SCIENCE AND TECHNOLOGY (SAT)

Note :
All package prices are subject to change.

APU IR 4.0 PROGRAMME DISCOVERY WORKSHOP

Category Package: **SAT**

Asia Pacific University of Technology and Innovation (APU) offers a range of Study Abroad opportunities for international participants at both undergraduate and postgraduate levels, as well as for high school students who wish to gain early exposure to Malaysia's higher education environment particularly within the tech sphere.

The programme spans 3 to 4 weeks, allowing participants to explore one of APU's offered subject areas for a deeper understanding before committing to their field of study. Throughout the programme, students will experience university life alongside peers from over 130 countries, fostering a rich, multicultural environment.

Upon completion, participants will not only gain academic insights into their chosen subject but also build lasting friendships and broaden their cultural horizons.

ACTIVITIES

Participants will engage in:

- Learning the selected academic module
- A tour to the main attractions like Kuala Lumpur city, Batu Caves, Chinatown and PETRONAS Twin Towers

LEARNING SCOPE

Upon completion of the programme, participants will be able to:

- Understand the module chosen.
- Make friends from many countries and learn different cultures.

DURATION | MONTH

3 - 4 weeks

LANGUAGE PROFICIENCY

Basic English

CREDIT TRANSFER

*Eligible for credit transfer (Subject to the home university's requirement)

TARGET GROUP

- High School students
- University Students

between 16 - 25 years old

FEES

USD 1,600 (3 Weeks)
USD 1,800 (4 Weeks)

Price inclusive of:

- **DISCOVERY WORKSHOP**
- **STUDENT ID AND**
- **CERTIFICATE OF PARTICIPATION UPON COMPLETION OF THE PROGRAMME**
- **TWIN SHARING AT APU OFF-CAMPUS RESIDENCE / ON-CAMPUS RESIDENCE OR AT HOTEL**
- **AIRPORT PICKUP ON ARRIVAL AT KLIA TERMINAL 1 OR 2**
- **BREAKFAST AND LUNCH VOUCHERS PROVIDED DURING THE PROGRAMME**
- **EXCURSIONS OVER THE WEEKEND**

Note: Note: Minimum no. of 20 participants

DIGITALIZED HERITAGE AND CULTURE

Category Package: **SAT**

Digitalized Heritage and Culture is designed to provide international participants with valuable exposure to Malaysia's local communities and cultural heritage, particularly in Terengganu. The programme combines basic knowledge of multimedia technologies, video editing, and mathematical concepts related to daily life with cultural exploration. Through hands-on activities and fieldwork, participants will gain a deeper understanding of local traditions and present their findings through videos and augmented reality (AR) projects at the end of the programme.

ACTIVITIES

Participant will engage in:

- Lecture / class
- Heritage and cultural exposure
- Project development
- Project presentations
- Cultural performances
- Terengganu city tour (State Museum, Terengganu Culture Village, Crystal Mosque, Duyong Island traditional boat making, Puan Rohani's Longuet Library, Lambo Sari, AZ Keropok, Pasar Payang and the China Town).
- Fieldtrip at Chagar Hutang, Pulau Redang (day trip)

LEARNING SCOPE

Upon completion of the programme, participants will be able to:

- Relate Mathematics and society
- Understand the Terengganu heritage and culture
- Incorporate data analysis in Culture and Mathematics in Business Development, multimedia, storyboard and animation
- Perform video editing and Augmented Reality

DURATION | MONTH

14 days (July to August)

LANGUAGE PROFICIENCY

Intermediate English

FEES

USD 400 per participant

Price inclusive of:

- **LECTURE MATERIALS**
- **CULTURE AND NATURE CLASS, EXCURSION**
- **AIRPORT TRANSFER**
- **LOCAL TRANSPORTATION DURING THE PROGRAMME**
- **CERTIFICATE**

Note: Minimum no. of 20 participants

CREDIT TRANSFER

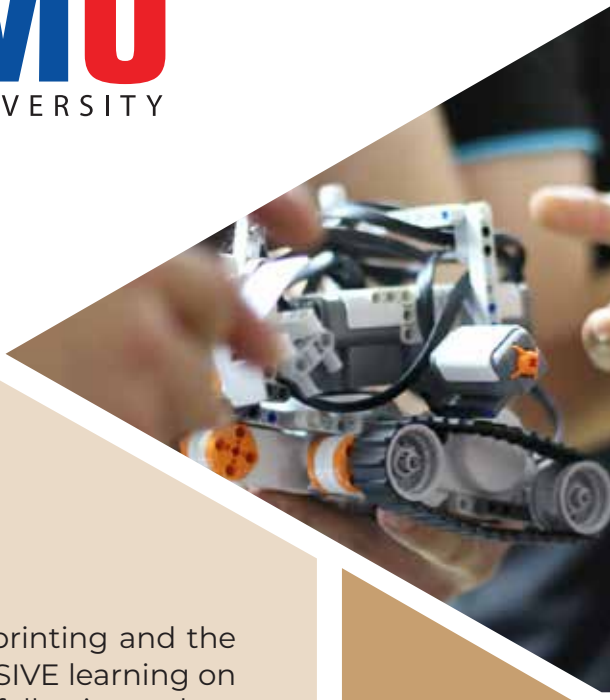
Eligible for credit transfer (subject to the home university's requirement)

TARGET GROUP

General Public

MULTIMEDIA UNIVERSITY

MASTERING THE FUSION: 3D PRINTING AND ROBOT DESIGN ESSENTIALS



Category Package: **SAT**

This INTERACTIVE one week programme focuses on 3D printing and the development of autonomous robot - providing an IMMERSIVE learning on 3D modelling and printing and development of line-following robot. Through a blend of classroom instructions, interactive workshops, and cultural excursions, participants will gain insights into the rich and multicultural fabric of the Malaysian society. Highlights include technological immersion sessions, guided tours of historical sites, and interactions with local communities. By engaging with diverse and cultural perspectives, participants will develop a deeper appreciation for the global significance of robotic studies and its role in fostering intercultural understanding.

ACTIVITIES

Participants will engage in:

- Experts sharing of perspectives,
- Practical creativity session,
- An exchange of cultural insights with local filmmakers,
- Promoting mutual understanding and cross-cultural appreciation.

LEARNING SCOPE

Through hands-on workshops and practical experiences, participants will gain:

- Basic understanding on 3D printing and robotic knowledge
- Critical thinking skills with a global perspective
- Engage in meaningful exchanges with the locals and fellow participants

DURATION | MONTH

7 days

LANGUAGE PROFICIENCY

Basic English

FEES

USD 1,000 per participant

Price inclusive of:

- **PROFESSIONAL AND TUITION FEES**
- **TRAINING MATERIALS**
- **EDUCATION AND CULTURAL TRIP**
- **CERTIFICATE**
- **MEALS (4 TIMES A DAY)**
- **ACCOMMODATION (TWIN SHARING)**
- **TRANSPORTATION (GROUND TRANSFER, AIRPORT TRANSFER)**
- **INSURANCE**
- **TOUR GUIDE**

CREDIT TRANSFER

None

TARGET GROUP

General Public

SWINBURNE UNIVERSITY OF TECHNOLOGY SARAWAK CAMPUS

INTERNATIONAL IMMERSION PROGRAMME DIGITAL FUTURE AND CULTURAL IMMERSION THROUGH EXPERIENTIAL ENGAGEMENT

Category Package: **SAT**

This two-week programme will explore emerging technologies and Malaysia's digital future through classes, workshops, excursions, and industry visits. Set in one of the world's oldest rainforests, this programme brings together participants from around the world to experience Sarawak's rich culture, biodiversity, and warm hospitality. Held in Kuching, one of Southeast Asia's most liveable cities, the programme also includes a visit to Kuala Lumpur for a broader Malaysian experience. Participants will immerse themselves in campus life, guided by academic staff and local ambassadors, while discovering the beauty of Sarawak's diverse cultures and Malaysia's unique multiracial society.

ACTIVITIES

Participants will engage in:

- Classes / Lectures
- Study Tour
- Higher degree by Research
- Sarawak Cultural Village
- Project / Assignment
- Presentation
- Kuala Lumpur City tour
- Batu Caves

LEARNING SCOPE

By the end of this course, participants will:

- Have better understanding of emerging digital technology and how they impact our future;
- Experience living in multiracial society; and
- Develop appreciation of the rich rainforest biodiversity.

DURATION | MONTH

14 days (On Demand)

LANGUAGE PROFICIENCY

Basic English

FEES

USD 2,000 per participant

Price inclusive of:

- **TUITION**
- **ACCOMMODATION**
- **TRANSPORTATION**

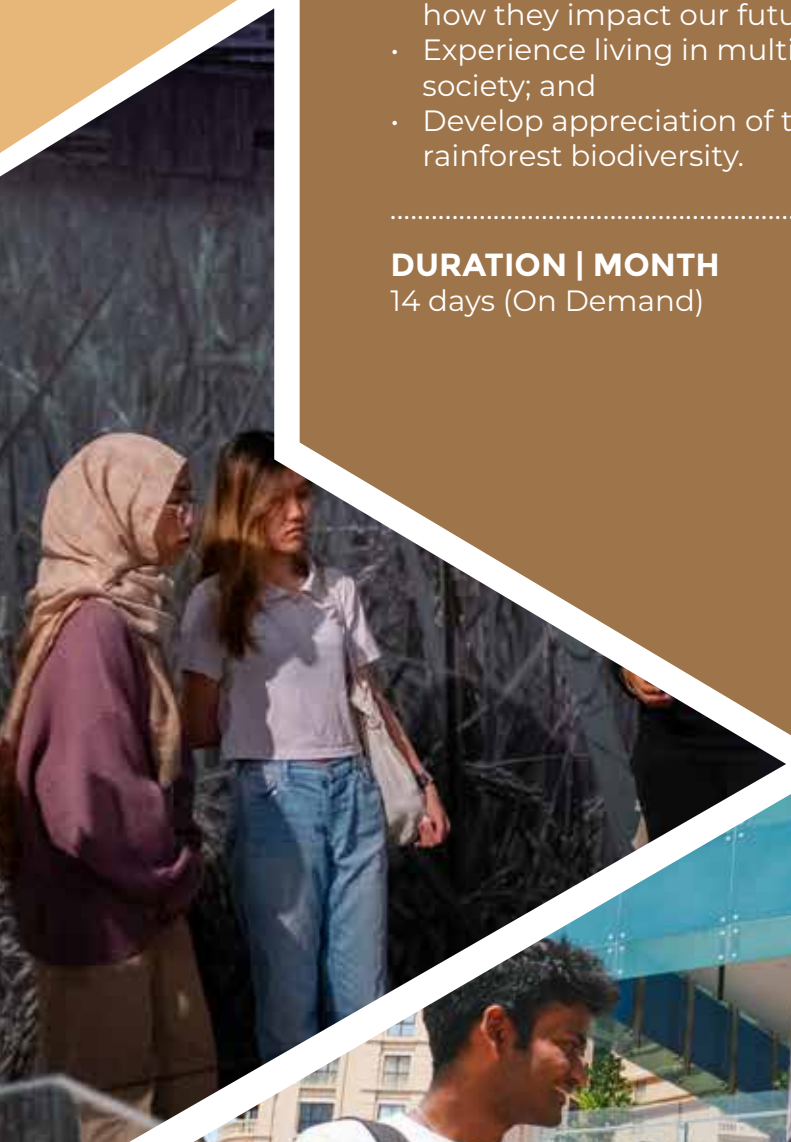
Note: Minimum no. of 15 participants

CREDIT TRANSFER

None

TARGET GROUP

Foundation / Diploma / Undergraduate / Postgraduate participants

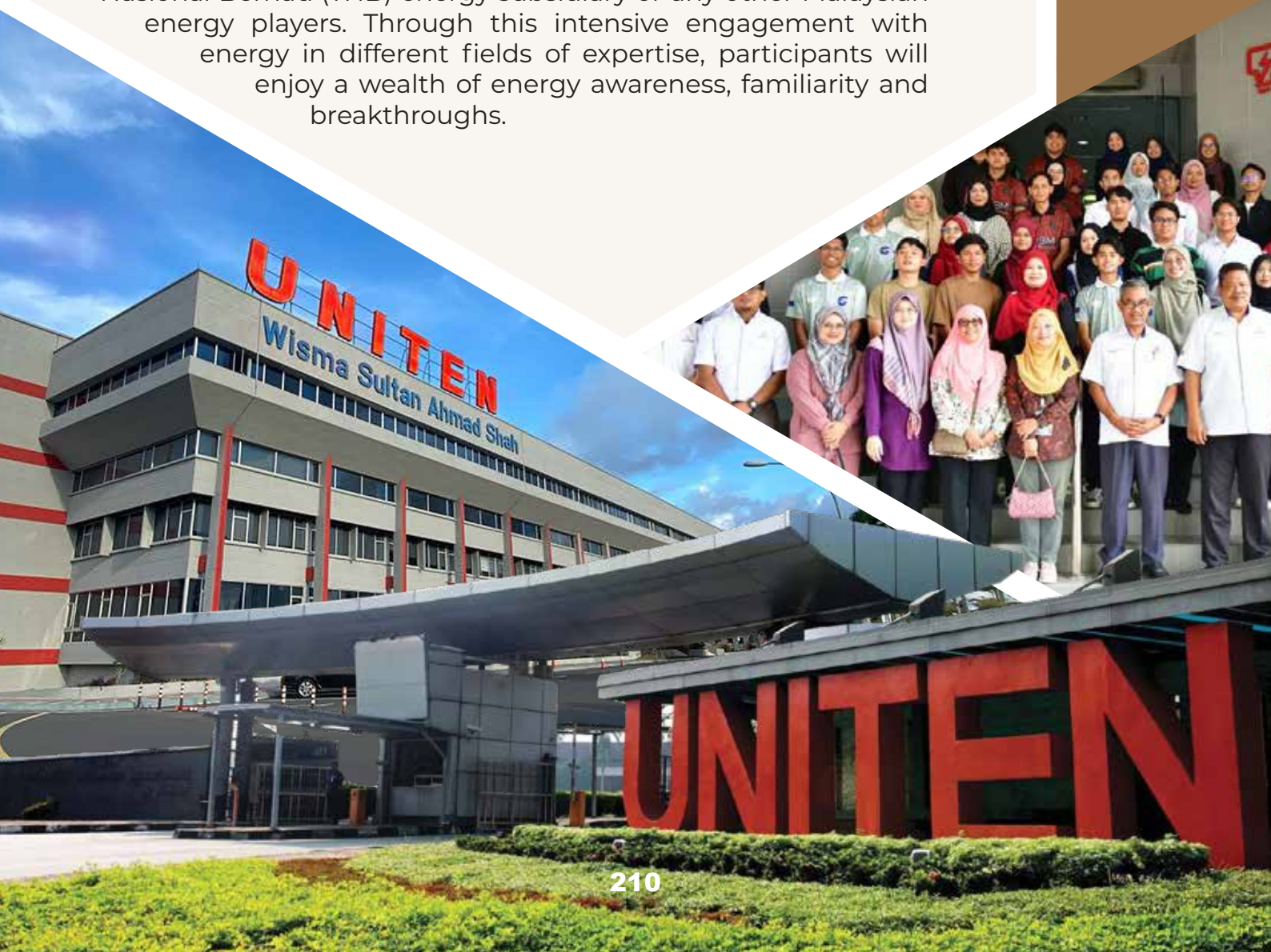


UNIVERSITI TENAGA NASIONAL

MALAYSIA EDUTOURISM PROGRAMME IN ENERGY 2024

Category Package: **SAT**

The programme offers participants with the latest knowledge and updates concerning energy in IT, business and engineering. Participants will gain experience via a blend of classroom instructions, academic and cultural excursions as well as hands-on fieldwork. Highlights include industry visits to Tenaga Nasional Berhad (TNB) energy subsidiary or any other Malaysian energy players. Through this intensive engagement with energy in different fields of expertise, participants will enjoy a wealth of energy awareness, familiarity and breakthroughs.



ACTIVITIES

Participants will engage in:

- Active classroom interactions
- Industrial visit
- Cultural excursions
- Dialogues and sharing of perspectives

LEARNING SCOPE

Upon completion of the programme, participants will gain:

- Enhanced knowledge on energy in specific fields of expertise
- Updates on latest energy projects and breakthroughs

DURATION | MONTH

1 week

LANGUAGE PROFICIENCY

Basic English

FEES

USD 1,200 per participant

Price inclusive of:

- **TUITION**
- **ACCOMMODATION**
- **MEALS**
- **BUDDIES**
- **EXCURSION**
- **GROUND TRANSPORT DURING THE PROGRAMME**

CREDIT TRANSFER

Eligible for credit transfer (Subject to the home university's requirement)

TARGET GROUP

General Public

INTERNET OF THINGS INNOVATION CAMP

Category Package: **SAT**

This programme is an introductory course to the Internet of Things (IoT) hardware and software development. This course will go through basic electronic concept, and then applying the concept using IoT and module. This module will use ESP32 as the microcontroller, Blynk as the middleware layer and also MIT App inventor for creating Mobile Apps. Participants will use IoT to solve real world local community problem. Design Thinking method will be used to analyse problem and propose IoT solution for the project. Participants will learn to innovate a product using design thinking method and understand the basic concept behind IoT and sensors.

ACTIVITIES

Participants will engage in:

- Innovation Development with Design Thinking – Personifications and Prototyping
- Internet of Things Microcontroller (Raspberry Pi / NODEMCU/ WEMOS Mini)
- Johor or KL Tour (excursion)
- Database and Internet of Things Microcontroller (ESP32 / NODEMCU / WEMOS Mini)
- Visit to Tioman Island
- Mobile Apps Development
- 3D Design and Printing
- Project Integration and Prototyping

LEARNING SCOPE

Through hands-on workshops and practical experiences, participants will:

- Innovate a product using the Design Thinking method.
- Understand the fundamental concepts of the Internet of Things (IoT) and sensor technology.
- Design a 3D model using Fusion 360 and bring it to life with a 3D printer.
- Utilize Artificial Intelligence (AI) to control sensors and actuators for smart applications

DURATION | MONTH

2 weeks

LANGUAGE PROFICIENCY

Basic English

FEES

USD 1,200 per participant

The fee covers the cost materials:

- **AIRPORT TRANSFERS (SENAI AIRPORT ONLY)**
- **GROUND TRANSPORT**
- **ACCOMMODATION**
- **EXCURSIONS**
- **CERTIFICATE**
- **MEALS DURING PROGRAMME**

CREDIT TRANSFER

None

TARGET GROUP

General Public

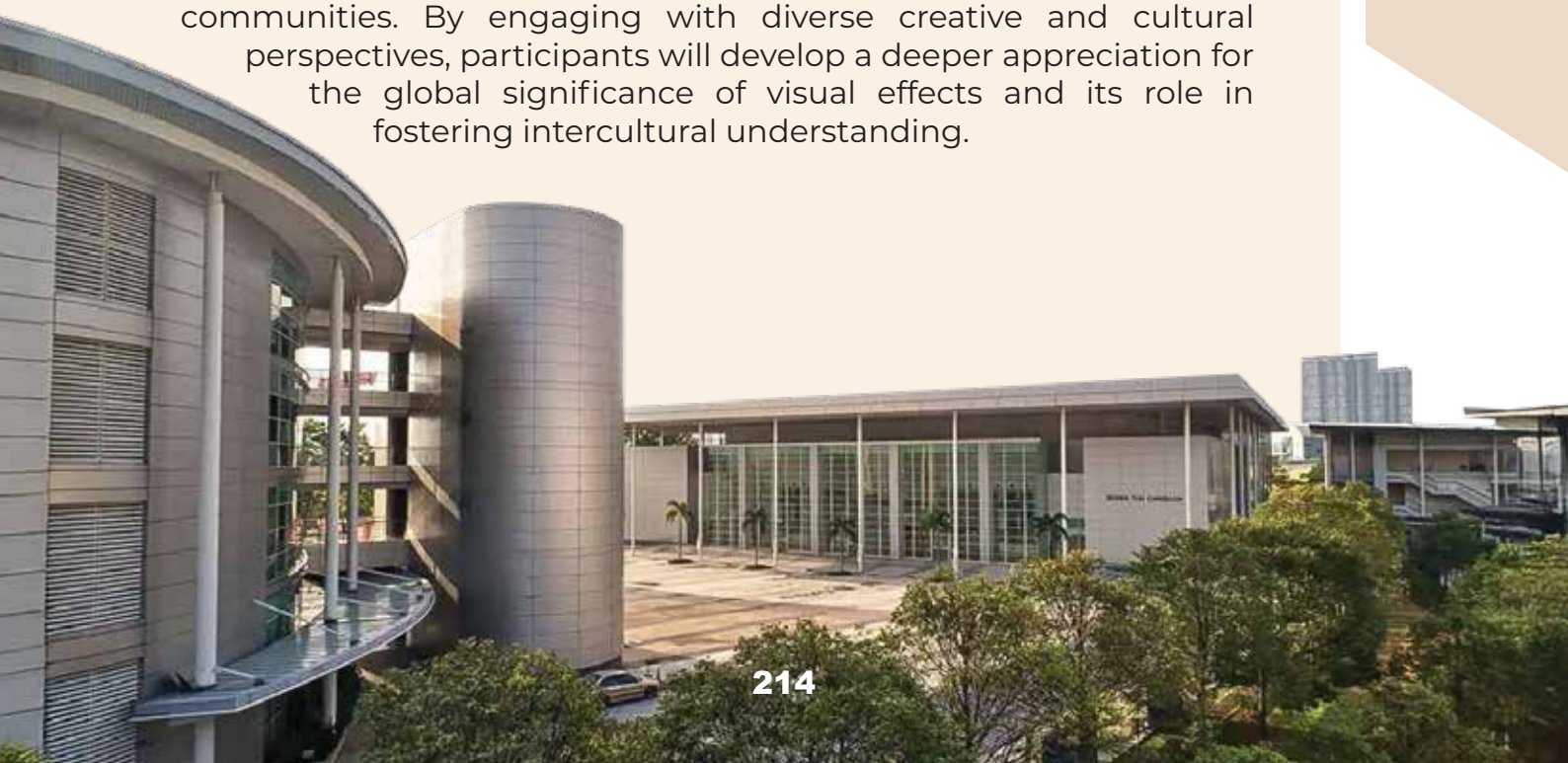
MULTIMEDIA UNIVERSITY

BEYOND REALITY: INTRODUCTION TO VISUAL EFFECTS IN FILM AND MEDIA

Category Package: **SAT**

This INTERACTIVE one week of creative arts programme will focus around the IMMERSIVE world of visual effects.

This immersive programme offers participants a unique opportunity to delve into the dynamic world of visual effects and culture in Malaysia. Through a blend of classroom instructions, interactive workshops, and cultural excursions, participants will gain insights into the rich heritage and multicultural fabric of the Malaysian creative society. Highlights include creative immersion sessions, guided tours of historical sites, and interactions with local communities. By engaging with diverse creative and cultural perspectives, participants will develop a deeper appreciation for the global significance of visual effects and its role in fostering intercultural understanding.



ACTIVITIES

Participants will engage in:

- Experts sharing of perspectives
- An exchange of cultural insights with local visual effects artist
- Promoting mutual understanding and cross-cultural appreciation

LEARNING SCOPE

Through hands-on workshops and practical experiences, participants will gain:

- Basic understanding on visual effects knowledge
- Critical thinking skills with a global perspective
- Meaningful exchanges with the locals and fellow participants

DURATION | MONTH

7 days

LANGUAGE PROFICIENCY

Basic English

FEES

USD 1,000 per participant

Price inclusive of:

- **PROFESSIONAL AND TUITION FEES**
- **TRAINING MATERIALS**
- **EDUCATION AND CULTURAL TRIPS**
- **CERTIFICATE**
- **MEALS DURING THE PROGRAMME**
- **ACCOMMODATION (TWIN SHARING)**
- **GROUND TRANSPORTATION**
- **AIRPORT TRANSFERS**
- **INSURANCE**
- **TOUR GUIDE**

CREDIT TRANSFER

None

TARGET GROUP

General Public