HISTORY

The Institute of Creative Arts and Technology (ICreaTe) was initially known as the Institute of Design and Ergonomic Application (IDEA) which was incorporated back in October 1996. In keeping with the thrust of university of being at the forefront of innovation, it was decided that IDEA would take on a bigger role and thus was renamed as the Institute of Design and Innovation (InDI) on 1st March 2011. On 23 February 2018, InDI then rebranded to Institute of Creative Arts and Technology.

VISION

To be a center of research in creative arts and technology and in support to become the exemplary university of internationally acknowledge stature and a scholarly institution of choice for both students and academics through pursuit of excellence in teaching, research and ascholarship.

CONTACT

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iCreaTe
Institute of Creative Arts and Technology

WE VALUE YOUR INTEREST IN OUR INSTITUTE, AND WOULD LOVE TO HEAR FROM YOU. SHOULD YOU HAVE ANY OUERIES, PLEASE CONTACT US

BRIDGING SCIENCE, TECHNOLOGY, ENGINEERING, MATHEMATICS IN THE ARTS

RESEARCH & COMMERCIALIZATION

From on-field study to archival research to investigations, iCREATE engage in research across all disciplines and make contributions to the communities.



STRATEGIC COLLABS





HIGHLIGHTS KURSI PUSAKA

Established through Memorandum of Agreement between Sarawak Timber Industry Development Corporation (STIDC) Sarawak and Universiti Malaysia Sarawak through iGreaTe. The objective of the collaboration is to strengthen, promote and develop cooperation in research and development pertaining to timber products, furniture design and product developments as well as to develop "Pool of Young Furniture Designers"



POSTGRADUATE PROGRAMME

- MASTER BY RESEARCH
- PHD BY RESEARCH

Research prográmme refers to graduate programme that is wholly research based. Student is assigned to an experienced member of academic staff as supervisor or to a supervisory panel. A panel is made up of graduate staff and experts from either within or outside the University.

AREA

Visual Art
Art Performance
Art Management
Visual Ethnography
Creative Technology
Design and Ergonomics