




KEMENTERIAN PENGAJIAN TINGGI  
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI

**KOLEJ KOMUNITI  
CAWANGAN  
GELANG PATAH**



STUDENT  
HANDBOOK  
SIJIL TEKNOLOGI MAKLUMAT  
Academic Year 2022-2023

**ACADEMIC DEPARTMENT  
KOLEJ KOMUNITI CAWANGAN GELANG PATAH**

# WELCOME!!

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Kolej Komuniti Cawangan Gelang Patah as a satellite college to Kolej Komuniti Bandar Penawar, with staff, and administration of Kolej Komuniti Bandar Penawar are here to assist our students in their educational process, maintain an environment which encourages the successful completion of student's education programs, and to help our students develop the skills needed to be successful in their future profession.

Starting in December 2020, Bahagian Akademik dan Kurikulum JPPKK has implemented new version of curriculum for the programme of Sijil Teknologi Maklumat in Kolej Komuniti Malaysia. The curriculum is running in Bilingual languages, English and Malay language.

In this Student Handbook, students will be provided with information of college background, programme overview, curriculum structure, synopsis of courses, industrial training, examination and the implementation of Outcome Based Education (OBE).

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# TABLE OF CONTENTS

## WELCOME!!

The History of Community College in Malaysia.....	4
Vision and Mission of Kolej Komuniti Malaysia.....	5
Organizational Chart.....	6
Academic Staffs.....	7
Programme Informations.....	8
Programme Introduction.....	9
Programme Synopsis.....	10
Job Prospects.....	11
Programme Vision.....	12
Programme Missions.....	12
Programme Educational Goal.....	12
Programme Aim's.....	12
Programme Educational Objectives (PEO).....	13
Programme Learning Outcomes (PLO).....	14
Programme Structure.....	15
Course Synopsis.....	16-32
Industrial Training/Latihan Industri.....	33-45
Peraturan Peperiksaan dan Penilaian.....	46-66
Kod Etika Pakaian di Kampus.....	67
Outcome Based Learning (OBE).....	68-71
References.....	72
Credit.....	73

# THE HISTORY OF COMMUNITY COLLEGE IN MALAYSIA (KOLEJ KOMUNITI)

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In 2000, the Government approved a proposal by the Ministry of Education (MOE) to establish a network of educational institutions whereby vocational and technical skills training could be provided at all levels for school leavers before they entered the workforce. The community colleges also provide an infrastructure for rural communities to gain skills training through short courses as well as providing access to a post-secondary education. This institutions became known as community colleges.

Since the establishment of the first 12 pioneer community colleges in 2001, the number of community colleges across all states in Malaysia with the exception of the Federal Territory, has risen to 104 (as per Mac 2022). Community colleges are synonymous with Technical and Vocational Education and Training (TVET) as they provide a multitude of programmes that are based on TVET at certificate and diploma levels.

Meanwhile, Kolej Komuniti Cawangan Gelang Patah (KKcGP) was officially launched on 26 March 2018 by YB Dato 'Seri Idris Jusoh, the then Minister of Higher Education. KKcGP operates in a row of shop lots at Kolej Komuniti Cawangan Gelang Patah, No.3 Jalan Nusabayu 1/2, Taman Nusabayu, 79200, Iskandar Puteri, Johor with 9 academic staffs. KKcGP is a satellite campus to Kolej Komuniti Bandar Penawar (KKBP). Currently, KKcGP offers only Sijil Teknologi Maklumat in the campus.

# VISION AND MISION OF KOLEJ KOMUNITI MALAYSIA

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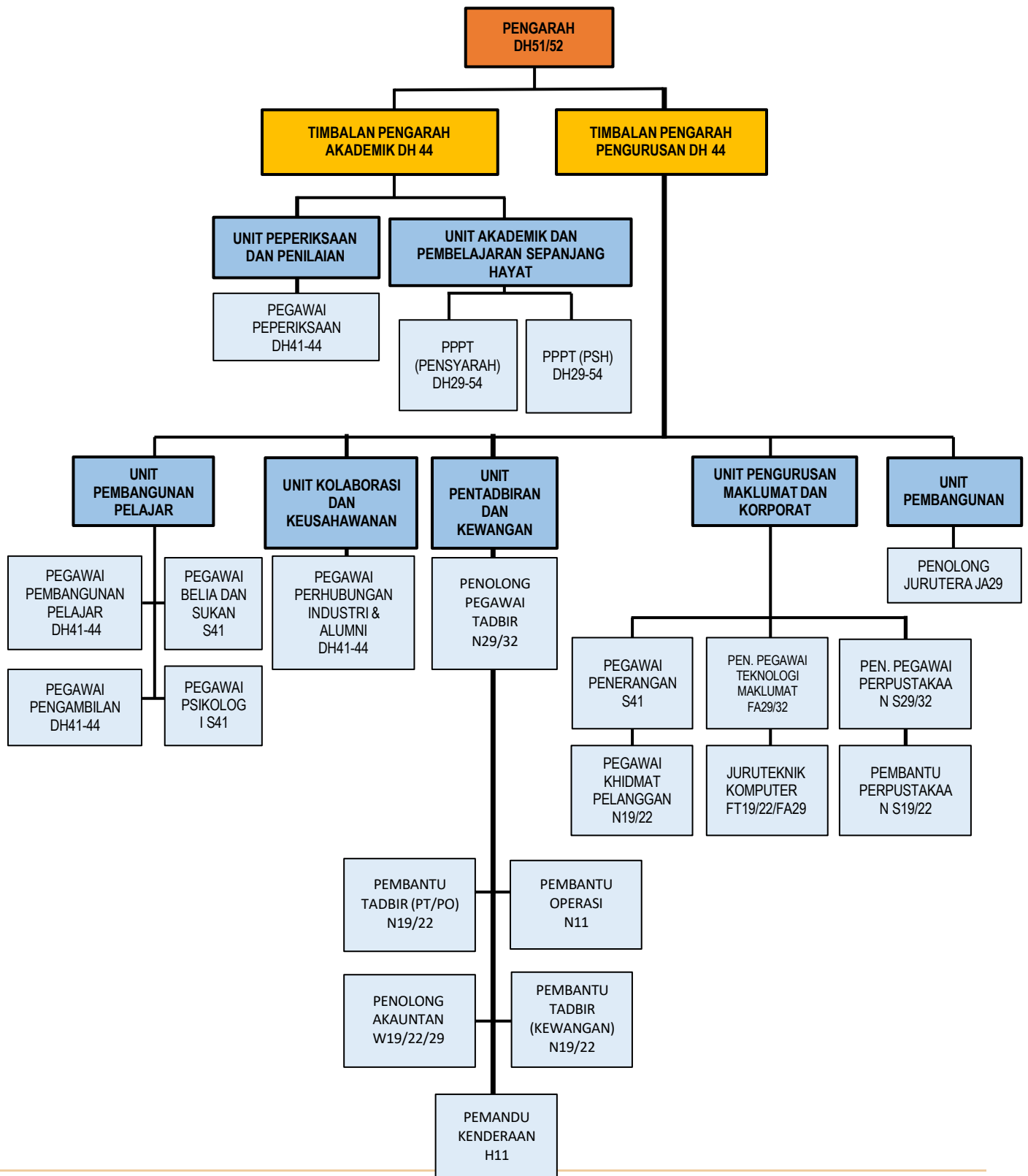
## **VISION**

To be the Leading–Edge TVET Institution

## **MISION**

- a. To provide wide access to quality and recognized TVET programmes;
- b. To empower communities through lifelong learning;
- c. To develop holistic, entrepreneurial and balanced graduates;
- d. To capitalize on smart partnership with stakeholders.

# ORGANIZATIONAL CHART



# ACADEMIC STAFFS

## KOLEJ KOMUNITI CAWANGAN GELANG PATAH

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**MOHAMAD HAIDHIR BIS ASRI**  
DEPUTY DIRECTOR/LECTURER

Area: Discrete Mathematics, IoT, Computer Engineering



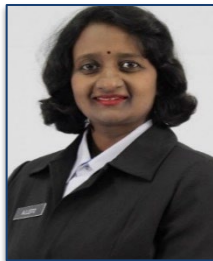
**NORHAFIZA BINTI AHMAD**  
HEAD OF PROGRAMME/  
LECTURER

Area: Database, Multimedia,  
Mobile Application, System  
Development



**MOHD NAZARI BIN  
KHALID@ABU SAMAH**  
LECTURER

Area: Networking, Computer  
Architecture, Multimedia



**STELLA A/P STEVAN**  
LECTURER

Area: Programming, Digital  
Entrepreneurship, Database,  
Ethics and Security



**ROSILAWATI BINTI MASDAR**  
LECTURER

Area: Computer Application,  
Problem Solving, System  
Development



**Ts. NURUL ASHKIN BINTI ABD  
SAMAD**  
LECTURER

Area: Programming, Discrete  
Mathematics, System  
Development



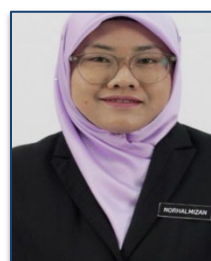
**MASURIA BINTI MOHD TAHAR**  
LECTURER

Area: Operating System,  
Multimedia, Mobile Application,  
Networking



**JUAINIAH UMI BINTI ABU  
BAKAR**  
LECTURER

Area: Operating System, Digital  
Entrepreneurship, Multimedia



**NORHALMIZAN BINTI HALIM**  
LECTURER

Area: Web Development, System  
Development, Programming,  
Problem Solving

# PROGRAMME INFORMATION

## SIJIL TEKNOLOGI MAKLUMAT



Institution: KOLEJ KOMUNITI CAWANGAN GELANG PATAH

Intermediate Language:  
**Bilingual**  
(English and Malay)

Mode of Study:  
**Full Time**

Entry Requirements:  
Passed in Sijil Pelajaran  
Malaysia (SPM)

Duration of study:  
Minimum **4** semesters  
Maximum **10** semesters

Semester Calendar:  
**14** weeks of teaching and  
learning activities  
**2** weeks final  
examination/assessment

Industrial Training:  
**8** weeks with **4** credits value

Total of Credits value: **60** credits



# PROGRAMME INTRODUCTION

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Information Technology (IT) plays a vital role in today's world. The rapid changing and advancement in Information Technology help to minimize the required time involved in every aspect of life. The 21st-century environment requires ones to be knowledgeable and savvy using computers as well as the internet.

Information Technology is being used widely in every field of life. No works are complete without the use of IT. No source of information is considered valid without references and possible citations through the internet. The level of potential productivity and desirable outcomes can be progressively increased with the proper use of the internet and technological system. Therefore, this programme has aimed to produce individuals with the potential to adapt the use of technology and are responsible in the computer system and network technology to meet the new challenges of the field of information technology in line with the needs of the country.

Students have the opportunity to gain knowledge related to a computer system and network theoretically and practically. It helps to ensure they acquire extensive insight into IT. This programme additionally requires students to go through Industrial Training to ensure students can obtain the proper environment of work as well as pursuing to further their studies at higher levels.

# PROGRAMME SYNOPSIS

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The teaching and learning of this programme are conducted in both theoretical and practical activity. By the end of this programme, students should be knowledgeable and practically savvy to handle IT-related task-based from the course they have taken in this programme. This will help the students to efficiently perform their task in the working environment.

This programme can equip students with knowledge and skills related from the courses attained such as:

## 1. Technical Courses:

Discrete Mathematics, Computer Architecture & Assembly, Database Fundamentals, Problem Solving & Program Design, Application Software, Ethics & Digital Security, Network & Communication Fundamentals, Operating System, Digital Entrepreneurship, Programming Fundamentals, Web Development, Multimedia Fundamentals, Object-Oriented Programming, Introduction to Internet of Things, Mobile Application and Project.

## 2. Softskills Courses:

Bahasa Kebangsaan A, Pendidikan Islam/Moral, Communicative English, Workplace English, Pengajian Malaysia and;

## 3. Industrial Training

# JOB PROSPECT

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This programme provides knowledge and skills in the field of information technology which can be implemented for a career in information technology. Knowledge and skills set in this field will enable the graduates to start a career in various field such as:

1. Computer Technician
2. Programmer Assistant
3. Information Technology Entrepreneur
4. IT Administrator
5. Website Developer
6. IT Project Support
7. Helpdesk Support
8. IT Service Technician

# VISION, MISSION, EDUCATIONAL GOAL AND PROGRAMME AIM`S

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## VISION

To be the Leading–Edge TVET Institution

## MISSION

- a. To provide wide access to quality and recognised TVET programmes;
- b. To empower communities through lifelong learning;
- c. To develop holistic, entrepreneurial and balanced graduates;
- d. To capitalize on smart partnership with stakeholders.

## EDUCATIONAL GOAL

To produce holistic and competent TVET graduates, capable of contributing to national development

## PROGRAMME AIM`S

To produce individuals with the potential to adapt the use of technology and are responsible in the administration of computer technology to meet the new challenges of the field of information technology in line with the needs of the country

# PROGRAMME EDUCATIONAL OBJECTIVE (PEO)

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Certificate in Information Technology shall produce IT Technical Support who are:

- |             |  |
|-------------|--|
| <b>PEO1</b> | IT Technical Support who apply basic knowledge and understanding to solve problems in Information Technology field   |
| <b>PEO2</b> | IT Technical Support who able to perform practical skills in Information Technology infrastructure implementation and management                                 |
| <b>PEO3</b> | IT Technical Support who apply digital and numeracy skills with appropriate tools in accordance with technology requirements.                                    |
| <b>PEO4</b> | IT Technical Support who integrate interpersonal and communication skills to show leadership, autonomy, responsibility to work in a team due to situation needs. |
| <b>PEO5</b> | IT Technical Support who able to show personal and entrepreneurial awareness with ethics and professionalism   |
-

# PROGRAMME LEARNING OUTCOMES – PLO

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Upon completion of this programme, students should be able to:

PLO1

discover basic knowledge of facts, concepts, principles and theories in the related fields

PLO2

apply knowledge to design, develop and program in computer problem solving

PLO3

practice computer skills to redesign and rebuild based on current needs

PLO4

show ability to use digital and numeracy skills in interpreting data to solve problems in digital world technology

PLO5

demonstrate interpersonal and communication skills with effective verbal and non-verbal to suit social community

PLO6

practice leadership, autonomy and responsibility to adequate team goals in information technology field

PLO7

demonstrate an awareness of personal skills and entrepreneurship skills towards digital era

PLO8

demonstrate the ability to practice ethics and professionalism in Information Technology fields towards career development

# PROGRAMME STRUCTURE – EFFECTIVE DECEMBER 2020

SEMESTER 1			
CLASSIFICATION	CODE	COURSE NAME	CREDIT
Compulsory	MPU12022	Bahasa Kebangsaan A	2
Common Core	STM10142	Discrete Mathematics 1	2
	STM10203	Computer Architecture and Assembly	3
	STM10163	Database Fundamentals	3
	STM10173	Problem Solving and Program Design	3
Specialization	SSK10213	Application Software	3
	STM10282	Ethics and Digital Security	2
<b>TOTAL</b>			<b>18</b>
SEMESTER 2			
CLASSIFICATION	CODE	COURSE NAME	CREDIT
Compulsory	MPU13012	Pendidikan Islam	2
	MPU13022	Pendidikan Moral	
	SUE10011	Communicative English	1
Common Core	SSK20152	Discrete Mathematics 2	2
	SSK20183	Network and Communication Fundamentals	3
	SSK20193	Operating System	3
	STM20302	Digital Entrepreneurship	2
Specialization	STM20263	Programming Fundamentals	3
	STM20233	Web Development	3
<b>TOTAL</b>			<b>19</b>
SEMESTER 3			
CLASSIFICATION	CODE	COURSE NAME	CREDIT
Compulsory	SUE20021	Workplace English	1
	MPU11012	Pengajian Malaysia	2
Specialization	STM30223	Multimedia Fundamentals	3
	STM30243	Object Oriented Programming	3
	STM30273	Introduction to Internet of Things	3
	STM30253	Mobile Application	3
	STM30294	Project	4
<b>TOTAL</b>			<b>19</b>
SEMESTER 4			
CLASSIFICATION	CODE	COURSE NAME	CREDIT
Industrial Training	SUT40014	Industrial Training	4
<b>TOTAL CREDIT VALUE</b>			<b>60</b>

# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 10142 DISCRETE MATHEMATICS I</b>	<p><b>DISCRETE MATHEMATICS 1</b> is intended to provide students with problem-solving skills and knowledge of basic mathematical concepts that include topics of numbering systems, control of accuracy, set, relations and functions as well as counting principles.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 2 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> explain mathematical concepts in the areas of number systems, control of accuracy, set , relation and function and counting principles(C2, PLO1)</p> <p><b>CLO2:</b> state solutions in solving mathematical equation as demonstrated. (P2, PLO4)</p>
	<p><b>REFERENCES</b></p> <ol style="list-style-type: none"> <li>Rosen, K. H., &amp; Krithivasan, K. (2012). Discrete mathematics and its applications: with combinatorics and graph theory. Tata McGraw-Hill Education.</li> <li>Lipschutz, S., &amp; Lipson, M. L. (2007). Discrete mathematics. McGraw-Hill.</li> <li>Floyd, T. L. (2010). Digital Fundamentals, 10/e. Pearson Education India.</li> <li>Devlin, K. (2003). Sets, functions, and logic: an introduction to abstract mathematics. CRC Press.</li> </ol>	



# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
SSK 10203 COMPUTER ARCHITECTURE AND ASSEMBLY	<p><b>COMPUTER ARCHITECTURE AND ASSEMBLY</b> is a course that emphasizes on the installation of personal computers. It includes the installation of hardware to develop a single unit of computer system. Through this course, students will be able to develop critical thinking skills and practical experience in computer system architecture and assembly.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>assemble computer hardware with the right procedures.(P3, PLO3)</p> <p><b>CLO2:</b>explain the architecture of computer system to peers.(A3, PLO5)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course:</b></p> <ol style="list-style-type: none"> <li>Ahadon, Y. (2016), Computer Systems Architecture, Chapman &amp; Hall / Crc Textbooks in Computing</li> <li>John L. Hennessy, &amp; David A. Patterson. (2019), Computer Architecture A Quantitative Approach Sixth Edition. Katey Birtcher.</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>Alex Frith (2016), Look Inside How Computers Work: Usborne Publishing Ltd</li> <li>Ata Elahi (2018), Computer Systems : Digital Design, Fundamentals of Computer Architecture and Assembly Language: Springer International Publishing AG</li> <li>David, A. Patterson, &amp; John, L. Hennessy. (2018). Computer Organization and Design The Hardware / Software Interface (RISC-V Edition), Book Aid International.</li> <li>Noor Siti Halimah (2015), Sistem Mikroprosesor Organisasi: Golek Buku Publishing.</li> <li>Scott M. Muellerl (2015), Upgrading and Repairing PCs, 22nd edition: Que Publishing</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 10163 DATABASE FUNDAMENTALS</b>	<p><b>DATABASE FUNDAMENTALS</b> is designed to introduce student with the concept of database system. In this course, student shall be exposed to creating and managing the database system by using Microsoft Access and an introduction of SQL (Structured Query Language). Students shall be given knowledge and skills in theoretical and practical aspects as well as the basic concepts of database system.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>construct a database using Database Management System (DBMS) based on the scenario(P3, PLO3)</p> <p><b>CLO2:</b>perform interpersonal and communication skills based on assigned task(A2, PLO5)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course:</b></p> <ol style="list-style-type: none"> <li>1. Coronel, C., &amp; Moris, S. (2017). Database Systems: Design, Implementation, and Management 12th Edition. Cengage. (ISBN: 9781305627482)</li> <li>2. Chua, S. G., Yew, K. H., Zaliha Mohamad., &amp; Fatimah Ismail Mohd Noor. (2016). Sains Komputer T.4. Malaysia: Oxford Fajar. (ISBN: 9789834720131)</li> <li>3. El-Masri, R., &amp; Shamkant, B. N. (2016). Fundamentals of Database System, 7th Editions, Pearson Education Limited. (ISBN: 9781292097619)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 10173 PROBLEM SOLVING AND PROGRAM DESIGN	<p><b>PROBLEM SOLVING AND PROGRAM DESIGN</b> introduces the techniques in problem solving and program design. The technique of problem solving learned in this course introduces the phases in Programming Life Cycle (PLC) to which can applied to many of the real-life problems. Problem analysis can be manipulated via types and patterns of algorithms (pseudo code and flow chart) in designing solutions to solve problem. The control structures in problem solving are also determined.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>explain the concept and fundamental of programming languages to solve problems in program design (C2, PLO1)</p> <p><b>CLO2:</b>manipulate various types of problem-solving strategies in designing solutions to solve problem (P3, PLO3)</p> <p><b>CLO3:</b>perform an interpersonal communication skills based on given situation successfully (A2, PLO5)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. D. S. Malik (2017). C++ Programming: From Problem Analysis to Program Design, (8th ed.). USA: Cengage Learning</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. M.T. Somashekara, D.S. Guru and K.S. Manjunatha (2018). Problem Solving with C (2th ed.). PHI Learning Private Limited, Delhi</li> <li>2. B. Singh, J. Rawal, P. Rawal (2015). Algorithm, Pseudocode and Flowchart : Learn Algorithm in Simple Steps. Kindle Edition</li> <li>3. Rus, Teodor (2015). Computer-Based Problem Solving Process. USA: World Scientific</li> <li>4. Jeri R. Hanly and Elliot B. Koffman (2012). Problem Solving and Program Design in C (7th ed.). Addison Wesley</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
SSK 10213 APPLICATION SOFTWARE	<p><b>APPLICATION SOFTWARE</b> course provides student with the basic knowledge and skills of word processing, spreadsheet and presentation. It also enables student to use appropriate application software for daily tasks.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>apply the knowledge of office application software environment.(C3, PLO2)</p> <p><b>CLO2:</b>manipulate psychomotor skills by using appropriate techniques to solve problems. (P3, PLO3)</p> <p><b>CLO3:</b>practice ethics and professionalism in using office application software. (A2, PLO8)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>Lambert, J. &amp; Frye, C. (2019). Microsoft Office 2019 Step by Step. Microsoft Press (ISBN: 978-1509307685).</li> <li>Wang, W. (2016). Microsoft Office 2016 For Dummies. John Wiley &amp; Sons Inc. (ISBN: 978-1119293477).</li> <li>Price, M. &amp; McGrath, M. (2016). Office 2016 In Easy Steps. In Easy Steps Limited (ISBN: 978-1840786507).</li> <li>Basham, S. (2016). Word 2016 in Easy Steps. In Easy Steps Limited (ISBN: 978-1840786521).</li> <li>Price, M. (2016). Excel 2016 in Easy Steps. In Easy Steps Limited (ISBN: 978-1840786514).</li> <li>Lambert, J. &amp; Lambert, S. (2016). Microsoft PowerPoint 2016 Step by Step. Microsoft Press (ISBN: 978-0735697799)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 1		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 10282 ETHICS AND DIGITAL SECURITY</b>	<p><b>ETHICS AND DIGITAL SECURITY</b> course is to provide acceptable netiquette rules or good behavior to use when operating digital devices and accessing the internet in an organization and society. Students are exposed to the principles and good practices in environmentally sustainable secured computing and the use of appropriate tools and technology in working environment.</p> <p>SEMESTER AND YEAR OFFERED : Sem 1/ Year 1 CREDIT : 2 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>verify the challenges of digital literacy and electronic regulation in organization. (C3, PLO2)</p> <p><b>CLO2:</b>practice professional codes of ethics and humanistic in working environment.(A2, PLO8)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Reynolds, G. (2018). Ethics In Information Technology 6th Edition. Cengage Learning, Inc. (ISBN: 9781337405874)</li> <li>2. Vanacker., B. &amp; Heider., D. (2018). Ethics for a Digital Age, Vol.2. Peter Lang Publishing. (ISBN: 9781433151804)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Ess., C. (2019). Digital Media Ethics 2nd Edition. Polity (ISBN: 9780745656069)</li> <li>2. Mizzoni., J. (2017). Ethics: The Basics, 2nd Edition. Wiley-Blackwell (ISBN: 9781119150695)</li> <li>3. Gallotti., C. (2019). Information Security: Risk Assessment, Management Systems, The ISO/IEC 27001 Standard (ISBN 8829594393, 9788829594399)</li> <li>4. Conklin., W. A. &amp; Others (2018). CompTIA Security+ All-in-One Exam Guide, Fifth Edition (Exam SY0-501) 5th Edition. Mac Graw Hill (ISBN-13: 978-1260019322)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
SSK 20152 DISCRETE MATHEMATICS 2	<p><b>DISCRETE MATHEMATICS 2</b> provide knowledge to student on how to apply fundamental knowledge based on facts, concepts, principles and theories in related field and demonstrate analytical and critical thinking skills using appropriate technique in solving problems. This course covers for the topics of Logic Gates, Boolean Algebra, and terminology and properties of graphs and trees.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 2 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Illustrate the terminology and properties of each type of graphs and trees and logical gateway (C2, PLO1)</p> <p><b>CLO2:</b> Show the installation of logical circuits using a logical gateway and based on Boolean Algebra expressions. (P2, PLO4)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Kenneth H. Rosen. (2007). Discrete Mathematics and Its Applications (6th Edition). McGraw-Hill Education (Asia) (ISBN-13:978-007-124474-9)</li> <li>2. Michael Collier, Svetlana Bebova &amp; Wendy Wei. (2014). Circuit Design: Principles and Practice (Technology Today series) (Volume 3). Collier Creations (ISBN 978-1499686906)</li> <li>3. Thomas L. Floyd. (2014). Digital Fundamentals (11th Edition). Global Edition (ISBN-13: 978-0132737968)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Jr. Charles H. Roth, Larry L Kinney. (2013). Fundamentals of Logic Design (7th Edition). Cengage Learning (ISBN-13: 978-1133628477)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
SSK 20183 NETWORK AND COMMUNICATION FUNDAMENTALS	<p><b>NETWORK AND COMMUNICATION FUNDAMENTALS</b> introduces students to the basic concepts of communication and computer networks. This course focuses on the computer network structure that includes network services and Internet Protocol (IP) address configuration to devices in the network. This course also exposes students to setting port numbers on network devices.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Use technologies related to network communication and computer network structure. (C3, PLO2)</p> <p><b>CLO2:</b> Follow the instruction to configure the network address using related tools. (P3, PLO3)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. James K. &amp; Keith R. (2017). Computer Networking: A Top-Down Approach, Global Edition, Pearson. (ISBN13 9781292153599)</li> <li>2. Todd L. (2019). CCNA Routing and Switching Complete Study Guide : Exam 100-105, Exam 200-105, Exam 200-125. Sybex Publication. (ISBN13 9781119288282)</li> <li>3. Odom &amp; Wendell (2019). CCNA 200-301 Official Cert Guide, Volume 1. Cisco Press. (ISBN-10: 0135792738)</li> <li>4. Doug Lowe (2018). Networking All-in-One for Dummies. For Dummies (ISBN-10: 1119471605)</li> <li>5. Jyrki T. J. Penttinen (2019). 5G Simplified: ABCs of Advanced Mobile Communications. Independent Publisher (ISBN-10: 1086032608)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Doug Lowe (2018). Networking All-in-One for Dummies, John Willey &amp; Son. Inc, (ISBN13 9781119471608)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>SSK 20193 OPERATING SYSTEM</b>	<p><b>OPERATING SYSTEM (OS)</b> introduces the design and implementation of operating systems. This course will cover briefly the evolution and major components of operating system. Particular emphasis will be given to three major OS subsystems; memory management, processes management, file systems and operating systems in mobile devices today that supporting distributed systems.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Explain the concept and system environment of operating system (C2, PLO 1)</p> <p><b>CLO2:</b> Follow installation process of operating system with appropriate setting and management (P3, PLO 3)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Silberschatz, A., Galvin P. B. &amp; Gagne, G. (2016). Operating System Concepts (8th Edition), John Wiley &amp; Sons. Inc USA</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. William, S (2018) Operating Systems: Internals and Design Principles, 9th Edition, Pearson-prentice Hall, USA</li> <li>2. Cesar,H. , Flor,N &amp; Darrell, W (2020). Principles of Operating Systems. 2020 Edition, Independently Published, USA</li> </ol>	



# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 20302 DIGITAL ENTREPRENEURSHIP	<p><b>DIGITAL ENTREPRENEURSHIP</b> course provides a broad overview of the role of entrepreneurial thinking and innovation in advancing IT-focused business. This course will help students understand why digital technologies are at the forefront of entrepreneurship and give you familiarity with key characteristics of online and digital entrepreneurship. Students will be introduced to concepts, tools, and principles of business management including business strategy, finance, marketing, human resources, and leadership within the context of business models.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 2 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Prepare the basic of digital entrepreneurial management, financing &amp; marketing in social media mix that suit the business need. (P2, PLO3)</p> <p><b>CLO2:</b> Demonstrate personal &amp; entrepreneur skills in developing a business plan that related to entrepreneurship activities. (A3, PLO7)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>Bruce R. Barringer &amp; R. Duane Ireland, (2018), Entrepreneurship: Successfully Launching New Ventures, 6th Edition, United Kingdom: Pearson. (ISBN: 978-0134729534)</li> <li>Simon Kingsnorth, (2019), Digital Marketing Strategy: An Integrated Approach to Online Marketing, 2nd Edition. United Kingdom: Kogan Page. (ISBN: 978-0749484224)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>Magali Marbaise, (2017). The Business Model Canvas: Let Your Business Thrive With This Simple Model, 1st Edition. United Kingdom: 50Minutes.com. (ISBN: 978-2806285881)</li> <li>Jason McDonald, (2019) Social Media Marketing Workbook: How to Use Social Media for Business, 2nd Edition. United States: CreateSpace. (ISBN: 978-1539598145)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 20263 PROGRAMMING FUNDAMENTALS	<p><b>PROGRAMMING FUNDAMENTALS</b> course introduces the fundamental concepts of structured programming and provides a comprehensive introduction to programming for Information Technology majors. Topics include data types, control structures, functions, arrays and the mechanics of running, testing and debugging. Practical lab sessions will help to develop the skills required to identify the best data and program constructs to solve well-define problems.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Comprehend the basic elements needed to write a program for problem solving. (P2, PLO3)</p> <p><b>CLO2:</b> Manipulate digital and numerical elements in structures programming approach for given problem (P3, PLO4)</p> <p><b>CLO3:</b> Perform within a team to demonstrate the C++ program generated. (A2, PLO6)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>Noraniah Mohd. Yassin, Zalmiyah Zakaria, Dayang Norhayati Abang Jawawi, Norazah Yusof, &amp; Radziah Mohamad (2016). Pengaturcaraan Berstruktur Menggunakan C++. UTM Press. (ISBN:978-983-52-1232-1)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>Nor Hasbiah Ubaidullah, Jamilah Hamid, &amp; Saira Banu Omar Khan (2015). Pengaturcaraan Berstruktur C++. Dewan Bahasa dan Pustaka. (ISBN:978-9834900991)</li> <li>Eng L. Zhi (2018). Hands-On GUI Programming with C++ and Qt5. Packt Publishing. (ISBN:9781788393744)</li> <li>Stephen R. Davis (2015). Beginning Programming with C++ for Dummies. John Wiley &amp; Sons Inc. (ISBN:978-1118823873)</li> <li>Isaac D. Cody (2017). C++: Learn C++ Like A Boss. A Beginners Guide in Coding Programming and Dominating C++. Novice to Expert Guide to Learn and Master C++ Fast (Hacking Freedom and Data Driven). CreateSpace Independent Publishing Platform. (ISBN:978-1542737647)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 2		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 20233 WEB DEVELOPMENT</b>	<p><b>WEB DEVELOPMENT</b> course will give students theoretical and practical knowledge to develop and publish responsive website using HTML, CSS, PHP and JavaScript. The course requires students to practice entrepreneurial and good managerial skills and demonstrate ethics and professionalism in developing dynamic website.</p> <p>SEMESTER AND YEAR OFFERED : Sem 2/ Year 1 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Construct dynamic website using appropriate software that can be published on web hosting. (P3, PLO3)</p> <p><b>CLO2:</b> Practice entrepreneurial and good managerial skills in developing a dynamic website.</p> <p><b>CLO3:</b> Demonstrate ethics and professionalism in designing dynamic website. (A3, PLO8)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>McFedries, Paul. (2018). Web Coding &amp; Development All-in-One for Dummies (For Dummies (Computer/Tech)) 1st Edition. Kindle Edition</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>Books, Walker. (2016). Get Coding! Learn HTML, CSS, and JavaScript and Build a Website, App, and Game.</li> <li>West, Adrian W. / Prettyman, Steve. (2018). Practical PHP 7, MySQL 8, and MariaDB Website Databases: Simplified Approach to Developing Database-Driven Websites.</li> <li>Duckett, Jon. (2018). Php &amp; Mysql: Server-side Web Development.</li> <li>Frisbie, Matt. (2019). Professional JavaScript for Web Developers 4th Edition.</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 3		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 30223 MULTIMEDIA FUNDAMENTALS	<p><b>MULTIMEDIA FUNDAMENTALS</b> course covers multimedia concepts and applications utilizing text, graphic, sound, video and various multimedia applications in the design, development, and creation of multimedia presentations and publication within an interactive environment. Student will explore the use of multimedia tools in designing and authoring of interactive digital media.</p> <p>SEMESTER AND YEAR OFFERED : Sem 3/ Year 2 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Manipulate multimedia elements to produce multimedia product (P3, PLO3)</p> <p><b>CLO2:</b> Perform an interpersonal communication skills refers to product produced efficiently (A2, PLO5)</p> <p><b>CLO3:</b> Act within a team to lead a multimedia development to complete assigned task (A3, PLO6)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Jago, Maxim. (2019). Adobe Premiere Pro CC Classroom in a Book. Adobe Pr (US). (ISBN:9780135298893)</li> <li>2. Mark Myers. (2019). Adobe Premiere Pro CC for Graphics Designing and Motion Graphics. Amazon Digital Services LLC - KDP Print US. (ISBN:9781695081178)</li> <li>3. Faulkner, Andrew. (2018). Adobe Photoshop CC 2019 Release: Classroom in a Book. Adobe Pr. (US) (ISBN:9780135261781)</li> <li>4. Schwartz Rob. (2018). Learn Adobe Photoshop CC For Visual Design: Adobe Certified Associate Exam Preparation Second Edition. Pearson Education. (ISBN:9780134878256)</li> <li>5. Siti Nurul Mahfuzah Mohamad, Norasiken Bakar. (2016). Cara Mudah Belajar Photoshop. Dewan Bahasa dan Pustaka. (ISBN:978-9834901714)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 3		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 30243 OBJECT ORIENTED PROGRAMMING	<p><b>OBJECT ORIENTED PROGRAMMING.</b> The intent of the course is to teach object-oriented programming using Java in a hands-on oriented course, and to equip students with concepts and skills to develop application using object-oriented technologies. Course covers the fundamentals of object-oriented programming (OOP) language with Java such as OOP concept and terminologies, classes and object concept, java exception handling and stream and file handling . Students will also learn about Graphical User Interface (GUI) and how to build GUI components and handling its event.</p> <p>SEMESTER AND YEAR OFFERED : Sem 3/ Year 2 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Comprehend programming concept in Object Oriented Programming environment for problem solving (P2, PLO3)</p> <p><b>CLO2:</b> Construct digital and numerical elements in Object Oriented Programming GUI for given scenario (P3, PLO4)</p> <p><b>CLO3:</b> Act within a team to describe the Object Oriented Programming generated (A3, PLO6)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Marc Loy, Patrick Niemeyer, Daniel Leuck. (2020). Learning Java An Introduction to Real-World Programming with Java, 5th Edition. O'Reilly Media. (ISBN-13 : 978-1492056270)</li> <li>2. Cay S. Horstmann. (2018). Core Java Volume I--Fundamentals (11th Edition) (Core Series). Pearson. (ISBN-13 : 978-0135166307)</li> <li>3. Herbert Schildt. (2018). Java: A Beginner's Guide, 8th Edition. McGraw-Hill Education (ISBN-10 : 1260440214)</li> <li>4. Doug Lowe. (2017). Java All-in-One For Dummies . 5th Edition For Dummies. (ISBN-13 : 978-1119247791)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 3		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
STM 30273 INTRODUCTION TO INTERNET OF THINGS	<p><b>INTRODUCTION TO INTERNET OF THINGS (IoT)</b> course is designed to provide exposure and students' understanding of IoT fundamentals and methods to develop IoT applications. Students can also improve skills in managing matters related to hardware and programming languages that will be used in IoT applications.</p> <p>SEMESTER AND YEAR OFFERED : Sem 3/ Year 2 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Outline the concept of IoT for technology solution (C4, PLO2)</p> <p><b>CLO2:</b> Build peripherals connection and programming for IoT applications control or data monitoring (P3, PLO3)</p> <p><b>CLO3:</b> Practice the ability to lead a IoT development team to complete assigned task (A2, PLO6)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. Keshav Kaushik. (2020). Internet of Things Unleashed : Unleashing the fundamentals of Internet of Things. Lambert Academic Publishing. (ISBN : 978-6139448944)</li> <li>2. Dr. V K Sachan. (2020). Internet of Things (IoT) &amp; Its Applications : A Complete Guide On Python Programming for IoT With Practical Exercises for Learners. Independently Published. (ISBN : 979-8656012751)</li> <li>3. Rahul Pethe, Leena H Patil, Uma Thakur. (2019). IoT Application and Road Map : Current Innovations and Future Treands. Lambert Academic Publishing. (ISBN : 978-6200470263)</li> <li>4. James R.Strickland. (2018). Raspberry Pi for Aduino Users : Building IoT and Network Application and Devices. aPress. (ISBN : 978-1484234136)</li> <li>5. Colin Dow. (2018). Internet of Things Programming Projects. Packt Publishing. (ISBN : 978-1789131383)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 3		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 30253 MOBILE APPLICATION</b>	<p><b>This MOBILE APPLICATION</b> course is designed to give students exposure to the concept of mobile operating system (OS) based on Android. Students can apply their knowledge in building this mobile application using Android Development Tool (ADT) software. Topics will include Android Development Environment, User Interface and Publishing via Digital Platform.</p> <p>SEMESTER AND YEAR OFFERED : Sem 3/ Year 2 CREDIT : 3 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b> Construct Android application software *P3, PLO3)</p> <p><b>CLO2:</b> Present an Android development package that can be distributed via digital platform (A2, PLO7)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>1. G Dawn &amp; David. (2017). Head First Android Development. A Brain – Friendly Guide (2nd Edition). O'Reilly Media. (ISBN: 9781491974056)</li> <li>2. Mike McGrath. (2014). Building Android Apps : In Easy Step Limited. (9781840785289)</li> <li>3. Micheal Borton. (2015). Android Application Development for Dummies : John Wiley &amp; Sons,Inc. (9781118387108)</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>1. H John. (2017). Android Programming for Beginners (2nd edition). Packt Publishing. (ISBN: 9781789538502)</li> <li>2. G Pratiyush. (2018). Android For Beginner. Learn Step-by-Step (1st edition). BPB Publications. (ISBN: 9789388176231)</li> </ol>	

# COURSE SYNOPSIS

SEMESTER 3		
COURSE	SYNOPSIS	COURSE LEARNING OUTCOME (CLO)
<b>STM 30294 PROJECT</b>	<p><b>PROJECT</b> course will give students the practical and design experience of carrying out an independent application software or technical project from project requirements, implementation, testing to delivery and presentation of the project. The course requires students to learn new technologies and encourage student to develop their generic skills such as developing teamwork, project management, communication skills, problem solving skills and technical writing skill. This will inculcate independent and life-long learning.</p> <p>SEMESTER AND YEAR OFFERED : Sem 3/ Year 2 CREDIT : 4 PREREQUISITE/CO-REQUISITE (IF ANY) : NONE</p>	<p>Upon completion of this course, students should be able to:</p> <p><b>CLO1:</b>Prepare an end product to be used in the project development and future expansion.(P2, PLO3)</p> <p><b>CLO2:</b>Perform a project scope related to entrepreneurial concept.(A2, PLO7)</p> <p><b>CLO3:</b>Demonstrate project development based on professional ethics.(A3, PLO8)</p>
	<p><b>REFERENCES</b></p> <p><b>Main reference supporting the course</b></p> <ol style="list-style-type: none"> <li>Omar A.R, Mohd. Shukri S.N. &amp; Nor Rashid N.H.H. (2018). Buku Panduan Projek: STM3044 - Projek. Kolej Komuniti Gerik. Retrieved from: <a href="http://online.fliphtml5.com/npky/ilvk/#p=31">http://online.fliphtml5.com/npky/ilvk/#p=31</a>.</li> </ol> <p><b>Additional references supporting the course</b></p> <ol style="list-style-type: none"> <li>Bahagian Instruksional dan Pembelajaran Digital. (2020). Buku Panduan Pelaksanaan Projek Pelajar (Program Pengajian Sarjana Muda). Jabatan Pendidikan Politeknik dan Kolej Komuniti. Retrieved from: <a href="http://online.anyflip.com/frmzm/ehuw/mobile/index.html">http://online.anyflip.com/frmzm/ehuw/mobile/index.html</a>.</li> <li>Bahagian Instruksional dan Pembelajaran Digital. (2016). Buku Panduan Pelaksanaan Projek Pelajar (Program Diploma). Jabatan Pendidikan Politeknik. Retrieved from: <a href="https://fliphtml5.com/dssn/uxma/basic">https://fliphtml5.com/dssn/uxma/basic</a></li> </ol>	



# INDUSTRIAL TRAINING/ LATIHAN INDUSTRI

Rujukan : Garis Panduan Pelaksanaan Latihan  
Industri Kolej Komuniti (Edisi Pelajar)

<https://bit.ly/3dqab00>

# LATIHAN INDUSTRI

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<b>DEFINISI</b>	Latihan Industri atau LI merujuk kepada penempatan pelajar di sesebuah organisasi untuk menjalankan latihan praktikal yang diselia oleh pihak industri yang dipilih, sama ada di luar ataupun di dalam negara, dalam jangka masa yang ditetapkan sebelum mereka dianugerahkan Sijil Kolej Komuniti, Kementerian Pendidikan Tinggi (Dasar Latihan Industri IPT, 2010)
<b>MATLAMAT</b>	Matlamat LI ialah untuk membolehkan pelajar mendapat pengalaman di industri, firma atau jabatan kerajaan yang berkaitan bagi melahirkan graduan yang mempunyai kompeten dan berdaya saing bagi memenuhi keperluan semasa negara.
<b>OBJEKTIF</b>	<ul style="list-style-type: none"><li>• mendedahkan pelajar kepada alam pekerjaan dalam bidang masing-masing;</li><li>• mendedahkan pelajar kepada teknologi terkini dan juga pengetahuan yang terbaru di pasaran;</li><li>• mendapat pengalaman bekerja di industri / organisasi berkaitan bidang masing-masing;</li><li>• mengaplikasikan pengetahuan dan kemahiran akademik dalam alam pekerjaan yang sebenar;</li><li>• mengukuhkan keyakinan diri dan kemahiran berkomunikasi secara berkesan di semua peringkat di tempat kerja;</li><li>• memupuk semangat bekerja secara berkumpulan;</li><li>• menghayati nilai / etika kerja seperti jujur, amanah, berdisiplin, dan bertanggungjawab;</li><li>• mengamalkan peraturan keselamatan dan amalan baik di tempat kerja;</li><li>• menyediakan laporan teknikal berkaitan bidang masing-masing;</li><li>• meningkatkan peluang pekerjaan; dan</li><li>• merapatkan jaringan antara kolej komuniti dengan industri.</li></ul>

# LATIHAN INDUSTRI

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## HASIL PEMBELAJARAN

Setelah tamat LI, pelajar berupaya untuk:

- menggunakan kemahiran teknologi yang digunakan di tempat kerja yang sebenar;
- mengamalkan peraturan keselamatan dan amalan baik di tempat kerja; dan
- mengukuhkan keyakinan diri dan kemahiran berkomunikasi secara berkesan.

## SKOP LATIHAN

Antara skop program LI adalah memberi:

- pendedahan pelbagai jenis pekerjaan dalam industri dengan melakukan kerja yang berkaitan di bawah penyeliaan seperti mengumpul data, membuat ujikaji, menyenggara dan membaik pulih, mereka bentuk, membangun sistem, mengurus sumber dan lain-lain;
- kefahaman mengenai proses dan operasi sesuatu sistem secara menyeluruh. Contohnya kerja operasi pengeluaran, pemeriksaan dan penganalisan; dan
- latihan dalam bidang pengurusan dan pentadbiran mengikut pengkhususan yang diambil. Sebagai contoh, melatih pelajar dalam projek berkumpulan.

# LATIHAN INDUSTRI

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## TEMPOH LATIHAN INDUSTRI

- 1 semester (Bagi STM adalah 8 minggu Latihan)
- Tempoh yang ditetapkan ini bagi memenuhi kriteria yang telah ditetapkan oleh Agensi Kelayakan Malaysia (Malaysian Qualifications Agency – MQA).

## SYARAT LAYAK LI

- Pelajar perlu lulus semua kursus / modul; dan
- Bagi program Sijil Asas Kolej Komuniti, pelajar perlu lulus tapisan di peringkat kolej komuniti berdasarkan kriteria yang ditetapkan mengikut program.

## SYARAT LULUS LI

- Menghadiri LI mengikut tempoh yang ditetapkan;
- Lulus penilaian LI daripada Penyelia Syarikat dan Pensyarah Penyelia berdasarkan kriteria penilaian yang telah ditetapkan;
- Melengkapkan dan menghantar Buku Laporan Harian LI; dan
- Sekiranya pelajar diberhentikan oleh majikan, pelajar tersebut akan dikira sebagai gagal dalam LI dan keputusan tidak boleh dipinda oleh Jawatankuasa Perhubungan dan LI Kolej Komuniti (JPLIKK).

# LATIHAN INDUSTRI

## KREDIT

- LI membawa lapan (8) hingga 12 kredit mengikut keperluan program. Satu (1) bulan LI bersamaan dua (2) kredit.
- Kursus LI diambil kira dalam pengiraan jumlah kredit bergraduat tetapi tidak diambil kira dalam pengiraan HPNM.
- STM adalah 4 kredit sahaja

## KRITERIA PENILAIAN



# LATIHAN INDUSTRI

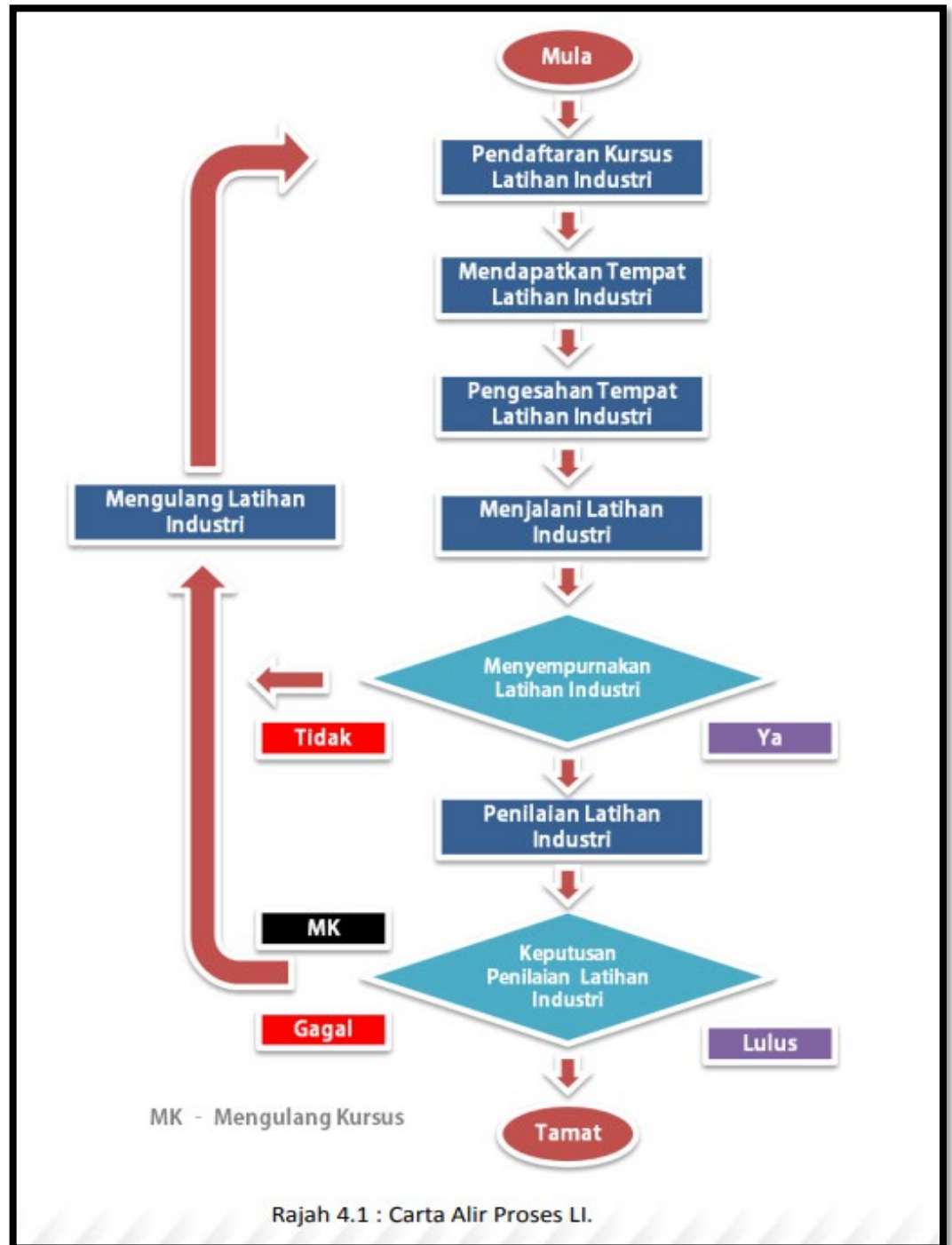
## KREDIT DAN PENILAIAN

Syarat minima bagi kelulusan LI adalah pada Gred D dengan nilai mata 1.00. Pelajar yang tidak mencapai kelulusan minima akan diberi keputusan gagal dan dikehendaki Mengulang Kursus (MK) LI pada semester berikutnya.



# LATIHAN INDUSTRI

## PROSES LATIHAN INDUSTRI



# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

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### SEBELUM LATIHAN

Wajib hadir taklimat LI

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Isi Borang Maklumat Pelajar (BMP) untuk Pendaftaran LI

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Dapatkan Buku Laporan Harian Latihan Industri

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Dapatkan Tempat LI mengikut kriteria

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Buat permohonan tempat LI dengan menggunakan surat dan borang yang disediakan oleh kolej

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Serahkan Borang Jawapan Penerimaan Pelajar (BJPP) sebelum tarikh LI.

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# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

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### SEMASA LATIHAN

Melapor diri di tempat LI

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Bawa dokumen berikut sewaktu lapor diri:

1. Surat Penempatan Latihan Industri (SPLI); dan
  2. Buku Laporan Harian Latihan Industri.
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Jika Gagal Lapor Diri, perlu maklumkan kepada pihak kolej (UKK)

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Tempoh pelajar STM adalah 8 minggu

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Pelajar perlu maklum tentang tarikh melapor diri dan tarikh tamat LI yang telah ditetapkan.

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Pelajar tidak dibenarkan membuat sebarang perubahan pada Tarikh tersebut.

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Hantar Kad Pengesahan Lapor Diri yang telah disahkan oleh pihak majikan ke UKK dalam tempoh empat belas (14) hari

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Sebarang perubahan alamat tempat tinggal / LI perlu dimaklumkan kepada UKK melalui Kad Makluman Pertukaran Alamat.

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# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

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### SEMASA LATIHAN - CUTI

i. pelajar tidak dibenarkan mengambil cuti sewaktu menjalani LI kecuali dengan kelulusan organisasi berkenaan;

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ii. pelajar yang tidak dapat menghadiri LI bagi tempoh lebih dari enam (6) hari kerana kecemasan atau cuti sakit disifatkan sebagai tidak memenuhi syarat dan perlu mengulang kursus LI sepenuhnya;

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iii. pelajar perlu mengisi borang cuti yang disediakan dan dikepulkan di dalam Buku Laporan Harian Latihan Industri (sekiranya pelajar dibenarkan bercuti oleh organisasi berkenaan);

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iv. pelajar wajib mengemukakan sijil sakit kepada tempat LI dan satu Salinan dikepulkan di dalam Buku Laporan Harian Latihan Industri; dan

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v. pelajar yang bercuti tanpa kelulusan tempat LI boleh diambil Tindakan tatatertib.

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# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

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### INSURANS

i. pelajar dilindungi oleh insurans kemalangan diri berkelompok (maklumat lanjut rujuk kepada Unit Pembangunan Pelajar (UPP), Kolej Komuniti);

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ii. polisi insurans yang dilindungi oleh insurans berkelompok hanyalah bagi kes kematian dan kecacatan kekal; dan

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iii. sekiranya berlaku kes yang melibatkan tuntutan insurans, tindakan berikut perlu diambil:

- membuat laporan polis dalam masa 24 jam;
- meminta majikan membuat aduan polis;
- mendapatkan laporan doktor; dan
- menghubungi pihak kolej komuniti dengan segera.

# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

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### BUKU LAPORAN

i. catatan kerja dan aktiviti harian di tempat LI hendaklah ditulis setiap hari;

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ii. Buku Laporan Harian Latihan Industri perlu disemak dan ditandatangani oleh Penyelia Industri setiap minggu; dan

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iii. Buku Laporan Harian Latihan Industri hendaklah dikemukakan kepada pensyarah yang membuat lawatan penyeliaan;

---

iv. laporan akhir di dalam Buku Laporan Harian Latihan Industri merupakan rumusan kepada keseluruhan kemajuan kerja yang dilalui oleh pelajar sepanjang tempoh LI; dan

---

v. Buku Laporan Harian Latihan Industri ini perlu dihantar ke Unit Kolaborasi dan Keusahawanan (UKK) kolej komuniti pada minggu ke 15 semasa sesi LI dilaksanakan.

---

# LATIHAN INDUSTRI

## PERANAN DAN TANGGUNGJAWAB

### SELEPAS LI

- Surat Pengesahan Tamat Latihan Industri

---

1. Pelajar hendaklah mendapatkan Surat Pengesahan Tamat Latihan Industri (SPTaLI) daripada majikan sebelum menamatkan sesi LI; dan

---

2. Salinan Surat Pengesahan Tamat Latihan Industri (SPTaLI) hendaklah diserahkan kepada UKK pada minggu terakhir latihan industri.

- 
- Memastikan supaya penyelia di industri / firma melengkapkan laporan penilaian latihan dan diserahkan kepada UKK.

- 
- Menghantar semua dokumen yang berkaitan kepada UKK kolej komuniti.

---

**SILA RUJUK** Garis Panduan Pelaksanaan Latihan Industri Kolej Komuniti (Edisi Pelajar) **UNTUK MAKLUMAT LANJUT**

# PERATURAN PEPERIKSAAN DAN PENILAIAN

Rujukan : Peraturan Peperiksaan dan Kaedah  
Penilaian Kolej Komuniti Edisi 5 2017

<https://bit.ly/3zIDJxD>

# PERATURAN PENILAIAN

## RINGKASAN BAB 2

# PERATURAN AM KAEDAH PENILAIAN

## Pendaftaran Kursus/LA

### PELAJAR

perlu mendaftar kursus melalui pensyarah kelas dalam tempoh satu (1) minggu selepas pendaftaran semester.

tidak dibenarkan mendaftar kursus / LA yang mempunyai pra syarat, sekiranya belum lulus kursus / LA yang menjadi pra syarat bagi kursus / LA tersebut.

perlu mendapat pengesahan TPA / TP / KPro sebelum mendaftar.

bertanggungjawab untuk menyemak senarai kursus / LA yang telah didaftarkan dengan teliti.

hendaklah mengikuti sepenuhnya aktiviti pembelajaran bagi kursus / LA tersebut.

perlu menyelesaikan apa-apa pindaan kursus pada minggu ketiga selepas mendapat kebenaran TPA/TP

menyerahkan satu Salinan borang pendaftaran kursus kepada TPA/TP, Unit Peperiksaan dan Fail Pelajar



# PERATURAN AM KAEDAH PENILAIAN

## Jumlah Kredit

Nilai Kredit	Setiap 40 jam belajar = satu (1) kredit.
	Setiap KURSUS / LA direkabentuk antara satu (1) hingga lima (5) kredit
Beban Kredit	Kredit minimum – 9 kredit setiap semester kecuali bagi semester terakhir
	Pelajar yang mendapat HPNM Status lulus bersyarat (LB) – maksimum 13 kredit termasuk kursus wajib bagi semester berikut
	Kredit maksimum – 19 kredit dgn kebenaran TPA dan setelah berbincangan dengan Penasihat Akademik.
Kredit Ulangan dan Tebus Gred (TG)	Sekiranya mengulang kursus - gred terkini menggantikan gred dahulu
	Pelajar yang mendapat Lulus bersyarat dibenarkan mengulang kursus bagi menebus gred (TG) – gred terkini menggantikan gred dahulu
Kredit Lulus Program dan Tempoh Pengajian	Pelajar mesti lulus semua kursus / LA yang ditetapkan untuk program yang diambilnya termasuk LI
	Kredit minimum STM adalah 60 kredit.
	Kredit sebenar hendaklah dirujuk kepada struktur program masing-masing.
	Tempoh maksimum pengajian adalah 10 semester atau 40 bulan.
	Tempoh pengajian lazim bagi sesuatu program adalah antara 4 hingga 6 semester/modul

# PERATURAN AM KAEDAH PENILAIAN

Pindahan Kredit	Boleh Mohon pindahan kredit daripada TPA/TP
	Mata Kredit tidak diambilkira dalam pengiraan HPNM
	Rujuk Garis Panduan Pindahan Kredit Program Pengajian Kolej Komuniti, KPT
Penilaian (Kursus STM)	Pelajar perlu melaksanakan aktiviti Penilaian Berterusan(PB) dan Penilaian Akhir (PA)
	Perlu LULUS PB dan PA dengan Minima 40 Markah dan Wajib hadir PA
	Tertakluk kepada Standard Program MQA
Gugur Kursus/LA	Perlu mendapat kelulusan TPA/TP
	Perlu dibuat dalam tempoh yang dibenarkan iaitu pada minggu ke 4 Perkuliahan
Ulang Kursus	Pperlu daftar Bersama modul/kursus semester semasa
	Pindaan pendaftaran kursus selewat-lewatnya minggu ke 2 dengan kululusan TPA/TP
	Boleh mengulang jika pelajar tidak mencapai kriteria penilaian sesuatu kursus atau gagal kursus sebelumnya

# PERATURAN AM KAEDAH PENILAIAN

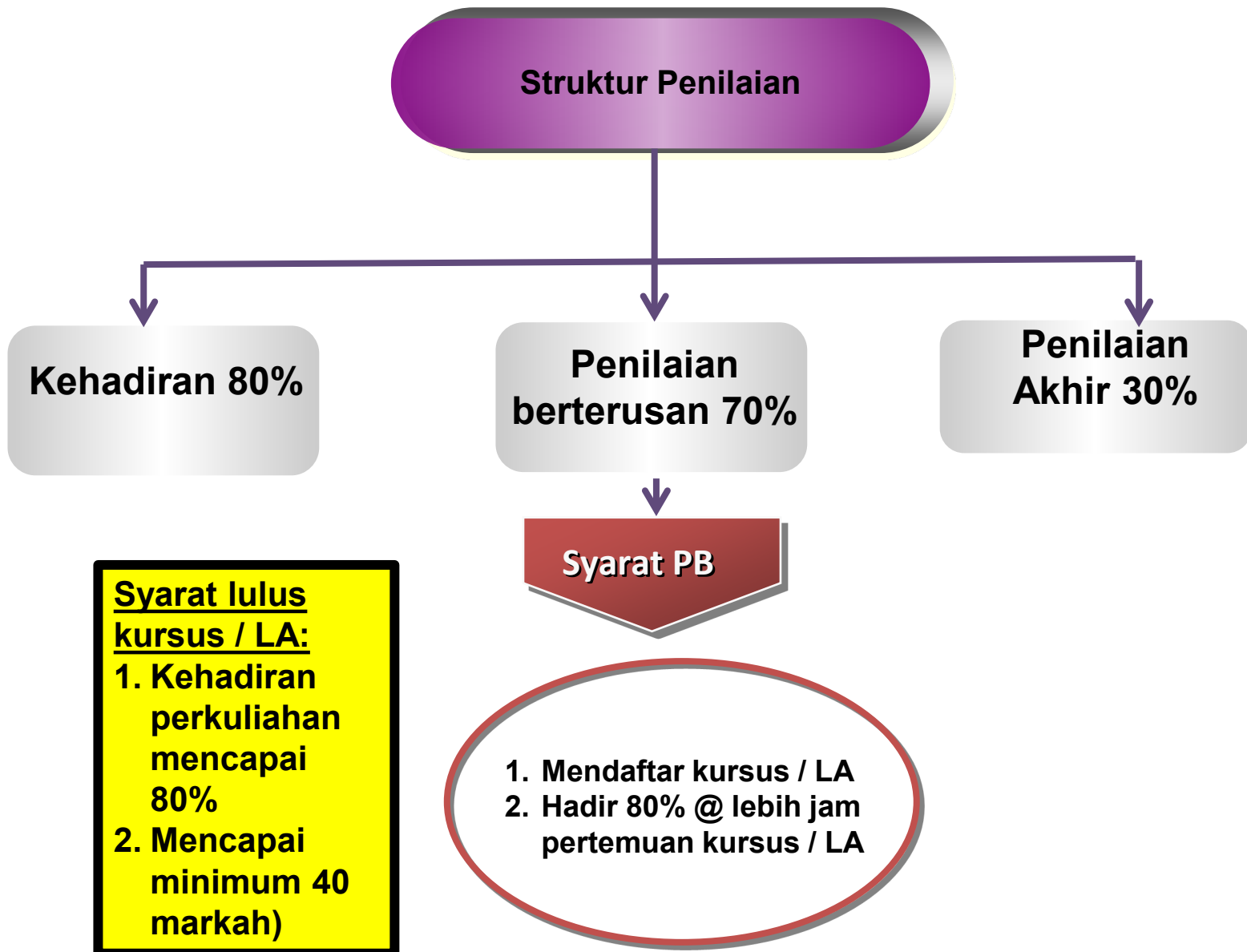
Penerusan Pengajian	Pelajar perlu mengambil semula kursus/LA yang gagal pada semester seterusnya
	Pelajar perlu LULUS semua kursus/LA program
	Pelajar yang mendapat status HPNM <b>Lulus Bersyarat</b> perlu membaiki keputusan sebelum Latihan Industri kecuali mendapat pertimbangan/kebenaran TPA/TP
Penamatan Pengajian	Jika mendapat HPNM 2.00 atau lebih dan lulus Latihan Industri
	Memenuhi jumlah jam kredit yang ditetapkan bagi program (STM adalah 60 kredit)
Status Diberhentikan	Pelajar boleh diberhentikan jika status akademik (PNM) adalah <b>Lulus Bersyarat</b> tiga kali berturut-turut
	Telah melebihi tempoh maksimum pengajian sesuatu program (10 semester) termasuk Latihan Industri.

## PERATURAN AM KAEDAH PENILAIAN

Pindahan Kredit	Boleh Mohon pindahan kredit daripada TPA/TP
	Mata Kredit tidak diambilkira dalam pengiraan HPNM
	Rujuk Garis Panduan Pindahan Kredit Program Pengajian Kolej Komuniti, KPT
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Gugur Kursus/LA	Perlu mendapat kelulusan TPA/TP
	Perlu dibuat dalam tempoh yang dibenarkan iaitu pada minggu ke 4 Perkuliahan
Ulang Kursus	Pperlu daftar Bersama modul/kursus semester semasa
	Pindaan pendaftaran kursus selewat-lewatnya minggu ke 2 dengan kululusan TPA/TP
	Boleh mengulang jika pelajar tidak mencapai kriteria penilaian sesuatu kursus atau gagal kursus sebelumnya

# PERATURAN AM KAEDAH PENILAIAN

## STRUKTUR UMUM PENILAIAN PROGRAM SIJIL



Catatan : Merujuk kepada Struktur Kurikulum setiap Program

# PERATURAN AM KAEDAH PENILAIAN

## Penganugerahan Sijil/Diploma

Anugerah Sijil Kolej Komuniti	Lulus Semua kursus/LA
	Lulus Latihan Industri
	HPNM $\geq 2.00$
	Tidak melebihi tempoh maksimum pengajian
	Memenuhi syarat lain yang ditetapkan
	Diperakukan oleh Jawatankuasa Peperiksaan Pusat Kolej Komuniti
Anugerah Pengarah	Mendaftar kursus sekurang-kurangnya 12 kredit pada semester tersebut
	Mendapat PNM $\geq 3.67$ bagi semester tersebut
Pingat Ketua Pengarah	Memperolehi HPNM sekurang-kurangnya 3.83
	Cemerlang Latihan Industri
	Memenuhi syarat ditetapkan JK
	Diperaku oleh Ketua Pengarah
* Dianugerahkan sewaktu Majlis Konvokesyen	

# PERATURAN AM KAEDAH PENILAIAN

## TRANSKRIP

Dikeluarkan selepas pengumuman keputusan oleh Jawatankuasa Peperiksaan Pusat Kolej Komuniti

Perlu dicop Jawatankuasa Peperiksaan Pusat Kolej Komuniti

Jika hilang, perlu buat permohonan rasmi beserta Surat Akuan Sumpah yang disahkan

Penggantian transkrip dalam tempoh 14 hari selepas lengkap permohonan

## SIJIL KOLEJ KOMUNITI

Sijil hanya dikeluarkan sekali sahaja setelah pelajar tamat pengajian

Jika hilang, perlu mohon Salinan sijil atau transkrip rasmi dengan mengemukakan borang beserta Akuan Sumpah yang disahkan

Penggantian sijil adalah dalam tempoh 14 hari selepas lengkap permohonan

# PERATURAN AM KAEDAH PENILAIAN

## KEPUTUSAN PEPERIKSAAN

Pengumuman dibuat dalam tempoh satu (1) minggu daripada Tarikh Mesyuarat Jawatankuasa Peperiksaan Kolej Komuniti.

Pelajar boleh mendapatkan keputusan melalui talian rasmi kolej komuniti. (CCMS)

<https://app.mypolycc.edu.my/ccms>

## PENAHANAN KEPUTUSAN PEPERIKSAAN

Pelajar yang tidak memenuhi syarat-syarat berhubung sesuatu program dan syarat-syarat lain yang ditetapkan oleh Kolej Komuniti, maka keputusan dan / atau slip keputusan peperiksaannya boleh ditahan sehingga ia memenuhi syarat-syarat tersebut.

## RAYUAN KEPUTUSAN PEPERIKSAAN

Semakan melalui TPA (borang rayuan semakan semula keputusan peperiksaan) dalam tempoh tujuh (7) hari selepas keputusan diumumkan.

Setiap rayuan mesti disertakan resit bayaran rayuan penyemakan.

Kadar bayaran penyemakan : RM25.00 / kursus atau LA.

## PENYEMAKAN SEMULA SKRIP JAWAPAN

Mengemukakan permohonan secara bertulis kepada jawatankuasa peperiksaan Kolej Komuniti Bandar Penawar bagi mendapatkan pengesahan daripada Jawatankuasa Peperiksaan Pusat Kolej Komuniti.

Keputusan semakan semula akan diumumkan kepada pelajar dalam tempoh 14 hari bekerja dari tarikh penerimaan keputusan.



# **PERATURAN DAN TATATERTIB PEPERIKSAAN**

## **RINGKASAN BAB 3**

# PERATURAN DAN TATATERTIB PEPERIKSAAN

## Syarat Menduduki Peperiksaan

PELAJAR	Perlu mendaftar semester/modul
	Telah mendaftar kursus/LA
	Perlu hadir kuliah tidak kurang 80% jam pertemuan
	Perlu mendapat pelepasan ketidakhadiran dengan kebenaran TPA/TP
CUTI SAKIT	Sakit perlu ada Surat Akuan Doktor (MC).
	MC daripada swasta terhadap kepada <b>2 hari</b> berturut-turut dan tidak melebihi <b>8 hari</b> satu semester.
<b>Pengiraan Peratus Kehadiran Pelajar:</b>	
$\% \text{ Kehadiran} = \frac{\text{Jumlah Hadir}}{\text{Jumlah Patut Hadir}} \times 100$	

# PERATURAN DAN TATATERTIB PEPERIKSAAN

## Kehadiran Semasa Peperiksaan

### PELAJAR

Wajib hadir peperiksaan akhir KECUALI mendapat kebenaran bertulis daripada Pengarah atau ada alasan munasabah dan perlu memaklumkan segera secara bertulis kepada Pengarah.

### PEPERIKSAAN KHAS

Jika SAKIT tetapi perlu pengesahan Pegawai Perubatan hospital KERAJAAN

Jika ada KEMATIAN ibu atau bapa atau penjaga atau suami/isteri atau

### TAHAN PEPERIKSAAN

Pelajar boleh ditahan daripada menduduki peperiksaan oleh TPA/TP

Markah Penilaian boleh dimansuhkan bagi kursus/LA tersebut

# PERATURAN DAN TATATERTIB PEPERIKSAAN

## Pelanggaran Peraturan

---

---

### PELAJAR

Perlu patuh kepada arahan-arahan semasa peperiksaan.

---

### HUKUMAN

Jika kes meniru, cubaan meniru atau memberi tiru –  
DIMANSUHKAN keseluruhan penilaian pelajar bagi  
kursus/LA berkenaan

---

Gred yang telah diberi akan ditarik balik dan pelajar akan  
diberikan Gred F (nilai mata=0.00)

---

### RAYUAN

Pelajar berhak mengemukakan rayuan melalui Pengarah  
Kolej Komuniti untuk dipertimbangkan oleh Jawatankuasa  
Peperiksaan Pusat Kolej Komuniti dalam masa DUA (92)  
minggu dari Tarikh surat hukuman

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# **PEMBAHAGIAN MARKAH SISTEM SEMESTER**

**RINGKASAN BAB 4**

# PEMBAHAGIAN MARKAH SISTEM SEMESTER

## Sistem Gred

Markah	Gred	Nilai Mata	Status
90-100	A+	4.00	Sangat Cemerlang
80-89	A	4.00	Cemerlang
75-79	A-	3.67	Kepujian
70-74	B+	3.33	
65-69	B	3.00	
60-64	B-	2.67	Baik
55-59	C+	2.33	
50-54	C	2.00	
47-49	C-	1.67	Lulus Bersyarat (LB)
44-46	D+	1.33	
40-43	D	1.00	
0-39	F	0.00	Gagal

### PELAJAR

yang mendapat keputusan LB perlu pastikan HPNM  $\geq 2.00$  untuk penganugerahan sijil

yang mendapat kebenaran khas sehingga tidak memenuhi keperluan penialaian dan peperiksaan akan mendapat gred TL (Tidak Lengkap)

yang mendapat gred TL akan diberi gred baru jika telah melengkapkan aktiviti penilaian/peperiksaan

dibenarkan menebus gred (TG) sekali sahaja bagi kursus yang mendapat LB untuk pastikan HPNM  $\geq 2.00$

# PEMBAHAGIAN MARKAH SISTEM SEMESTER

## Sistem Nilai Mata

- Sistem Penilaian Kolej Komuniti KPT adalah secara formatif dan sumatif prestasi pelajar dalam kursus tersebut.
- Purata Nilai Mata (PNM) atau *Grade Point Average* (GPA) serta Himpunan Nilai Mata Purata (HPNM) atau *Cummulative Grade Point Average* (CGPA) merupakan ukuran prestasi yang digunakan.

$$PNM(GPA) = \frac{\text{Jumlah SEMUA Mata Kredit di dalam sesuatu semester/modul}}{\text{Jumlah SEMUA Jam Kredit yang diambil di dalam semster atau modul tersebut}}$$

$$HPNM(CGPA) = \frac{\text{Jumlah SEMUA Mata Kredit yang diperolehi hingga kini}}{\text{Jumlah SEMUA Jam Kredit yang diambil hingga kini}}$$

- Status Purata Nilai Mata (PNM) adalah seperti berikut

PENCAPAIAN	STATUS AKADEMIK
3.67 – 4.00	Cemerlang
3.00 - <3.67	Kepujian
2.00 - <3.00	Baik
1.00 - <2.00	Lulus Bersyarat
<1.00	Gagal

# PEMBAHAGIAN MARKAH SISTEM SEMESTER

## Klasifikasi Status Keputusan Peperiksaan

Bil	PNM	HPNM	STATUS	TINDAKAN
1.	LULUS ( $\geq 2.00$ )	LULUS ( $\geq 2.00$ )	Layak naik semester seterusnya	
2.	LULUS BERSYARAT (LB) ( $\geq 1.00 - < 2.00$ )	LULUS ( $\geq 2.00$ )	Layak naik semester seterusnya	
3.	LULUS ( $\geq 2.00$ )	LULUS BERSYARAT (LB) ( $\geq 1.00 - < 2.00$ )	Layak naik semester seterusnya	Jam kredit maksima yang boleh diambil tetapi tidak melebihi 13 jam kredit
4.	LULUS BERSYARAT (LB) ( $\geq 1.00 - < 2.00$ )	LULUS BERSYARAT (LB) ( $\geq 1.00 - < 2.00$ )	Layak naik semester seterusnya	Tidak melebihi 13 Jam Kredit
5.	GAGAL ( $< 1.00$ )	LULUS ( $\geq 2.00$ )	Tidak layak naik semester seterusnya	Mengulang Kursus/LA yang Gagal sahaja
6.	GAGAL ( $< 1.00$ )	LULUS BERSYARAT (LB) ( $\geq 1.00 - < 2.00$ )	Tidak layak naik semester seterusnya	Mengulang Kursus/LA yang Gagal sahaja dan tidak melebihi 13 jam kredit
7.	GAGAL ( $< 1.00$ )	GAGAL ( $< 1.00$ )	Tidak layak naik semester seterusnya	Mengulang Semua Kursus/LA Termasuk kursus/LA yang Lulus Bersyarat (Mengulang Semester)



# **PENILAIAN LATIHAN INDUSTRI**

## **RINGKASAN BAB 5**

# KAEDAH PENILAIAN DAN PERATURAN LATIHAN INDUSTRI

KELAYAKAN LI	<p>Pelajar perlu LULUS SEMUA kursus/LA sebelum menjalani Latihan Industri</p> <p>Memperolehi HPNM <math>\geq 2.00</math></p>
JAM KREDIT	<p>Jam Kredit LI diambilkira dalam pengiraan jumlah jam kredit</p> <p>Tetapi jam kredit LI tidak diambilkira dalam pengiraan HPNM</p>

**SILA RUJUK Peraturan Peperiksaan dan Kaedah Penilaian Kolej Komuniti Edisi 5 2017 UNTUK MAKLUMAT LANJUT**

# KOD ETIKA PAKAIAN DI KAMPUS

**Rambut Pendek**

**Baju Kemeja / T-Shirt Berkolar**

**Tuck In**

**Seluar Slack / Khakis**

**Memakai Kad Pelajar**

**Bertudung & Menutup Aurat (Muslim)**

**Rambut Diikat Kemas (Bukan Muslim)**

**ANDA DILARANG MEMAKAI**

- T-Shirt Round Neck
- Seluar Jeans

**ANDA DI LARANG MEMAKAI**

- Baju Ketat
- Seluar Skinny/ Palazzo

**Longgar & Labuh Bawah Paras Punggung**

**Kasut Bertutup**

*Anda Buat, Anda Cemerlang TERBAIK!!*

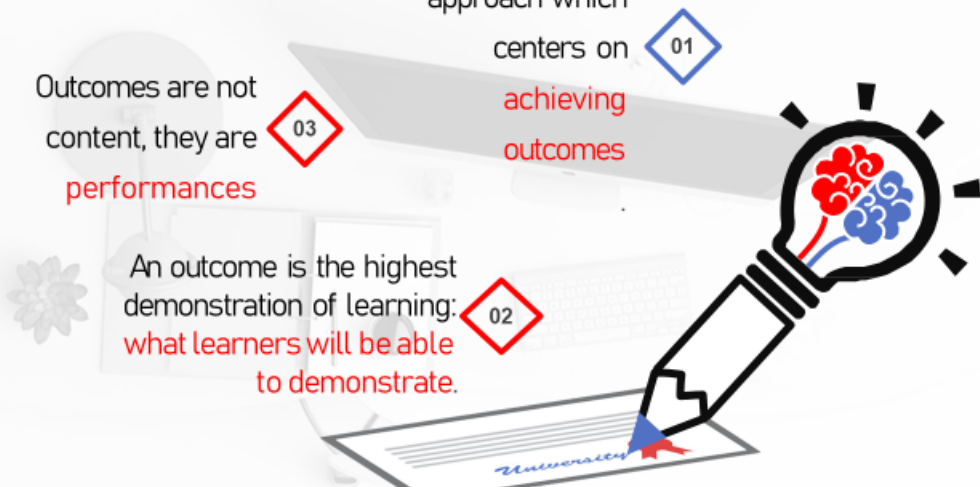
# OUTCOME BASED LEARNING (OBE)

**OBE** is

An education approach which centers on **achieving outcomes** 01

Outcomes are not content, they are **performances** 03

An outcome is the highest demonstration of learning: **what learners will be able to demonstrate.** 02




Ref: Brandt, R. (1992). "On Outcome-Based Education: A Conversation with Bill Spady". *Educational Leadership*. December 1992/January 1993. Vol. 50, No. 4, Pp. 66-70.

## Apa itu **OBE**??

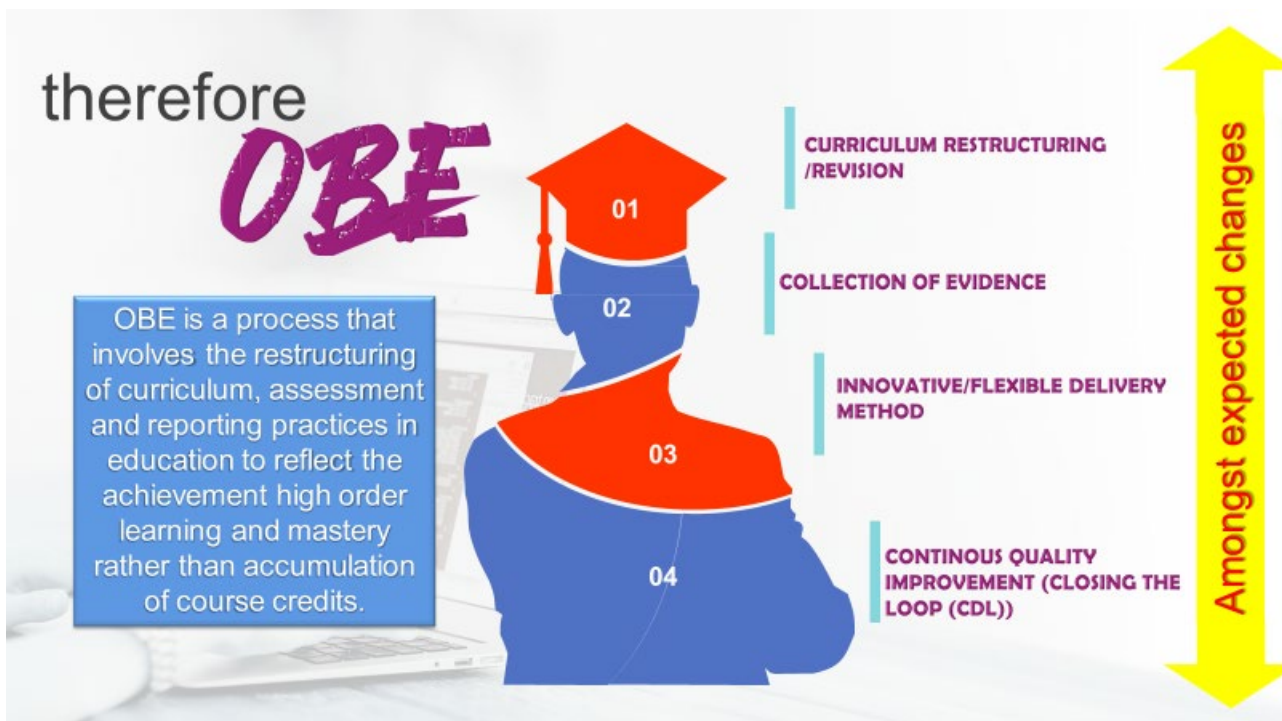
Satu proses pembelajaran yang memfokuskan kepada **apa yang pelajar boleh lakukan selepas diajar.**

Memfokuskan kepada **pencapaian sesuatu hasil yang dikhususkan** dalam aspek pembelajaran individu pelajar.

Sumber: Alwyn Lau (2009) dan Nazri(2013)



# OUTCOME BASED LEARNING (OBE)



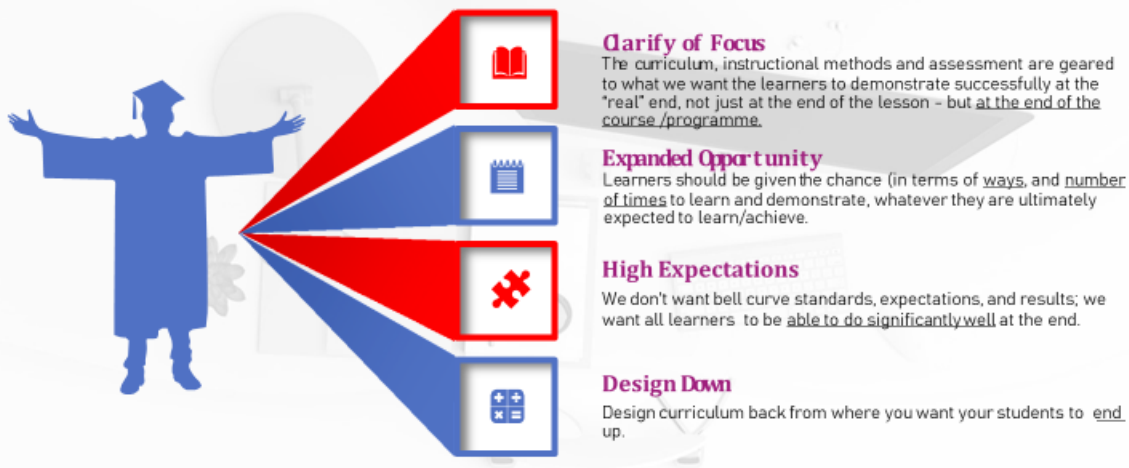
# OUTCOME BASED LEARNING (OBE)

**OBE** is assessment driven

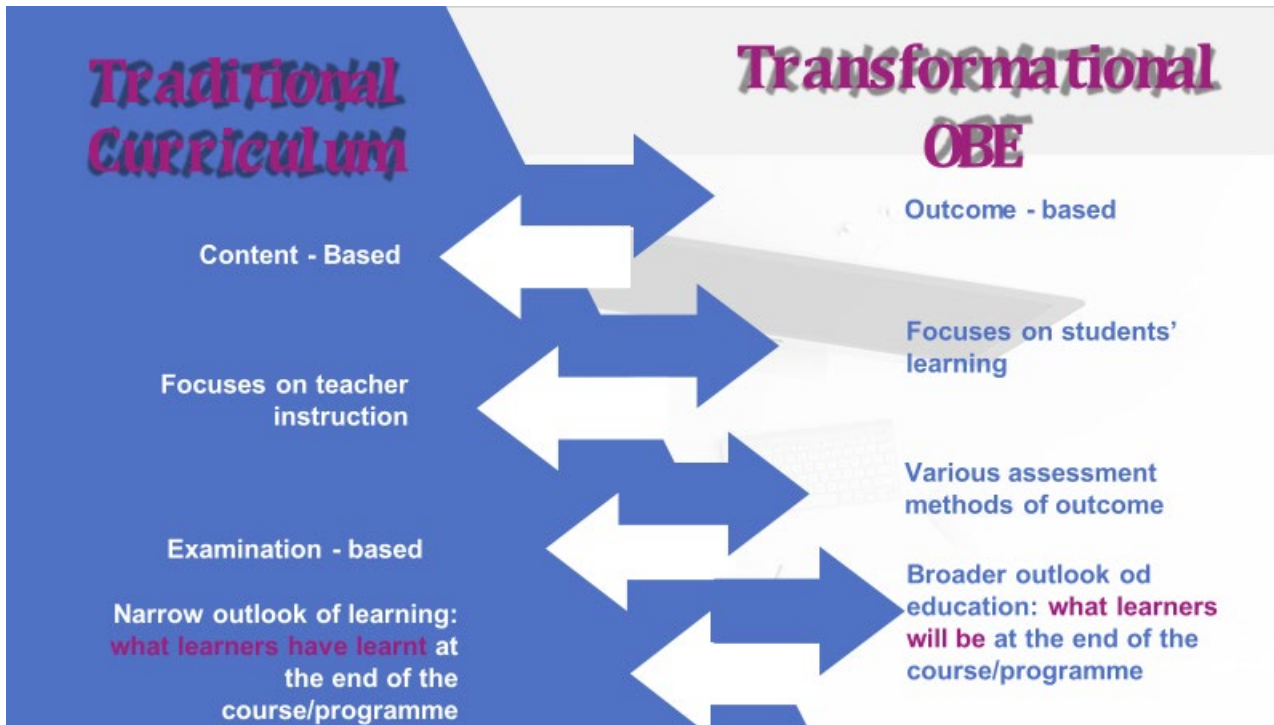
Assessment is used to determine whether or not a qualification/ condition/ criterion/ skill has been achieved

To determine whether learners are successful, (i.e whether students know they have learnt well), the learners must be assessed using the assessment criteria of the outcome

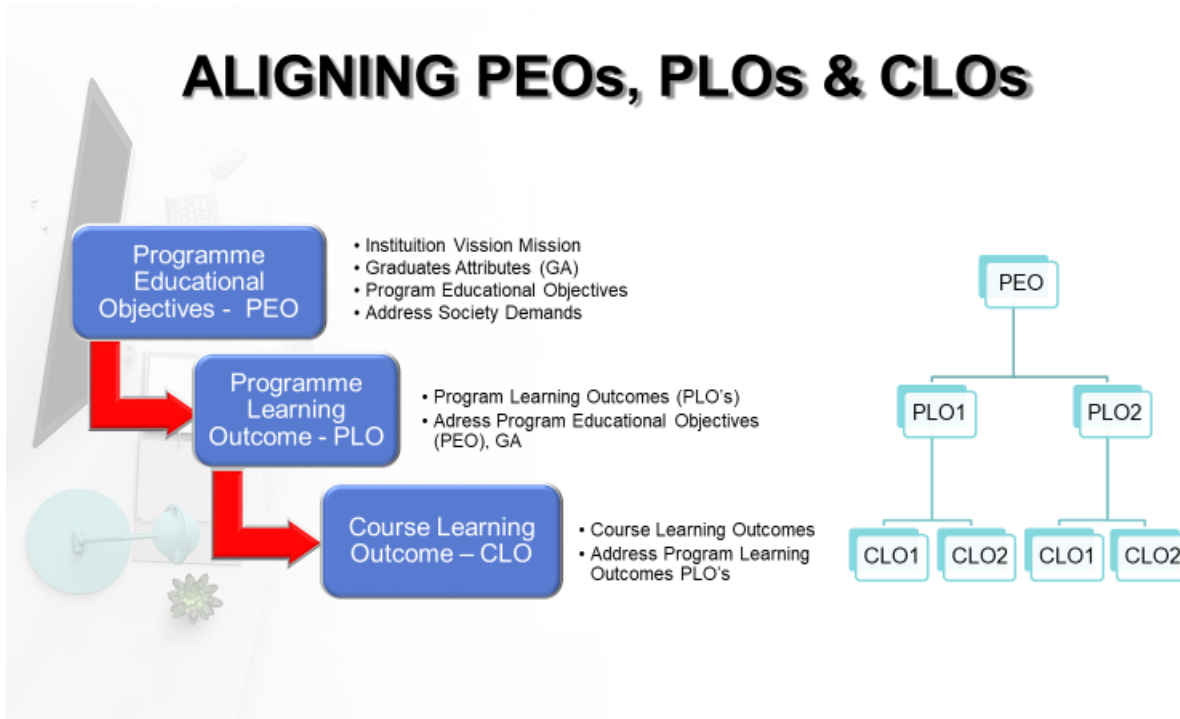
## 4 Principles of **OBE**



# OUTCOME BASED LEARNING (OBE)



## ALIGNING PEOs, PLOs & CLOs



## REFERENCES

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1. Unit Perkomputeran, Bahagian Kurikulum JPPKK
2. Garis Panduan Pelaksanaan Latihan Industri Kolej Komuniti (Edisi Pelajar) <https://bit.ly/3dqab00>
3. Peraturan Peperiksaan dan Kaedah Penilaian Kolej Komuniti Edisi 5 2017 <https://bit.ly/3zIDJxD>



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