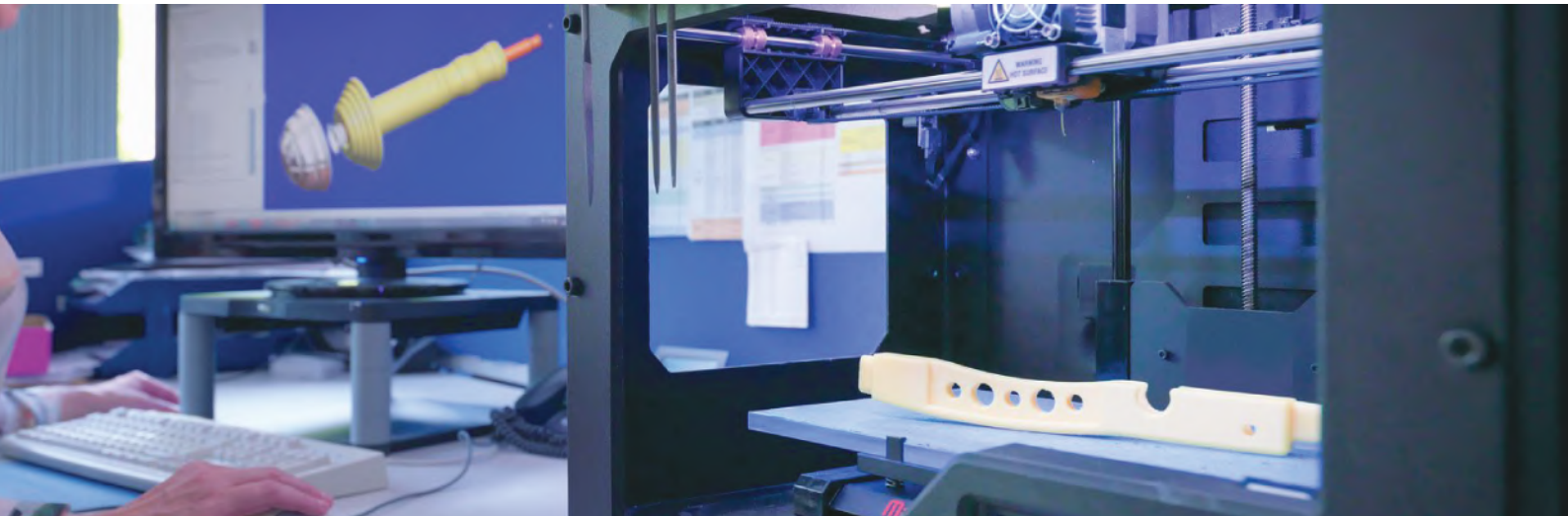




Diploma in Product Design



Programme Structure

Year 1	Year 2	Year 3
<ul style="list-style-type: none"> • Technical Drawing • Design Fundamentals • Academic Communicative English 1 • Drawing I • Art History • Contextual Practice • Academic Communicative English 2 • Introduction to Color Studies • Drawing II • Digital Photography • 3D Design Fundamentals 	<ul style="list-style-type: none"> • Basic Computer • Product Photography • Product Design • Commercial Model Making • Ceramics Products Design • 3D Technology and Processes • Presentation Techniques • Metal Product Design 	<ul style="list-style-type: none"> • Industrial Training • Packaging Design • 3D Animated Product • Wood Product Design • Furniture Design • Professional Practice • Final Product Design Project

PROGRAMME	DURATION 	ENTRY REQUIREMENTS 
<p>Diploma in Product Design</p> <p>R/214/4/0151 (A9928) 05/20 - Linton</p>	<p>3 Years</p> <p>Main Intakes April August December</p>	<ol style="list-style-type: none"> 1. SPM / SPMV / GCE O-Level or its equivalent: Pass with a minimum of 3 credits in any subjects and pass Art Education Subjects; or 2. Pass Certificate SKM (Malaysian Skill Certificate) Level 3 in Art and Design and Graphic Design and a pass in SPM with at least credit in one subject at SPM level; OR 3. UEC: Pass with minimum Grade B in 3 subjects; OR 4. Certificate with Level 3 MQF: Pass with a minimum CGPA 2.00; OR 5. Other equivalent qualifications recognised by Malaysian Government. <p>AND</p> <p>Pass in an internal interview or/and drawing test (for students who have not taken Visual Arts Education)</p> <p>AND</p> <p>International Students must pass:</p> <ol style="list-style-type: none"> a) IELTS Band 4, OR b) TOEFL with a minimum score of 397-410, OR c) Pass English in Cambridge/Edexcel GCE A Level, OR d) MUET minimum band 2.

CAREER PROSPECTS

Consumer Product Designer, CAD Designer, R&D Manager, Sales Designer, Automotive Designer, Industrial Designer, Product Merchandiser etc.