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APPLICATIONS
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UNDERGRADUATE STUDIES

DIPLOMA IN MULTIMEDIA COMPUTING

- **About the Diploma in Multimedia Computing:**

The Multimedia Computing qualification encompasses the technologies behind the creative industry and adds audio/visual creation expertise to the key programming skills. These skills include 2D/3D graphics and animation, virtual reality, interactive environments and games development

- **Admission requirements**

For mainstream programme (3 years):

Level 4 for English (home language or first additional language), 5 for Mathematics or Technical Mathematics or 7 for Mathematical Literacy.

To be considered for this qualification, applicants must have an Admission Point Score (APS) of at least **26** (with Mathematics or Technical Mathematics) or **28** (with Mathematical Literacy). Life Orientation is excluded for APS calculation.

For extended programme (4 years):

Level 3 for English (home language or first additional language), 4 for Mathematics or Technical Mathematics or 6 for Mathematical Literacy.

To be considered for this qualification, applicants must have an Admission Point Score (APS) of at least **23** (with Mathematics or Technical Mathematics) or **25** (with Mathematical Literacy). Life Orientation is excluded for APS calculation.

- **Campus where offered:** Soshanguve South.

