UK Degree
IT and E COMMERCE
Year 1 (Level 4) & Year 2 (Level 5)

**Flexible Way of Study
at Your Own Pace**

**Easy Access from
Anywhere and Anytime**

**Complete A Recognized
UK degree from Home**

The program is designed to advance the knowledge of information technology and the application of IT in business for the learners. The program will support learners in acquiring crucial skills to adapt to today's computing professionals.

This is a 240 credits course designed for students to progress to the final year of studies in an associated Undergraduate degree in IT and E Commerce. Students can either choose to complete the final year at a UK university on campus or via distance learning.

UK Degree program can be completed 100% study through online.

Year 1 (Level 4 IT and E Commerce) which is equivalent to the first year of a University Degree, consist of 120 credits, has 10 modules and associated multiple assessments.

Year 2 (Level 5 IT and E Commerce) which is equivalent to the second year of a University Degree, consist of 120 credits, has 6 modules and associated multiple assessments.

Year 3 Complete the final year to get a BSc (Hons) degree from study at one of the universities in UK on side or through flexible way of online study.

AXISMATICS
Professional Institute

a. Intakes of the year
January and September

b. Fees
Students can choose to make payment by using one of the following methods:
- Credit/Debit Card
- Bank Transfer
- Interest free monthly installment
- For more information, please whatsapp to 018-3884358 or email to info@axismatics.edu.my

c. Fees inclusive of:
- All course materials, including online modules and written assignments.
- Access to the learning management system
- Tutor support for synchronous learning sessions.
- Assignment assessment and feedback.

d. Entry requirement:
Compulsory in one of the following
- UEC 5B (including Mathematics) or equivalent
- Pre U / Foundation/ STPM / Matriculation / AUSMAT: Passed with a minimum of CGPA 2.0 or an average of 60% and above
- A Level - Minimum EE, including Mathematics

Optional
- English language proficiency: TOEFL 530 / IELTS 5.5 / MUET Band 3.0

e. Year 1 (Level 4) module listing:

Computer Systems and Software
This module will develop learners' understanding of the integration of hardware and software components.

Computer Programming
Learners will use different tools and techniques to design, implement and test programs, following the system life cycle.

Relational Database Systems
This unit will develop learners' understanding of database systems and data analysis and modelling.

Software Engineering
Leaners will gain an understanding of the need for Software Engineering and the different methods and techniques.

Systems Analysis and Design
This module provides an understanding of IS concepts and how they relate to organisation needs in respect of business processes and transformation of information.

E- Commerce Applications
This module explores the role of e-commerce in the modern world and in particular the identification of aims and objectives within a business and the design issues arising from the definition of requirements.

Human Computer Interaction
This module will develop students understanding of principles and models of human computer interaction and evaluate existing HCI design and principles and use this to help them plan their own prototype multimedia user interface.

IT and Society
This module examines the impact of technology on society and explores trends and changes created. It will examine management issues and potential conflicts in terms of security and data management.

Information Systems Project Management
This module explores elements of project management key to successful development and implementation of specific IT projects.

Management Information Systems
This module focuses on understanding concepts of information systems and how they support business needs in terms of information processing and data processing.

f. Year 2 (Level 5) module listing:

Technopreneurship
This unit aims to provide learners with the knowledge and skills needed to establish a new techno business. It includes understanding the characteristics of entrepreneurs, planning, marketing and finance.

Network Security
This unit aims to provide learners with knowledge of network security issues in a networked environment and the process of preventing and detection common security incidents

C#.NET Programming
This unit aims to provide learners with the basic concepts and principles of ASP.NET programming using C#. This will enable learners to understand how to create dynamic web pages using server side programming techniques

System Administration
This unit aims to provide the knowledge needed to administer a system in Linux and Windows. Topics covered include user and group management; file system management; task automation; shell scripting; Dynamic Host Configuration Protocol (DHCP) servers; mail servers; domain name servers; files and printers sharing; basic utilities and tools; application management; registry; local and group policies; backup policies; restore policies and performance tuning

Business to Consumer (B2C) E-commerce
This unit aims to provide learners with knowledge of business to consumer e-commerce. This includes the concepts and techniques used in mobile e-commerce and ticketing, the psychology of marketing, artificial intelligence (AI) in image recognition and social commerce.

Business to Business (B2B) E-commerce
This unit aims to provide learners with knowledge of Business to business (B2B) e-commerce. This includes Electronic Data Interchange (EDI), Electronic Funds Transfer (EFT), online transaction processing, inventory management systems and supply chain management.

g. List of written assignment:

Each module of learning material required of an approximately average of 40 guided learning hours of study. On completion of the module, each student will be given an MCQ questionnaire. This is to let the student to review themselves on the understanding of the syllabus of the module.

Students need to complete 10 written assignments at Level 4 and 6 written assignments at Level 5. We recommended a word count between 5,000-8,000 words for each assignment. Credits are awarded upon the successful completion of an assignment, accumulating to the 120 required to pass each level. Student will receive a certificate per level. The two certificates equate to the 240 credit for the whole course.

The assignment unit titles for the Year 1 (level 4):
1. Management information systems
2. IT and society
3. Computer systems and software
4. Computer programming
5. Relational database systems
6. Software engineering
7. Systems analysis and design
8. E-commerce applications
9. Human computer interactions
10. Information systems theory

The assignment unit for the Year 2 (Level 5)
1. Technopreneurship
2. Network Security
3. C#.NET Programming
4. System Administration
5. Business to Business (B2B) E-commerce
6. Business to Consumer (B2C) E-commerce

h. Mode of study

Each student will be given a unique code to access to the learning materials online through a specific portal. Student can access to the learning portal at any time and at anywhere provided with a good internet connection.

i. University Degree Top Up – Final Year

Upon successful completion of the 240 credits, you can choose to top up your undergraduate degree through an accredited UK university in UK campus or via online /distance learning. The fees and cost of finishing the degree on campus will vary depending on which university a student choose.

For university degree top up –Final year, you have options to choose some of the universities below:

University of Derby
Southampton Solent University
University of Central Lancashire
Middlesex University

j. Career Path

Upon completion of a degree, a graduate will be equipped with a blend of technical it skills in latest information technology and e commerce that prepare them to be a professional in E business world and IT professional.

Axismatics Professional Institute DK118(W)

Unit G-08, Wisma Zelan,
No. 1, Jalan Tasik Permaisuri 2,
Bandar Tun Razak, 56000 Kuala Lumpur.
info@axismatics.edu.my
www.facebook.com/axismatics
ukdegree.axismatics.edu.my
603-91735686 / 91736082
018-3884358

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