

ABOUT INTI

At INTI, our mission is to bridge the needs of tomorrow through the competencies our students gain today, empowering them to become the leaders, innovators and game changers of the future. We are committed towards ensuring our students gain the competencies needed for the workplace of the future, and to work alongside the digital transformations driving today's global businesses in the Fourth Industrial Revolution.

Through our innovative teaching and learning and extensive industry partnerships, we empower our students with the ability to work with smart machines, to process and analyse data for better decision-making, to learn about technologies that impact businesses and manufacturing processes, and to develop professional skills such as adaptability, working with multidisciplinary teams, problem-solving, and a thirst for lifelong learning.

By inspiring our students to explore their passions and discover their true potential through the right skills, tools and experiences, we continue to be a force of change in revolutionising education. Our commitment is to ensure exceptional graduate outcomes, and to transform our students into the dynamic leaders of the future — ones who will lead us in the Fourth Industrial Revolution, and beyond.





INTI CENTER OF ART & DESIGN

INTI has established the INTI Center of Art and Design (ICAD) at Subang campus that offers the full suite of art and design programmes along with the state-of-the-art facilities. Other than physical facilities, ICAD emphasizes on regular curriculum revamping, where feedback from different stakeholders are collected to create the most robust and industryrelevant curriculum. Staff professional development is an on-going faculty initiative to develop staff knowledge, skills and abilities in inspiring students through teaching. Through this initiative, staff and students are exposed to practical and interdisciplinary experiences, ensuring a competitive edge.

IGAD INTI Center of Art & Design

REALISTIC CURRICULUM BY INDUSTRY PROFESSIONALS

To ensure students are job-ready on graduation, the curriculum is regularly vetted and assessed based on input from industry representatives. INTI also holds an annual Industry Advisory Board evaluation where invited leaders and employers give their input in regards to the needs of the working world and what the industry needs from graduates. This is reflected in the curriculum, with students being given regular exposure via realistic work projects with employers as well as international study tours and field trips where they can gain further exposure and insight.

Students have the opportunity to visit world-famous centres of design in South East Asia and the UK. Due to the rigorously intense curriculum, class sizes are kept small to ensure maximum effectiveness for students. Students are also granted access to an international virtual classroom where invited lecturers worldwide are able to teach remotely to offer truly world-class education under one roof.

EXTENSIVE INTERDISCIPLINARY PROJECTS WITH EMPLOYERS

Students are given extensive exposure to real-world projects during the course of their programme along with the opportunity to work with fellow students from different artistic disciplines. Students from the fashion design programme were selected as Royale Demure designers to work on the MF Cosmetique launching project. The Royale Demure is the first crowdfunding platform in Malaysia that is specific to fashion design collection.

The World Wildlife Fund (WWF) has also collaborated with INTI, working with its students to accomplish a revamp of their PJCC office which now enjoys eye-catching, attractive visuals that mirror the values of the organisation. INTI is also a regular participant at the Malaysian Fashion Week and two of its students won 1st and 2nd runner-up in the Aspiring Competition category.

The faculty worked together with MODA, Fashionvalet, IMARET and local fashion designers like Khoon Hooi, Melinda Looi, Keith Kee and Key Ng to successfully produce 161 PPE gowns and 200 pairs of shoe covers during the pandemic.

COLLABORATION WITH

SHEFFIELD UNIVERSITY

INTI Center of Art & Design maintains close ties with Sheffield Hallam University and offers franchise Bachelor's Degrees with a curriculum as taught in the UK. Sheffield Institute of Arts is one of the most prestigious academic institutions, and it ranked 27th for Art and Design schools by the Complete University Guide 2021.



THE RENOWNED UNIVERSITY

Through the Transnational Educational Partnerships, students' experience at INTI Center of Art & Design is identical to the university. Students at INTI Center of Art & Design are provided with the sense of belonging at the university through International Classroom, visiting lecturers from Sheffield Hallam University, International Study Trip to Sheffield Hallam University and nomination for Sheffield Hallam University Inspirational Student Awards, to gain invaluable experience and recognition from the university.

Sheffield Hallam ART & University DESIGN







CERTIFICATE IN ART AND DESIGN STUDENTS' WORK











course that acts as a pathway for students to develop an array of necessary basic skills for further studies in art and design along with exposure to important concepts and skills needed for an eventual career in the creative industry. The course offers students opportunities to both develop and exercise their artistic skills along with extensive opportunities to experiment and explore their artistic potential with an emphasis on hands-on project-based learning.





Art Bazaar by
CDE, INTI Center
of Art & Design

OUR ALUMNI JUSTIN SURESH PRABAGARAN

Art - what comes to mind when you hear the word? To me, art means creativity. Art can also be an expression. When I first chose to do art and design, I was a little scared. Then when I started the programme, I enjoyed it every step of the way. It has taught me how to be creative - and how to think creatively - because we are all creative in our ways.

INTI's Certificate in Art and Design has taught me a lot. It has given me the capability to think more deeply and it has also helped me in different situations. I have achieved a lot by just taking a certificate. I enjoyed the programme because it taught me the values of creativity, and I am proud that I can use these learnings in my everyday life.





DIPLOMA IN FASHION DESIGN STUDENTS' WORK











The Diploma in Fashion Design prepares students for a career in the high-flying world of fashion as well as the global textile and apparel industries. Upon completion of the course, students will attain the essential skills, from idea conceptualisation to production for the runway. The Diploma in Fashion Design curriculum is constantly enhanced and redesigned to meet the needs of the industry. Representatives from established industries are invited to participate in an annual INTI Industry Advisory Board evaluation where they give their inputs as to what the industry needs and expects from graduates.

INTI's academic team works closely with established companies and organisations in the industry such as Khoon Hooi, Zalora, Cassey Gan and Blue Inc. to provide students with internship opportunities, and for those that excel, immediate employment. Industry-linked professionals, which include iconic Malaysian fashion designers Beatrice Looi, Bon Zainal and Rico Rinaldi are also invited on a regular basis to the campus to offer their experience and insights.



OUR ALUMNI ANIS SOFHEA WIDURI BINTI AZMI

Fashion Designer, Fashionvalet

be so fun until I met my cool classmates and lecturers (my Diploma in Fashion Design family at ICAD). College life was not easy at first but I was lucky enough to get to know amazing classmates who went through the ups and downs together with me. The sleepless nights finishing assignments together with classmates via Skype is one of my most cherished memories, which I miss very much in my work today. My lecturers always encouraged me to strive for the best and to never give up on achieving my goals, no matter how long it might take.

My lecturer once said, "Good things never come easy". With a lot of patience and hard work, I am now working in my dream company







DEVELOP A UNIQUE APPROACH TO MANAGING AND COMMUNICATING FASHION IDENTITIES THROUGH INDUSTRY INFORMED PROJECTS.



2020 LAUNCH PROMOTIONAL BOOK













STUDENTS' WORK



The BA Fashion Management & Communication programme in collaboration with Sheffield Hallam University aims to maintain a new sense of awareness for the future of the fashion industry by considering the vehicle of fashion from concept to creation. It's also about the evolving innovation, critical analysis and progressive formulas it chooses to manage and communicate.

This course is created for individuals who are captivated by the subject of fashion and its influence on society and style. It offers a wide variety of eventual career pathways, including photography and styling, journalism, graphic communication, marketing, social media, PR, brand management and trend prediction.



*Photo by courtesy of Sheffield Institute of Arts



DIPLOMA IN IMMERSIVE DESIGN



The Diploma in Immersive
Design provides graduates
with skill sets that are highly
relevant to immersive system
development (Augmented
Reality and Virtual Reality) and
human-technology interaction
for a bright future in the
immersive design industry.
Within 2.5 years, students will
be equipped with theoretical
and practical aspects for
them to understand the tools
and methods required to design,
conceptualize, and create
content for immersive systems
on various platforms.

This technology-focused and industry-driven programme combines rigorous teaching components with real life projects, simulations, competitions, and internships that prepare graduates to hit the ground running.











DIPLOMA IN INTERACTIVE MULTIMEDIA WITH ANIMATION DESIGN STUDENTS' WORK











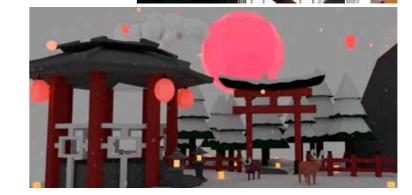
This exciting programme empowers students to pursue a career in one of the most exciting and fast-expanding areas of art and design - multimedia.

Students will master a wide range skills that will enable them to acquire industry-critical expertise, including digital video and marketing, character design, web page creation and design,

2D and 3D animation and much more.

Students also have the opportunity to expand their horizons by studying overseas. Upon attaining the Diploma in Interactive Multimedia with Animation Design, graduates can enjoy an exclusive articulation pathway to a Bachelor of Arts in Visual Effects or Motion Design at Media Design School, New Zealand.





OUR ALUMNI PON HUEY MIN

Motion Graphic Designer and Animatior, Pixelpush

of skills that encouraged me to explore various areas in multimedia design. I enjoyed the classes where we explored and experimented with different mediums and ways to express, communicate and design. The best memories I have are with my lecturers, who guided me throughout the stages and process of my design journey. Through the Diploma in Interactive Multimedia With Animation Design (DIMA), I was able to discover my love for motion graphics. From there, I proceeded to pursue a Bachelor in Media Design in Media Design School.

I am currently working as a motion graphics designer and animator in New Zealand. I still have fond memories of my times in DIMA. All the guidance that I received during my diploma study really helped to set me out to become the passionate designer that I am today.





FOUNDATION IN DESIGN

STUDENTS' WORK



The programme enables students to develop a range of

preparing them for smooth progression to Sheffield Hallam

University design degree

of their choice at ICAD. The

programme is recognised by

Sheffield Hallam University,

providing progression to these

degree programmes at INTI: BA

(Hons) Fashion Management and Communication, BA (Hons)

Graphic Design and BA (Hons)

* Progression to a SHU degree is subject to English language proficiency and the successful review of a

Interior Design

relevant portfolio.

practical skills and fundamental knowledge in art and design,























OUR ALUMNI CLAIRINE WILLEY

BA (Hons) Interior Design, Sheffield Hallam University, UK at the INTI Center of Art and Design (ICAD). Besides winning INTI's Excellence Award and being on the Dean's Honor Roll for Foundation in Design, my team won 1st place at a competition organised by the Malaysian Institute of Interior Design (MIID) in 2018. And in 2019, I was the only recipient to receive the Teledirect Malaysia scholarship.

I have learnt so much... and so far, the experience has been great! $\P\P$





DIPLOMA IN GRAPHIC DESIGN STUDENTS' WORK



This programme emphasizes innovative design processes that deal with visual communication while providing the technical know-how necessary for a challenging and exciting career in the creative industry. Students learn to unleash creativity through UI/UX design, desktop publishing, photography, typography, editorial, illustration, packaging design, advertising design and marketing. The programme also develops students' abilities in problem-solving, conceptualisation, idea development and visual communication techniques, as well as the ability to translate an idea into a viable economic proposition.







OUR ALUMNI Wong Lin Xuan

design institution, the faculty staff and lecturers at ICAD are highly experienced in their own fields and always supportive and prepared to nurture up-and-coming young designers. ICAD embraces new ideas, allowing students' creativity to flow freely and bring out the potential in every student that's uniquely their own.

In particular, I like how open INTI is to new ideas as well as criticisms, in order to ensure students are given relevant and world-class education. Whenever we encounter problems, the staff are always happy to hear us out. This inspiring attitude provides a conducive learning environment for students.







BA (HONS) **GRAPHIC DESIGN 3+0**

IN COLLABORATION WITH SHEFFIELD HALLAM UNIVERSITY, UK

STUDENTS'







Organisations needs media to communicate or disseminate a message. Creating a compelling message and other content requires the talents of a graduate in graphic design. This rewarding course prepares students for a rewarding career in the challenging graphics design industry.







OUR ALUMNI DEEBBEN SUBRAMANIAM

Junior Art Director at Publicis One, Kuala Lumpur

66 AT INTI, I found that the clash of cultures helped me get out of my comfort zone. The experience proved to be very useful, seeing that I'm a creative in the advertising industry now. After all, the craziest ideas come from the least expected places! The course I under took encouraged lateral thinking within a collaborative environment. And since it's an international course, it gave me a new worldview. As a graphic designer, the devices and machines that I use would have to be in the best possible condition. And INTI provided the latest computer facilities, with access to the latest software. As an avid reader, the library also provided some of the best graphic design books, which helped me gain an in-depth understanding of the course.

My advice for students when it comes to helping them prepare for the working world is to not study, but learn instead, because learning never stops. Asking for help is not a sign of weakness because no one has all the answers. Get all the help you need whenever you can because failure is not the end. $\P\P$

















OUR ALUMNI JOSELYNN CHIA

66 My Diploma in Interior Design journey at INTI was unique and invaluable. I was exposed to different perspectives of interior design and the lessons I received changed the way I approach design. I strongly encourage design students to cling on to what they believe, to dare to be different and unafraid of being questioned because someday, someone will find you special.

I am currently pursuing my studies in Bachelor of Art (Hons) Interior Design at INTI. This programme is considered a hybrid of studies, bringing interior design and architecture together as a single discipline. An interior designer's job is to create designs that are both pleasing and functional, as well as ensuring completed structures maintain quality and accuracy. Interior designers work with structure and space - from residential, to commercial or industrial. Their duties are beyond that of decorators because they are also concerned with the design of the structure itself, as well as the arrangement of the interior.

The saying "A mind needs books as a sword needs a whetstone if it is to keep its edge" applies to this industry because to be a professional interior designer, we have to keep growing in all aspects of our career. This is not only includes design, but also knowledge in construction and how to run an entire design project.







BACHELOR OF ART (HONOURS) INTERIOR ARCHITECTURE & DESIGN 3.5+0

STUDENTS' WORK







The Bachelor of Art (Honours) Interior Architecture & Design 3.5+0 which is fully accredited by the Board of Architects Malaysia prepares students with strong analytical, problem-solving and practical skills. The program offers students the additional expert knowledge to truly inspire and take their design skills to another level.

With the 6-month embedded Industry work placement in the program, it will be able to help to form sense of experiential learning that supports theoretical knowledge gained from the classes by practical implementation in a professional setting.

We believe when students discover their professional skills through the industry work placement experiences, they will better understand their real-life job expectations and determine their career goals in a better way

Students taking the Bachelor of Art (Honours) Interior Architecture & Design 3.5+0 with Sheffield Hallam University also have the privilege of studying abroad at the parent university campus in the UK.









OUR ALUMNI MARIA ANGELIN NYOTO SUSANTO

66 My passion for art and creativity led me to choose INTI, which had a collaborative programme with one of the top design universities in the world - Sheffield Hallam University.

Indeed, INTI and I were a good fit. My final year project was published in a leading architectural and interior design website and I won the Top 12 Asia Young Designer 2017 (Malaysia) award. To top it off, I landed my dream job immediately after graduation.



COMPETITIONS AND AWARDS

ASIA YOUNG DESIGNERS AWARD COMPETITION



FIRST PRIZE WINNER Loh Yen Yih

THE KEDS

CHAMPION DESIGN





FINALIST: **Tan Chin Kang**

PROJECT

Introducing sustainable elements to SS15 Market



WISESIGHT CORPORATE BRANDING VIDEO COMPETITION

FIRST PRIZE WINNERS

Siti Amirah Binti Ahamed Hamed Giasudeen Loo Jing Rou Celine Chew Qian Ru



PENFURNEX FURNITURE COMPETITION

LIST OF WINNERS

Tan Xue Jing First Runner Up

Loke Kum Hoa

LIST OF FINALISTS **Chew Yong Foon** Ng Lay Koon

Sim Ming Joe

Wong Kah Joon Soo Mun Hui Lim Jin Ho Alvin Setiawan **Emily Lim Xie Wei** Chloe Tan Tze Yii Eddy Khoo Chun Eng Tee Wen Hou Ho Ying Je Cheng Wen Jun

2019 MERIT WINNERS:

Aya Komori STATIC VISUAL AESTHETICS Photography

BEST DESIGN Publications (Includes Books, Annual Reports

& Graphic Novels)

Chan Siun Keat BEST DESIGN

Publications (Includes Books, Annual Reports & Graphic Novels)

Luo YunXu BEST DESIGN

Publications (Includes Books, Annual Reports & Graphic Novels) STATIC VISUAL AESTHETICS

Illustration (Digital)

Elfina Joewonowati BEST DESIGN

Publications (Includes Books, Annual Reports & Graphic Novels)

Mimi Amirah Binti Abdul Aziz BEST FILM & AUDIO CRAFT

Animation Muhammad Nabil Azfar Bin

BEST FILM & AUDIO CRAFT Animation

Nicholas Lee Kah Hui STATIC VISUAL AESTHETICS Illustration (Digital)





MALAYSIAN INTERNATIONAL **FURNITURE DESIGN COMPETITION**

LIST OF FINALISTS Low Mei Shi **Lim Yee Bing** Ng Cai Jiun

Yong Sze Mun







KANCIL AWARDS COMPETITION

2018 LIST OF WINNERS

Lim Wei Chin

Bronze : Best Design, Brand Identity Merit : Branding - Best Use of Cultural Insight

Alfred Phua

Merit: Best Outdoor, Campaign Merit : Best Print & Poster, Campaign



ADOBE DESIGN ACHIEVEMENT AWARDS (ADAA)

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LIST OF WINNERS

Lim Wei Chin

Category: Semi-finalist, Social Impact - Photography/ Print/Illustration/Graphic Title - MIN JUANG DESIGN PRESS

For more information: https://www.adobeawards.com/live/201811511

Category: Semi-finalist, Fine Art - Graphic Design/Print Title - KUAN HEONG HUAN REBRANDING

For more information: https://www.adobeawards.com/live/201810378

Alfred Phua

Category: Semifinalist, Social Impact - Photography/Print/Illustration/Graphic Title - #PROJECTHOPE

For more information: https://www.adobeawards.com/live/201810574

Category: Semi-finalist, Social Impact - Photography/Print /Illustration/Graphic Title - PRIDE OR PREJUDICE?

For more information: https://www.adobeawards.com/live/20184272

EMPLOYER PROJECTS













NATIONAL PROJECT









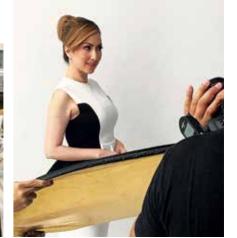




ANIMATED
MUSIC VIDEO
- MELODY TAN

ROYALE DEMURE DESIGN FOR PLEDGE CAMPAIGN









YAYASAN SIME DARBY ARTS FESTIVAL (YSDAF)

THE MANDARIN CENTER INTERIOR
DESIGN PROJECT

CREATING SPACES WHERE IN DIVERSE SORTS OF PEOPLE CAN INTERACT IS A LEITMOTIF OF THE MODERN WORLD









JATI, SERBA WANGI



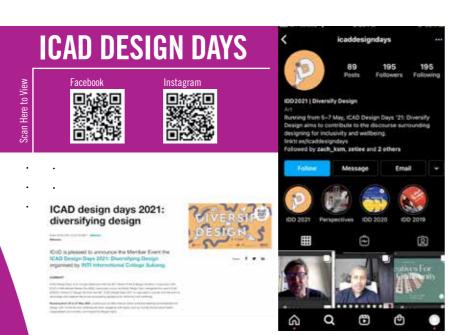


PASSION TAKES YOU **PLACES**

AT INTI, WE HELP YOU SOAR! EMBRACE. **EXPLORE. EXCITE.**

INTI International University & Colleges is not just about academic programmes alone. Across all of its four campuses in Malaysia, students are encouraged to embrace their passion and enhance their skills in a meaningful way. With a range of clubs and societies that offer a host of activities and interests, along with the opportunity to participate in study trips around the globe, INTI provides a nurturing environment that truly lets you spread your wings and expand

Beyond that, INTI is a place where you can form bonds and friendships that will last you for a lifetime, while acquiring the soft skills that will hold you in good stead wherever you go in life. This pursuit of passion and camaraderie among our students has driven them to greater heights with a host of self-initiated projects that have taken them across the globe.





RICO RINAI

PERSONAL PROJECT MODA & ICAD



DELA





SHU SUMMER WORKSHOP AT ICAD

















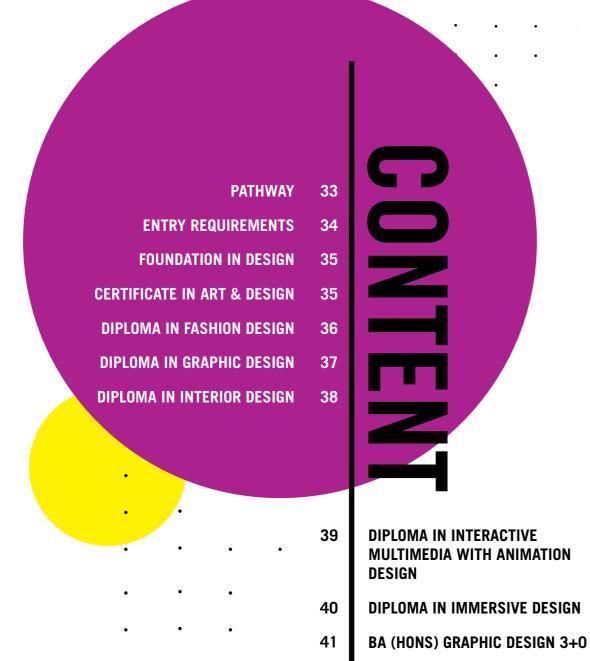


VISIT TO



VISIT TO IKEA





42

43

32

3.5+0

BA (HONS) FASHION MANAGEMENT

& COMMUNICATION 3+0

BACHELOR OF ART (HONOURS)
INTERIOR ARCHITECTURE & DESIGN

INTI ART & EMPLOYMENT BA (Hons) Graphic Design 3+0, Sheffield Hallam University, UK 3 Years BA (Hons) Fashion Management & Communication 3+0, Credit transfer Sheffield Hallam University, UK Degree in to overseas 3 Years UK / New Zealand university Bachelor of Art (Honours) Interior Architecture & Design 3.5+0, Sheffield Hallam University, UK 3.5 Years Advanced entry into Year 2 of the degree* Diploma in Fashion Design Foundation Diploma in Interior Design STPM / A-Level in Design Diploma in Immersive Design or equivalent 1 Year Diploma in Interactive Multimedia Certificate in with Animation Design Art & Design Diploma in Graphic Design 1 Year 2.5 Years 4 Months SPM / O-Level or equivalent

* Based on students' portfolio and university evaluation

REQUIREMENTS

Certificate in Art & Design

ONE of the following examinations or their equivalents:

SPM or equivalent: 1C in any subject and pass in Bahasa Malaysia

UEC: 1B in any subject

Other: Equivalent qualifications recognised by the Malaysian Government

Foundation in Design

SPM / O-Level / Equivalent: 5 credits including one Art subject

UEC / Equivalent: 3Bs

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

DIPLOMA (Fashion Design / Graphic Design / Interactive Multimedia with Animation Design / Interior Design / **Immersive Design)**

ONE of the following examinations or their equivalents:

SPM/SPMV: 3 credit

GCE O-LEVEL: 3 credit

UEC: 3Bs

STPM: Grade C (CGPA 2.00) in 1 subject

A-Level: Pass A-Level with minimum 1 subject

SKM: Pass SKM (Level 3 MQF) in related field and pass SPM with at least 1 credit in any subject

Certificate: Pass certificate in related field

STAM: Pass STAM with Magbul

Others: Equivalent qualifications recognised by the Malaysian Government Technical and Vocational Certificate: Related Technical and Vocational Certificate

or equivalent which is recognised by the Malaysian Government, with one year related working experience OR 1 semester bridging programme.

Others: Recognised Art and Design Certificate or equivalent qualification that is recognised by the Malaysian Government: AND pass Portfolio Review or Art Test conducted by the College for candidate who does not have a pass in an Art subject.

Candidates who do not have a credit in Art may be required to take Placement Test to determine their suitability for the course. Applicants are also required to demonstrate proficiency in English, a pass in SPM/ O-Level English or have studied subjects that require a satisfactory level in English.

BA (Hons) Graphic Design 3+0. in collaboration with Sheffield Hallam University, UK

STPM / A-Level: 2 full passes with a minimum CGPA 2.00 (Grade C) (with credit in English SPM / O-Level)

UEC: 5Bs (including English)

Matriculation Programme / Foundation in Design / Foundation in Art & Design and other Pre-U qualification recognised by the Malaysian Government: with minimum CGPA 2.00

Diploma in Graphic Design or other equivalent and relevant Diploma recognised by the Malaysian Government: Minimum CGPA 2.00

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

BA (Hons) Fashion Management & Communication 3+0, in collaboration with Sheffield Hallam University, UK

STPM: Pass with at least Grade C in 2 subjects

UEC: Pass with at least Grade B in 5 subjects

A-Level: Pass with at least Grade E in 2 subjects

Matriculation / Foundation: From recognised institution and pass with minimum CGPA 2.00

Diploma: Pass from recognised institution with minimum CGPA 2.00

Others: Equivalent qualifications recognised by the Malaysian Government and pass Art subject in SPM or pass Art Test / Portfolio Assessment for those who do not have Art subject

Bachelor of Art (Honours) Interior Architecture & Design 3.5+0, in collaboration with Sheffield Hallam University, UK

STPM / A-Level: 2 full passes with a minimum CGPA 2.00 (Grade C) (with credit in English SPM / O-Level)

UEC: 5Bs (including English)

Matriculation Programme / Foundation in Design/Foundation in Built Environment/ Foundation in Art & Design: with minimum CGPA 2.00

Diploma in Interior Design other equivalent and relevant Diploma recognised by the Malaysian Government: Minimum CGPA 2.00

Candidates without an Art subject or who do not have a credit in Art must pass Portfolio Review or Art Test conducted by the College.

STAM: Pass STAM with Magbul

International Baccalaureate Diploma: Pass with at least 24 points

CPU: Pass with minimum average score of 55%

SAM OR EQUIVALENT: TER 60%

Australian Matriculation (AUSMAT): Pass with average 60%

English Language Requirements (Degree)

T0EFL: 550 (paper) / 220 (computer)

IELTS: Overall Band 6.0 minimum of 5.5 in each component

AEP: 1004 (PASS)

Others: Equivalent qualifications



FOUNDATION IN DESIGN

The Foundation in Design programme offers a broad-based scope for exploration and experimentation that will enable students to become independent thinkers, creators or designers.

Students are exposed to topics and projects which will allow them to become creative thinkers and find practical applications that can be translated into working ideas and designs.

The programme also enables students to develop a range of practical skills and fundamental knowledge in relation to art & design, preparing them for smooth progress to a design degree of their choice.

Highlights

- Pathway to a quality UK Design Degree offered at INTI
- . The curriculum covers broad theoretical and practical design skills
- Teaching and learning is supported by experienced lecturers, ensuring a smooth progression to degree studies
- Specialist lecturers who are also design professionals
- Experiential and innovative learning via Project-based Learning The programme and curriculum emphasise
- multi-cultural perspectives
- Design-driven learning environment with state-of-the-art facilities

Offered at

INTI International College Subang

INTAKES: JAN. APR & AUG

Duration

1 Year

- General Studies
- History of Art & Design
- Portfolio Design
- Self-Development Skills
- Skills for Creative Thinking

Programme structure 3D Design Critical Studies • Design Communication Skills 1 • Design Communication Skills 2 Design Theories to Practices Design Project • English Language Skills 1 • English Language Skills 2

CERTIFICATE IN ART & DESIGN

This programme emphasises the development of basic knowledge, skills and appreciation of art & design. Students will learn basic design skills, engage in a broad range of design explorations and experiment with a variety of tools, media and fundamental techniques in art & design.

Design project work is the core of the programme. It enables the practice of creative skills and integrates knowledge acquired in colour studies, drawing, painting, basic photography, design elements, basic creative digital application and more. In addition, students will gain fundamental skills in art & design and problem-solving that will help them advance to higher studies and lifelong learning.

Highlights

- Diploma pathway to study graphic, interior. fashion or interactive multimedia & animation design
- Curriculum covers broad theoretical and practical design skills
- Teaching and learning is supported by experienced lecturers, ensuring a smooth progression to degree studies
- Specialist lecturers who are also design professionals Experiential and innovative learning via
- Project-based Learning • The programme and curriculum emphasise multi-cultural perspectives
- Design-driven learning environment with state-of-the-art facilities

Offered at

INTI International College Subang

INTAKES: JAN. APR & AUG

Duration

1 Year 4 Months

Programme structure

- Basic Drawing
- Basic Digital Graphics
- Basic Design Elements Basic Design Principles
- Art and Design History
- Painting & Printing Techniques Basic Digital Imaging
- Mixed Media Imagery
- Introduction of Design Process
- Layout and Publication Basic 3D Design
- Final Design Project

Digital Photography

English

Elective modules (Choose one) • Introduction to Textile Design

- Design Rendering Techniques

Common core/Areas of concentration

MPU subjects

- Bahasa Kebangsaan A*
- Introduction to Malaysian Culture
- Malaysian Studies 1 (Local students) / Communication in Malay 1 (International students)
- · Study Skills for Certificate Level

35

^{*} For Malaysian students who do not have a credit in SPM BM.



DIPLOMA IN **FASHION DESIGN**

The Diploma in Fashion Design programme enables students to conceptualise and produce fashion designs of recognised international standards that meet the changing needs of the global textile and apparel trade.

This programme emphasises innovation and creativity in Fashion Design while providing students with the technical know-how for a successful career in the fashion industry. It will also help students nurture specific skills related to sewing, pattern drafting, fashion illustration, fashion styling, design and garment construction.

In addition, students are exposed to real-life projects, fashion shows, enriching field trips to showrooms and rigorous internships to ensure industry-readiness.

Career opportunities

Graduates will be able to take on positions as contemporary and creative fashion designers, working as strategic team members, leaders and independent designers, or in many of the specialised areas within the fashion industry, including:

- Fashion / Brand Manager
- Fashion Designer
- Fashion Event Coordinator
- Fashion Merchandiser / Buyer
- Fashion Stylist
- Textile Designer

Offered at

INTI International College Subang

INTAKES: JAN. APR & AUG

Duration 2.5 Years

Industry partners

- Beatrice Looi
- Bremen Wong Eleusis Bridal
- Khoon Hooi
- MODA Malaysia
- Monica Quen
- Muzium Tekstil Malaysia New Zealand Embassy
- Padini Holdings Berhad
- Pavilion Group
- STYLO International
- Zalora Malavsia

Programme structure

Common core/Core fundamental

- Fundamentals of English for Design
- Digital Photography

Programme core/Areas of concentration

- Computer Techniques for Fashion
- Fashion Accessories & Shoes
- Fashion Design
- Fashion Design Portfolio 1
- Fashion Design Portfolio 2
- Fashion Drawing Techniques
- Fashion Forecasting
- Fashion Illustration
- Fashion Market Research
- Final Garment Construction
- History of Fashion
- Introduction to Fashion Design
- Introduction to Sewing Techniques
- Introduction to Textile Study
- Fashion Draping • Pattern Grading Techniques
- Pattern Making 1
- Pattern Making 2
- Professional Practice
- Fashion Promotion

Elective modules (Choose one)

- Sustainable Design
- Visual Merchandising

Industry attachment (Compulsorv)

Industry Work Placement

MPU subjects

- Bahasa Kebangsaan A*
- Co-curriculum
- Green Future Malaysia
- Appreciation of Ethics and Civilisations (Local students)/Communicating in Malay 1B (International students)
- Media Literacy for Personal Branding

Career opportunities

- Graphic Designer
- Illustrator
- Magazine Designer
- Packaging Designer
- Web Designer
- Art Director
- Copywriter
- Photographer

Offered at

INTI International College Subang

INTAKES: JAN, APR & AUG

IN GRAPHIC DESIGN

well as the ability to translate an idea into a viable economic proposition.

This programme emphasises innovative design processes that deal with visual communication while providing

Students learn a wide range of skills, which include desktop publishing, photography, typography, editorial,

illustration, packaging design, advertising design and marketing. The programme also develops students'

abilities in problem solving, conceptualisation, idea development and visual communication techniques, as

In addition, students are exposed to real-life projects, industry competitions, enriching field trips and visits to

the technical know-how necessary for a challenging and exciting career in the creative industry.

professional design studios as well as rigorous internships to ensure industry-readiness.

Duration

2.5 Years (Inclusive of internship)

Industry partners

DIPLOMA

- Antalis Malaysia
- Canon Marketing (M) Sdn Bhd
- Da Men Mall
- Embassy of Sweden
- · Havas Media
- Leo Burnett (M) Sdn Bhd
- Newsprintwork
- Octagon Creative Sdn Bhd
- Omnicom Media Group (Malaysia)
- Saatchi & Saatchi (Malaysia) • Tsubaki Design Studio
- wREGA
- 180 Degree Brand Com

• Adobe Photoshop CC (Adobe Certified Associate)

Additional certification

Programme structure

Common core/Core fundamental Introduction to Storyboarding

- Digital Imaging
- Fundamentals of Drawing for Design
- · Fundamentals of English
- Digital Photography
- Fundamentals of Design
- Visual Communication

Programme core/Areas of concentration

- Advertising Design
- Brand Communication • Computer Graphics 1
- Computer Graphics 2
- UI / UX Design and Development
- Fundamentals of Marketing
- History of Graphic Design
- Illustration
- Major Project
- Packaging Design
- Professional Practice (Design)
- Typography 1 Typography 2

Elective modules (Choose one)

- 3D Studies
- Sustainable Design

Industry attachment (Compulsory)

• Industry Work Placement

MPU subjects

- Co-curriculum • Green Future Malaysia
- Appreciation of Ethics and Civilisations
- (Local students) /Communicating in Malay 1B (International students)
- Media Literacy for Personal Branding/ Bahasa Kebangsaan A*

^{*} For Malaysian students who do not have a credit in SPM BM.

^{*} For Malaysian students who do not have a credit in SPM BM.



DIPLOMA IN INTERIOR DESIGN

Through our Interior Design programme, students will gain the knowledge and skills necessary to address the functionality, safety and quality of interior spaces while learning to craft their own aesthetic vision from concept to reality. The curriculum is extremely hands-on! Every project and assignment is crafted specifically to equip student with the skills needed to enter the workforce as a designer. The programme is carefully balanced, pairing the fun, exciting aspect of hands-on design with the necessary knowledge, research and technical skills. The programme develops students further by providing discerning insights into the language of materials, lighting, colour, furniture and technical components.

Interior design education is by nature as transdisciplinary as sustainability education. In this programme, students learn about environment-human behaviour relationships through holistic, systems-based means, encompassing the fundamental components of sustainability. A model of sustainable education, embedded in and represented by the interior design education curriculum, may be translated and potentially imitated by other non life-science disciplines. These programmes incorporate a curriculum that emphasises the design and construction of buildings that conserve resources and interact with public spaces in an environmentally sound way.

Career opportunities

- Interior Designer
- 3D Visualizer
- Furniture Designer Exhibition Designer
- Event Designer
- Kitchen Designer
- Set Designer
- Visual Merchandisers
- Lighting Consultant
- Colour Consultant ID Magazine Editor
- Sales Designer

Offered at

INTI International College Subang (R/214/4/0070)(03/23)(MQA/FA276

INTAKES: JAN. APR & AUG

Duration

2.5 Years (Inclusive of internship)

Industry partners

- PDI Design
- Innovative Space Dimension Blu Water Studio Sdn Bhd
- SL+A Sdn Bhd
- Axis Network Design Consultant Sdn Bhd
- Superb Impression Creationz Sdn Bhd
- Associates Pavilion Design Studio Sdn Bhd
- HL Architechture
- IDC Architects
- Sachi Interior Design Sdn Bhd
- Steven Leach Group
- Ooi Design & Associates Sdn Bhd
- Young Blood Creation
- ACID Sdn Bhd
- ArcRadius Works Sdn Bhd
- Aprilist Associate

Programme structure

Common core/Core fundamental

- Fundamentals of English
- Fundamentals of Drawing
- Fundamentals of Design

Programme core/Areas of concentration

- Technical Drawing
- Interior Design 1
- Interior Material & Finishes
- History of Architecture
- Interior Design 2
- Computer Aided Design 1
- Computer-Aided-Design 2
- Interior Design 3
- Interior Design 4
- Furniture Design
- Professional Practice [ID]
- Industry Work Placement
- Major Project [ID]

Programme Core:

Sustainable Design Development

- Introduction to Sustainable Interior Design
- Green Building Construction
- Building Performance
- Building Maintenance & Conservation

Elective modules (Choose two)

- Environmental Graphic
- Sustainable Design
- Specification & Contract
- Sustainable Building Regulations

Industry attachment (Compulsory)

Industry Work Placement

MPU subjects

- Appreciation of Ethics and Civilisations (Local students) / Communicating in Malay 1B (International students)
- Media Literacy for Personal Branding/ Bahasa Kebangsaan A*
- Green Future Malaysia
- Co-curriculum
- * For Malaysian students who do not have a credit in SPM BM.



DIPLOMA IN INTERACTIVE MULTIMEDIA WITH ANIMATION DESIGN

The Diploma in Interactive Multimedia with Animation Design provides far-reaching career opportunities in an exciting and rapidly expanding area of creative multimedia industries, including motion graphics, TV and film, interactive web design, digital media and more.

Students learn a wide range of skills, including digital application, illustration, character design, 2D and 3D animation, web page design, multimedia authoring, digital video and marketing. It focuses on developing students' problem solving, conceptualisation and idea development abilities, nurturing technical skills in digital applications as well as the ability to execute multimedia design projects that require the integration of various skills and knowledge.

In addition, students are exposed to real-life projects, industry competitions, enriching field trips to professional animation studios as well as rigorous internships to ensure industry-readiness.

Career opportunities

Designers with Interactive Multimedia qualifications have a wide choice of careers, including:

- Animator
- Art Director
- Digital Illustrator
- Photographer
- Post Production Artist / Designer
- Video Production
- Web Designer
- Multimedia Designer

Offered at

INTI International College Subang (R/213/4/0127)(05/23)(MQA/FA2772

INTAKES: JAN, APR & AUG

2.5 Years (Inclusive of internship)

Industry partners

- Acestar Malaysia
- ASTRO • BluInc Media Sdn Bhd
- Da Men Mall
- Havas Media Malaysia
- Inspidea Animation Studios Malaysia IKEA Damansara
- JINNYBOYTV
- Les' Copaque
- PUMA Malaysia

Additional certification

- Adobe Photoshop CC
- (Adobe Certified Associate) Toon Boom

(Toon Boom Center of Excellence)

- 3D Studies • Digital Animation 1
- Digital Animation 2

Programme structure

Digital Imaging

Common core/Core fundamental

Introduction to Storyboarding

Fundamentals of Drawing

Fundamentals of English

Fundamentals of Design

Visual Communication

Digital Photography

• Digital Animation 3 (Experimental Animation)

Programme core/Areas of concentration

- Digital Media
- Digital Video Fundamentals of Marketing

Major Project

- History of Animation
- UI / UX Design and Development
- Multimedia Authoring Professional Practice (Design)
- Motion Graphics

Elective modules (Choose one)

- Illustration
- Sustainable Design

Industry attachment (Compulsory) Industry Work Placement

MPU subjects

- Co-curriculum
- Green Future Malaysia
- Appreciation of Ethics and Civilisations (Local students) /Communicating in Malay 1B (International students)
- Media Literacy for Personal Branding/ Bahasa Kebangsaan A*

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^{*} For Malaysian students who do not have a credit in SPM BM.



DIPLOMA IN IMMERSIVE DESIGN

The Diploma in Immersive Design provides graduates with skill sets that are highly relevant to immersive system development (Augmented Reality and Virtual Reality) and human-technology interaction for a bright future in the immersive design industry. Within 2.5 years, students will be equipped with theoretical and practical aspects for them to understand the tools and methods required to design, conceptualize, and create content for immersive systems on various platforms.

This technology-focused and industry-driven programme combines rigorous teaching components with real-life projects, simulations, competitions, and internships that prepare graduates to hit the ground running. In addition, students are exposed to real-life projects, industry competitions, enriching field trips to professional animation studios as well as rigorous internships to ensure industry-readiness.

Career opportunities

Designers with Interactive Multimedia qualifications have a wide choice of career, including:

- VR/AR Designer,
- UI/UX Designer
- Multimedia Designer
- Animator
- Graphic Designer
- Illustrator
- 3D Visualiser
- · Game Designer
- Background Artist
- VFX Designer Video/Film Producer

Offered at

INTI International College Subang

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INTAKES: JAN, APR & AUG

Duration

2.5 Years (Inclusive of internship)

Programme structure

Year 1

- Digital Photography Fundamentals of English for Design
- Fundamentals of Drawing
- History of Animation
- 3D Modelling
- Visual Communication
- Extended Reality Principles and Design Process
- Cyber Ethics and Safety
- Digital Imaging
- Character Animation
- Digital Video

Year 2 (**Electives: Choose only 1)

- Sound and Space
- User Experience (UX) Design
- Digital Landscape
- Game Design and Development
- Immersive Simulation (VR)
- Professional Practice
- Motion Graphics
- Industry Work Placement
- Sustainable Design**
- Illustration**

Year 3

- Information Visualisation for Augmented Reality
- Major Project

MPU subjects

- Co-curriculum
- Green Future Malaysia
- Appreciation of Ethics and Civilisations (Local students) /Communicating in Malay 1B (International students)
- · Media Literacy for Personal Branding/ Bahasa Kebangsaan A*



BA (HONS) GRAPHIC DESIGN 3+0

in collaboration with Sheffield Hallam University, UK

This programme will allow students to develop a portfolio of ideas for entering and challenging the graphic design industry. Students will learn about the core principles of graphic design and its application across a range of sectors. They will also have the opportunity to explore advertising, illustration, motion and interactive or traditional graphic design. Other study topics include printmaking, life drawing, photography, branding and marketing.

Students will focus on generating new and memorable ideas that form the basis of their creative process. They will explore a range of media, develop critical skills and learn how to solve problems creatively.

Students will also have the opportunity to enhance their prospects by taking part in international competitions, live briefs and work placements. There are also residential study trips at home and abroad, complemented by visits to design conferences and professional design association events.

Highlights

- Specialist lecturers who are design professionals
- A compulsory industry placement programme provides students with the opportunity to experience real-life industry practice
- Programme and curriculum designs are enhanced by professional input from design practitioners
- Degree awarded by Sheffield Hallam University, UK
- Students will stand a chance to be awarded the Annual Inspirational Student Awards by Sheffield Hallam University
- Through the "Co-Exist" initiative, student will experience interdisciplinary practice

Offered at

INTI International College Subang

INTAKES: APR & AUG

Duration

3 Years (Inclusive of internship)

Programme structure

Year 1

The first year challenges students to explore diverse approaches to design problems and apply their creative skills in different ways. It will also challenge any preconceptions that students may have about Graphic Design. During the first year, students will also learn many of the essential skills needed to work in Graphic Design.

Subjects include:

- Graphic Design Principles
- Graphic Design Practice

Electives:

- Typography
- Advertising Design

Year 2

In the second year, design projects are often company-sponsored, and involve working directly with the client (Live projects). The subjects will help students meet this challenge and develop their skills and knowledge to a professional level. Other projects involve working to a national or international design brief. In this case, students need to demonstrate the ability to communicate their design ideas professionally, using a variety of media and techniques.

Subjects include:

- Graphic Design in Context
- Graphic Design in Production

An International Study Tour will be scheduled in Year 2

Year 3

Through a process of research and discussion with academic staff, students determine a body of self-directed study that allows them to develop a personal area of interest related to the field of Graphic Design. By taking increased responsibility for the management of their own work, students are prepared for life as a professional designer.

The number and content of the projects students undertake in the third year can be negotiated. However, the academic team will offer advice that enables students to develop a portfolio that best supports their career aspirations. It is also essential that students support their dissertations and design projects with a body of thorough and convincing research and development.

Subjects include:

- Professional Practice (Graphic Design)
- Graduation Projects

Industry attachment (Compulsory)

Industry Placement [GD]

MPU subjects

- Bahasa Kebangsaan A*/Design Thinking
- Community Service & Co-curriculum
- Corporate Social Responsibility
- Appreciation of Ethics and Civilisations (Local students) / Communicating in Malay 2 (International students)
- Philosophy and Current Issues (Local students) / Malaysian Studies 3 (International students)

* For Malaysian students who do not have a credit in SPM BM. * For Malaysian students who do not have a credit in SPM BM

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+ BA (HONS) FASHION MANAGEMENT & COMMUNICATION 3+0

Fashion Management and Communication is a growing area of the fashion industry and encompasses a variety of different fields such as strategic fashion management, communication, promotion, advertising, branding, business and marketing.

This programme equips students with the strategic and creative skills necessary for a successful career in fashion management and communication, including research exploration, CAD, marketing communications, styling and image manipulation, trend prediction and campaign planning. This programme promotes the development of innovative fashion management and communication concepts through creative thinking, critical interpretation

Highlights

- Work on live projects with fashion and lifestyle brands and agencies
- Good networks and professional links with industry
- Work placement programme provide students with the opportunity to experience real-life industry practice
- Degree awarded by Sheffield Hallam University, UK

Offered at

INTI International College Subang (N/214/6/0217) (07/2025) (MQA/PA 1284

INTAKES: APR & AUG

Duration

3 Years (Inclusive of internship)

Programme structure

The first year of the programme introduces the broad range of issues related to the fundamentals of fashion management and communication, fashion products and visual communication. Students will get to explore diverse and innovative ways of approaching fashion management, marketing and communication problems and develop strategic and creative capabilities in different ways.

Subjects include:

- Business of Fashion 1
- Fashion Photography
- Fashion Communication 1
- Fashion Marketing & Management

• Visual Merchandising / Fashion Illustration

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During the second year, projects are designed to develop managerial and analytical skills in addition to building on themes explored in Year 1, helping to prepare students for the working industry.

Subjects include:

- Business of Fashion 2
- Fashion Communication & Emerging Media

to extend and consolidate students' professional skills, knowledge and understanding through the final year modules. Students will develop a body of original work that demonstrates an advanced level of

engagement with their chosen area of specialism.

- Professional Practice
- Industry Work Placement
- Final Fashion Project Part 2

- Community Service
- Design Thinking
- Malaysian Studies 3 (International Students)

* For Malaysian students who do not have a credit in SPM BM.

- Corporate Social Responsibility
- Malay 2 (International Students)

Year 3

Subjects include:

Industry Attachment (compulsory)

- Bahasa Kebangsaan A*

- Philosophy and Current Issues (Local Students) /
- Appreciation of Ethics and Civilisations (Local Students) / Communicating in

The final year concentrates on research and practice

- Final Fashion Project Part 1

MPU subjects

Highlights

· Accredited by Board of Architects Malaysia

Sheffield

University DESIGN

Hallam

- · Specialist lecturers who are design professionals
- · A compulsory industry placement programme provides students with the opportunity to experience real-life industry practice
- Programme and curriculum designs are enhanced by professional input from design practitioners
- Degree awarded by Sheffield Hallam University, UK
- Students will stand a change to be awarded the Annual Inspirational Student Awards by Sheffield Hallam University
- Through the "Co-Exist" initiative, student will experience interdisciplinary practice

Offered at

INTI International College Subang (R/581/6/0020)(01/23)(MQA/FA2181

Career opportunities

This programme prepares you for careers in-

- Interior and spatial design
- Interior architecture 3D design
- Retail and exhibition design
- Event and set design

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BACHELOR OF ART (HONOURS) INTERIOR ARCHITECTURE & DESIGN 3.5+0



in collaboration with Sheffield Hallam University, UK

The BA (Hons) Interior Architecture & Design encourages a thorough, yet versatile design approach — following systematic and coordinated methodologies. The programme will equip students with the creative skills and knowledge they need, especially when they enter into the world of interior design. Through this, they will experience working on various creative design briefs and live projects for their respective clients. With an interior architecture & design degree, students can build a strong portfolio of work, which will prepare them for a rewarding career in an exciting industry.

Here at INTI, we aim to develop students' own creatives and sustainable approaches to interior architecture and design by challenging and exploring contemporary practices through a series of exciting and diverse projects. This programme focuses on transforming architectural spaces into exciting, sustainable environments through innovative designs and learn skills that will best reflect their personal interests, as well as career aspirations.

A series of exciting lectures will be delivered by external practitioners, from various design practices worldwide – offering industrial contacts for possible future placements.

Students will also have the opportunity to gain further exposure by entering national and international design competitions, such as the Asia Young Designer Award, MIID REKA Award, MIID Student Saturday and so forth to edge their professional portfolio.

INTAKES: APR & AUG

3.5 Years (Inclusive of a 6-month internship)

Programme structure

During the first year, students will learn how to develop research, observation, analytical and communication skills. They will explore creative and lateral thinking through project work. Students will also learn some of the specific subjects that caters to technical and presentation skills, through the utilisation of production techniques.

Subjects include:

- Interior Design Space, Form and Architecture
- Interior Design People and Place
- Green Design (Elective)
- Building Construction & Materials (Elective)

Year 2

In the second year, students will further extend concepts of design thinking and apply this to commercial briefs. This will typically be in conjunction with external professional partners such as manufacturers, clients, designers or others, in a range of creative and experimental ways. They will develop and extend their understanding of materials, technologies and professional practice for the construction of building interiors. In addition, they will utilise reflective practices in project work, and apply professional skills in their own design practice. This will enable them to develop a range of communication and representation techniques of interior design by using a variety of media.

Subjects include:

- Interior Design Context
- Building By-Law (Malaysia)
- Interior Design Application

An International Study Tour will be scheduled in Year 2

Year 3

In the third year, students will start to consolidate their skills and knowledge gained from their previous education. They will be able to demonstrate areas of expertise in order to plan, research, manage and communicate a chosen programme of study for their final graduation project. Students will define, enquire and resolve challenging design problems, and demonstrate their skills, knowledge, understanding and professional abilities within a chosen theme for their project work. They will be expected to exhibit their work to an external audience, along with a project portfolio of their final graduation project.

Subjects include:

- Interior Design Inhabitation
- Interior Design Resolution

Industry Attachment (compulsory)

Industry Placement (ID)

MPU subjects

- Bahasa Kebangsaan A*/ Design Thinking
- Community Service Corporate Social Responsibility
- Appreciation of Ethics and Civilisations (Local students) / Communicating in

Malay 2 (International students)

 Philosophy and Current Issues (Local students) / Malaysian Studies 3 (International students)

* For Malaysian students who do not have a credit in SPM BM.

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