategies
- Image Making and Styling
- Advertising
- CAD
- Editorial Copy

#### Year 2

During the second year, projects are designed to develop managerial and analytical skills in addition to building on themes explored in Year 1, helping to prepare students for the working industry.

Subjects include:

- Business of Fashion 2
- Fashion Communication and Emerging Media

Learning Focus:

- Social Media Communication
- Experiential Campaigns
- Publication
- Advertising
- CAD
- Live Project

#### Year 3

The final year concentrates on research and practice to extend and consolidate students' professional skills, knowledge and understanding through the final year modules. Students will develop a body of original work that demonstrates an advanced level of engagement with their chosen area of specialism.

Subjects include:

- Professional Practice
- Final Fashion Project Part 1
- Industry Work Placement
- Final Fashion Project Part 2

Learning Focus:

- Personal Branding
- Fashion Management and Communication Business Practices
- Self-Directed Project

### Industry Attachment (Compulsory)

#### MPU subjects

- Bahasa Kebangsaan A\* / Design Thinking
- Community Service
- Philosophy and Current Issues
- Integrity and Anti-Corruption
- Appreciation of Ethics and Civilisations (Local Students) / Communicating in Malay 2 (International Students)



**Sheffield  
Hallam  
University**  
Knowledge Applied

# + BACHELOR OF ART (HONOURS) INTERIOR ARCHITECTURE & DESIGN 3.5+0

in collaboration with Sheffield Hallam University, UK

The BA (Hons) Interior Architecture & Design encourages a thorough, yet versatile design approach – following systematic and coordinated methodologies. The programme will equip students with the creative skills and knowledge they need, especially when they enter into the world of interior design. Through this, they will experience working on various creative design briefs and live projects for their respective clients. With an interior architecture & design degree, students can build a strong portfolio of work, which will prepare them for a rewarding career in an exciting industry.

Here at INTI, we aim to develop students' own creatives and sustainable approaches to interior architecture and design by challenging and exploring contemporary practices through a series of exciting and diverse projects. This programme focuses on transforming architectural spaces into exciting, sustainable environments through innovative designs and learn skills that will best reflect their personal interests, as well as career aspirations.

## Highlights

- Accredited by Board of Architects Malaysia
- Specialist lecturers who are design professionals
- A compulsory industry placement programme provides students with the opportunity to experience real-life industry practice
- Programme and curriculum designs are enriched by professional input from design practitioners
- Degree awarded by Sheffield Hallam University, UK
- Students will stand a chance to be awarded the Annual Inspirational Student Awards by Sheffield Hallam University
- Through the "Co-Exist" initiative, student will experience interdisciplinary practice

### Offered at

INTI International College Subang  
(R2/581/6/0020) (01/28) (MQA/FA2181)

### Career opportunities

- Interior Designer
- Spatial Designer
- Furniture Designer
- Exhibition Designer
- 3D Visualiser
- Lighting Designer
- Set and Production Designer
- Retail Designer
- Project Designer

### Duration

3.5 Years (Inclusive of a 6-month internship)

## INTAKES: APR & AUG

### Programme structure

#### Year 1

Subjects include:

- Interior Architecture Design Space, Form and Architecture Part 1
- Interior Architecture Design Space, Form and Architecture Part 2
- Interior Design People and Place Part 1
- Interior Design People and Place Part 2

Electives:

- Green Design
- Building Construction and Materials

Learning Focus:

- Theory and Practice of design
- Architecture and Interior design vocabulary
- Fundamentals of design process and thinking
- Re-ordering, manipulating, and transforming space
- Understanding of space, place, and people
- Architecture history, human and cultural
- AutoCAD, SketchUp

#### Year 2

Subjects include:

- Interior Design Context Part 1
- Interior Design Context Part 2
- Interior Design Application Part 1
- Interior Design Application Part 2
- Building by Law (Malaysia)

### MPU subjects

- Bahasa Kebangsaan A\* / Design Thinking
- Community Service
- Integrity and Anti-Corruption
- Appreciation of Ethics and Civilisations (Local students) / Communicating in Malay 2 (International students)
- Philosophy and Current Issues

Learning Focus:

- Understanding of design culture and practice
- Differences in perceptions and interpretations of concepts and practice
- Creative, innovative spatial practice in interior design
- Professional practice as Interior Designer
- Project management, construction and documentation
- Projects and collaborations with industry professionals
- Live project and competition
- V-Ray for 3Ds Max

#### Year 3

Subjects include:

- Interior Design Inhabitation
- Interior Design Resolution

### Industry Attachment (Compulsory)

- Industry Placement (Interior Design)

Learning Focus:

- Innovative and sustainable designs
- Emerging design practices
- Professional development
- Critical and self-directed study
- Design integration
- Graduation project
- Design research report
- Autodesk Revit



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