



# Graphics and Multimedia Program Specifications

## Workshop Participants Committee

On 10 March 2022

1. Assistant Prof. Dr. Salah Radman
2. Assistant Prof. Dr. Abdelfattah Alwh
3. L. Sarah Alwashali

**May - 2022**



### 1. Program Identification and General Information:

1	Scientific name of the program:	<i>Graphics and Multimedia</i>
2	Total credit hours required to award the degree	<i>127 Credit Hours</i>
3	Number of years needed for completion of the program:	<i>4 Years [8 Academic semesters]</i>
4	The body responsible for granting the degree:	<i>International Malaysian University</i>
5	The body responsible for the program:	<i>Department of Graphics and Multimedia, Faculty of Engineering &amp; Information Technology</i>
6	Award granted on completion of the program:	<i>Bachelor of Graphics and Multimedia</i>
7	Study system:	<i>Regular attendance</i>
8	Study Language of the Program:	<i>English</i>
9	Entry requirements:	<i>Secondary School Certificate (Scientific Section)</i>
10	Departments participating in the program:	<i>All An engineering Departments at Faculty of engineering and Information Technology</i>
11	Starting year of the program:	<i>2022/2023</i>
12	Study methods in the program:	<i>Full time.</i>

13	<b>Location of Delivery:</b>	<i>International Malaysian University, The Faculty of Engineering and Information Technology</i>
14	<b>The program resources:</b>	<i>International Malaysian University</i>
15	<b>Minimum grade requirements:</b>	<i>As per the admission rules of Ministry of Higher Education and Scientific Research, Republic of Yemen</i>
16	<b>Other admission requirements:</b>	<i>According to the University Rules and Regulations</i>
17	<b>Date of current development of the program:</b>	<b>Sep. 2021 Approved Dec./2021</b>
18	<b>Prepared by:</b>	<i>1. Assistant Prof. Dr. Salah Radman 2. Assistant Prof. Dr. Abdelfattah Alwh 3. L. Sarah Alwashali</i>
19	<b>Program coordinator:</b>	<i>L. Sarah Alwashali</i>

## **2. Introduction:**

*International Malaysian University and, The Faculty of Engineering and Information Technology's Vision want to be Excellence in its programs, one of them The Graphics and Multimedia Program has become an integral part of our daily life and activities, thus having graphics and multimedia programs will influence the way of thinking and creativity of people and society.*

*The Graphic and Multimedia program aims to provide students with the knowledge in the fields of design, multimedia, advertising, 3D modelling, animation, motion graphics, visual expression and communication. It also aims to develop cognitive and creative skills*

*using a variety of graphics tools and techniques applicable to real-world projects in the field of photography, filmmaking, audio-visual, branding and interactive design. Graduates of this program will be able to apply innovation, artistic skills, conceptual design, and critical thinking to create a relationship between design and industry.*

***Promising Jobs:***

- *Graphic Designer*
- *Multimedia Developer*
- *Photographer*
- *Artist*
- *Application Developer and Animator*
- *Instructor*
- *Editors*
- *Digital Publishing Artist*
- *Producers*
- *3D Modeller*

### **3. University Vision, Mission, Values, Objectives, and Goals:**

#### **3.1-University vision:**

*A university environment that is scientifically distinguished, innovative in research, and socially supportive*

#### **3.2-University mission:**

*Providing a distinguished educational service, to prepare outputs with integrated knowledge and skills, in line with the requirements of the profession and the needs of the*

*labour market, through advanced educational programs, an encouraging learning environment, skilled human resources, and an effective national, Arab and international partnership.*

### **3.3-University Core values:**

- 1- *Commitment*
- 2- *Professional*
- 3- *Quality*
- 4- *Teamwork*
- 5- *Transparency and Accountability*
- 6- *Partnership*

### **3.4-Special University Objectives (Educational):**

- 1- *Providing students with the necessary knowledge, skills and values in the medical, engineering, technical, administrative and financial fields required by the local and regional labour market, and evaluating them using modern scientific methods.*
- 2- *Preparing scientific and professional graduates to keep abreast of the knowledge developments in the various fields of sciences in a way that achieves a high level of professional practice in the labour market with all efficiency and competence.*
- 3- *Design students' learning experiences by providing an academic, advising and social environment that supports creativity, distinction, innovation, and refinement of talents, and enriching student services and facilities and meeting their needs in a way that achieves their aspirations and future aspirations*
- 4- *Providing quality education that encourages creativity and innovation by providing a learning and research environment that supports an in-depth and*

*clear understanding of the priority problems in Yemeni society and methods for their solution.*

- 5- *Contributing to the support and development of Yemeni society and its service through awareness-raising activities, and providing professional development services, continuing education and counselling to the various sectors related to the university's specializations.*
- 6- *Keeping up with the successive developments in information and communication technologies and employing them in the specifications of academic programs in terms of content, teaching methods and evaluation.*
- 7- *Communicate and cooperate in a more effective manner with the community with the aim of increasing local and regional relations in a way that improves Yemen's level and its historical reputation in an international context.*

### **.3.5-Strategic goals (Strategic):**

1. *Expanding the infrastructure, completing the laboratory requirements, the main scientific references, and the electronic administrative and financial systems. Improving the quality and quality of undergraduate and graduate academic programs to meet the needs of the individual and society.*
2. *Attracting, selecting and installing 30% of the faculty members and their assistants in accordance with the conditions and standards, and developing their skills in a professional context. Work to attract qualified academic and administrative human cadres, develop and invest them on a professional and ethical basis in achieving the vision and mission of the university.*
3. *Governance of the university in a way that enhances the principles of transparency, integrity and accountability and contributes to the shift towards decentralization and the consolidation of independence and institutional work. Finding effective and tangible solutions for the infrastructure necessary for the*

*educational process, in a way that ensures its sustainability, in accordance with generally accepted standards.*

4. *Reviewing and developing the scientific departments and their academic and engineering programs in light of the market requirements and needs.*
5. *Graduating national cadres armed with sufficient knowledge and professional skills, and enhancing their scientific and research standing at the local, Arab and international levels.*
6. *Supporting and guiding scientific research in accordance with the research map and the priorities of comprehensive national development.*
7. *Finding an effective policy in achieving the scientific, advisory and service partnership at the national, Arab and international levels.*

#### **4. Faculty Vision, Mission, Values, and Objectives:**

##### **4.1-Vision:**

*Excellence in engineering education and scientific research locally and regional competition to provide meaningful community service*

##### **4.2-Mission:**

*Providing a distinguished education service to prepare graduation qualified academically, research, professional capable of thinking, creativity and competition through the provision of modern engineering and technical programs in accordance with quality standards and the requirements of the local and regional labour market.*

##### **4.3-Values:**

1. *Excellence*
2. *Professional*
3. *Lifelong learning*

4. *Work in a team*
5. *Partnership*

#### **4.4-Faculty Objectives (Educational):**

1. *Providing modern and quality programs in accordance with quality standards that keep pace with the rapid development and changing requirements of the labor market in the fields of engineering and information technology to meet the needs of local and regional communities.*
2. *Preparing creative engineers and programmers who are able to think, innovate and compete in the local and regional labour market and contribute effectively to the development of societies through problem solving, development and scientific research.*
3. *Continuous development of the college departments by updating programs, plans, courses, educational resources and means to keep pace with educational development in the fields of engineering and information technology.*
4. *Strengthening the partnership between the college and the community through scientific research, providing training and consulting, and adopting research and applied projects in partnership with relevant institutions.*
5. *Encouraging and supporting scientific research through the acquisition and provision of scientific periodicals and specialized books, holding workshops, seminars and scientific conferences, and enhancing communication, cooperation and exchange of experiences with corresponding colleges in Yemeni, Arab and international universities.*

## 5. Department Vision, Mission, Values, and Objectives:

### 5.1- Department Vision:

*Excellence locally and regionally in Graphic and Multimedia, scientific research, and community service.*

### 5.2- Department Mission:

*To prepare graduates in the field of Graphic and Multimedia with scientific and professional competence that meet the requirements of the local and regional labor market through appropriate learning environment and distinguished academic and research programs in accordance with quality and accreditation standards.*

### 5.3- Department Values:

1. *Excellence*
2. *Professional*
3. *Lifelong learning*
4. *Work in a team*
5. *Partnership*

### 5.4- Department Objectives- :

- 1- *Provide distinguished academic and research programs that meet the needs of society and the requirements of the labor market.*
- 2- *Provide an educational environment that produces graduates with necessary knowledge and skills to advance their intellectual and creative capabilities in design according to the needs of the continuous developments requirements.*

- 3- *Prepare scientific and professional graduates in the field of Graphic and Multimedia who are able to compete and innovate locally and regionally.*
- 4- *Attract qualified academic staff, and encourage them to work in a one-team spirit, taking into account the ethics of the profession.*
- 5- *Develop students' values and spirit of cooperation through teamwork, integrity, a sense of responsibility, and professional and ethical commitment.*
- 6- *Provide scientific and technical consultations and employ the results of projects and research in the fields of Graphic and Multimedia to serve different sectors.*
- 7- *Establishing a scientific partnership with the corresponding institutions to exchange experiences in scientific and research fields.*

## **6. Program Mission and Objectives:**

### **6.1- Program Mission:**

*To prepare Graphic and Multimedia designer professionals who able to keep pace with the development in the world of graphic design creatively and technologically, and to promote a culture of communication through artistic designs and multimedia, continuing education and keeping abreast of developments in the fields of specialization, as well as accreditation standards.*

### **6.2-Program Objectives- :**

- 1- *Equip students with an intensive knowledge of a broad range of methods and principles central to contemporary Graphic and Multimedia including digital technologies that allow to develop professional practice and interest in Graphic and Multimedia and compete locally and regionally.*

- 2- *Provide students with the fundamental knowledge in mathematics and basic engineering sciences for solving engineering problems.*
- 3- *Provide students with basic knowledge and techniques in multimedia technology, design, programming, web, artefacts, photography and video.*
- 4- *Qualify students to Identify, formulate and solve real world problems using computer graphics and multimedia tools and techniques.*
- 5- *Build and develop student skills to apply design and graphics techniques to produce inventive works and artefacts.*
- 6- *Inspire graduates to behave ethically and professionally with integrity in carrying out duties independently or collaboratively in response to project demands.*
- 7- *Encourage graduates to communicate effectively to a wide range of audiences in writing and electronically.*

## **7. Program Standards & Benchmarks:**

### **7.1- Program Standards: -**

#### **A. Academic Standards:**

1. *National Academic Reference Standards (NARS) For Undergraduate Engineering Programs, Yemen, First Edition, Council for Accreditation & Quality Assurance, Yemen, May 2018.*
2. *National Accreditation Standards for locally accredited 2021.*
3. *Crosswalk and Alignments of Graphic Design Standards and the Common Core State Standards and the Nevada Science Standards*
4. *Wisconsin Standards for Art and Design*

5. *New Jersey Core Curriculum Content Standards for Visual and Performing Arts.*
6. *USA: The Middle States Commission on Higher Education (MSCHE), Pennsylvania.*

**B. Strategies :-**

- 1- *University Strategy .*
- 2- *Faculty Strategy .*

**C. Rules and Regulation :-**

- 1- *Higher Education rules*
- 2- *Private Education Laws*
- 3- *Student affairs regulation.*

**7.2- Program Benchmarks:**

1. *University of Science and Technology*  
<https://ustye.net/>
2. *Princess Nourah bint Abdulrahman University (PNU)*  
<https://www.pnu.edu.sa>
3. *Assiut University*  
<http://www.aun.edu.eg>
4. *Alfred State College of Technology - State University of New York*  
[www.alfredstate.edu](http://www.alfredstate.edu)
5. *SUNY Canton University*  
<https://www.canton.edu/>
6. *Nisantasi University*  
<http://ebp.nisantasi.edu.tr>

## 8. Graduate Attributes:

*Upon successful completion of an undergraduate graphics and multimedia program, graduates will be able to:*

- 1- Develop innovative solutions and effective responses to solve intellectual, professional and social challenges.*
- 2- Have knowledge of discipline to create and design projects using graphics and multimedia elements.*
- 3- Develop management, communication, and analytical skills.*
- 4- Design their own multimedia project individually or as a part of a team.*
- 5- Commitment to excellence in all scholarly and intellectual activities.*
- 6- Apply critical, logical, and creative thinking to solve design and multimedia problems.*
- 7- Commitment to lifelong learning in pursuit professional development.*
- 8- Commitment to sustainability and high ethical standards in social and professional practices.*

## 9. Program Intended Learning Outcomes (PILOs):

### **A. Knowledge and Understanding:**

*Upon successful completion of the undergraduate Graphics and Multimedia Program, the graduates will be able to:*

- A1. Demonstrate understanding of the concepts, techniques and processes used in the graphics and multimedia solutions.*

*A2. Identify the role of the tools and technologies in the creation, reproduction, and distribution of visual messages including drawing, offset printing, photography, and interactive multimedia.*

*A3. Demonstrate knowledge of design history, theory, and criticism, including art history, multimedia theory, and the social and cultural use of design objects.*

*A4. Exhibit a thoughtful application of the elements and principles of visual design, color theory, information hierarchy, and typography to successfully communicate stories, emotions, and identities through a multimedia element.*

## **B- COGNITIVE/INTELLECTUAL SKILLS:**

*Upon successful completion of the undergraduate Graphics and Multimedia Program, the graduates will be able to:*

*B1. Plan and design professional-quality graphics and multimedia for use in commercial graphics packages to customers to be used across variety of multimedia platforms.*

*B2. Criticize, analyze, synthesize, and design processes and strategies from concept to delivery to creatively solve communication problems.*

*B3. Evaluate the multimedia products that can be reused to design informational and instructional material.*

*B4. Integrate artist drawing, multimedia elements, and design technologies in the implementation of multimedia projects.*

### **C. Practical and Professional Skills:**

*Upon successful completion of the undergraduate Graphics and Multimedia Program, the graduates will be able to:*

- C1. Apply the multimedia theories to the development of multimedia products.*
- C2. Use appropriate tools for the design, development and creation of multimedia elements and digital artefacts.*
- C3. Apply critical thinking and problem-solving skills for project planning, design, and creation.*
- C4. Implement design and multimedia technologies into professional-quality productions.*

### **D. General and Transferable Skills:**

*Upon successful completion of the undergraduate Graphics and Multimedia Program, the graduates will be able to:*

- D1. Engage in a lifelong learning, time management, leadership and communicate effectively to solve social and organization problems.*
- D2. Participate in professional design and management practice in a collaborative work environment.*
- D3. Prepare technical reports and communicate clearly in visual, verbal, and written forms using techniques appropriate for the intended audience.*
- D4. Interpret the ethical, environmental, legal, or social effects of designed or multimedia products on the society.*

## 10. Teaching and Learning Strategies:

- *Interactive Lectures*
- *Discussion / Tutorial*
- *Seminar/ Project/Presentation*
- *Interactive class discussions*
- *Exercises*
- *Laboratory Based Session*
- *Directed self- study/ Independent learning*
- *Problem Solving*
- *Team Work (group Learning)*
- *Drawing Sessions*
- *Field Visits*
- *Art Gallery*

Teaching Strategy	Description
<b>Lectures / Interactive Lectures</b>	<i>These are lectures / interactive lectures weekly conducted in the class and supported with variety of teaching formats including, lectures and multimedia presentations, use of whiteboard to solve examples and illustrating different tasks and problems introduced by the presentation, and class discussions, in which concepts, approaches, and case studies are presented, explored, and shown students what they need to know.</i>

Teaching Strategy	Description
<b>Tutorials</b>	<i>Some courses need to have tutorial sessions to solve problems related to the subjects. The students exchange their knowledge with the teacher.</i>
<b>Seminar/ Project/Presentation</b>	<i>Assigned project is given to student and she/he must give a seminar to present her/his project.</i>
<b>Interactive class discussions</b>	<i>Interactive class discussions are carried out about some aspects, related to the subject. It involves a large or small group activity that encourages students to focus on a topic and contribute to the free flow of ideas. The teacher may begin a brainstorming session by posing a question or a problem, or by introducing a topic. Students then express possible answers, relevant words and ideas</i>
<b>Exercises</b>	<i>Exercises and home works are assigned to students periodically, so the students will gain more knowledge about the subjects.</i>
<b>Laboratory Based Session</b>	<i>Laboratory based sessions are required for some courses to balance between theoretical and practical issues.</i>
<b>Directed self- study/ Independent learning</b>	<i>The student should be directed to some related references to read and summarize some.</i>
<b>Problem Solving</b>	<i>This allows students to become more active in their learning as they work out which information, they need to find out how to solve a particular problem.</i>
<b>Team Work (group Learning)</b>	<i>The students are assigned to work in a small group as a team on some subjects.</i>

Teaching Strategy	Description
<b>Drawing Sessions</b>	<i>The students are assigned to work individual in the drawing halls.</i>
<b>Field Visits</b>	<i>The students are assigned to perform a site visit to acquire field related information.</i>
<b>Art Gallery</b>	<i>The students are assigned to show their work individually or in groups to visitor.</i>

11. Assessment Methods:
<ul style="list-style-type: none"> <li>• <i>Written Exam</i></li> <li>• <i>(Midterm/ Final)</i></li> <li>• <i>Quizzes</i></li> <li>• <i>Written assignments (as multiple-choice questions, or drawings)</i></li> <li>• <i>Report/Project/ Practical Lab Sessions</i></li> <li>• <i>Coursework Activities</i></li> <li>• <i>Homework's and assignments</i></li> <li>• <i>Case studies</i></li> <li>• <i>Presentations Assessment.</i></li> </ul>

Assessment Strategy	Description
<b><i>Written Exams (Mid and Final)</i></b>	<i>Mid-term exam is conducted in the 8th week and final exam is conducted at the end of each course. Both tests are closed book, closed notes.</i>

<b>Assessment Strategy</b>	<b>Description</b>
<b>Quizzes</b>	<i>Quizzes are related to previous period as well as topics discussed in the period. This helps students develop self-confidence, readiness, and accuracy in major exams. A predefined timed brief question will be asked to be answered by the students most likely in the form of written exam.</i>
<b>Practical assessment</b>	<i>Will be used in courses including practical parts. It is the form of the final exam of practical part. In this method, student will be asked to perform a practical duty or experiment and deliver the result to the teacher.</i>
<b>Assignments and homework</b>	<i>Student will be assigned to do homework paper, research, charts etc. related to the course topics. Used in most courses.</i>
<b>Computer Lab performance assessment</b>	<i>Measures the student's ability to model, simulate, program, design, and use IT tools efficiently.</i>
<b>Report assessment</b>	<i>Will be used in courses including practical parts and also courses related to filed training. A predefined template will be asked to filled by the student</i>
<b>Attitude assessment</b>	<i>Will be used in courses including practical parts and also courses related to filed training and graduation project courses 5-10% Marks based on the participation of the student in team-work and his/her compliance to standard</i>

Assessment Strategy	Description
	<i>procedures during practical work, field-training and graduation project.</i>
<b>Presentation Assessment</b>	<i>Whether oral or video-based, having students share what they have learned with their peers (or even other members of the community) can be an engaging way for learners to document and showcase their understanding.</i>
<b>Project work assessment</b>	<i>To demonstrate the personal skills and practical expertise that are expected to be learned and gained through the program. Graduation project assessment is explained in details in next sections.</i>

## 12. Alignment of Program Intended Learning Outcomes (PILOs) to Teaching Strategies and Assessment Methods:

PILOs	Teaching Strategy	Assessment Methods
<i>Knowledge and Understanding</i> A1, A2, A3, A4	<ul style="list-style-type: none"> <li>• Lectures/Interactive lectures</li> <li>• Interactive class discussions</li> <li>• Tutorials</li> </ul>	<ul style="list-style-type: none"> <li>• Written Exam (Midterm/ Final)</li> <li>• Quizzes</li> <li>• Assignment work</li> <li>• Submission of reports</li> </ul>
<i>Intellectual Skills</i> B1, B2, B3, B4	<ul style="list-style-type: none"> <li>• Lectures/Interactive lectures</li> <li>• Tutorial</li> <li>• Interactive class discussions</li> <li>• Group work</li> <li>• Presentation</li> </ul>	<ul style="list-style-type: none"> <li>•</li> </ul>

PILOs	Teaching Strategy	Assessment Methods
<p><i>Professional &amp; practical skills</i>  <i>C1, C2, C3, C4</i></p>	<ul style="list-style-type: none"> <li>• Short lectures</li> <li>• Case study</li> <li>• Laboratory experiments</li> <li>• Project</li> <li>• Group work</li> <li>• Field training</li> <li>• Drawing sessions</li> </ul>	<ul style="list-style-type: none"> <li>• Written Exam (Midterm/ Final)</li> <li>• Quizzes</li> <li>• Practical exam</li> <li>• Assignment</li> <li>• Report submission</li> </ul>
<p><i>General &amp; Transferable Skills</i>  <i>D1, D2, D3, D4</i></p>	<ul style="list-style-type: none"> <li>• Group work</li> <li>• Self-study</li> <li>• Interactive class discussions</li> <li>• Tutorials</li> <li>• Seminar/project/presentation</li> <li>• Laboratory experiments</li> <li>• Project</li> <li>• Art Gallery</li> </ul>	<ul style="list-style-type: none"> <li>• Project presentation</li> <li>• Laboratory exam</li> <li>• Report</li> <li>• Project</li> </ul>

### 13. Project Assessment:

*Each project will be assessed by a committee of three members as follows:*

Item	Marks Distribution
<i>Project supervisor</i>	60%
<i>Internal examiner: a member of the department staff.</i>	20%
<i>External examiner: a qualified external examiner (either from other departments of the faculty or from another university)</i>	20%
<b>Total</b>	<b>100%</b>

#### 14. Training Course Assessment:

*The training course will be assessed through:*

Item	Assessment	Mark
Field Training	<i>Weekly Report from the student</i>	<i>2 marks per report (24marks)</i>
	<i>Training partner reports</i>	<i>20 marks</i>
	<i>Final report from the student</i>	<i>16 marks</i>
	<i>Final Presentation from the students</i>	<i>40 marks</i>
<b>Total</b>		<b>100%</b>

#### 15. Intended Learning Outcomes Mapping:

See below Annexes;

N	Level/ Semester	Course Code	Course Title	Credit Hours	Theory Hours		Lab Hours	Program Intended Learning Outcomes (PILOs)															
					Lecture	Exercise		A. Knowledge & Understanding				B. Intellectual Skills				C. Practical Skills				D. Transferable Skills			
								A1	A2	A3	A4	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4
1.		MRU112	English Language I	2	2	0	0												√	√	√	√	
2.		MRU121	Computer Skills	3	2	0	2		√		√	√	√	√	√	√	√	√	√	√	√	√	
3.		MRU114	Arabic Language I	2	2	0	0												√	√	√	√	
4.		MRU122	Islamic Culture	2	2	0	0			√		√	√							√	√		
5.		MRU113	Arabic Language II	2	2	0	0		√	√	√	√	√						√	√	√	√	
6.		MRU111	English Language II	2	2	0	0												√	√	√	√	
7.		MRU127	National Culture	2	2	0	0			√	√	√	√							√	√		
8.		MRU126	Arabic Israel Conflict	2	2	0	0													√			
9.		FENG130	Probability and Statistical Fundamentals	3	2	0	2		√			√	√										
10.		FENG131	Research Methods	2	2	0	0			√				√	√	√	√	√	√	√	√	√	
11.		DGM140	Graduation Project (1)	3	1	0	4		√			√	√	√		√			√			√	
12.		DGM141	Graduation Project (2)	3	1	0	4				√	√	√	√		√		√		√	√		
13.		DGM142	Principle of Art and Design	3	2	0	2				√	√			√					√		√	
14.		DGM143	Free Hand Drawing (1)	3	1	0	4	√	√			√			√				√			√	
15.		DGM144	Free Hand Drawing (2)	3	1	0	4		√	√			√		√					√	√		

16.	DGM145	Color Theory	3	1	0	4			√	√	√		√	√		√			√		√	
17.	DGM146	Image Editing (1)	3	1	0	4	√			√	√				√		√		√		√	
18.	DGM147	Perspective and Shadow	3	1	0	4		√		√	√		√			√	√		√		√	
19.	DGM148	Photography Concept	3	1	0	4		√		√	√		√		√		√		√		√	
20.	PGM149	Programming Fundamentals	3	2	0	2	√				√	√			√	√	√	√	√	√	√	
21.	PGM150	Introduction to Graphics and Multimedia	3	3	0	0	√				√	√	√		√	√	√	√		√		
22.	PGM151	History of Art and Design	3	3	0	0	√		√				√		√				√		√	√
23.	PGM152	Mathematics	3	2	2	0	√		√				√		√		√				√	
24.	PGM153	Image Editing (2)	3	1	0	4		√		√		√		√		√		√		√	√	
25.	PGM154	Illustration Graphics	3	1	0	4			√	√	√		√			√		√		√	√	
26.	PGM155	Typography Technique	3	1	0	4		√		√	√		√		√		√		√		√	√
27.	PGM156	Visual Identity	3	2	0	2			√	√	√		√		√		√		√		√	√
28.	PGM157	Script Writing and Storyboard	3	2	0	2		√		√		√		√		√		√		√	√	√
29.	PGM158	Web Design	3	2	0	2		√		√	√			√		√		√		√	√	√
30.	PGM159	Design for Printing and advertising	3	2	0	2	√		√	√	√			√	√		√		√		√	√
31.	PGM160	2D Animation Fundamentals	3	1	0	4		√		√	√			√		√		√		√	√	√

32.	PGM161	Digital Audio and Video	3	1	0	4		√		√	√		√		√		√		√		√
33.	PGM162	Augmented Reality Application	3	1	0	4			√	√		√		√		√		√		√	√
34.	PGM163	3D Design	3	1	0	4		√		√	√			√	√		√	√		√	√
35.	PGM164	2D Animation Production	3	1	0	4		√		√	√			√	√		√		√		√
36.	PGM165	Visual Special Effects	3	1	0	4	√			√	√			√	√		√		√		√
37.	PGM166	Motion Graphics	3	1	0	4		√		√	√			√	√		√	√		√	√
38.	PGM167	Packaging Design	3	1	0	4	√	√			√	√			√		√		√		√
39.	PGM168	3D Modeling and Rendering	3	1	0	4		√		√	√	√			√		√		√		√
40.	PGM169	Film Making and Production	3	1	0	4			√	√		√		√		√		√		√	√
41.	PGM170	Animation in 3D	3	1	0	4			√	√	√			√		√	√		√		√
42.	PGM171	Game Designing	3	1	0	4	√		√				√	√		√		√		√	√
43.	PGM172	Infographics	3	1	0	4				√	√			√	√		√		√		√
44.	PGM173	Portfolio Design	3	2	0	2		√		√	√			√			√	√		√	√
Field Training			3	3	0	0	√	√	√	√	√	√	√	√	√	√	√	√	√	√	√

### 16. Program Structure:

No	Requirements	No. of Courses	Credit Hours	L	T	P	Rational Weight %	
1	University Requirements	Compulsory	8	17	15	0	4	12.0%
		Elective	0	0	0	0	0	
2	Basic Requirements	Compulsory	--	--	--	--	--	0%
		Elective	--	--	--	--	--	
3	Faculty Requirements	Compulsory	2	5	4	0	2	3.5%
		Elective	0	0	0	0	0	
4	Department Requirements	Compulsory	9	27	10	0	34	19.4%
		Elective	0	0	0	0	0	
5	Program Requirements	Compulsory	25	75	36	2	76	62.5%
		Elective	0	0	0	0	0	
6	Field Training	Compulsory	1	3	0	0	6	2%
		Elective	--	--	--	--	--	
7	Project Courses	Compulsory	- 2	- 6	- 2	0	- 8	4.3%
		Elective	--	--	--	--	--	
<b>Total:</b>			<b>45</b>	<b>127</b>	<b>65</b>	<b>2</b>	<b>122</b>	<b>100%</b>

**a. University Requirements**

**Compulsory Courses (8 courses/ 17 C. Hrs.)**

No.	Level -Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	1/1	MRU112	Arabic Language I	لغة عربية 1	2	2	0	0	None
2.	1/2	MRU121	Arabic Language 2	لغة عربية 2	2	2	0	0	MRU112
3.	1/1	MRU114	English Language I	لغة انجليزية 1	2	2	0	0	None
4.	1/2	MRU122	English Language II	لغة انجليزية 2	2	2	0	0	MRU114
5.	1/1	MRU113	Computer Skills	مهارات الحاسوب	3	1	0	4	None
6.	1/1	MRU111	Islamic Culture	ثقافة إسلامية	2	2	0	0	None
7.	1/2	MRU127	National Culture	الثقافة الوطنية	2	2	0	0	None
8.	1/2	MRU126	Arabic Israel Conflict	الصراع العربي الإسرائيلي	2	2	0	0	MRU111
<b>Total</b>					<b>17</b>	<b>15</b>	<b>0</b>	<b>4</b>	

**Elective Courses: None**

### a. Faculty Requirements

#### Compulsory Courses

No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
5		FENG130	Probability and Statistical Fundamentals	مبادئ الإحصاء والاحتمالات	3	2	0	2	
6		FENG131	Research Methods	طرق البحث العلمي	2	2	0	0	
<b>Total</b>					<b>5</b>	<b>4</b>	<b>0</b>	<b>2</b>	

Elective Courses: None

### b. Department Requirements

#### Compulsory Courses

No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.		DGM147	Graduation Project (1)	مشروع تخرج (1)	3	1	0	4	
2.		DGM148	Graduation Project (2)	مشروع تخرج (2)	3	1	0	4	
3.		DGM140	Principle of Art and Design	مبادئ الفن والتصميم	3	2	0	2	
4.		DGM141	Free Hand Drawing 1	الرسم الحر 1	3	1	0	4	
5.		DGM142	Perspective and Shadow	الظل والمنظور	3	1	0	4	
6.		DGM143	Free Hand Drawing 2	الرسم الحر 2	3	1	0	4	
7.		DGM144	Color Theory	نظرية الألوان	3	1	0	4	
8.		DGM145	Image Editing	تحرير الصور	3	1	0	4	
9.		DGM146	Photography Concept	مفاهيم التصوير الفوتوغرافي	3	1	0	4	
<b>Total</b>					<b>27</b>	<b>10</b>	<b>0</b>	<b>34</b>	

Elective Courses: None

### c. Program Major

#### Compulsory Courses

No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.		PGM149	Programming Fundamentals	اساسيات البرمجة	3	2	0	2	
2.		PGM150	Introduction to Graphics and Multimedia	مقدمة في التصميم والوسائط المتعددة	3	3	0	0	
3.		PGM151	History of Art and Design	تاريخ الفن والتصميم	3	3	0	0	
4.		PGM152	Mathematics	رياضيات	3	2	2	0	
5.		PGM153	Image Editing (2)	تحرير الصور 2	3	1	0	4	
6.		PGM154	Illustration Graphics	الرسوم التوضيحية	3	1	0	4	
7.		PGM155	Typography Technique	تقنيات التايبوجرافي	3	1	0	4	
8.		PGM156	Visual Identity	الهوية البصرية	3	2	0	2	
9.		PGM157	Script Writing and Storyboard	كتابة القصة والسيناريو	3	2	0	2	
10.		PGM158	Web Design	تصميم مواقع	3	2	0	2	
11.		PGM159	Design for Printing and advertising	التصميم للطباعة والإعلانات	3	2	0	2	
12.		PGM160	2D Animation Fundamentals	اساسيات الحركة ثنائية الابعاد	3	1	0	4	
13.		PGM161	Digital Audio and Video	الصوت الرقمي والفيديو	3	1	0	4	
14.		PGM162	Augmented Reality Application	تطبيقات الواقع المعزز	3	1	0	4	
15.		PGM163	3D Design	التصميم ثلاثي الابعاد	3	1	0	4	
16.		PGM164	2D Animation Production	انتاج الحركة ثنائية الابعاد	3	1	0	4	
17.		PGM165	Visual Special Effects	المؤثرات البصرية الخاصة	3	1	0	4	

No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
18.		PGM166	Motion Graphics	تحريك الصور	3	1	0	4	
19.		PGM167	Packaging Design	تصميم التغليف	3	1	0	4	
20.		PGM168	3D Modeling and Rendering	تقنيات النمذجة والإخراج ثلاثية الأبعاد	3	1	0	4	
21.		PGM169	Film Making and Production	صنع ومونتاج الفيلم	3	1	0	4	
22.		PGM170	Animation in 3D	التحريك ثلاثي الأبعاد	3	1	0	4	
23.		PGM171	Game Designing	تصميم الألعاب	3	1	0	4	
24.		PGM172	Infographics	إنفوجرافيك	3	1	0	4	
25.		PGM173	Portfolio Design	تصميم البورتفوليو	3	2	0	2	
<b>Total</b>					<b>75</b>	<b>36</b>	<b>2</b>	<b>76</b>	

<b>Field Attachments and Training Courses</b>									
No	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1		TGM300	Training	تدريب مهني	3	0	0	6	
<b>Total</b>					<b>3</b>	<b>0</b>	<b>0</b>	<b>6</b>	

<b>Project Work Courses (included in Program requirements)</b>									
No	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1		DGM147	Graduation Project (1)	مشروع تخرج (1)	3	1	0	4	
2		DGM148	Graduation Project (2)	مشروع تخرج (2)	3	1	0	4	
<b>Total</b>					<b>6</b>	<b>2</b>	<b>0</b>	<b>8</b>	

<b>Elective Courses: None</b>									
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• **Study Plan:**

**Level 1**

Term 1									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	1 - 1		Computer Skills	مهارات الحاسوب	3	1	0	4	
2.	1 - 1		Arabic Language 1	لغة عربية (1)	2	2	0	0	
3.	1 - 1		English Language (1)	لغة انجليزية (1)	2	2	0	0	
4.	1 - 1		Arabic Israel Conflict	الصراع العربي الاسرائيلي	2	2	0	0	
5.	1 - 1		Islamic Culture	ثقافة إسلامية	2	2	0	0	
6.	1 - 1		Mathematics	رياضيات	3	2	2	0	
7.	1 - 1		History of Art and Design	تاريخ الفن والتصميم	3	3	0	0	
					17	14	2	4	

Term 2									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	1 - 2		Arabic Language (2)	لغة عربية (2)	2	2	0	0	
2.	1 - 2		English Language (2)	لغة انجليزية (2)	2	2	0	0	
3.	1 - 2		National Culture	الثقافة الوطنية	2	2	0	0	
4.	1 - 2		Introduction to Graphics and Multimedia	مقدمة في التصميم والوسائط المتعددة	3	3	0	0	
5.	1 - 2		Principle of Art and Design	مبادئ الفن والتصميم	3	2	0	2	
6.	1 - 2		Free Hand Drawing (1)	الرسم الحر (1)	3	1	0	4	
7.	1 - 2		Image Editing (1)	تحرير الصور (1)	3	1	0	4	
<b>Total</b>					<b>18</b>	<b>13</b>	<b>0</b>	<b>10</b>	

Level 2

Term 1									
No.	Level -Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	2 - 1		Programming Fundamentals	اساسيات البرمجة	3	2	0	2	
2.	2 - 1		Probability and Statistical Fundamentals	مبادئ الإحصاء والاحتمالات	3	2	0	2	
3.	2 - 1		Free Hand Drawing (2)	الرسم الحر (2)	3	1	0	4	
4.	2 - 1		Color Theory	نظرية الألوان	3	1	0	4	
5.	2 - 1		Image Editing (2)	تحرير الصور (2)	3	1	0	4	
6.	2 - 1		Illustration Graphics	الرسوم التوضيحية	3	1	0	4	
<b>Total</b>					<b>18</b>	<b>8</b>	<b>0</b>	<b>20</b>	

Term 2									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.			Web Design	تصميم مواقع	3	2	0	2	
2.	2 - 2		Perspective and Shadow	الظل والمنظور	3	1	0	4	
3.	2 - 2		Photography Concept	مفاهيم التصوير الفوتوغرافي	3	1	0	4	
4.	2 - 2		Typography Technique	تقنيات التايبوجرافي	3	1	0	4	
5.	2 - 2		Visual Identity	الهوية البصرية	3	2	0	2	
6.	2 - 2		Script Writing and Storyboard	كتابة القصة والسيناريو	3	2	0	2	
<b>Total</b>					<b>18</b>	<b>9</b>	<b>0</b>	<b>18</b>	

### Level 3

Term 1									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	3 - 1		Research Methods	طرق البحث العلمي	2	2	0	0	
2.	3 - 1		Design for Printing and advertising	التصميم للطباعة والإعلانات	3	2	0	2	
3.	3 - 1		2D Animation Fundamentals	اساسيات الحركة ثنائية الابعاد	3	1	0	4	
4.	3 - 1		Digital Audio and Video	الصوت الرقمي والفيديو	3	1	0	4	
5.	3 - 1		Augmented Reality Application	تطبيقات الواقع المعزز	3	1	0	4	
6.	3 - 1		3D Design	التصميم ثلاثي الابعاد	3	1	0	4	
<b>Total</b>					<b>17</b>	<b>8</b>	<b>0</b>	<b>18</b>	

Term 2									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	3 - 2		2D Animation Production	انتاج الحركة ثنائية الابعاد	3	1	0	4	
2.	3 - 2		Visual Special Effects	المؤثرات البصرية الخاصة	3	1	0	4	
3.	3 - 2		Motion Graphics	تحريك الصور	3	1	0	4	
4.	3 - 2		Packaging Design	تصميم التغليف	3	1	0	4	
5.	3 - 2		3D Modeling and Rendering	تقنيات النمذجة والإخراج ثلاثية الابعاد	3	1	0	4	
6.	3 - 2		Graduation project (1)	مشروع تخرج (1)	3	1	0	4	
<b>Total</b>					<b>18</b>	<b>6</b>	<b>0</b>	<b>24</b>	

## Level 4

Term 1									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	4 - 1		Film Making and Production	صنع ومونتاج الفيلم	3	1	0	4	
2.	4 - 1		Animation in 3D	التحريك ثلاثي الابعاد	3	1	0	4	
3.	4 - 1		Game Designing	تصميم الالعاب	3	1	0	4	
4.	4 - 1		Infographics	إنفوجرافيك	3	1	0	4	
5.	4 - 1		Portfolio Design	تصميم البورتفوليو	3	2	0	2	
6.	4 - 1		Graduation project (2)	مشروع تخرج (2)	3	1	0	4	
<b>Total</b>					<b>18</b>	<b>7</b>	<b>0</b>	<b>22</b>	

Term 2									
No.	Level-Sem.	Course Code	Course Name	اسم المقرر	Cr. Hrs.	L	T	P	Prerequisites, Co-requisites
1.	4 - 2		Field Training	التدريب الميداني	3	0	0	6	
2.	4 - 2	Progress at Semester							
3.	4 - 2								
4.	4 - 2								
5.	4 - 2								
6.	4 - 2								
<b>Total</b>									

## Summary

Level	Sem.	No. of Courses	Cr. Hrs.	L	T	P
1	1	7	17	14	2	4
	2	7	18	13	0	10
2	1	6	18	8	0	20
	2	6	18	9	0	18
3	1	6	17	8	0	18
	2	6	18	6	0	24
4	1	6	18	7	0	22
	2	1	3	0	0	6
<b>Total</b>		<b>45</b>	<b>127</b>	<b>65</b>	<b>2</b>	<b>122</b>

Requirements	No. of Courses	Cr. Hrs.	L	T	P
University Req.	8	17	15	0	4
Faculty Req.	2	5	4	0	2
Department Req.	9	27	10	0	34
Program Req.	25	75	36	2	76
Training	1	3	0	0	6
Graduation Project	- 2	- 6	- 2	0	- 8
Electives	0	0	0	0	0
<b>Total</b>	<b>45</b>	<b>127</b>	<b>65</b>	<b>2</b>	<b>122</b>

### • Distribution of Total Credit Hours:

Level	Term	University Requirements		Faculty Requirements		Department Requirements		Program Requirements		Program Electives		Training		Project		Total Cr. Hrs.		Total Cr. Hrs./ Level
		No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	No. of Courses	Credit Hours	
First	First															7	17	35
	Second															7	18	
Second	First															6	18	36
	Second															6	18	
Third	First															6	17	35
	Second															6	18	
Fourth	First															6	18	21
	Second															1	3	
<b>Total:</b>																<b>45</b>	<b>127</b>	
<b>Percentage:</b>																		<b>%100</b>

### 17. Admission Requirements:

1. Admissions to the program shall be made as per the admission rules set by the Ministry of Higher Education and Scientific Research as well as **Malaysian International University** admission guidelines.
2. General Secondary school certificate (Science Section) or any equivalent certificate with grade as specified in the admission rules made by Ministry of Higher Education and Scientific Research.
3. Pass the aptitude test and personal interview if any.
4. Any necessary requirement for specialization, decided by the Faculty.

### 18. Attendance and Graduation Requirements:

1. Student attendance should not be less than 75%.
2. Student will graduate after successfully passing all program requirements.
3. Total credit hours for the program is (**127**) credit hours.
4. Minimum score for any student to pass any credit hours course is 50% marks.

### 19. Grading System:

<i>From 90% to 100% of total marks</i>	<i>Excellent</i>
<i>From 80% to less than 90%</i>	<i>Very Good</i>
<i>From 65% to less than 80%</i>	<i>Good</i>
<i>From 50% to less than 65%</i>	<i>Pass</i>
<i>Less than 50%</i>	<i>Poor/Fail</i>

## 20. Facilities Required for Running the Program:

- Sufficient Classrooms furnished with all necessary pieces and equipment.*
- Labs as per the course's specifications.*
- Computer Labs.*
- Academic and administrative staff offices.*

## 21. Program Assessment:

	Type of the Sample who Assess the program	Instruments used	Sample
1	<i>Final year assessment</i>	<i>Questionnaire</i>	<i>Random</i>
2	<i>External examiner evaluation</i>	<i>Report</i>	<i>Random</i>
3	<i>Graduated student evaluation</i>	<i>Follow-up</i>	<i>By graduation club</i>
4	<i>External evaluator</i>	<i>Report</i>	<i>Random</i>
5	<i>Council for Accreditation and Quality Assurance in Yemen</i>	<i>Report</i>	

## 22. Program Quality Standards:

- Continuous evaluation*
- Workshops*

## 23. Internal and external training to satisfy program standards::

- Internally: - training in well-equipped labs*
- Externally: -Training in hospital controlled by logbook*

<b>24. Program Policies:</b>	
<b>Based on University Regulations</b>	
<b>1. (Class Attendance) :</b>	<i>A student should attend not less than 75 % of total hours of the subject; otherwise he/she will not be able to take the exam and will be considered as exam failure. If the student is absent due to illness, he/she should bring a proof statement from university Clinic. If the absent is more than 25% of a course total contact hour, student will be required to retake the entire course again.</i>
<b>2. (Tardy) :</b>	<i>For late in attending the class, the student will be initially notified. If he repeated lateness in attending class, he/she will be considered as absent.</i>
<b>3. (Exam Attendance/Punctuality) :</b>	<i>A student should attend the exam on time. He/she is permitted to attend an exam half one hour from exam beginning, after that he/she will not be permitted to take the exam and he/she will be considered as absent in exam.</i>
<b>4. (Assignments &amp; Projects) :</b>	<i>Assignments and projects are given as per course specification; the student has to submit all the assignments for checking on time, mostly one week after given the assignment.</i>
<b>5. (Cheating) :</b>	<i>For cheating in exam, a student will be considered as fail. In case the cheating is repeated three times during his/her study the student will be disengaged from the Faculty.</i>

6.	<p><b>(Plagiarism) :</b></p> <p><i>Plagiarism is the attending of a student the exam of a course instead of another student. If the examination committee proofed a plagiarism of a student, he/she will be disengaged from the Faculty. The final disengagement of the student from the Faculty should be confirmed from the Student Council Affair of the university or according to the university roles.</i></p>
7.	<p><b>(Other policies) :</b></p> <ul style="list-style-type: none"><li>- <i>Mobile phones are not allowed to use during a class lecture. It must be closed; otherwise the student will be asked to leave the lecture room.</i></li><li>- <i>Mobile phones are not allowed in class during the examination.</i></li><li>- <i>Lecture notes and assignments might be given directly to students using soft or hard copy.</i></li></ul>

## *Aunexes:*

- 1. National Academic Reference Standards (NARS) For Undergraduate Engineering Programs, Yemen, First Edition, Council for Accreditation & Quality Assurance, Yemen, May 2018.**
- 2. Workshop of Program Specification.**
- 3. C.V for Committee**