

A · P · U
ASIA PACIFIC UNIVERSITY
OF TECHNOLOGY & INNOVATION

DSU Dongseo University
동서대학교



U-START PROGRAMME

1 + 3

**U-START AT APU (DSU YEAR 1)
COMPLETE AT DSU, KOREA (2,3,4 YEARS)**



U-START PROGRAMME

U-Start Programme is a special credit-transfer programme between Asia Pacific University (APU) and Dongseo University (DSU) which allows the students of DSU to study their 1st year in APU through credit-transfer courses in APU Foundation Programme in Malaysia before going to Korea to complete the rest of their 3 years at DSU. Students need to be registered at DSU. All fees are payable to DSU in Korea for Year 1.



WHY SHOULD I CHOOSE U-START PROGRAMME?

- Global Learning & Cultural Adaptability**

Immerse yourself in multicultural experiences at APU during your Foundation programme, fostering a global perspective and cultural adaptability for a connected world.
- Seamless Credit Transfer to DSU**

Experience a hassle-free transition from APU to DSU through the U-Start Programme. Your APU credits seamlessly transfer to DSU, ensuring a smooth academic progression to Year 2 of Bachelors Degree in DSU Korea.
- Preparation for Korea**

The U-Start Programme serves as a strategic preparation for your transition to DSU in Korea. Your initial year at APU prepares you academically, exposes you to diverse student dynamics, and instills confidence in navigating an international educational environment, ensuring a smoother integration into DSU.

CREDIT-TRANSFER COURSES IN APU FOUNDATION PROGRAMME

A Pathway to DSU Year 2 in Korea

Duration: 1 Year (3 Semesters)
(R2/010/6/0271)(11/24)(MQA/A10955)

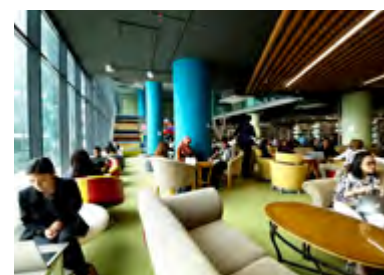
| SEMESTER 1 | COMMON SEMESTER 1 | | |
|------------|--|--|--|
| | <ul style="list-style-type: none"> English for Academic Purposes Personal Development & Study Methods Communication Skills Essentials of Web Applications Mathematics | | |
| ROUTES | BUSINESS | COMPUTER SCIENCE & GAME DEVELOPMENT | DIGITAL DESIGN, ANIMATION, FILM AND VISUAL EFFECTS |
| SEMESTER 2 | <ul style="list-style-type: none"> Introduction to Business Fundamentals of Finance Global Business Trends Public Speaking in English | <ul style="list-style-type: none"> Introduction to Business Introduction to Computer Architecture & Networking Introduction to Visual & Interactive Programming Public Speaking in English | <ul style="list-style-type: none"> Fundamentals of Drawing Life Drawing Design Studies Public Speaking in English Major Project 1 |
| SEMESTER 3 | <ul style="list-style-type: none"> Academic Research Skills Economics for Business Perspectives in Technology / Further Mathematics** Co-Curricular <p>Choose one of the following modules:</p> <ul style="list-style-type: none"> Principles of Accounts Discovering Media in the Digital Age Psychology & Behavioral Science | <ul style="list-style-type: none"> Academic Research Skills Further Mathematics Introduction to Multimedia Applications Co-Curricular <p>Choose one of the following modules:</p> <ul style="list-style-type: none"> Perspectives in Technology Discovering Media in the Digital Age Psychology & Behavioral Science | <ul style="list-style-type: none"> Academic Research Skills History of Design and Media Introduction to Digital Photography Major Project 2 Co-Curricular Studies |

ENRICHING EXPERIENCES - MORE THAN JUST A FOUNDATION

The credit-transfer courses in APU Foundation Programme lays the pathway towards professional tertiary education. It is a vital transformation point for students; soft skills, general knowledge and preparatory subject fundamentals acquired at the Foundation lead to excellence in a student's education performance, as well as career- readiness as they move on as global professionals eventually. This is achieved through 4 key areas:

- Leadership & Teamwork
- Problem-Solving Skills
- Social Skills & Responsibilities
- Practical Skills

The unique support system at credit-transfer courses in APU Foundation Programme consists of helpful academic mentors who are committed in ensuring academic achievements, providing pastoral care, advising, mentoring, motivating students' potential and performance, to ensure that they undergo a smooth transition from secondary education to tertiary learning.





ABOUT DSU

DSU is one of the leading universities in Busan, South Korea.

The Dongseo Educational Foundation has given rise to three different institutions of higher education: Kyungnam College of Information and Technology (1965), Dongseo University (1992), and Busan Digital University (2002). Together these three institutions - KIT, DSU and BDU- educate around 20,000 students annually and employ over 1,000 professors.

DSU AT A GLANCE

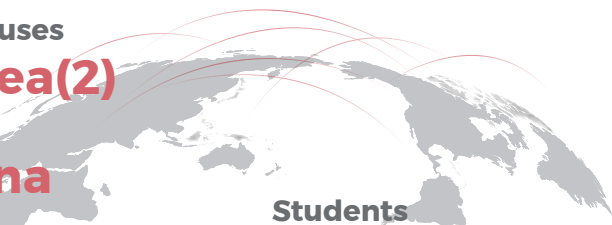
OVERVIEW

Founded
1992



Status
Private University

Campuses
**Korea(2)
U.S.
China**



Students

11,000

(incl. 1,600 international students)



ACADEMICS

Colleges



Divisions



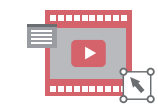
Departments



Research centers



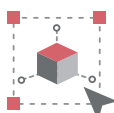
MAJORS TAUGHT IN ENGLISH



Film and Visual Effects



Computer Science



Digital Design



Animation



Game Development



Global Business Administration

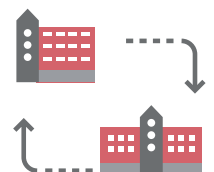


Korean Language and Business

GLOBAL NETWORK

Sister Universities and Research Institutions

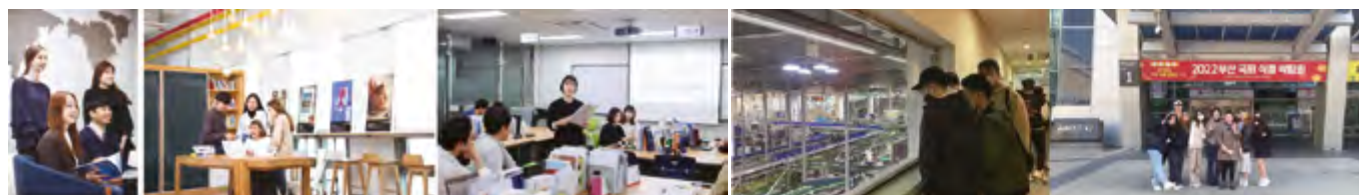
255
in 45
countries



GLOBAL BUSINESS ADMINISTRATION

In our Global Business Administration Department, we are committed to molding the leaders of tomorrow, equipped with the skills to navigate global complexities. Our students embark on a journey to master diverse management expertise, vital for the Fourth Industrial Revolution.

| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|----------------------------|-------------------------------------|--------------------------|--|-----------------------------|--------------------------------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Principles of Marketing | Management Information System | Marketing Communication | Digital Marketing | Marketing Research | Brand Marketing |
| | Human Resources Management | Operation and Production Management | New Product Development | Management Strategy | Venture Business | Financial Statement Analysis |
| | Financial Management | Organizational Behavior | Database System | Consumer Behavior | New Technology and Business | Digital Operation Management and ERP |
| | | | Investment Analysis | Information Visualization for Business | | |
| | | | International Management | | | |



KOREAN LANGUAGE AND BUSINESS*



We're all about creative learning that combines these dynamic fields. Gain fluency in Korean and skills for global business. We offer engaging programmes to help you achieve this.

| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|---------------------------|-----------------------------|------------------------------|--|-------------------|----------------------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Business Korean 2 | Korean Idiomatic Expression | Accounting Principles | Korean History and Cultural Heritage | Service Marketing | Analysis of Business Cases |
| | Introduction to Economics | Business Administration | Global Business | Marketing | | |
| | Reading Korean Culture | Business Presentation | Korean Society through Media | Appreciation of Representative Korean Literature | | |

* TOPIK 3 Required

GAME DEVELOPMENT

Gaming today goes beyond just entertainment-it's about merging with diverse industries, developing smart software, and harnessing the power of networks and XR core tech. Leading this transformation is DSU's Game Development Major. Join us to become a trailblazer in the smart era, shaping the future.

| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|----------------|-----------------------|-------------------------------------|-------------------------|-------------------|-------------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Game Algorithm | Database System | Computer Network | Operating System | Bachelor Thesis 1 | Bachelor Thesis 2 |
| | Game Design | Computer Architecture | Artificial Intelligence Programming | 3D Game Programming | Research Methods | Portfolio |
| | Linear Algebra | Game Tool Programming | Computer Graphics Programming | Game Server Programming | Using Engine Game | Sound Workshop |
| | | 2D Game Programming | Programming Method | | Game Project | |



COMPUTER SCIENCE

Computer science is a cornerstone of progress across industries in the fast-paced digital era. Our mission is to nurture the trailblazers of tomorrow's technology landscape. With a fusion of imaginative thinking and hands-on prowess, our graduates are primed to lead the charge in shaping the dynamic knowledge information industry of the 21st century.



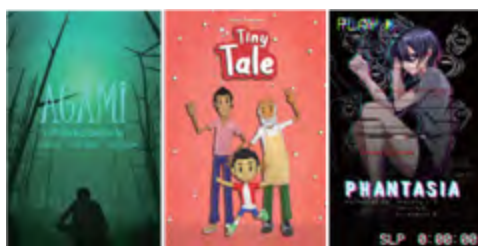
| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|--------------------------------|-----------------------------|------------------------------|--------------------|----------------------------------|-----------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Introduction to Linear Algebra | Object Oriented Programming | Mobile Programming | Server Programming | Introduction to Cloud Computing | Capstone Design |
| | Data Structure and Algorithm | Databases | Computer Network Programming | Operating System | Cloud Computing Application | |
| | Digital Logic Circuit Practice | Software Engineering | Artificial Intelligence | Software Design | Advanced Server Programming | |
| | Web Programming | Computer Architecture | Advanced Web Programming | Advanced Databases | Advanced Artificial Intelligence | |

FILM AND VISUAL EFFECTS

Immerse yourself in the realm of Film and Visual Effects (VFX), where imagination and technology blend seamlessly. We offer comprehensive training to nurture your artistic talents and technical expertise. Become a director, producer, or skilled professional in the vibrant world of filmmaking. With cutting-edge facilities and a hands-on approach, you'll gain real industry experience.



| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|---|--|--------------------------------|------------------------|-----------------------|-----------------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Directing | Advanced Cinematography and Lighting | Sound Design for Film | Film Criticism | Filmmaking Workshop 1 | Filmmaking Workshop 2 |
| | Introduction to Cinematography and Lighting | Introduction to Production Methodology | Advanced Production Techniques | Advanced Screenwriting | Advanced Editing | Sound Production |
| | Matte Painting | Screenwriting: The Short Film | Cinematography for VFX | Advanced Compositing | VR Production | |
| | | Fundamentals of Editing | | | | |
| | | VFX 1 | VFX 2 | | | |
| | | Fundamental of Compositing | Compositing: Digital Lighting | | | |
| | 3D Modeling | | | | | |



ANIMATION

In today's era of the Fourth Industrial Revolution, the realm of 3D graphics is taking center stage across all media platforms. In the Animation Department, you'll not only delve into your passions but also unearth new interests and technology in the animation area. Come and take those first exhilarating steps with us! Your creative odyssey awaits.

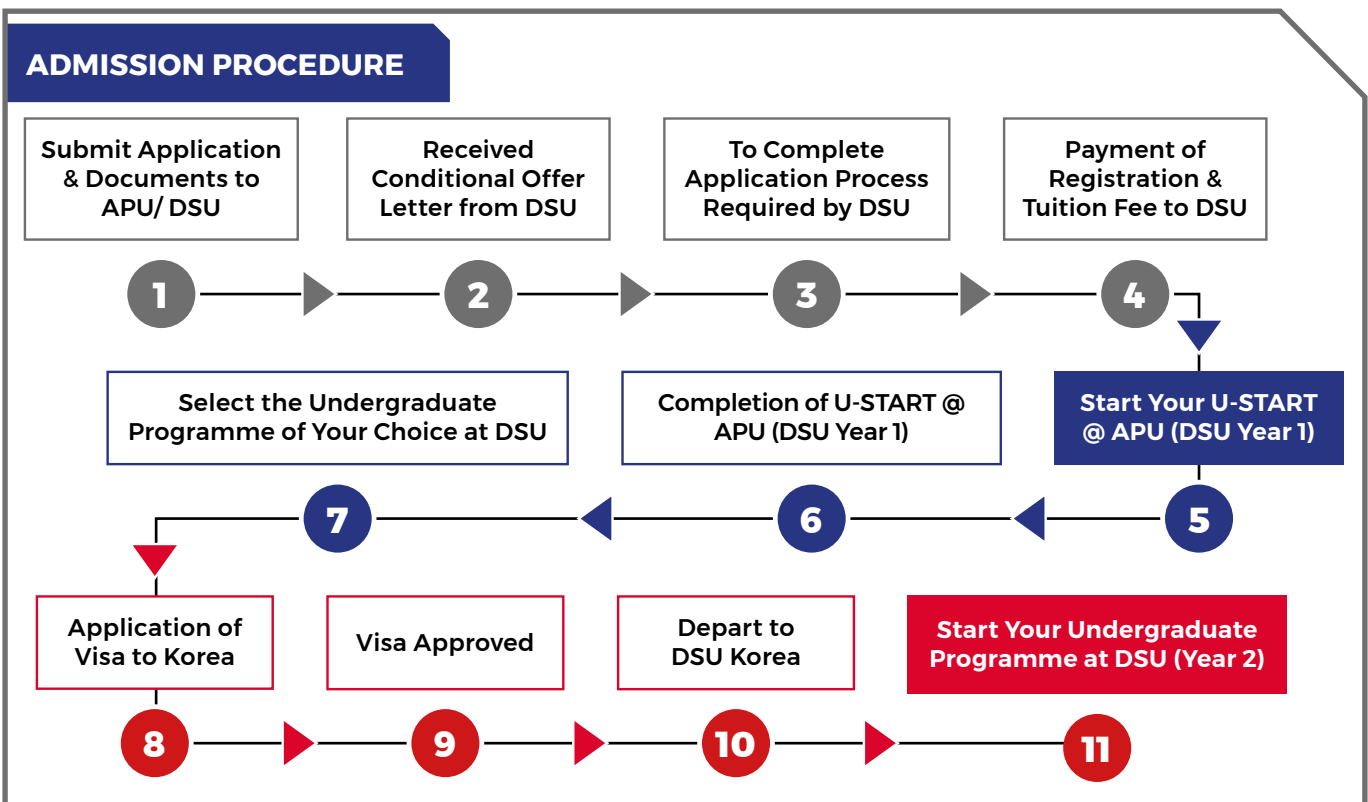
| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|---|------------------------|--|---|-------------------------------|----------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Life Drawing | Digital Film Making | Creature Modeling & Texture Creation 1 | Creature Modeling & Texture Creation 2 | Bachelor Thesis 1 | Portfolio |
| | Environment Modeling & Texture Creation 1 | Character Design | Character Animation Studio 1 | Character Animation Studio 2 | Research Methods | Sound Workshop |
| | Matte Painting | Compositing 1 | Basic Rigging | Visual Effects 2 | Lighting & Rendering Creation | |
| | Basic Animation Sound | Basic 3D Game Modeling | Visual Effects 1 | Environment Modeling & Texture Creation 2 | Compositing 2 | |
| | Introduction to Cinematography and Lighting | | Advanced Digital Painting | | Advanced Rigging | |

DIGITAL DESIGN

From visual communication to animation, digital marketing to web design, fashion design, and even virtual reality. In today's digital age, having a strong online presence is crucial for businesses and organizations. Our Digital Design programme equips students with the skills to attract and retain customers, effectively communicate with the audience, and establish a consistent brand identity across digital platforms.



| 1st Year (APU) | 2nd Year (DSU) | | 3rd Year (DSU) | | 4th Year (DSU) | |
|--|--------------------------------|---|--|--|---|-------------------|
| | Fall | Spring | Fall | Spring | Fall | Spring |
| U-START @ APU Malaysia (DSU Year 1) | Typographic Design | Information Visualization for Business Intelligence | Practice in Design and Market Research | Production Innovation and Service Design | Bachelor Thesis 1 | Bachelor Thesis 2 |
| | Motion Graphics Design | Advanced Motion Graphics Design | Digital Publishing | Interface Design | Music and Creativity | Portfolio |
| | Digital Marketing Fundamentals | 3D Modeling and Animation | Advanced 3D Modeling and Animation | User Experience Design | Research Methods | |
| | | Web Design and Development | Visual Effects | Metaverse: Augmented and Virtual Reality | Visual Effects | |
| | | | Physical Computing Design | Sound Studio | Design Entrepreneurship Virtual Reality Showcase | |



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