

# Course Overview

BNX

Adoption of theoretical and practical skills along the process.

This programme is designed in line with the vision and mission of the University, whereby the graduates produced are expected to be technologists that meet industry demand with consideration for sustainable design and manufacturing. This is achieved by emphasizing current technologies into courses.

The curriculum focusing on the fundamental of design include the subject of design thinking, furniture design, furniture sketching and rendering technique, visual merchandising and packaging and 3D Visualisation. The manufacturing course cover subjects of furniture manufacturing systems, furniture finishing and adhesive, custom made furniture, upholstery furniture and model making. Graduates are expected to be innovative technologies, versatile designers, and respected leaders in the furniture industry which is in line with UTHM's vision and mission of producing holistic and world class human capital.



Related Industry  
**WBL**

**Work-Based Learning (WBL)**  
The programme is designed to provide students with a 1 year comprehensive allocation is made within relevant industry to enhance student hands-on capability and technical understanding.

**FTK**  
UTHM  
**Technically**  
Above The Rest



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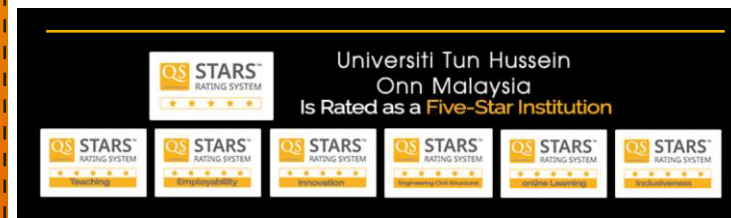
**01**  
Programme  
designed  
according to:



# BNX

## Bachelor of Technology in Furniture Design and Manufacturing with Honours

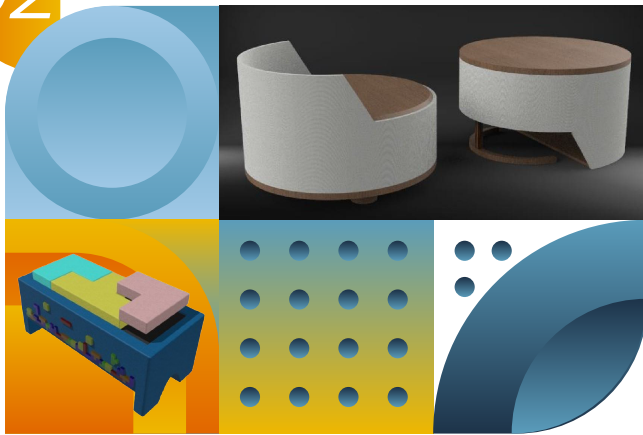
DEPARTMENT OF MECHANICAL ENGINEERING TECHNOLOGY



# Programme Education Outline

- Innovative technologist in furniture related industry with consideration for sustainability.
- Demonstrating technopreneurs attributes in furniture related industry.
- Relevant and respected leader in related furniture industry.

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# Programme Structure

Duration: 3.5 years

	Year 1	Year 2	Year 3	Year 4
Sem 1	Academic	Academic	Academic	Industrial Training
Sem 2	Academic	Academic	WBL	

## General University Requirements

- **Sijil Pelajaran Malaysia (SPM)** with credits (Grade C) in Bahasa Malaysia / Bahasa Malaysia or credit in Bahasa Malaysia / Malay language paper of July or **Sijil Vokasional Malaysia (SVM)** with credit in Bahasa Melayu Code 1104 and pass (Grade E) in the subjects of History.

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## Entry Requirements

### Special Programme Conditions

- Pass **Sijil Tinggi Pelajaran Malaysia (STPM)** with at least grade C (NGMP 2.00) in the followings: Further Mathematics/ Mathematics/ Economics/ Business studies/ Accounting/ Visual Art/ Geografi/ Information and Communication Technology or
- Pass **Matriculation** with at least grade C (NGMP 2.00) in the followings: Mathematics/ Chemistry/ Engineering Chemistry/ Civil Engineering / Mechanical Engineering / Electric and Electronic Engineering / Basic Engineering / Biology/ Computer Science/ Physics/ Engineering Physics/ Accounting/ Economics/ Business Management or
- Obtained at least the Rank of Jayyid in the Sijil Tinggi Agama Malaysia (**STAM**) examination and Two (2) credits in Sijil Pelajaran Malaysia (**SPM**) or
- Pass **Diploma** (Public University/ Diploma Vokasional Malaysia (**DVM**) with the followings: CPA/PNGK 2.50 or CPA/PNGK above 2.00 based on internal assessment by UTHM or Passed **APEL** Certification Level 6 or Pass Diploma Kemahiran Malaysia (**DKM**)/ Diploma Lanjutan Kemahiran Malaysia (**DLKM**) in Engineering or Technology from Institut Latihan Kemahiran Awam (ILKA) with minimum of CPA/PNGK of 3.00/ Grade B/ >80% marks
- **Other requirements**  
MUET (with at least band 2).  
MUET (with at least band 1 for DKM / DLKM)  
Candidates are NOT colour blind and do NOT have disabilities that make practical work difficult.



# Career Opportunity

Our graduates are demanded in various fields such as in:

- Design : as a designer, desktop publisher, 2D draughtman 3D visualizer, visual merchandiser, etc.
- Manufacturing: as a technologist in production, sample maker, quality control, maintenance, etc.
- Research and Development: as a R&D executive in furniture, wood, design and related industry.
- Education: as a lecturer, instructor and trainer.
- Consultant: as designer, quality control officer, standard advisor
- Management: as a supervisor, project manager and technical manager in design and manufacturing.
- Marketing: as a sales manager, sales executive, purchaser in furniture and relevant industry.
- Technopreneur : Furniture entrepreneur, production specialist (premium item, 3D printing, laser cutting, engraving), furnishing industry.

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TECHNICALLY ABOVE THE REST

