

Master of Science (Computer Science) by Research

+6088-329720





Master of Science (Computer Science) by Research

ADMISSION REQUIREMENTS

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

English Language Proficiency Requirements (International Candidates only)

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

Criteria on Conferment of Degree

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

DURATION OF STUDY

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

PROGRAMME STRUCTURE

Study areas under the Master of Science (Computer Science) by Research programme are:

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

LOCAL	(MYR)	INTERNATIONAL (MYR)		
FULL TIME	PART TIME	FULL TIME		
730.00	730.00	3080.40		
2033.00	1923.00	4380.00		
2008.00	1898.00	4380.00		
2033.00	1923.00	4380.00		
2008.00	1898.00	4380.00		
2033.00	1923.00	4380.00		
1000.00	1000.00	1000.00		
11845.00	11295.00	25980.40		
	FULL TIME 730.00 2033.00 2008.00 2033.00 2008.00 2033.00 1000.00	730.00 730.00 2033.00 1923.00 2008.00 1898.00 2033.00 1923.00 2008.00 1898.00 2033.00 1923.00 1000.00 1000.00		

Graduate On Time Schedule

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