Since its inception, Taylor’s has continuously provided excellent services for its students in terms of diverse study options, relevant curriculum and teaching methods, ongoing partnerships with leading universities worldwide, strong industry linkages, up-to-date facilities and well-equipped campuses. Taylor’s University offers a myriad of courses in tertiary education, from diploma, to degree, post-graduate and professional programmes. Students can choose to enroll in courses encompassing fields such as Medicine, Pharmacy, Biosciences, Architecture, Computer Science, Engineering, Quantity Surveying, Law, Business, Communications, Design, Psychology, Hospitality, Tourism and Culinary Arts.

The quality of the undergraduate teaching and learning at Taylor’s was acknowledged when it garnered a ‘Tier 5: Excellent’ rating in the Rating System for Malaysian Higher Education (SETARA) by the Ministry of Higher Education Malaysia in all four audit exercises. Taylor’s University is ranked at no. 4 in the World in the graduate employment rate indicator under the QS Graduate Employability Rankings 2019; ranked at no. 135 in Asia in the QS Asia University Rankings 2019, and listed in the top 1 percent of universities in Asia. Taylor’s University was also awarded 5-Star rating in five (5) categories of the QS Stars Rating. Taylor’s University was also recognised as the number 21 university in the world for Hospitality & Leisure Management by QS World University Rankings by Subject 2018. Taylor’s was listed in the top 2% universities in the world by QS World University Rankings. These achievements are important milestones for Taylor’s, in line with its aim of becoming one of Asia’s leading universities.

Taylor’s has received numerous recognitions locally and internationally from professional bodies such as the CDIO Initiative (Conceiving, Designing, Implementing, Operating), National Academy of Engineering in the USA and the Royal Institution of Chartered Surveyors (RICS) to name a few.

Taylor’s continues to play a strong role in developing Malaysia’s human resource capital, and boasts a 100,000-strong alumnus, many of whom have become leaders in their respective fields.
Taylor's University is a world-class international university which aims to provide its students with outstanding teaching and cutting edge learning facilities. Vice Chancellor and President’s Message

Our objective is to produce successful graduates who are first choice for leading employers. We also help our students to graduate with the ambition and entrepreneurial skills to establish their own successful businesses. Work experience gained through internship is an integral part of many of our programmes.

Taylor’s University has a strong international outlook based on its international faculty and students which come from all parts of the world. The international community at Taylor’s is something the University is proud of and intends to continue to develop in order to ensure that our graduates are prepared for the modern international workplace.

Research and enterprise are rising ever higher on the Taylor’s University agenda. Developing international-class research and expertise will further raise the reputation and standing of the University and the value of the degrees held by new graduates and alumni.

If you are thinking of becoming a student at Taylor’s University, my colleagues look forward to answering any question you may have and we look forward to your visit to our Lakeside Campus in Subang Jaya.

Sincerely,

Professor Michael Driscoll
Vice Chancellor and President of Taylor’s University

Awards

2018

• 135th university in Asia in the 2019 QS Asia University ranking
• 4th best university and Asia’s best for the graduate employment rate indicator in the 2019 QS Graduate Employability Rankings
• Placed in the 216th rank for employer reputation indicator in the 2019 QS World University Rankings results
• Top 21 ranking in the QS World Subject Rankings for Hospitality & Leisure
• Awarded 5-Star in five (5) categories of the QS Stars Rating
• Gold Award in the ‘Education & Learning’ category for the 9th consecutive year in Putra Brand Awards
• Gold Award in the ‘Private University/College’ category for the 8th consecutive year in the annual Reader’s Digest Trusted Brand Awards

2017

• Top 150 universities in Asia in the QS Asia Ranking
• Awarded 5-Star rating in five (5) categories of the QS Stars Rating
• Gold Award in the ‘Education & Learning’ category for the 8th consecutive year in Putra Brand Awards
• Gold Award in the ‘Private University/College’ category for the 7th consecutive year in the annual Reader’s Digest Trusted Brands Award

2016

• Top 200 universities in Asia in the QS Asia Ranking
• Awarded 5-Star rating in five (5) categories of the QS Stars Rating
• Gold Award in the ‘Education & Learning’ category for the 7th consecutive year in Putra Brand Awards
• Gold Award in the ‘Private University/College’ category for the 6th consecutive year in the annual Reader’s Digest Trusted Brands Award
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Sincerely,
Professor Michael Driscoll
Vice Chancellor and President of Taylor’s University
Our Research Centres play a crucial role in elevating the capabilities of our faculty members, through various training activities.

Taylor’s University has a firm footing in research and innovation as we believe these efforts can contribute towards knowledge building as well as assist in the development of the industry and society at large. As a University centred on research and innovation initiatives, we adopt a progressive outlook, embedding research components throughout our programmes and encouraging them at various levels in each faculty. Our students and faculty members engage extensively in “applied research”, which enhances the body of knowledge and creates a direct impact on real world applications. All academic staff appointed at the degree level actively undertake research within the institution or in collaboration with industries or universities, either foreign or local. This research work shapes the creation and dissemination of new knowledge, feeding into the practical application of that knowledge, and ultimately informs and enhances teaching at Taylor’s.
Teaching and Learning Support

**TED**
Teaching & Educational Development

TED complements the work of academic staff to create excellence in teaching through practice, development, and innovation. We offer workshops and seminars that address a range of timely topics associated with teaching, learning and technology in higher education to enhance teaching capability and learning engagement.

**eLa**
e-Learning Academy

The name ‘academy’ reflects our core purpose as a unit which primarily promotes ‘learning how to teach with technology’. Hence, eLA’s task is to help our academic staff effectively and meaningfully implement the use of technology in transforming the learning journey of the students, and hence enable them to learn in a collaborative, self-directed and personalised manner, anytime and anywhere.

**SSC**
Student Success Centre

The Student Success Centre (SSC) assists students as they adjust to university studies. SSC offers intervention for students via a blend of workshops, personalised 1-2-1 consultations and peer support services to provide learning opportunities throughout the students’ journey towards academic success.

**SAC**
Shine Award Centre

SAC spearheads Taylor’s University's commitment to holistic education by providing a platform for students to obtain formal recognition for their extracurricular involvement through the 2nd Transcript and the SHINE Award. Besides running workshops to equip students with soft skills that will prepare them for the workplace, SAC also creates opportunities for students to engage in experiential activities outside of the classroom.
Why Design at Taylor's?

THINK. DESIGN. PROVOKE.
Three powerful words we impart to our students, urging them to explore their creativity and create work that goes beyond aesthetics, with purpose and mindful strategy behind every piece.

1. INDUSTRY EXPOSURE
Our students engage in strategic collaborations with industry leaders, solve real-world challenges, participate in local and international showcases, graduate showcases, field trips and site visits.

2. INTERNATIONALISATION
Our students absorb artistic influences from different parts of the world via Activity Week, ASEAN Cultural Exchange, International Workshops and more to produce universally appealing work.

3. WIDE ARTISTIC INFLUENCE
We actively engage and establish valuable linkages in consultancy support with the industry throughout Asia while our students are given the opportunity to work alongside professionals on various real-world projects and case studies.
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For one of our projects, we were given the opportunity to work with real clients. We received a brief and developed the project according to the client’s needs, ultimately presenting the project to the client and receiving their feedback. This was really an eye-opening experience for me as I understood how the ‘real-world’ works. The client’s feedback also helped me grow as a designer.

Loh Kelly
Diploma in Graphic Communication Design
Planning and organising the Diploma in Graphic Communication Design Graduation Showcase was an interesting experience. We faced many challenges in planning and organising the event, but in the end we managed to put up a successful showcase to display our course work to potential employers and clients.

Loo Yin Sze
Bachelor of Arts (Hons) in Graphic Communication Design
For one of our projects, we were given the opportunity to work with real clients. We received a brief and developed the project according to the client’s needs, ultimately presenting the project to the client and receiving their feedback. This was really an eye-opening experience for me as I understood how the ‘real-world’ works. The client’s feedback also helped me grow as a designer.

Chea Kar Xin
Bachelor of Arts (Hons) in Graphic Communication Design
One of our lecturers organised a cultural tour for our class, which helped us broaden our perspectives and gain inspiration. During the tour, we also got the opportunity to experience different environments, and learned about the different textures that influence design.

Eddie Lam Hon Keat
Diploma in Graphic Communication Design
During the Activity Week I had the opportunity to visit Barcelona, Spain with other course mates. The trip broadened my view in arts and design, and helped me to think out of the box.

Yap Hock Sin
Bachelor of Arts (Hons) Interior Architecture
As part of the Interior Design Studio Practice module, we were required to carry out individual and group projects every semester. In addition to sharpening our design skills, these projects also taught us to be more independent and mature in our thinking, and at the same time, improved our social skills and team work.
Industry Exposure

We apply the best of analytical and creative thinking to produce design graduates who are equipped to play a strategic role in shaping the profitability and success of organisations. We teach students how to understand consumers’ needs and behaviours, challenge conventions and think outside the box.

Industry Collaborations

Students engage in strategic collaborations with industry leaders to effectively understand, analyse, communicate and present creative and complex design solutions that address and solve real-world challenges faced by organisations.

This provides them with first-hand insight and exposure to the industry. Over the years, students have worked on several projects with various organisations including:

01 Bank Negara Art Gallery & Museum
02 Hyundai Sime Darby Malaysia
03 Rip Curl Malaysia
04 Roar Studio Sdn. Bhd.
05 Ogilvy & Mather Malaysia
06 IKEA Malaysia
07 Leo Burnett Malaysia

Local & International Design Showcase

Students participate in prestigious exhibitions and unique showcases at national and international levels, competing against peers, industry members and promising designers from around the world. This provides students with a platform for creative networking and to strengthen their design portfolio.

01 iSaloni International Furniture Exhibition – Milan, Italy
02 Interior Design Confederation Singapore (IDCS) SPADE Awards 2012
03 Malaysian International Furniture Fair (MIFF) Furniture Design Competition 2013
04 The Ideation Award at Malaysian International Furniture Fair (MIFF)

Design Haus

Design Haus is a society formed by and for the Design students, dedicated to celebrating design and its contributions to visual culture and society. Through its multiple activities, Design Haus aims to inspire students and engage the public through greater understanding and appreciation of good design.
Professional Exhibitions at CODA

01 Machu Picchu - 100 Years of Global Revelation Poster Photography Exhibition
02 Japanese Kokeshi Dolls & Costumes Exhibition
03 International Modern Wood Printing Arts Exhibition
04 Virtual World 2012 Painting Exhibition
05 Peruvian Textile Exhibition
06 Cosmic Spirit, an Interpretation of Peruvian-Inca Cosmic Iconography
07 100 Best Posters Exhibition
08 Cuban Artist Angel Ramirez Solo Exhibition
09 IKEA - Democratic Design Exhibition
10 Ukiyo-e Exhibition

Graduate Showcase

Final-year students showcase their work to peers, academics and industry members to obtain valuable feedback, enabling them to gain multiple perspectives on their work. The event provides an avenue for members of the public and industry leaders to interact with designers in an informal setting. Students will also manage and co-ordinate various aspects of the event as a team, including sponsorship and publicity.

Field Trips

Students undertake educational visits to various places of interest, including art galleries, agencies, factories and more, to gain insights and witness the concept of design and interior architecture in practice.

01 Ogilvy & Mather Malaysia
02 Leo Burnett Malaysia
03 Jadi Batek Gallery, Kuala Lumpur
04 National Art Gallery, Kuala Lumpur
05 Valentine Willie Fine Art Gallery, Kuala Lumpur
06 The Armour Factory Sdn. Bhd., Malacca
07 KLCC Park, Kuala Lumpur
08 Refreshing Springs Resort, Perak
09 Tioman Island, Pahang
10 Pangkor Island, Perak

Site Visits

Students gain exposure to realistic and physical built environments through site visits. These visits enable students to put their design theories into practice, while teaching them the purpose and process of space creation as well as how to compose and analyse space.

01 Heritage Trail, Malacca
02 Sentosa Island & Singapore Art Museum, Singapore
03 Kellie’s Castle & Sekeping Kong Heng, Perak
04 George Town, Penang
05 Guinness Anchor Bhd., Selangor
International Workshops

Students attend workshops conducted by international academics and artists to widen their understanding and perspective of art and design. It is a unique platform that provides the artists an avenue to share their personal creative journey with students and serve as a source of inspiration.

Drawing and the Conceptual Idea
Jose Domingo Elias
Peru

Translating Drawing into Design
Luis Medina
Ecuador

Woodcut Printing Workshop
Prof. Zhang
Chongqing University, China

Discovering the Designer Within
Peter Hedley
Queensland University of Technology, Australia

In and Out, Now and Then
Prof. Wiselaw Zaremba
Sabanci International University, Turkey

Asian Cultural Exchange
Bali, Indonesia
Bandung, Indonesia
Bangkok, Thailand
Seoul, South Korea

Internationalisation
The combination of different learning environments and approaches produces design graduates who are able to appreciate and develop designs that cut across barriers of culture, religion, and environment.

By absorbing artistic influences from different parts of the world, our graduates produce universally appealing work that is the stamp of a truly global design professional.

Activity Week

Students are provided with the opportunity to travel and explore new surroundings, cultures, languages, perception, and values that further enhance their appreciation for design ideas. This also gives students first-hand insight into the impact of different environments and cultures on design.

01 Australia
02 Berlin
03 Cambodia
04 China
05 Ecuador
06 Germany
07 Hong Kong
08 India
09 Indonesia
10 Italy
11 Japan
12 Korea
13 Peru
14 Russia
15 Spain
16 Thailand
17 Turkey
18 United Kingdom
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Prof. Wiselaw Zaremba
Sabanci International University, Turkey

Asian Cultural Exchange

Students are introduced to Asian design culture and their influences, in an ongoing effort to redefine the standards of design education in Asia. The trips involve research, exploration and project-based activities and exposes students to the vast potential of the design field in a global context.

01 Bali, Indonesia
02 Bandung, Indonesia
03 Bangkok, Thailand
04 Seoul, South Korea

01 Partnership Program between
Telkom & Taylor’s University Malaysia

03 Students are provided with the opportunity to travel and explore new surroundings, cultures, languages, perception, and values that further enhance their appreciation for design ideas. This also gives students first-hand insight into the impact of different environments and cultures on design.
We actively engage and establish valuable linkages in consultancy support with the industry throughout Asia while our students are given the opportunity to work alongside professionals on various real-world projects and case studies.

Taylor’s Design Lecture Series
Organised throughout the academic year, the Lecture Series provides students with valuable exposure to the industry, insights into current developments and issues that may impact their future practices. These interactive sessions are conducted by leading industry professionals:

- **Exploring the International Centre of Photography Triennial**
  - **Christopher Phillips**
  - Curator, International Center of Photography

- **Production Pipeline of Movie Studios**
  - **Hussin Khan**
  - Education Director, Rhythm & Hues Studios

- **Sustainability, Innovation and Nanotechnology**
  - **Claude Berube**
  - Interior Designer, Nanocore

- **The Project of Culture and Lifestyle**
  - **Arnold, Arthur and Hugh**
  - Owners, Pestle & Mortar

- **Graphic Design in Malaysia**
  - **Zachary Ong**
  - President, Graphic Designers Association of Malaysia (wREGA)

- **Graphic Design, Pop Culture and Everything in Between**
  - **Ann Loh**
  - Project Coordinator, CUTOUT Mag

- **Copyright Law**
  - **Tai Foong Lam**
  - President, Malaysian Chapter of the International Association for Protection of Intellectual Property (AIPPI)

- **Drawing as Cultural Expression**
  - **Dr. Vaughan Rees**
  - Senior Lecturer, School of Design, University of New South Wales, Australia
We actively engage and establish valuable linkages in consultancy support with the industry throughout Asia while our students are given the opportunity to work alongside professionals on various real-world projects and case studies.

Social Responsibility

Students are encouraged to use design to create value for the community around them. This instills community awareness and also places the user at the heart of the design.

01 Designing and rendering of a 60-metre long hoarding for the Giant Panda Enclosure in Zoo Negara

02 Facelift at the Paediatric Ward in Sg. Buloh Hospital

03 3D Mural at the Ape Centre in Zoo Negara

Industry Attachments

Students have undergone industrial attachments with top local and multinational organisations in the creative industry, including:

01 Arachnid Sdn. Bhd.
02 Arcradius Sdn. Bhd.
03 Axis Identity Group
04 BBDO (Malaysia)
05 Blu Inc Media
06 Blu Water Studio Sdn. Bhd.
07 Chimera Design
08 Creative Juice Kuala Lumpur
09 DB&B Design Sdn. Bhd.
10 Design Tone Sdn. Bhd.
11 IKEA Malaysia
12 Isobar Malaysia
13 Karangkraf
14 Koh Design
15 La Scheers Co. Concept & Design
16 Leo Burnett Malaysia
17 Milk Design KL
18 Motiofixo
20 Octagon Creatives
21 Ogilvy & Mather Malaysia
23 Quill Design Sdn. Bhd.
26 Studio MMCMM
28 Veritas Interiors Sdn. Bhd.
29 VLT
30 William Harald-Wong & Associates
31 Youngblood Creation Sdn. Bhd.
Design Showcase

Kelly Loh
Small Things, Big Ideas
Advertising & Art Direction

Yoong Ruey
Illustrated Words
Illustration & Visual Narrative

Ong Chee Eng
Advertising Principles and Practice

Nicholas Yuen Jia Cheng, Lee Mei Shyan,
Muhammad Ariff Abdullah & Keh Yan Ying
Don’t Miss Them
Advertising Campaign for Digi

Jacqueline Yong
Advertising Principles and Practice
# Awards & Achievements

## 2017
- **#1 Private University for Art & Design in Malaysia**  
  QS World University Ranking
- **Wood Pencil Winner (New Blood Category)**  
  D&AD Awards, London 2017  
  Yoong Ruey Yap
- **2nd Place**  
  wREGA Masterclass Series: Save Ourselves to Save the Planet Competition

## 2016
- **Platinum Winner Regional, Design Category Asia Young Designer Award (AYDA) 2016**  
  Chai Min Li
- **2nd Place**  
  2puluh:5 MIID Dulux Interior Design Students’ Saturday

## 2015
- **Wood Pencil Winners (New Blood Category)**  
  D&AD Awards, London 2015  
  Vivi Chandiana & Romario Suwandy
- **Nippon Paint REKA Awards (Student Category)**  
  Malaysian Institute of Designers (MIID)

## 2014
- **Bronze Winners**  
  Kancil Student Awards  
  Calvin Tanata & Muhammad Izwan

## 2013
- **2 First Prizes**  
  Ancient Herbs Branding Competition
- **1st Prize**  
  Young Talent Category  
  Malaysian International Furniture Fair (MIFF) Furniture Design Competition  
  Gus Yap Hock Sin, B.A. (Hons) Interior Architecture was one of two students chosen to represent Malaysia at the iSaloni International Furniture Exhibition in Milan, Italy
- **4 Second Prizes**  
  Design Category (Commercial Design)  
  Degree Level, Design Category (Institutional Design)  
  Degree Level, Sketching Storyboard Student’s Category and Essay Writing Category
- **1 Third Prize**  
  Sketching Storyboard Lecturer’s Category

## 2012
- **1st Prize**  
  Hyundai Rev-It-Up Challenge Take 2 TV Commercial Competition
- **3rd Prize**  
  Ideation Award, Malaysia

## 2011
- **MSID 5Belas Interior Design Competition**
- **1st Prize**  
  Residential Design
- **2nd Prize**  
  Institutional Design
- **3rd Prize**  
  Montage Design
- **Best Use of Character Award**  
  Kuala Lumpur 48 Hour Film Project: The No Idea Production team won with their short film ‘Escape’
- **IDCS SPADE Best Design Award 2011**
- **3 Golds**  
  Design Project Concept, Spatial Design & Planning and Creative Lighting Application
- **4 Silvers**  
  Design Project Concept, Creative Material Application, Spatial Design & Planning, and Creative Lighting Application
- **1 Bronze**  
  Spatial Design & Planning

## Honorary Mention
**Creative Material Application**

Awards in 4 out of 5 categories at the Interior Design Confederation of Singapore (IDCS) SPADE Awards
INTERIOR DESIGN

Nguyen Huu Hoang,
Sitiwe Ezekial Dembe,
Darlington Ludovick Mbasha

Hyundai Rev-It-Up Challenge
Take 2 TV Commercial Competition

Martin Chong, Kang Ya Ting,
Nguyen Huu Hoang
Haruman Hujan
BMW Shorties

Nguyen Huu Hoang
Surrealism
Digital Design

Adrian Goh Yi Wei
/T_he Great Escape
3D Animation

Eddie, Kelly, Natalie & Adrian
Culture
Photography

Kok Wen Yee
Ikea Food
Interior Design Studio 3

Sharon Loh
Common Area
Interior Design Studio 4

Tina Lim Yien
Regalia Business Centre
Interior Design Studio 3

Chai Jackie
The Retreat, Ukay Heights
Interior Design Studio 6

Issac Check Hong Foong
A Surge of Sustainable Catalyst
Interior Design Studio 6
Adrian Goh Yi Wei
*The Great Escape*
3D Animation

Nguyen Huu Hoang,
Sitiwe Ezekial Dembe,
Darlington Ludovick Mbasha
*Hyundai Rev-It-Up Challenge*
Take 2 TV Commercial Competition

Nguyen Huu Hoang
*Surrealism*
Digital Design

Martin Chong, Kang Ya Ting,
Nguyen Huu Hoang
*Hearing Hijan*
BMW Shorties
Carpentry Workshop
The Carpentry Workshop allows students to visualise and translate their ideas from a concept into a solid, presentable form.

Photography Studio
The studio is equipped with a range of lamps, diffusors, reflectors and a variety of backdrop materials.

Design Mac lab
The Design Mac Lab is equipped with the latest industry standard design software and hardware.
Drawing Rooms
The Drawing Rooms are equipped with easels stands and drawing tables and are dedicated spaces for students to learn the use of a variety of media and materials.

Printmaking Room
The Printmaking Room provides hands-on exposure to the printmaking processes using a variety of printing techniques and book binding.

Multimedia Lab
The Multimedia Lab is equipped with powerful machines that allow students to work on 3-dimensional (3D) and animation projects, pushing the boundaries of digital expression.

Design Studio
The Design Studio offers a place for students to produce, refine and assemble their design ideas into tangible forms for presentation and critique.

Centre of Design and Architecture (CoDA)
CoDA is dedicated to the display of students’ work and professional exhibitions. This space encourages the sharing of ideas, and students who exhibit their work are encouraged to reflect on their artwork and observe the response of viewers.
We promote and encourage strong points of view and individual approaches to design, enabling our students to engage in expressive, yet purposeful design that is focused on placing users at the heart of the solution.
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TIME TO GET INSPIRED
Reference List

- AD Asia
  www.adasiaonline.com

- Adforum
  www.adforum.com

- American Institute of Graphic Arts
  www.aiga.org

- Association of Accredited Advertising Agents of Malaysia
  www.aaaa.org.my

- Baseline
  www.baselinemagazine.com

- Creative Review
  www.creativereview.co.uk

- Cutout Magazine Graphic Design
  www.cutoutmag.com

- D&AD
  www.dandad.org

- Dexigner
  www.dexigner.com

- Interior Design Society
  www.interiordesignsociety.org

- International Council of Graphic Design Associations
  www.icograda.org

- International Interior Design Association
  www.iida.org

- Malaysia Institute of Interior Designers
  www.ipdm.org.my

- The Design Council
  www.designcouncil.org.uk

- wREGA - Graphic Design Association of Malaysia
  www.wrega.org
DESIGN

Diploma in Interior Design (DID)
Bachelor of Design (Hons) in Creative Media
Bachelor of Arts (Hons) Interior Architecture
EDUCATION PATHWAY

SPM / O Level / Equivalent

- Foundation in Design (FID)
- Foundation in Arts (FIA)
  1 Year

Advanced Standing into Year 2

Diploma in Interior Design
  2.5 Years

Bachelor of Arts (Hons) Interior Architecture
  3.5 Years

Bachelor of Design (Hons) in Creative Media
  3 Years

STPM / UEC / A Levels / SAM / SACE / CPU / IB / Equivalent

1-2 Years

Note: All Diploma programmes that meet the requirements of Degree programmes will have advanced standing.
# DIPLOMA IN INTERIOR DESIGN (DID)

KPT/JPS (R2/214/4/0036) (A7314) 12/21

## INTAKE: MARCH & AUGUST

The programme is designed to prepare students to create functional and dynamic interior spaces. Students will develop an understanding of principles and practice of contemporary construction technology, and be instilled with capabilities such as space planning, creative problem-solving, communication and understanding of design issues, which will enable them to redefine interior spaces.

Ultimately, the programme aims to:
- Educate a new generation of designers who are capable of providing advanced design solutions and keep abreast with industry developments
- Introduce how design ideas can be merged and transformed through an understanding of various building materials and interior space applications
- Cultivate interest using historical examples which have transformed the built environment industry
- Develop interior design drafting techniques and drawing skills, while integrating computing and communication skills into all industry-relevant aspects of study

## 2.5-Year Programme

### INTAKE: MARCH & AUGUST

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<td><strong>38 Credit Hours</strong></td>
<td><strong>42 Credit Hours</strong></td>
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### Year 3

**Industrial Training (6 months as per MQA Req)**

**12 Credit Hours**
INTAKE: MARCH & AUGUST

The Bachelor of Design (Hons) in Creative Media programme exposes students to a variety of media in the first year to provide breadth in design knowledge, while the subsequent two years of specialisation endeavours to provide depth in their specific area of discipline. Students will study the fundamental processes of design theory and practice through problem- and studio-based learning. In experiencing the design thinking process, students will be able to analyse, evaluate, and put forward design solutions that are innovative and creative. The modules prescribed will provide the student with the necessary skills sets to conceptualise and create aesthetically sound outputs that are creative, functional, entertaining, engaging and communicable.

### Primary Core
- **Common Core**
  - Typography
  - Illustration and Visual Narrative
  - Design Principles
  - Digital Photography and Imaging
  - Advanced Typography
  - Video and Sound Production
  - Design Research Methodology
  - Information Design
  - Intercultural Design
  - Interactive Design

- **Specialisation**
  **Option 1: Graphic Design**
  - Design Research Dissertation
  - Minor Project
  - Branding Corporate Identity
  - Packaging and Merchandising
  - Publishing Design
  - Creative Brand Strategy
  - Digital and Social Media Communication
  - Advanced Interactive Design
  - Industrial Training/Internship
  - Major Project

  **Option 2: New Media**
  - Design Research Dissertation
  - Minor Project
  - Application Design I
  - Games Studies
  - Experiential Design
  - Application Design II
  - Games Development
  - Advanced Interactive Design
  - Industrial Training/Internship
  - Major Project

- **Option 3: Animation and Visual Effects**
  - Design Research Dissertation
  - Minor Project
  - Animation Fundamentals
  - 3D Modeling
  - Film Studies and Cinematography
  - Sonic Design
  - Advanced Animation
  - Motion Graphics and Compositing
  - Industrial Training/Internship
  - Major Project

- **Option 4: Entertainment Design**
  - Design Research Dissertation
  - Minor Project
  - Game Art
  - Anatomy and Character Sculpture
  - Character Design
  - Vehicle and Props Design
  - Environment Design
  - Digital Matte Painting
  - Industrial Training/Internship
  - Major Project

### University Core
- **Design Exploration and Practice**
  - Design Exploration
  - Collaborative Design Practice
  - UX Design
  - Art Direction
  - Design Portfolio

- **Option 3: Animation and Visual Effects**
  - Community Service Initiative
  - Hubungan Etnik / Malaysian Studies 3
  - Life Skills for Success and Well-Being
  - Millennials in Malaysia: Team Dynamics and Relationship Management
  - Tamadun Islam dan Tamadun Asia / Bahasa Melayu Komunikasi 2

*Students are requested to take Bahasa Kebangsaan A if they do not obtain a Credit for Bahasa Malaysia in SPM.

### Complementary Studies

#### Extension
- **Recommended Packages:**
  - Entrepreneurship
  - Web Technology
  - Mobile Technology
  - Advertising
  - Broadcasting
  - Performance and Screen Studies
  - Education

Choose any Minor package* offered by Taylor’s University. Refer to the Complementary Study Guide for the list of Minor packages.

#### Minor

#### Second Major

Choose any Second Major package* offered by Taylor’s University. Refer to the Complementary Study Guide for the list of Second Major packages.

#### Free Electives

Choose any Seven (7) Free Electives* offered by Taylor’s University. Refer to the Complementary Study Guide for the list of Free Electives.

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Note:  
Primary Core + University Core + Extension = Min. 3 Years (120 Credit Hours)  
Primary Core + University Core + Minor = Min. 3 Years (120 Credit Hours)  
Primary Core + University Core + Second Major = Min. 3.5 Years (148 Credit Hours)  
Primary Core + University Core + Free Electives = Min. 3 Years (120 Credit Hours)
BACHELOR OF ARTS (HONS) INTERIOR ARCHITECTURE
KPT/JPS (R/581/6/0077) (A11036) 08/20
FULL ACCREDITATION BY LAM

INTAKE: MARCH & AUGUST
This is a pre-professional programme that provides a recognised qualification in Interior Architecture, which is necessary in the journey to become a Registered Interior Designer.

The programme is also professionally accredited by Board of Architects Malaysia or Lembaga Arkitek Malaysia (LAM) which ensure the programme fulfils the recognised academic and professional requirements in the Board’s examination in Interior Architecture.

Students will learn about the nature of interior and spatial design requirements, which transcends functional adequacy and challenges accepted norms. Graduates will be equipped with knowledge of design & creative works, knowledge of material & the environment, influences of history & culture, visual communication as well as management processes essential to the practice of interior architecture, providing students an understanding of this field from a global and macro perspective.

Primary Core

- Common Core
  - Interior Architecture Design I
  - Building Construction I
  - Architecture Culture And History I
  - Interior Architecture Design II
  - Architecture Culture And History II
  - Interior Architecture Design III
  - Building Science & Services
  - Computer Applications
  - Interior Architecture Design IV
  - Detailing And Working Drawings
  - Advanced Interior Architecture Design I
  - Design Proposition
  - Advanced Interior Architecture Design II
  - Professional Practice
  - Industrial Training
    - Reflective Practice
    - Practical Report

84 Credit Hours

University Core

- Community Service Initiative
- Hubungan Etnik / Malaysian Studies 3
- Life Skills for Success and Well-Being
- Millennials in Malaysia: Team Dynamics and Relationship Management
- Tamadun Islam dan Tamadun Asia / Bahasa Melayu Komunikasi 2

*Students are requested to take Bahasa Kebangsaan A if they do not obtain a Credit for Bahasa Malaysia in SPM.

12 Credit Hours

Complementary Studies

Core Electives

- Design Communication
- CAD 2D
- Materials And Finishes
- Contemporary Design Theories
- Furniture Design

and

- Free Elective Module

Choose any ONE (1) Free Elective* offered by Taylor’s University.
Refer to the Complementary Study Guide for the list of Free Electives.

*Subject to availability

*Meet min. module pre & co-requisite

Note:
Primary Core + University Core + Extension = Min. 3 Years (120 Credit Hours)
Primary Core + University Core + Minor = Min. 3 Years (120 Credit Hours)
Primary Core + University Core + Second Major = Min. 3.5 Years (148 Credit Hours)
Primary Core + University Core + Free Electives = Min. 3 Years (120 Credit Hours)