

# Kata Pengantar

Selama perjalanan 38 tahun berkarya, BINA NUSANTARA (BINUS) terus berkomitmen dan bekerja keras untuk memberikan pendidikan berkualitas untuk Indonesia. Berbagai penghargaan nasional dan internasional telah diterima oleh BINUS. Hal ini merupakan pengakuan dari masyarakat terhadap karya nyata BINUS dan menjadi pemicu semangat untuk mencapai visi BINUS untuk menjadi lembaga pendidikan berkelas dunia di tahun 2020.

Semangat untuk memberikan layanan pendidikan berkelas dunia di seluruh wilayah Indonesia terus digelorakan dan dilaksanakan sesuai dengan cita-cita perintis BINUS dalam membangun dan membina Nusantara melalui pendidikan dan teknologi. Setelah sebelumnya hadir di Jakarta, Tangerang, Bekasi, Malang, Palembang dan Semarang, kini BINUS telah hadir di Bandung. Sebagai kota terbesar di Provinsi Jawa Barat, Bandung yang dikenal sebagai kota pendidikan dan kota kreatif merupakan tempat yang cocok untuk menimba ilmu pengetahuan bagi masyarakat local maupun pendatang. Ini juga didukung dengan dideklarasikannya Bandung sebagai UNESCO *Creative City Network* oleh UNESCO pada Desember 2015 lalu.

Kehadiran BINUS @Bandung merupakan wujud komitmen BINUS dalam menjawab permintaan pemangku kepentingan pendidikan tanah air, khususnya Jawa Barat dengan menyediakan pendidikan berkelas dunia dalam bidang Teknologi Kreatif. Program Akademik BINUS @Bandung disiapkan dengan baik dan serius untuk diimplementasikan mengikuti standar pendidikan global yang sudah dijalankan BINUS saat ini. Kami menjamin bahwa kualitas pendidikan BINUS @Bandung akan sama dengan pendidikan di kampus BINUS lainnya.

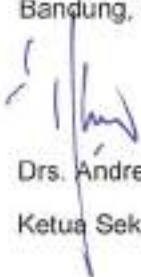
Untuk menghadapi persaingan global, BINUS @Bandung membekali mahasiswa dengan *hard skills* (atau *technical competence*) dan *soft skills/durable skills* berimbang. Melalui program 2+1+1, BINUS @Bandung mempersiapkan mahasiswa untuk mendapatkan pengalaman belajar multikampus dan pengalaman profesional di luar kampus.

Katalog ini disusun untuk memberikan informasi yang komprehensif mengenai BINUS @Bandung, sejarahnya, tujuan, visi dan misi, struktur organisasi dan sistem manajemen mutu. Ini juga menjelaskan sistem pendidikan yang diterapkan pada program Sarjana. Kompetensi dan kurikulum dari setiap program studi yang terdiri dari distribusi mata kuliah dan prasyarat, silabus masing-masing mata kuliah, dijelaskan dalam katalog ini. Ada informasi singkat di bagian akhir katalog ini tentang perkembangan mahasiswa BINUS @Bandung.

Kami berharap katalog ini dapat menjadi informasi yang bermanfaat untuk semua pemangku kepentingan dari BINUS @Bandung pada umumnya dan civitas akademika pada khususnya, sehingga dapat digunakan sebagai prinsip dalam membimbing dan memberikan layanan kepada mahasiswa dan sekaligus sebagai media komunikasi bagi masyarakat Indonesia secara keseluruhan.

Akhir kata, saya ingin mengucapkan terima kasih sebesar-besarnya kepada semua pihak yang terlibat dalam mempersiapkan dan menyelesaikan katalog ini.

Bandung, September 2019



Drs. Andreas Chang, MBA.

Ketua Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung

# 1. Informasi Umum

## 1.1 Sejarah dan Pengembangan SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG

Guna menjawab tantangan dan terus membina Nusantara lebih khususnya masyarakat Jawa Barat, maka Yayasan Bina Nusantara mendirikan sebuah perguruan tinggi di Kota Bandung yang bernama Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung atau disingkat dengan STTK BINUS Bandung yang resmi mendapatkan izin pendirian dan operasional sesuai Keputusan Menteri Riset, Teknologi, dan Pendidikan Tinggi Nomor 117/KPT/2017 tertanggal 6 Februari 2017. Kehadiran Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung merupakan wujud komitmen Yayasan Bina Nusantara dalam menjawab permintaan pemangku kepentingan pendidikan tanah air, khususnya Jawa Barat dengan menyediakan pendidikan berkelas dunia dalam bidang Teknologi Kreatif. Program akademik Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung disiapkan dengan baik dan serius untuk diimplementasikan mengikuti standar pendidikan global yang sudah dijalankan Yayasan Bina Nusantara saat ini. Kualitas pendidikan Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung akan sama dengan kampus BINUS lainnya yaitu BINUS University dan Institut Teknologi Kreatif Bina Nusantara Malang (BINUS @Malang).

Untuk menghadapi persaingan global, Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung membekali mahasiswa dengan hard skills (atau technical competence) dan soft skills berimbang. Melalui program 2+1+1, Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung mempersiapkan mahasiswa untuk mendapatkan pengalaman belajar multikampus dan pengalaman profesional di luar kampus. Semoga informasi ini dapat memberikan gambaran kepada calon mahasiswa, orang tua, dan masyarakat umum tentang komitmen Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung dalam mempersiapkan lulusan yang berdaya saing global.

Berikut adalah program studi yang ada di SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG:

No	Program Studi	Jenjang	Mulai	Gelar Akademik
1	Kewirausahaan	S1	2017	S.Bns.
2	Teknik Informatika	S1	2017	S.Kom.
3	Desain Komunikasi Visual	S1	2017	S.Ds.
4	Desain Interior	S1	2018	S.Ds.



## 1.2 Arti Nama BINA NUSANTARA

Nama Bina Nusantara mempunyai arti : *"Keinginan dan niat para pendiri untuk membantu pemerintah dalam meningkatkan sumber daya manusia di seluruh wilayah Nusantara."* Pemberian nama ini diusulkan oleh Bapak Laksamana Madya R. Rudy Poerwana (anumerta), salah satu pendiri Yayasan Bina Nusantara.

Sesuai dengan arti namanya, mahasiswa Bina Nusantara terdiri dari para lulusan tingkat SMU yang berasal dari seluruh wilayah di Indonesia, dari Sabang hingga Merauke. Hal ini tercermin pula pada ratusan beasiswa yang ditawarkan bagi para lulusan SMU, yang berasal dari seluruh wilayah Indonesia. Segala usaha telah dan selalu akan diusahakan oleh Bina Nusantara untuk memajukan bangsa dan negara Indonesia.

## 1.3 Semboyan SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG

"Membangun dan meningkatkan kualitas hidup bangsa Indonesia dan masyarakat internasional melalui Ilmu Pengetahuan dan Teknologi"

## 1.4 Visi & Misi SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG

Visi SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG adalah:

Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung pada tahun 2031 akan Menjadi Perguruan Tinggi yang unggul dan diakui secara nasional dalam pengembangan dan penerapan teknologi kreatif berbasis nilai-nilai budaya nasional dan budaya Sunda.

Misi SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG adalah:

1. Menyelenggarakan program pendidikan yang mampu mengembangkan dan menghasilkan sumberdaya manusia yang berpotensi tinggi, kreatif dan inovatif, serta berwawasan global.
2. Mengembangkan dan menerapkan teknologi kreatif untuk kemajuan bisnis berbasis nilai-nilai budaya nasional dan budaya Sunda.
3. Memberikan kontribusi nyata dalam kesejahteraan masyarakat melalui kegiatan tri dharma perguruan tinggi, dan pengelolaan sistem berbasis Teknologi Informasi dan Komunikasi (TIK).

## 1.5 Lambang SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG



### Dasar Pemikiran

Filosofi logo mengacu pada visi dari suatu target pencapaian ilmu dalam bidang teknologi kreatif.

### Filosofi Visual

Visual terdiri dari tiga bagian dengan makna sebagai berikut:

- Lingkaran tengah menyiratkan visi dan pemikiran yang maju serta memiliki tujuan / target yang jelas, yakni menghasilkan tenaga profesional yang sekaligus dapat mencipta sistem dan rancang bangun.
- Empat garis yang berpotongan melukiskan bahwa pemikiran tersebut memiliki arah yang jelas (fokus) sehingga dalam pengaplikasiannya dapat lebih tepat-guna.
- Sapuan kuas berbentuk elips dinamis mencerminkan kurikulum Bina Nusantara yang selalu up-to-date dan relevan dengan kemajuan teknologi. Kotak – kotak / pixel menggambarkan bahwa program pendidikan dan sarana di Bina Nusantara berbasis Teknologi Informasi.

### Filosofi Warna

Warna yang digunakan adalah kuning, abu - abu, dan merah dengan makna sebagai berikut:

- Warna kuning mewakili ketajaman dan kecemerlangan pemikiran
- Warna abu-abu mencerminkan kemajuan pemikiran, kemodernan, dan keintelelgensian
- Warna merah melambangkan kedinamisan dan keberanian melakukan terobosan - terobosan baru

## 1.6 HIMNE Perguruan Tinggi BINA NUSANTARA

Do = F, 4/4

**Maestoso**

*mp*  
 0 5 | 1 7 1 2 3 3 | 2 1 1 7 1 0 1 |  
 Per - gu - ru - an ting - gi Bi - na Nu - san - ta - ra Wa -  
 | 6 7 1 6 5 1 5 | 6 7 1 2 0 5 |  
 ha - na 'tuk se - mal - kan be - nih ha - ra - pan Men -  
 | 1 7 1 2 3 3 2 | 1 1 7 1 0 1 |  
 di - dik dan mem - ber - da - ya - kan se - sa - ma Mem -  
 | 4 3 2 3 1 3 | 2 6 7 2 1 0 |  
 ba - ngun nu - sa ber - ki - prah un - tuk bang - sa

*legato riticc*

| 6 1 6 5 3 5 | 4 3 4 5 3 0 3 3 |  
 Ber - lam - bar - kan ka - sih, ci - ta dan kur - sa de - ngan  
 | 2 2 2 2 3 3 4 2 | 3 4 5 0 |  
 rah - mat Tu - han ber - da - sar Pan - ca - si - la  
 | 6 6 1 6 5 5 | 4 3 4 5 3 0 |  
 Men - jun - jung ting - gi ni - lai ke - ju - jur - an  
 | 2 2 2 2 4 5 6 | 7 1 2 0 |  
 Meng - hi - dup - i ke - a - di - lan

*mf*

| 3 3 2 1 2 2 | 1 7 1 2 7 5 |  
 Bi - nu - si - an nya - la - kan a - pi di da - da  
 | 6 6 7 2 1 5 5 | 6 6 7 1 3 2 |  
 Reng - kuh ra - sa hor - mat dan har - ga - i se - sa - ma  
 | 3 2 1 2 2 7 | 1 7 1 2 7 5 5 |  
 Te - kun dan gi - gih ra - ih - lah yang ter - ba - ik Ke -  
 | 6 7 1 6 5 1 1 5 | 6 7 1 2 2 . |  
 bar - kan i - ne - va - si di pen - ju - ru se - mes - ta  
 | 1 2 7 1 2 7 | 1 2 3 1 6 . 5 5 |  
 Bu - lat - kan te - kad dan ni - at ber - sa - nia Te - gub -  
 | 6 7 1 4 3 2 1 | 1 . . 0 5 |  
 kan lang - kah a - rung - i sa - man. Per -

*f*  
 | 1 7 1 2 3 3 | 2 1 1 7 1 0 1 |  
 gu - ru - an ting - gi Bi - na Nu - san - ta - ra Wu -  
 | 6 7 1 . 1 4 3 2 1 | 5 . . . ||  
 jud - kan In - do - ne - sia ja - ya!

## 1.7 BINUSIAN

BINUSIAN adalah insan Bina Nusantara yang terdiri dari seluruh sivitas akademika Bina Nusantara, yang pernah atau sedang terlibat di dalam proses pengajaran, penelitian dan pengabdian masyarakat di lingkungan lembaga Bina Nusantara. Mereka memiliki visi maritap, selalu inovatif dalam bidangnya dan selangkah lebih maju dalam IPTEK, terutama yang berbasis Teknologi Informasi.

Lebah merupakan maskot yang digunakan Binusian. Pemilihan lebah sebagai maskot dilatarbelakangi beberapa faktor yaitu:

- Lebah adalah serangga pekerja keras, rajin, dan setia pada kelompok.
- Selalu bekerja dalam tim (*team work*).
- Mempunyai kreativitas yang tinggi dan cerdas, ini dibuktikan atas kemampuannya untuk mendesain sarangnya dalam bentuk geometris yang mengagumkan.
- Menghasilkan buah karya yang bermanfaat bagi dirinya dan orang lain (madu).
- Menghisap sari bunga tanpa merusaknya, namun membantu menyerbukkannya.
- Kemampuannya terbang membuktikan lebah mempunyai mobilitas yang tinggi dan fleksibel.
- Bentuk dan Gerak seperti Manusia.
- Lebih memudahkan dalam aplikasinya. Dengan bentuk dan gerak manusia, maskot ini diharapkan mampu mewakili sosok BINUSIAN yang diharapkan berperilaku seperti lebah.
- Penyederhanaan bentuk lebah ke bentuk yang lebih bersahabat dan pandai.

**BINUSIAN Mascot:**



### Antena yang Berpendar

Fungsi antena sebetulnya sebagai salah satu indera dari sang lebah dalam membantu sistem navigasinya. Sehingga membuatnya waspada terhadap hal-hal yang ada di sekitarnya. Di dalam maskot ini, efek berpendar adalah suatu ilustrasi tambahan dimana memperjelas fungsi dari antena yang lebih kuat daya pancar dan tangkapnya dalam menerima segala informasi dan ilmu pengetahuan (yang membedakan bahwa maskot ini adalah bukan lebah biasa).

### Warna BINUS

Warna kuning dan hitam adalah warna khas dari seekor lebah yang sesuai dengan warna BINUS.

## 1.8 Mars BINUSIAN

Dengar semua para BINUSIAN  
Panggilan nusa dan bangsa telah menanti  
Sambutlah dengan visi inovatif  
Songsonglah dengan sikap positif  
Dan selalu menjadi yang terdepan.  
Ayo kita berjuang demi ibu pertiwi  
Dengan karya bermanfaat  
Ayo kita berbakti untuk sesama  
Dengan karya nyata  
Semuanya demi pembangunan bangsa.



## 1.9 NILAI BINA NUSANTARA

Berdasarkan keyakinan kepada Tuhan, semangat dalam pendidikan, dan pandangan tentang masa depan yang cemerlang, kami berkomitmen untuk membangun nusantara dan komunitas global melalui pendidikan dan teknologi.

### **S**elalu berusaha untuk menjadi unggul (*Striving for excellence*)

Kami terus melakukan yang terbaik untuk mencapai hasil yang berkualitas tinggi pada setiap aspek pekerjaan. Kita semua percaya bahwa komitmen untuk membangun nusantara dan untuk menjadi bagian dari masyarakat global tentu tidak akan terjadi bila tidak diringi oleh keinginan dan tindakan secara konsisten dan bertanggungjawab untuk selalu memberikan yang terbaik melalui perbaikan terus menerus demi menghasilkan pengalaman, layanan dan produk yang berkualitas tinggi.

### **P**enuh kegigihan (*Perseverance*)

Kami tetap tenang, fokus, pantang menyerah, dan cepat bangkit dalam mengatasi tantangan.

Tantangan dan kesempatan adalah fakta dalam hidup dan pekerjaan. Oleh karenanya, kita sebagai BINUSIAN harus selalu siap menghadapi dan mengatasinya. Kita harus selalu menghadapi tantangan yang ada dengan penuh ketenangan, tetap fokus, tidak mudah menyerah, dan belajar dari kegagalan serta cepat bangkit kembali apabila mengalami *setback*/kegagalan.

### **I**ntegritas yang tinggi (*Integrity*)

Kami jujur, transparan, tulus dan berani melakukan hal yang benar.

Seperti yang kita ketahui, tidak ada individu atau organisasi yang dapat menjadi besar, tanpa memiliki integritas yang tinggi. Terbukti di dalam catatan sejarah bahwa individu atau organisasi yang berani melakukan hal yang benar, mereka akan dihormati dan berkembang. Untuk itu setiap dari kita sebagai BINUSIAN, tidak akan pernah berkompromi mengenai hal ini. Kita sebagai BINUSIAN harus selalu berani secara tulus dan konsisten melakukan hal yang benar, berkata benar dan terbuka kepada siapapun karena hal yang benar.

### **R**asa saling menghormati (*Respect*)

Kami peduli terhadap sesama dan menghargai perbedaan serta kontribusi dari setiap individu.

BINUS tidak akan lahir tanpa sikap peduli akan sesama agar meraih masa depan yang lebih baik. Untuk itu, kita senantiasa menumbuhkan rasa kepedulian dengan sesama kita, baik kepada sesama BINUSIAN, maupun juga dengan semua pihak yang berelasi dengan kita. Kita percaya bahwa setiap individu memiliki keunikan. Kita melihat keragaman latar belakang dan pandangan dari setiap individu BINUSIAN bukanlah sebagai penghalang untuk kita bersatu, saling percaya dan bekerja sama. Kita memandang keberagaman ini sebagai aset penting, karena dengan menghormati perbedaan dan berdiskusi secara terbuka, maka ide-ide dan prestasi serta pencapaian cemerlang akan lahir. Selain itu, kita juga senantiasa mengakui, dan menghormati kontribusi baik berupa pemikiran, upaya, prestasi dan pencapaian yang diraih oleh masing-masing BINUSIAN dan terus mengembangkan potensi atas keunikan dari setiap individu. Selain daripada itu, kita juga selalu merayakan dan membanggakan keberagaman yang ada, kontribusi yang diberikan, serta pencapaian yang diraih dengan penuh syukur dan segala kerendahan hati.



**I**novasi berkelanjutan (*Innovation*)

Kami mendorong ide-ide yang kreatif, penuh terobosan, dan berkelanjutan, untuk terus memperbaiki proses agar mencapai hasil yang lebih baik.

Menciptakan teknologi dan pendidikan yang lebih baik demi masa depan cemerlang tentu memerlukan terobosan-terobosan dalam cara berpikir dan berproses. Untuk itu kita senantiasa menciptakan kondisi yang mendorong individu untuk berkreasi dan berinovasi.

**T**erus bekerja sebagai satu tim (*Teamwork*)

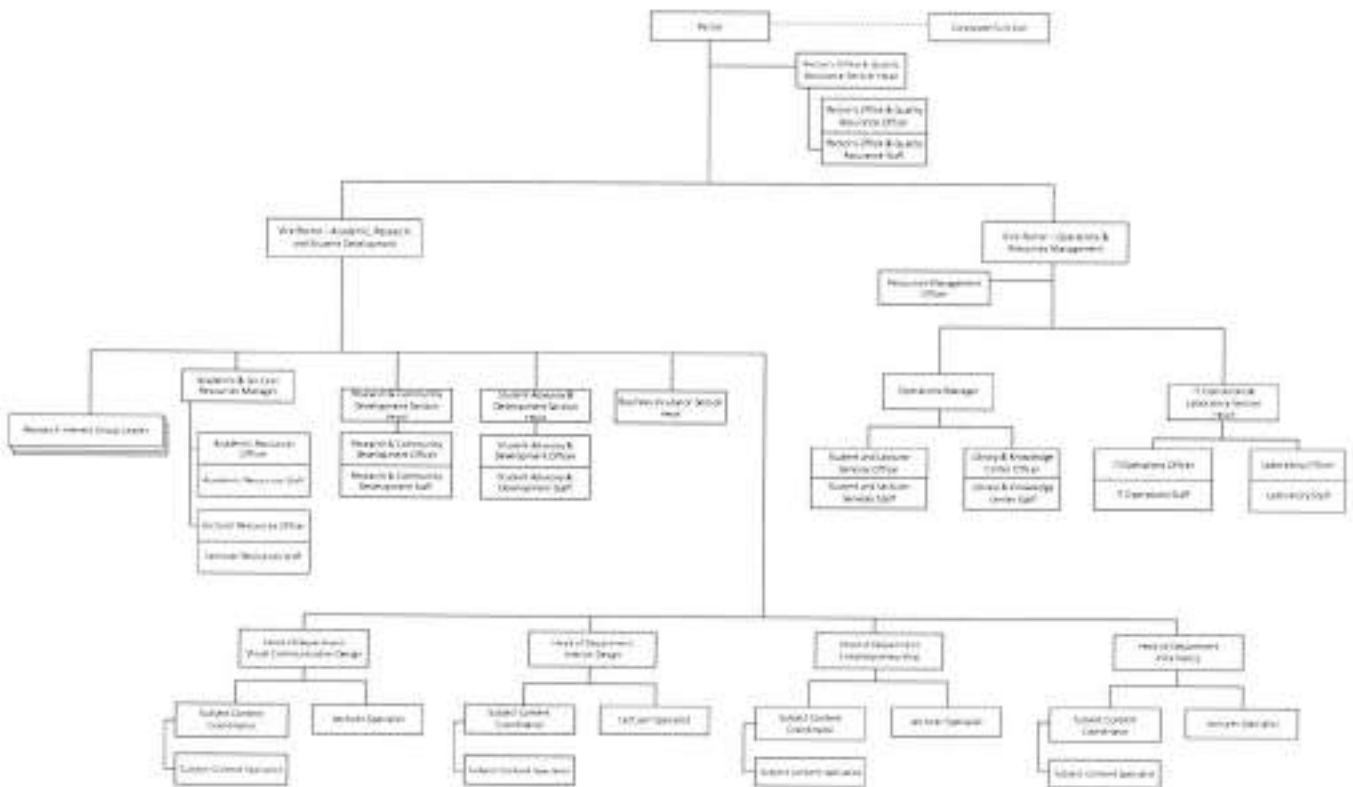
Kami percaya pada pentingnya bekerja sebagai satu tim yang saling berkolaborasi, efektif dan saling percaya.

Kita percaya bahwa kesuksesan hanya dapat diraih karena kita bekerjasama dan berkolaborasi sebagai satu tim.

Tim di sini tidak hanya sebagai tim kecil di departemen atau unit, tapi juga tim besar sebagai satu BINUS. Tidak ada satu tim/unit yang dapat bekerja dan sukses sendiri, tanpa ada kontribusi dan kerja sama dari tim lain yang terkait di sekitarnya. Agar tim dapat berfungsi secara baik, maka kerja yang *smart/efektif* dan rasa saling percaya yang tinggi antar sesama BINUSIAN menjadi dasar kita dalam bekerjasama.



## 1.10 Struktur Organisasi SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG



### Supporting Units List

**Sekolah Tinggi (Rectorate)***Rector's Office and Quality Assurance***Akademik, Penelitian, dan Pengembangan Kemahasiswaan***Academic and Lecturer Resources Center**Research and Community Development Center**Student Advisory and Development Center**Research Interest Group**Business Incubator***Operasi dan Manajemen Sumberdaya***Student and Lecturer Services Center**IT Support Operation**Library and Knowledge Center***Finance****Marketing****General Affairs****Human Capital and Legal**

## 1.11 Lokasi Kampus

Kampus Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung di Jl. Pasirkaliki No.25-27, Paskal Hyper Square, Kota Bandung, Jawa Barat 40181.

Homepage : [www.binus.ac.id/bandung](http://www.binus.ac.id/bandung)

## 1.12 Sistem Manajemen Mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG

Implementasi Sistem Manajemen Mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG dimonitor oleh Rector's Office & Quality Assurance (ROQA). Proses monitor dilakukan melalui audit mutu internal yang dilaksanakan sekali dalam setahun oleh auditor internal yang berada di bawah kendali ROQA. Hasil implementasi Sistem Manajemen Mutu diukur berdasarkan kriteria audit yang sudah ditetapkan dan hasilnya disampaikan melalui Rapat yang melibatkan Pimpinan dan Rapat Tinjauan Manajemen. Proses – proses untuk menopang Sistem Manajemen Mutu yang sudah ditentukan, akan didokumentasikan, ditinjau dan diawasi



penerapannya oleh ROQA. Hasil dari penerapan ini akan dijadikan sebagai tolak ukur pelaksanaan *Continuous Improvement* di SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG.

Proses-proses yang ada di dalam Sistem Manajemen Mutu saling berhubungan satu sama lain. Hubungan antar proses didokumentasikan di dalam peta keterkaitan proses yang menjadi bagian dari manual mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG.

### **1.13 Kebijakan Mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG**

"Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung berkomitmen untuk menyediakan pendidikan yang berkualitas dan memberi kontribusi positif bagi masyarakat dengan pengembangan dan penerapan teknologi kreatif berbasis nilai-nilai budaya Nasional dan budaya Sunda."

### **1.14 Sasaran Mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG**

Sasaran Mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG terdiri dari 8 hal yaitu:

- 85% Mahasiswa lulus tepat waktu
- 85% Lulusan berkarya 6 bulan setelah Wisuda
- 1 dari 3 Lulusan bekerja di Institusi Nasional/Global atau menjadi Wirausaha 6 bulan setelah wisuda
- 100% Mahasiswa masing-masing memiliki paling sedikit 1 (satu) sertifikat keahlian bidang Teknologi Informasi dan Komunikasi (TIK)
- 100% Dosen memiliki publikasi internasional per tahun
- Indeks kepuasan akademik mencapai 80%
- Indeks kepuasan Pemangku Kepentingan mencapai 80%
- Memiliki 80 Karya Inovasi

Sasaran mutu SEKOLAH TINGGI TEKNOLOGI KREATIF BINA NUSANTARA BANDUNG berlaku selama 5 tahun dan ditinjau kembali menjelang akhir tahun kelima untuk pembuatan sasaran mutu yang baru. Seluruh data dan dokumen yang berkaitan dengan sasaran mutu disimpan sebagai informasi dokumentasi dan merupakan bagian dari daftar catatan mutu.

## 2. Program Pendidikan

### 2.1 Sistem Pendidikan

#### 2.1.1 Cara Penyelenggaraan Pendidikan

Pelaksanaan pendidikan pengajaran melalui satuan kredit semester (sks), sebagai takaran penghargaan terhadap pengalaman belajar mahasiswa dengan mengikuti peraturan-peraturan yang berlaku. Sistem Kredit Semester (SKS) adalah takaran waktu kegiatan belajar yang dibebankan pada mahasiswa per minggu per semester dalam proses pembelajaran melalui berbagai bentuk pembelajaran atau besarnya pengakuan atas keberhasilan usaha mahasiswa dalam mengikuti kegiatan kurikuler di suatu program studi.

**Tujuan khusus adalah :**

1. Memberikan kemampuan kepada mahasiswa yang cakap dan giat belajar agar dapat menyelesaikan studi dalam waktu yang sesingkat-singkatnya.
2. Memberi kesempatan kepada mahasiswa agar dapat mengambil/menempuh mata kuliah yang sesuai dengan minat, bakat dan kemampuan.
3. Memberikan kemungkinan agar sistem pendidikan dengan masukan dan keluaran jamak dapat dilaksanakan.
4. Mempermudah penyesuaian kurikulum dengan perkembangan ilmu dan teknologi yang sangat pesat dewasa ini.
5. Untuk memberikan kemungkinan agar sistem evaluasi kemajuan belajar mahasiswa dapat diselenggarakan dengan sebaik-baiknya.

**Ciri dasar sks adalah:**

Dalam system kredit tiap-tiap mata kuliah diberi bobot yang dinamakan nilai kredit. Banyaknya nilai kredit untuk mata kuliah yang bertalian tidak selalu sama. Banyaknya nilai kredit untuk masing-masing mata kuliah ditentukan atas besarnya usaha untuk menyelesaikan tugas-tugas yang dinyatakan dalam program perkuliahan, praktikum, kerja lapangan maupun tugas-tugas lainnya.

Dalam system kredit semester tiap mata kuliah diselesaikan dalam kurun waktu satu semester yang berlangsung selama 16 minggu.

1 (satu) sks pada proses pembelajaran berupa kuliah, response, atau tutorial terdiri atas : Kegiatan tatap muka 50 (lima puluh) menit perminggu persemester; kegiatan penugasan terstruktur 60 (enam puluh) menit perminggu persemester; kegiatan mandiri 60 (enam puluh) menit per minggu per semester.

1 (satu) sks pada proses pembelajaran berupa seminar atau bentuk lain yang sejenis, terdiri atas : Kegiatan tatap muka 100 (seratus) menit per minggu per semester; Kegiatan mandiri (tujuh puluh) menit per minggu per semester.

1 (satu) sks pada proses pembelajaran berupa praktikum, praktik studio, praktik bengkel, praktik lapangan, penelitian, pengabdian kepada masyarakat, dan/atau proses pembelajaran lain yang sejenis, 170 (seratus tujuh puluh) menit per minggu per semester.

Cara penyelenggaraan pendidikan pada Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung dilaksanakan dengan cara pemberian kuliah teori, diskusi, ceramah, pemecahan studi kasus, dan kuliah kerja nyata serta praktikum di laboratorium.

## 2.1.2 Ujian

Ujian di Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung terdiri dari ujian mata kuliah, ujian tugas, ujian skripsi dan ujian pengawasan mutu.

### Ujian Mata Kuliah

Ujian untuk setiap mata kuliah terdiri dari dua bentuk yaitu Ujian Tengah Semester dan Ujian Akhir Semester. Ujian Tengah dan Akhir Semester dilaksanakan hanya satu kali tiap semester yang bersangkutan. Perlu diketahui bahwa bentuk ujian adalah baku untuk semua kelas paralel.

### Ujian Skripsi

Ujian Skripsi dilakukan terhadap mahasiswa yang telah menyelesaikan penyusunan laporan Tugas Skripsi. Mekanisme ujian Skripsi diatur dalam buku pedoman Skripsi masing-masing program studi.

### Hak mengikuti ujian

Hak untuk mengikuti ujian diberikan kepada :

- Mahasiswa Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung yang terdaftar secara administratif pada semester atau tahun perkuliahan yang berjalan dan terdaftar untuk mata kuliah atau ujian yang bersangkutan.
- Mahasiswa yang tidak terkena skorsing, dan tidak sedang cuti kuliah.
- Memenuhi persyaratan akademis lainnya misal syarat kehadiran dll, yang ditetapkan kemudian.
- Telah menyelesaikan semua kewajiban administrasi/keuangan.

## 2.1.3 Sistem Evaluasi

### Perhitungan Nilai Akhir Teori (NAT)

Tabel 1. Perhitungan Nilai Akhir Teori (NAT)

Element				
Nilai Kehadiran Kelas (NKK)	Nilai Tugas Mandiri Kelas (TMK)	Nilai Ujian Tengah Semester (NMS)	Nilai Ujian Akhir Semester (NUS)	Nilai Akhir Teori (NAT)
0 %	20 %	30 %	50 %	100 %

Catatan:

Untuk matakuliah tertentu di beberapa program studi bobot (persentase) per komponen dapat berbeda sesuai dengan yang tertulis pada *Course Outline* (CO).



## PERHITUNGAN NILAI AKHIR SEMESTER (NAS) SECARA UMUM

Perhitungan Nilai Akhir Semester ada 2 (dua) macam, yaitu:

1. Untuk mata kuliah yang ada praktikum:

$$\text{NAS} = (\text{NAT} \times \% \text{ Bobot Nilai Teori}) + (\text{NAP} \times \% \text{ Bobot Nilai Praktikum})$$

2. Untuk mata kuliah yang tidak ada praktikum:

$$\text{NAS} = \text{NAT}$$

**NAS = Nilai Akhir Semester**

**NAT = Nilai Akhir Teori**

Sistem penilaian yang sesuai dengan maksud dan tujuan program pendidikan di STTK Bina Nusantara Bandung adalah Sistem Penilaian Absolut. Pada dasarnya dalam memberikan prestasi Nilai Akhir Semester mahasiswa dikelompokkan dalam golongan nilai huruf sebagai berikut:

Table 2. Ketentuan Sistem Penilaian

Grade	Bobot	KISARAN NILAI
A	4	90 – 100
A-	3.67	85 – 89
B+	3.33	80 – 84
B	3	75 – 79
B-	2.5	70 – 74
C	2	65 – 69
D	1	50 – 64
E	0	0 – 49
F*	0	0 – 49

Keterangan :

- \*) didapatkan mahasiswa apabila:
- Tidak berhak mengikuti Ujian Akhir Semester (syarat kehadiran tidak terpenuhi)
  - Tidak atau terlambat hadir pada saat Ujian Akhir Semester
  - Melakukan kecurangan pada saat Ujian Akhir Semester



### 2.1.4 Beban Studi dalam Semester

Beban studi untuk satu semester ditentukan dapat dilihat pada sebaran jumlah SKS yang ada pada distribusi mata kuliah masing-masing Program Studi. Keberhasilan mahasiswa dapat diukur dengan perhitungan Indeks Prestasi Semester (IPS), atau pada seluruh semester dengan Indeks Prestasi Kumulatif (IPK).

Indeks Prestasi Semester (IPS) dapat dihitung sebagai berikut :

$$IPS = \frac{\sum (KN)}{\sum K} = \frac{\sum M}{\sum K}$$

Indeks Prestasi Kumulatif (IPK) dapat dihitung sebagai berikut :

$$IPK = \frac{\sum M}{\sum L}$$

K = Jumlah sks mata kuliah yang diambil pada semester yang bersangkutan

N = Nilai bobot masing-masing mata kuliah yang diambil

M = Mutu Kredit (K x N)

L = Jumlah sks mata kuliah yang lulus

Tabel berikut menjelaskan sks jumlah sks yang diambil oleh mahasiswa di setiap semesternya

Tabel 3. Jumlah SKS yang diambil mahasiswa

Semester	Jumlah SKS
1	20 SKS
2	SKS yang diambil mengikuti jumlah sks yang tercantum pada distribusi mata kuliah di setiap program studi
3	
4	
5	
6	
7	
8	
Total SKS	146 SKS

Tabel 4. Cara Perhitungan Indeks Prestasi Semester dan Indeks Prestasi Kumulatif

SUBJECT	FINAL POINT	WEIGHT	CREDIT	CONVERSION
English	A	4	2	8
Character Building	A-	3.67	2	7.34
Linear Algebra	B+	3.33	2	6.66
Discrete Mathematics	B	3	2	6
Entrepreneurship	B-	2.5	2	5
Algorithm and Programming	C	2	4	8
General Management	D	1	2	2
Introduction to Financial Accounting	E	0	4	0
TOTAL			20	43
Jumlah SKS mata kuliah yang lulus : 16 credits IPS yang diperoleh adalah : $43 / 20 = 2.15$ IPK yang diperoleh adalah : $43 / 16 = 2.68$				

### 2.1.5 Skema Bahasa Inggris MKU di Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung

Skema bahasa Inggris MKU di STTK Bina Nusantara Bandung dibuat berdasarkan Business English (Speaking), Academic English (Writing) dan TOEFL-based preparation (Internet-based TOEFL/iBT for Reading and Listening). Untuk tes masuk yang digunakan adalah berdasarkan paper-based TOEFL (PBT).

Program terdiri dari 2 mata kuliah:

- English In Focus (2 SKS), secara spesifik ditujukan untuk mahasiswa level beginner (397-463 PBT/30-39 iBT) dengan tujuan agar mahasiswa dapat meningkatkan kemampuannya dan mencapai skor minimum level lower-intermediate (480 PBT/55 iBT). Hal ini merupakan pra-syarat mata kuliah English Savvy.
- English Savvy (2 SKS), secara spesifik ditujukan untuk mahasiswa level lower-intermediate (467-497 PBT/51-60 iBT) dengan tujuan agar mahasiswa dapat meningkatkan kemampuannya dan mencapai skor minimum level intermediate (497 PBT/60 iBT).
- Syarat kelulusan untuk mata kuliah English Savvy adalah grade C untuk semua mahasiswa.



COURSE	GRADE	IBT Score (PBT Score)	Binus Score
ENGLISH IN FOCUS	A	68 (520) – 120 (677)	90 – 100
	A-	65 (513) – 67 (517)	85 – 89
	B+	63 (503) – 64 (507-510)	80 – 84
	B	60 (497) – 62 (503)	75 – 79
	B-	58 (493) – 59 (497)	70 – 74
	C	55 (480) – 57 (487-490)	65 – 69
	D	47 (457) – 54 (480)	50 – 64
	E	0 (310) – 46 (453)	0 – 49
ENGLISH SAVVY	A	73 (533) – 120 (677)	90 – 100
	A-	70 (523) – 72 (533)	85 – 89
	B+	68 (520) – 69 (523)	80 – 84
	B	65 (513) – 67 (517)	75 – 79
	B-	63 (503) – 64 (507-510)	70 – 74
	C	60 (497) – 62 (503)	65 – 69
	D	47 (457) – 59 (497)	50 – 64
	E	0 (310) – 46 (453)	0 – 49

## 2.1.6 Evaluasi Keberhasilan Studi

Tabel berikut dapat digunakan oleh mahasiswa untuk mengevaluasi keberhasilan studi

Syarat minimum IPK dan SKS Kumulatif			Tindak lanjut jika tidak dapat memenuhi syarat minimum
Akhir Semester	IPK	SKS dengan grade A/B/C/D/L	
1	≥ 2,00	≥ 15	Surat Peringatan
2	≥ 2,00	≥ 30	Surat Peringatan
3	≥ 2,00	≥ 45	Surat Peringatan
4	≥ 2,00	≥ 60	Surat Peringatan
5	≥ 2,00	≥ 75	Surat Peringatan
6	≥ 2,00	≥ 90	Surat Peringatan

### Catatan:

Jika mahasiswa selama tiga semester berturut-turut tidak aktif (tidak mengajukan permohonan cuti akademik), maka akan langsung dianggap mengundurkan diri.

Mahasiswa dinyatakan telah menyelesaikan jenjang studi apabila memenuhi persyaratan sebagai berikut :

#### Syarat Umum:

1. IPK ≥ 2,00.
2. Lulus ujian Skripsi.
3. Telah memenuhi persyaratan Pengawasan Mutu (PM) yang tercantum dalam kurikulum yang berlaku bagi angkatanannya.
4. Telah mengumpulkan Hard Cover Skripsi.
5. Telah memenuhi minimal 120 poin *Student Activity Transcript (SAT)*\*.
6. Telah memenuhi minimal 30 jam kerja kegiatan sosial\*.
7. Telah melunasi semua kewajiban pembayaran termasuk biaya wisuda.

#### Syarat Khusus:

No	Persyaratan	Jenjang S1
1.	SKS Kumulatif	Minimal 146 (termasuk Skripsi)
2.	Lulus semua mata kuliah wajib	<ul style="list-style-type: none"> <li>▪ Harus lulus semua mata kuliah wajib termasuk :                             <ol style="list-style-type: none"> <li>a. Mata Kuliah Pengembangan Kepribadian (MPK)</li> <li>b. Mata Kuliah Berkehidupan Bermasyarakat (MBB)</li> <li>c. Mata Kuliah Keilmuan dan Keterampilan (MKK)</li> <li>d. Mata Kuliah Keahlian Berkarya (MKB)</li> <li>e. Mata Kuliah Perilaku Berkarya (MPB)</li> </ol> </li> </ul>

Mahasiswa yang telah dinyatakan layak wisuda dalam Rapat Yudisium tidak diizinkan lagi mengikuti perkuliahan (seluruh transaksi kuliah dibatalkan), kecuali perkuliahan di Semester Pendek yang sudah atau sedang dijalankan.

### 2.1.7 Program 2+1+1

Program 2+1+1 disiapkan Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung untuk memberikan pengalaman belajar multikampus dan pengalaman *professional* di luar kampus.

Selama 2 tahun mahasiswa akan menjalani perkuliahan di Kampus BINUS @Bandung, 1 tahun mengikuti perkuliahan di BINUS @Jakarta, 1 tahun berikutnya adalah program **ENRICHMENT** untuk menyiapkan mahasiswa menjadi tenaga *professional* siap kerja.

Program *Enrichment* dijalankan untuk semua program sarjana, yang memungkinkan mahasiswa untuk memiliki program pengayaan selama satu tahun. Program ini terdiri dari 2 semester dengan masing-masing 16 sks. Siswa dapat memilih 5 jalur (*tracks*) untuk setiap semester, yaitu 1) Jalur Magang (*Internship*); 2) Jalur Kewirausahaan (*Entrepreneurship*); 3) Jalur Pengembangan Masyarakat (*Community Development*); 4) Jalur Penelitian (*Research*); 5) Jalur Studi di Luar Negeri (*Study Abroad*). Pada akhir setiap semester, setiap siswa akan menyerahkan laporan program pengayaan ini dan beberapa makalah yang berkaitan dengan kompetensi teknis dalam bidang dan *soft skills* mereka.

#### **Internship Track :**

Tujuan dari jalur magang atau pengalaman industri ini adalah untuk memfasilitasi mahasiswa dalam berkarya dalam industri nyata. Dengan mengikuti jalur ini, siswa akan bekerja penuh waktu dan memiliki pengalaman industri di perusahaan multinasional atau perusahaan nasional teratas dengan tugas pekerjaan sesuai dengan bidang dan program studi mereka. Penilaian untuk jalur ini akan melibatkan pengawas industri dan supervisor dari dosen (FM) untuk memberikan penilaian bagi mahasiswa tersebut. Melalui program ini, mahasiswa juga akan memiliki kesempatan untuk mendapatkan pekerjaan di masa depan / tawaran pekerjaan, juga pengembangan karir dan bakat (misalnya, Program *Management Trainee* atau *Program Leadership Development*).

#### **Entrepreneurship Track :**

Jalur ini memberikan mahasiswa pengalaman nyata untuk menjadi wirausaha melalui *start-up* bisnis. Mahasiswa akan berkonsultasi dan mendapatkan pembinaan (*coaching*) oleh *Coaches, Content & Administration officers, and Program Officers*. Pada jalur Kewirausahaan ini, mahasiswa yang siap dengan produk prototipe untuk dimonetisasi dan akan didukung secara internal dengan tautan ke industri dalam program ini. Dukungan eksternal akan diberikan oleh Mentor dari industri yang terkait dengan *Start Up* bisnis.

#### **Community Development Track :**

Jalur Pengembangan Masyarakat atau *Community Development* adalah program yang dilakukan oleh mahasiswa untuk mencapai misi ke-3 STTK BINUS Bandung yaitu memberikan kontribusi nyata dalam kesejahteraan masyarakat melalui kegiatan tri dharma perguruan tinggi, dan pengelolaan sistem berbasis Teknologi Informasi dan Komunikasi (TIK). Inisiatif ini meliputi: 1) Layanan Sukarela Terjadwal yang tergabung dalam Tanggung Jawab Sosial Perusahaan (CSR) Perusahaan atau Program Yayasan Sosial; dan 2) Kegiatan Pengembangan Masyarakat untuk meningkatkan ekosistem masyarakat. Selain memanfaatkan pengetahuan mereka untuk merancang dan menerapkan sistem di masyarakat (disaring dari kompetensi teknis dan *soft skills* mereka), mahasiswa juga akan memiliki interaksi langsung dengan penduduk setempat serta menikmati kesempatan untuk tinggal bersama mereka.



**Research Track :**

Jalur ini memungkinkan mahasiswa untuk terlibat dalam proses penelitian yang terkait dengan ruang lingkup bidang dan program studi mereka. Mahasiswa akan diikutsertakan dalam tim yang melakukan penelitian sebagai peneliti junior. Penelitian itu sendiri dapat dilakukan di BINUS atau di luar BINUS (misalnya lembaga riset pemerintah, unit R & D di sebuah perusahaan). Mahasiswa dapat memulai dengan menulis proposal penelitian atau terlibat langsung ke dalam kegiatan penelitian yang sedang berlangsung di lembaga itu (tidak perlu mengembangkan proposal penelitian).

**Study Abroad Track :**

Jalur ini memberikan mahasiswa kesempatan untuk memiliki pengalaman belajar di luar negeri. Matakuliah yang diambil oleh mahasiswa dapat ditransfer langsung ke matakuliah pada semester terkait dalam transkrip Binus. Melalui jalur ini, mahasiswa akan dapat merasakan secara langsung pengalaman internasional, seperti pengembangan pribadi, pengembangan akademik, dan nilai budaya.

### 2.1.8 Skripsi

Untuk menyelesaikan jenjang pendidikan di Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung, seorang mahasiswa harus mampu menyusun dan mempresentasikan serta mempertahankan Skripsi di depan dewan penguji. Penyusunan Skripsi yang dilakukan oleh mahasiswa harus relevan dengan ketentuan Program Studi. Penyusunan Skripsi dilakukan secara perorangan yang dibantu oleh seorang dosen pembimbing yang ditunjuk oleh Ketua Program Studi.

### 2.1.9 Gelar Akademik

Mahasiswa berhak menyandang gelar kesarjana dari Sekolah Tinggi Teknologi Kreatif Bina Nusantara apabila telah memenuhi persyaratan untuk mengikuti wisuda.

Table 9. Table of Academic Title

Program Studi	Gelar Akademik
Kewirausahaan	Sarjana Bisnis (S.Bns.)
Teknik Informatika	Sarjana Komputer (S.Kom)
Desain Komunikasi Visual	Sarjana Desain (S.Ds)
Desain Interior	Sarjana Desain (S.Ds)





## 2.2 Kompetensi Program Studi

### Kewirausahaan

#### Pengantar

Program Kewirausahaan menyiapkan generasi muda sebagai Sarjana Bisnis dengan fokus pada industri kreatif, yang memiliki kemampuan analisa, menciptakan peluang (kreatif dan inovatif), membangun dan menjalankan bisnis baru dalam menghadapi persaingan global dengan mengangkat kearifan lokal.

#### Visi

Program Studi Kewirausahaan Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung pada tahun 2031 akan menjadi program studi yang unggul dan diakui secara nasional dalam pengembangan bisnis dan penerapan teknologi kreatif berbasis nilai-nilai budaya nasional dan budaya Sunda.

#### Misi

1. Menyelenggarakan pendidikan yang mampu mengembangkan dan menghasilkan wirausahawan kreatif dan inovatif, serta berwawasan global.
2. Mengembangkan dan menerapkan teknologi kreatif untuk memajukan bisnis wirausahawan yang terampil dan tangguh berbasis nilai pasar, serta berbudaya nasional dan budaya Sunda
3. Memberikan kontribusi nyata dalam kesejahteraan masyarakat melalui penelitian berdampak dan pengabdian pada masyarakat, berbasis penerapan ilmu kewirausahaan dan pengelolaan sistem teknologi informasi dan komunikasi.

#### Sasaran Program Studi

1. Memperkaya bidang keilmuan Kewirausahaan di Sekolah Tinggi Teknologi Kreatif Bina Nusantara sebagai lembaga pendidikan yang mengutamakan kreatifitas dan inovasi dalam pengembangan ilmunya.
2. Membekali mahasiswa dengan ilmu, keterampilan dan riset bidang kewirausahaan yang terpadu dengan teknologi informasi dan komunikasi.
3. Mengembangkan keilmuan dan praktek kewirausahaan di Indonesia yang berbasis pada kearifan lokal dengan menghasilkan lulusan yang berkualitas, kreatif, inovatif, mampu menjalankan bisnis baru dan mengembangkannya agar dapat berkontribusi pada kesejahteraan masyarakat luas.

#### Kompetensi Lulusan

1. Kemampuan Berfikir Kritis dan design yang inovatif :  
Menghasilkan *entrepreneurs* yang mampu menghasilkan gagasan-gagasan inovatif yang kreatif, berpikir kritis, berpikir desain dan mengidentifikasi peluang yang muncul melalui validasi pasar dan rancangan kelayakan sumber daya modal.
2. Penciptaan Perusahaan :  
Menghasilkan *entrepreneurs* yang mampu merancang business model dan business plan yang kreatif, eksploitasi jejaring, hasil analisis pasar, mengeksplorasi rumusan sumber daya yang efektif & efisien, dan memulai bisnis
3. Implementasi ICT berbasiskan Bisnis :

Menghasilkan *entrepreneurs* yang mampu mengintegrasikan ICT untuk menjalankan dan mengembangkan kinerja bisnis

4. Pengelolaan Bisnis dan Perubahan :

Menghasilkan *entrepreneurs* yang mampu mengimplementasikan teori-teori terapan dalam bidang manajemen bisnis, keuangan, organisasi, operasional dan pemasaran untuk menciptakan perubahan yang berdampak pada pencapaian pertumbuhan organisasi yang berkelanjutan

5. Pengetahuan dan Penciptaan Nilai :

Menghasilkan *entrepreneurs* yang mampu untuk mengkreasikan pengetahuan tacit dan eksplisit bernilai pasar, mampu beradaptasi dengan hukum bisnis, dan melakukan penelitian terapan.

6. Kemampuan Soft Skill Kewirausahaan :

Menghasilkan *entrepreneurs* yang mampu meningkatkan keterampilan kewirausahaan dalam konteks bisnis profesional dan berwawasan global.

7. Peningkatan Kegigihan dalam Berwirausaha :

Menghasilkan *entrepreneurs* yang mampu secara gigih memimpin dan mengelola bisnis baru sesuai dengan rumusan ide awal dan model rencana bisnis, untuk mencapai pertumbuhan bisnis yang berkelanjutan

8. Penciptaan Lapangan Kerja :

Menghasilkan *entrepreneurs* yang mampu menciptakan lapangan pekerjaan dalam industri kreatif dengan mengkalikulasikan risiko, membuat keputusan efektif dan menjalankan bisnis secara efektif dan etis.

9. Penciptaan Pertumbuhan :

Menghasilkan *entrepreneurs* yang mampu secara mandiri menumbuhkan bisnis baru atau yang telah ada.

10. Terus Berupaya Menggapai Kesejahteraan :

Menghasilkan *entrepreneurs* yang mampu secara terus menerus berupaya menggapai bisnis yang sukses, yang ditandai dengan pertumbuhan laba, sumberdaya dan kesejahteraan, serta secara aktif berkontribusi pada kemakmuran masyarakat luas.

#### Peluang Karir

- *Creativepreneur*
- *Business Developer*
- *Intrapreneur*
- *Business Planner*
- *Business Consultant*
- *Venture Capitalist*
- *Business Leader*
- *Business Facilitator*
- *Cyberpreneur*

## Distribusi Mata Kuliah

## SEMESTER 1

Kelompok	Mata Kuliah	SKS
MKK	MGMT6282 Introduction to Management and Business	4
	ENTR6411 Introduction to Entrepreneurship	4
	ENTR6412 Idea Generation and Opportunity Discovery	2
	ECON6093 Introduction to Economics	4
	ACCT6274 Accounting Principles	2
MKB	ENTR6431 Creative and Innovative Thinking	2
	<b>English Courses I</b>	
	ENGL6204 English in Focus	2
	ENGL6205 English for Business Presentation	2
<b>SKS Total</b>		<b>20</b>
<b>SKS Kumulatif</b>		<b>20</b>

For English Courses I, student with English Proficiency Test score less than 500, have to take English in Focus, and student with greater score than or equal to 500 will take English for Business Presentation.

## SEMESTER 2

Kelompok	Mata Kuliah	SKS
MPK	CHAR6034 Character Building: Pancasila	2
MKK	MKTG6223 Marketing Management	4
MKB	MGMT6289 Applied Business Statistics	2/2
	ENTR6499 Design Thinking for Business and Innovation	2
	ENTR6500 Business analytics and intelligence	2
	ENTR6427 Innovative Product Design and Development	2/2
	ENTR6501 Social Innovation	2
	<b>English Courses II</b>	
	ENGL6216 English Savvy	2
	ENGL6217 English for Written Business Communication	2
<b>SKS Total</b>		<b>22</b>
<b>SKS Kumulatif</b>		<b>42</b>

For English Courses II, student with English Proficiency Test score less than 500, have to take English Savvy, and student with greater score than or equal to 500 will take English for Written Business Communication.

## SEMESTER 3

Kelompok	Mata Kuliah	SKS
MPK	CHAR6035 Character Building: Kewarganegaraan	2
MKB	ENTR6502 Business Model	4
	MGMT6288 Entrepreneurial Financial Management	2/2
	RSCH6408 Research Methodology	2
	ENTR6429 Startup Fundraising, VC, PE and Banks	2
	ENTR6428 Business Risk Analysis	2



	ENTR6425	Entrepreneurship in Creative Industries	4
	ENTR6503	Technopreneurship	4
<b>SKS Total</b>			<b>24</b>
<b>SKS Kumulatif</b>			<b>66</b>

**SEMESTER 4 : Teaching and Learning conducted both in Host Campus and Home Campus**

Kelompok	Mata Kuliah	SKS	
MKB	LANG6097 Indonesian	2	
	ENTR6460 New Venture Creation	4	
	MGMT6342 Operations Management	4	
MKB	MGMT6291 Human Resources Management	4	
	LAWS6155 Business Law and Ethics	2	
MKB	COMP6667 Interaction Design	2/2	
<b>SKS Total</b>			<b>20</b>
<b>SKS Kumulatif</b>			<b>86</b>

**SEMESTER 5 : Teaching and Learning conducted both in Host Campus and Home Campus**

Kelompok	Mata Kuliah	SKS	
MPK	CHAR6036 Character Building: Agama	2	
MKB	ENTR6504 Business Plan	4/4	
	MKTG6225 Digital Marketing	2/2	
	MKTG6275 Omnichannel Retailing	2	
	ENTR6432 Entrepreneurial Strategy	2	
	ENTR6505 Managing Digital Firm	2	
	ENTR6506 Cultural Entrepreneurship	2	
<b>SKS Total</b>			<b>22</b>
<b>SKS Kumulatif</b>			<b>108</b>

**SEMESTER 6 : Enrichment program conducted in Home Campus (except : Study Abroad track)**

Kelompok	Mata Kuliah	SKS	
MKB	Enrichment Program I	16	
<b>SKS Total</b>			<b>16</b>
<b>SKS Kumulatif</b>			<b>124</b>

Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.

**SEMESTER 7 Enrichment program conducted in Home Campus**

Kelompok	Mata Kuliah	SKS	
MKB	Enrichment Program II	16	
<b>SKS Total</b>			<b>16</b>
<b>SKS Kumulatif</b>			<b>140</b>

Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.



## SEMESTER 8

Kelompok	Mata Kuliah	SKS
MKB	ENTR6445 Thesis	6
<b>SKS Total</b>		<b>6</b>
<b>SKS Kumulatif</b>		<b>146</b>

**Keterangan :**

MKK = Mata kuliah Keilmuan &amp; Ketrampilan.

MKB = Mata kuliah Keahlian Berkarya.

MPK = Mata kuliah Pengembangan Kepribadian.

MPB = Mata kuliah Prilaku Berkarya.

MBB = Mata kuliah Berkehidupan Bermasyarakat.

*Host Campus : Mahasiswa dapat memilih lokasi perkuliahan di kampus BINUS@Jakarta (Students have an option to study in BINUS@Jakarta Campus)*

*Home Campus : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (Students have to study at the first admission city)*

**Skema Pilihan Track**

Track	Semester 6			Semester 7
	Internship	Entrepreneurship	Study Abroad	Entrepreneurship
1	v			v
2		v		v
3			v	v

**Enrichment Internship Track**

Kelompok	Mata Kuliah	SKS
MKB	ENTR6433 Business Start Up and Grow Up	8
	ENTR6470 Developing Business Model	2
	ENTR6435 Risk Management	2
	MGMT6309 Strategic Management	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Entrepreneurship Track****Enrichment Program I**

Kelompok	Mata Kuliah	SKS
MKB	ENTR6437 Business Startup, Launching and Formation	8
	ENTR6438 Business Ethics	2
	ENTR6439 Business Risk Management	2
	ENTR6434 Entrepreneurial Management	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Program II**

Kelompok	Mata Kuliah	SKS
MKB	ENTR6441 Growing a Business	8
	ENTR6442 Entrepreneurial Leadership	2
	ENTR6443 Lean Enterprise	2
	ENTR6444 Colloquium on Growing Enterprise	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Study Abroad Track**

Kelompok	Mata Kuliah	SKS
<b>Elective courses list for study abroad*</b>		
MKB	GLOB6208 Elective Course for Study Abroad 1	4
	GLOB6209 Elective Course for Study Abroad 2	4
	GLOB6210 Elective Course for Study Abroad 3	4
	GLOB6211 Elective Course for Study Abroad 4	4
	GLOB6212 Elective Course for Study Abroad 5	2
	GLOB6213 Elective Course for Study Abroad 6	2
	GLOB6214 Elective Course for Study Abroad 7	2
	GLOB6215 Elective Course for Study Abroad 8	2
	GLOB6216 Elective Course for Study Abroad 9	2
	GLOB6217 Elective Course for Study Abroad 10	2
	GLOB6218 Elective Course for Study Abroad 11	2
	GLOB6219 Elective Course for Study Abroad 12	2
<b>SKS Total</b>		<b>16</b>

*\*) Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits*

**Mahasiswa wajib lulus mata kuliah Pengawasan Mutu dibawah ini**

No	Kdmtk	Mata Ujian	Grade minimal	Semester
1	CHAR6034	Charaicter Building: Pancasila (2)	B	2
2	ENTR6412	Idea Generation and Opportunity Discovery (2)	B	1
3	MKTG6223	Marketing Management (4)	B	2
4	ENTR6502	Business Model (4)	B	3
5	MGMT6342	Operations Management (4)	B	4
6	ENTR6504	Business Plan (4/4)	B	5
7	ENTR6500	Business analytics and intelligence (2)	B	2
8	ENTR6505	Managing Digital Firm (2)	B	5

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## Teknik Informatika

### Pengantar

Program studi Teknik Informatika membekali generasi muda dengan pengetahuan dan keahlian dalam bidang *applied computing* yang mampu memahami, mengembangkan, dan menciptakan berbagai aplikasi perangkat lunak berbasis *mobile* dan *web*.

### Visi

Program Studi Teknik Informatika Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung pada tahun 2031 akan menjadi program studi unggulan di Indonesia dan diakui secara Nasional dalam bidang Teknologi Kreatif yang mengusung kearifan lokal sunda dan kebudayaan nasional Indonesia.

### Misi

1. Untuk menyediakan pendidikan tinggi di bidang Informatika yang berfokus pada teknologi kreatif di area kecerdasan buatan, multimedia, jaringan dan pengembangan game dengan menyediakan suasana belajar yang kreatif dan inovatif dengan berbagai kolaborasi dengan perguruan tinggi dan industri;
2. Untuk mengembangkan ilmu Informatika melalui layanan profesional berbasis ICT (Information and Communications Technology) dengan penekanan pada pengetahuan terapan dalam ilmu komputer (computer science) dan kearifan lokal.
3. Untuk mendorong pengembangan karakter yang kreatif dan inovatif dengan memanfaatkan ilmu pengetahuan dan teknologi menjadi digitalpreneur atau tenaga kerja terampil dan terdepan yang dapat berkompetisi di level nasional.
4. Untuk memberikan kontribusi penelitian di area Informatika yang dapat menghasilkan paten dan produk kreatif dan inovasi unggulan.
5. Untuk melakukan pengabdian dan pengembangan pada masyarakat Indonesia dan area Jawa Barat khususnya yang memanfaatkan teknologi kreatif dan kearifan lokal.

### Sasaran Program Studi

1. Memberikan landasan yang kokoh kepada mahasiswa dalam bidang matematika, prinsip-prinsip algoritma, pengetahuan Teknik Informatika dan etika yang dibutuhkan dalam praktek ICT.
2. Memberikan kemampuan penerapan prinsip-prinsip perancangan dan pengembangan kepada mahasiswa dalam membangun sistem perangkat lunak terapan berbasis teknologi database, sistem kecerdasan buatan, jaringan, dan multimedia.
3. Mempersiapkan mahasiswa dengan kemampuan untuk selalu mengikuti perubahan terkini dalam tren IT, pengembangan IT dan industri.
4. Mempersiapkan mahasiswa dengan kemampuan yang baik dalam memecahkan masalah dan memiliki kemampuan berkomunikasi yang baik agar dapat bekerja secara individu atau dalam sebuah team pada lingkungan IT.

### Kompetensi Lulusan

1. Mampu membuat rancangan aplikasi piranti lunak dengan menerapkan prinsip-prinsip perancangan sistem basis data untuk memecahkan masalah terstruktur dan semi terstruktur.
2. Mampu merancang solusi aplikasi piranti lunak berdasarkan analisis permasalahan yang dapat diselesaikan dengan pendekatan terstruktur dalam bidang informatika.
3. Mampu melakukan pengkajian trend Teknologi Informasi dan Komunikasi terbaru untuk memberikan alternatif solusi pengembangan piranti lunak.
4. Mampu menghasilkan piranti lunak berbasis jaringan pintar yang aplikatif untuk menjawab kebutuhan dengan mempertimbangkan kearifan lokal
5. Mampu menghasilkan piranti lunak berbasis multimedia dan game yang interaktif dengan menggunakan realitas virtual, realitas tambahan atau realitas campuran menjawab kebutuhan dengan mempertimbangkan kearifan lokal.

### Pilihan Peminatan

#### 1. *Game Application Technology (GAT)*

Fokus dalam pengembangan pengetahuan dan keterampilan untuk mengembangkan dan menciptakan *game* dengan berbagai teknologi yang aplikatif.

#### 2. *Internet of Things (IoT)*

Fokus pada interkoneksi melalui alat-alat komputer dengan internet yang terprogram dalam benda sehari-hari yang memungkinkan terjadinya pengiriman dan penerimaan data.

### Peluang Karir

- *Game Developer*
- *Mobile Apps. Developer*
- *Multimedia Developer*
- *Software Engineer*
- *Programmer*
- *DigitalPreneur*
- *Network Designer*
- *Network Administrator*



## Distribusi Mata Kuliah

## SEMESTER 1

Kelompok	Mata Kuliah	SKS
MPK	CHAR6034 Character Building: Pancasila	2
MKK	MATH6128 Discrete Mathematics	4
	MATH6129 Linear Algebra	2
	COMP6421 Algorithm and Programming	4/2
	COMP6649 Program Design Methods	4
MKB	<b>English Courses I</b>	
	ENGL6204 English in Focus	2
	ENGL6205 English for Business Presentation	2
<b>SKS Total</b>		<b>20</b>
<b>SKS Kumulatif</b>		<b>20</b>

For English Courses I, student with score English Proficiency Test less than 500 will take English in Focus, and student with score test greater than or equal to 500 will take English for Business Presentation

## SEMESTER 2

Kelompok	Mata Kuliah	SKS
MPK	CHAR6035 Character Building: Kewarganegaraan	2
MKK	COMP6458 Data Structures	4/2
	COMP6462 Human and Computer Interaction	2/2
	MATH6135 Calculus	4
MKB	ENTR6522 Entrepreneurship : Ideation	2
	LANG6097 Indonesian	2
	<b>English Courses II</b>	
	ENGL6216 English Savvy	2
	ENGL6217 English for Written Business Communication	2
<b>SKS Total</b>		<b>22</b>
<b>SKS Kumulatif</b>		<b>42</b>

For English Courses II, student with English Proficiency Test score less than 500, have to take English Savvy, and student with greater score than or equal to 500 will take English for Written Business Communication.

## SEMESTER 3

Kelompok	Mata Kuliah	SKS
MKB	COMP6650 Database Systems	4/2
	COMP6467 Computer Networks	2/2
	COMP6472 Algorithm Design and Analysis	2/2
	COMP6651 Artificial Intelligence*	5
	COMP6470 Compilation Techniques	4
<b>SKS Total</b>		<b>23</b>
<b>SKS Kumulatif</b>		<b>65</b>

\*) Entrepreneurship Embedded

**SEMESTER 4 : Teaching and Learning conducted both in Home and Host Campus**

Kelompok	Mata Kuliah	SKS	
MPK	CHAR6036 Character Building: Agama	2	
MKB	COMP6652 Software Engineering*	5	
	<b>Streaming: Internet of Things</b>		
	COMP6653 Embedded System	4/2	
	COMP6654 Research topic in Internet of Things	2	
	COMP6655 Cyber Security in Internet of Things	2	
	COMP6656 Mobile Object Oriented Programming	2/2	
	<b>Streaming: Games Application Technology</b>		
	COMP6657 Object Oriented Game Programming	2/2	
	GAME6077 3D Modeling for Games	2	
	COMP6658 Game Animation	4	
	COMP6665 User Experience	2/2	
	<b>SKS Total</b>		<b>21</b>
	<b>SKS Kumulatif</b>		<b>86</b>

\*) Entrepreneurship Embedded

**SEMESTER 5 : Teaching and Learning conducted both in Home Campus and Host Campus**

Kelompok	Mata Kuliah	SKS	
MKK	COMP6659 Operating System	2/2	
MKB	ENTR6524 Entrepreneurship : Market Validation	2	
	<b>Streaming: Internet of Things</b>		
	COMP6457 Multimedia & Mixed Reality	2/2	
	COMP6660 Computer Vision in Internet of Things	4/2	
	COMP6661 Internet of Things Project	2	
	COMP6627 Portable Operating System Interface	2/2	
	<b>Streaming: Games Application Technology</b>		
	COMP6662 Computer Graphics	2/2	
	GAME6078 Mobile & Web Game Programming	4/2	
	COMP6070 Storyboards & Concept Art	2	
	COMP6664 Game Tools Development	4	
	<b>SKS Total</b>		<b>22</b>
	<b>SKS Kumulatif</b>		<b>108</b>

**SEMESTER 6 Enrichment program conducted both in Home and Host Campus**

Kelompok	Mata Kuliah	SKS
MKB	Enrichment Program I	16
<b>SKS Total</b>		<b>16</b>
<b>SKS Kumulatif</b>		<b>124</b>

Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.

**SEMESTER 7** *Enrichment program conducted in Home Campus (except: Study Abroad track)*

Kelompok	Mata Kuliah	SKS
MKB	Enrichment Program II	16
<b>SKS Total</b>		<b>16</b>
<b>SKS Kumulatif</b>		<b>140</b>

*Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.*

**SEMESTER 8**

Kelompok	Mata Kuliah	SKS
MKB	COMP8074 Thesis	6
<b>SKS Total</b>		<b>6</b>
<b>SKS Kumulatif</b>		<b>146</b>

**Keterangan :**

MKK = Mata kuliah Keilmuan & Ketrampilan.

MKB = Mata kuliah Keahlian Berkarya.

MPK = Mata kuliah Pengembangan Kepribadian.

MPB = Mata kuliah Prilaku Berkarya.

MBB = Mata kuliah Berkehidupan Bermasyarakat.

*Host Campus : Mahasiswa dapat memilih lokasi perkuliahan di kampus BINUS@Jakarta (Students have an option to study in BINUS@Jakarta Campus)*

*Home Campus : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (Students have to study at the first admission city)*

**Skema Pilihan Track**

Skema pengambilan program pada semester 6 dan semester 7

No	Semester 6		Semester 7	
	Enrichment Host Campus	Enrichment Home Campus	Enrichment Host Campus	Enrichment Home Campus
1	v		v	
2	v			v
3		v	v	
4		v		v

Track	Semester 6					Semester 7				
	I	RS	ENTR	CD	SA	I	RS	ENTR	CD	SA
1	v					v				
2		v					v			
3			v					v		
4				v		v				
5				v					v	
6				v						v
7					v	v				
8					v				v	
9					v					v

Keterangan:

I : Internship

RS : Research

ENTR : Entrepreneurship

CD : Community Development

SA : Study Abroad

*Host Campus* : Mahasiswa dapat memilih lokasi perkuliahan di kampus BINUS@Jakarta (*Students have an option to study in BINUS@Jakarta Campus*)

*Home Campus* : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (*Students have to study at the first admission city*)

## Enrichment Internship Track

### Enrichment Program I

Kelompok	Mata Kuliah	SKS
MKB	COMP6633 Industry Experience in Information and Communications Technology	8
	COMP6634 EES in Information and Communications Technology Industry	4
	COMP6635 IT Practice in Information and Communications Technology Industry	4
<b>SKS Total</b>		<b>16</b>

### Enrichment Program II

Kelompok	Mata Kuliah	SKS
MKB	COMP6636 Professional Experience in Information and Communications Technology	8
	COMP6637 Professional Development in Information and Communications Technology Industry	4
	COMP6638 IT Professional Experience in Information and Communications Technology Industry	4
<b>SKS Total</b>		<b>16</b>



**Enrichment Entrepreneurship Track****Enrichment Program I**

Kelompok	Mata Kuliah	SKS
MKB	ENTR6452 Business Start Up	8
	ENTR6453 IT Business Model & Validation	2
	ENTR6454 Launching New IT Venture	2
	ENTR6455 EES in New Computer Science Business	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Program II**

Kelompok	Mata Kuliah	SKS
MKB	ENTR6456 Growing a Business	8
	ENTR6457 Lean IT Start Up & Business Plan	2
	ENTR6458 Venture Capital in IT Industry	2
	ENTR6451 EES in Computer Science Business Experience	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Study Abroad Track****Enrichment Program I**

Kelompok	Mata Kuliah	SCU
<b>Elective courses list for study abroad*</b>		
MKB	GLOB6208 Elective Course for Study Abroad 1	4
	GLOB6209 Elective Course for Study Abroad 2	4
	GLOB6210 Elective Course for Study Abroad 3	4
	GLOB6211 Elective Course for Study Abroad 4	4
	GLOB6212 Elective Course for Study Abroad 5	2
	GLOB6213 Elective Course for Study Abroad 6	2
	GLOB6214 Elective Course for Study Abroad 7	2
	GLOB6215 Elective Course for Study Abroad 8	2
	GLOB6216 Elective Course for Study Abroad 9	2
	GLOB6217 Elective Course for Study Abroad 10	2
	GLOB6218 Elective Course for Study Abroad 11	2
	GLOB6219 Elective Course for Study Abroad 12	2
<b>Total SCU</b>		<b>16</b>

\*) Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits

Enrichment Program II

Kelompok	Mata Kuliah	SCU
<b>Elective courses list for study abroad*</b>		
MKB	GLOB6220 Elective Course for Study Abroad 13	4
	GLOB6221 Elective Course for Study Abroad 14	4
	GLOB6222 Elective Course for Study Abroad 15	4
	GLOB6223 Elective Course for Study Abroad 16	4
	GLOB6224 Elective Course for Study Abroad 17	2
	GLOB6225 Elective Course for Study Abroad 18	2
	GLOB6226 Elective Course for Study Abroad 19	2
	GLOB6227 Elective Course for Study Abroad 20	2
	GLOB6228 Elective Course for Study Abroad 21	2
	GLOB6229 Elective Course for Study Abroad 22	2
	GLOB6230 Elective Course for Study Abroad 23	2
	GLOB6231 Elective Course for Study Abroad 24	2
<b>Total SCU</b>		<b>16</b>

\*) Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits

**Enrichment Community Development Track**

Enrichment Program I

Kelompok	Mata Kuliah	SKS
MKB	CMDV6232 Community Outreach Project Implementation	8
	CMDV6233 Community Outreach IT Project Design	4
	CMDV6234 Employability and Entrepreneurial Skills in Computer Science Community	4
<b>SKS Total</b>		<b>16</b>

Enrichment Program II

Kelompok	Mata Kuliah	SKS
MKB	CMDV6235 Community Development Project Implementation	8
	CMDV6236 Community Development IT Project Design	4
	CMDV6237 Employability and Entrepreneurial Skills in Computer Science Community Development	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Research Track****Enrichment Program I**

Kelompok	Mata Kuliah	SKS
MKB	RSCH6389 Research Experience I	8
	RSCH6390 Scientific Writing I in Computer Science	4
	RSCH6391 Global EES I (Team Work, Communication, Problem Solving & Decision Making)	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Program II**

Kelompok	Mata Kuliah	SKS
MKB	RSCH6392 Research Experience II	8
	RSCH6393 Scientific Writing II in Computer Science	4
	RSCH6394 Global EES II (Self-Management, Planning & Organizing, Initiative & Enterprise)	4
<b>SKS Total</b>		<b>16</b>

**Mahasiswa wajib lulus mata kuliah Pengawasan Mutu dibawah ini**

No	Kdmtk	Mata Ujian	Grade minimal	Semester
1	CHAR6034	Character Building: Pancasila (2)	B	1
2	ENTR6524	Entrepreneurship : Market Validation (2)	B	5
3	COMP6421	Algorithm and Programming (4/2)	B	1
4	COMP6649	Program Design Methods(4)	B	1
5	COMP6458	Data Structures (4/2)	B	2
6	COMP6652	Software Engineering (5)	B	4
<b>Streaming : Internet of Things</b>				
7	COMP6654	Research topic in Internet of Things (2)	B	4
8	COMP6660	Computer Vision in Internet of Things (4/2)	B	5
<b>Streaming : Game Application Technology</b>				
7	COMP6665	User Experience (2/2)	B	4
8	COMP6664	Game Tools Development (4)	B	5



## Desain Komunikasi Visual

### Pengantar

Program Studi Desain Komunikasi Visual menyiapkan generasi muda menjadi komponen pembangunan bangsa, memiliki ilmu pengetahuan lokal dan global dari komunikasi visual yang kreatif dengan mengungkap sejarah dan nilai-nilai lokal, teknologi, dan kewirausahaan sehingga mampu berkarya dan diterima oleh industri kreatif, masyarakat, dan bangsa Indonesia melalui penerapan ilmu desain komunikasi visual dengan memanfaatkan teknologi komunikasi dan informasi.

### Visi

Program Studi Desain Komunikasi Visual Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung pada tahun 2031 akan menjadi program studi yang menghasilkan tenaga perancang komunikasi visual yang diakui secara nasional, menguasai keahlian dalam teknologi kreatif, dengan tetap mengangkat nilai-nilai kearifan lokal (khususnya Jawa Barat) sebagai ciri khasnya.

### Misi

1. Mendidik calon perancang komunikasi visual yang memiliki semangat kreatif dan komitmen terhadap sikap profesional dengan tetap berpihak pada nilai-nilai kearifan lokal budaya sunda dan Jawa Barat pada umumnya.
2. Mempersiapkan mahasiswa agar dapat menempati posisi strategis dan dikenal dalam dunia industri/profesi dengan tetap menjunjung tinggi etika profesional dan dapat memberikan sumbangsih bagi masyarakat Indonesia.
3. Membina hubungan kerjasama dengan berbagai pihak baik di dalam atau luar negeri untuk selalu memelihara kemutakhiran ilmu yang diajarkan kepada mahasiswa
4. Membangun komunitas Binusian yang memiliki semangat kreatif, ber-etika dan peduli terhadap masyarakat.
5. Memberikan sumbangsih kepada masyarakat Indonesia melalui karya rancang komunikasi visual yang berkualitas tinggi.

### Sasaran Program Studi

1. Membekali mahasiswa dengan ilmu pengetahuan lokal dan global dari komunikasi visual yang kreatif, teknologi dan kewirausahaan sebagai dasar yang kuat dari industri kreatif.
2. Membekali mahasiswa dengan dasar-dasar ilmu pengetahuan dan ketrampilan multimedia dan animasi agar mampu berkarya dan diterima industri kreatif.
3. Mendorong para mahasiswa agar dapat memanfaatkan dan menerapkan ilmu pengetahuan, teknologi, ketrampilan yang dimiliki guna membangun bangsa, negara dan dunia sebagai perwujudan kontribusi dan sumbangsih Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung.

### Kompetensi Lulusan

1. Mampu membuat karya desain komunikasi visual tercetak dan digital yang memiliki nilai tambah dan estetika untuk mengatasi permasalahan identitas, komunikasi massa, dan kompetisi yang dihadapi oleh pemangku kepentingan
2. Mampu melakukan riset dan eksplorasi ide untuk menetapkan tujuan, sasaran komunikasi, dan prototipe solusi desain komunikasi visual yang dapat mengatasi permasalahan identitas, komunikasi massa, dan kompetisi dengan mempertimbangkan aspek etika, sejarah, budaya, konsekuensi sosial dan regulasi



3. Mampu melakukan analisis terhadap tingkat efisiensi pemanfaatan material dan waktu dalam proses produksi setiap alternatif prototipe solusi desain komunikasi visual yang dipilih, tanpa mengubah esensi dan estetika desain.
4. Mampu mengkomunikasikan alternatif prototipe solusi desain komunikasi visual secara mandiri ataupun kelompok dalam bentuk verbal, grafis, tulisan, dan model yang komunikatif dengan teknik manual maupun digital berdasarkan pilihan kaidah komunikasi yang tepat.
5. Mampu merintis usaha mandiri di sektor komunikasi visual
6. Mampu merancang karya DKV dengan mengedepankan nilai-nilai budaya dan kearifan lokal (*local indigenous*) sebagai identitas karya anak bangsa.
7. Mampu melakukan perancangan model bisnis dengan menerapkan keahlian di desain komunikasi visual dalam industri kreatif berskala kecil menengah (UKM).
8. Mampu menentukan Teknologi Informasi (digital dan perancangan tata suara) dan Komunikasi yang sesuai dengan kebutuhan kerjanya sehingga dapat meningkatkan kinerja organisasi.
9. Terampil berbahasa Inggris sebagai bahasa pendukung dalam berkomunikasi dan berkorespondensi dalam lingkungan global.
10. Mampu menghasilkan karya desain komunikasi visual yang menjunjung tinggi nilai Pancasila yang mendasari proses berkreasi; meliputi proses dalam mencari solusi, menemukan kebutuhan komunikasi visual, dan dalam menerapkan tampilan karya komunikasi visual.

#### Pilihan Peminatan

##### 1. Digital Media

Menyiapkan lulusan yang mampu menguasai media digital untuk menyelesaikan masalah komunikasi melalui berbagai media visual termasuk media gerak digital.

##### 2. Animation

Menyiapkan lulusan menjadi praktisi di bidang industri animasi dan film yang mampu menciptakan ide-ide revolusioner yang berbasis teknologi, serta menghasilkan karya dengan berbagai gaya animasi yang sesuai.

#### Peluang Karir

- *Creative Consultant*
- *Art Director*
- *Creative in Production House*
- *Publication Design*
- *Illustrator*
- *Branding Consultant*
- *Web Design and Development*
- *Animator*
- *Concept Artist*
- *Motion Graphic Artist*
- *Animation Producer*
- *Movie Director*
- *Visual Effect Artist/Designer*

## Distribusi Mata Kuliah

### SEMESTER 1

Kelompok	Mata Kuliah	SKS
MPK	CHAR6034 Character Building: Pancasila	2
MKK	ARTS6021 Western Art Review	2
	ARTS6022 Eastern Art Review	2
	DSGN6754 Material and Colors in Visual Design	4
	DSGN6755 Drawing for Design	4
	DSGN6756 Typography	4
MKB	<b>English Courses I</b>	
	ENGL6204 English in Focus	2
	ENGL6205 English for Business Presentation	2
<b>SKS TOTAL</b>		<b>20</b>
<b>SKS KUMULATIF</b>		<b>20</b>

For English Courses I, student with English Proficiency Test score less than 500, have to take English in Focus, and student with greater score than or equal to 500 will take English for Business Presentation.

### SEMESTER 2

Kelompok	Mata Kuliah	SKS
MPK	CHAR6035 Character Building: Kewarganegaraan	2
MKK	MDIA6050 Photography	4
	MDIA6051 Computer Graphic I	4
	DSGN6778 Visual Communication Design I	4
MKB	ENTR6522 Entrepreneurship : Ideation	2
	LANG6097 Indonesian	2
	<b>English Courses II</b>	
	ENGL6216 English Savvy	2
	ENGL6217 English for Written Business Communication	2
<b>SKS TOTAL</b>		<b>20</b>
<b>SKS KUMULATIF</b>		<b>40</b>

For English Courses II, student with English Proficiency Test score less than 500, have to take English Savvy, and student with greater score than or equal to 500 will take English for Written Business Communication.

## SEMESTER 3

Kelompok	Mata Kuliah	SKS
MPK	CHAR6036 Character Building: Agama	2
MKB	DSGN6779 Illustration Design *	4
	DSGN6780 Visual Communication Design II	4
	MDIA6052 Computer Graphic II	4
	DSGN6781 Design Methods	4
MKK	DSGN6529 Visual Communication Design Reviews	2
	ARTS6020 Aesthetics	2
<b>SKS TOTAL</b>		<b>22</b>
<b>SKS KUMULATIF</b>		<b>62</b>

\*) Embedded Entrepreneurship

## SEMESTER 4 : Teaching and Learning conducted both in Home-Campus and Host-Campus

Kelompok	Mata Kuliah	SKS
MKB	DSGN6782 Visual Making Project *	4
	<b>Streaming : Digital Media</b>	
	MDIA6043 New Media I	6
	DSGN6797 Surface Packaging Design	4
	DSGN6783 Digital Graphic Reproduction	4
	DSGN6784 Advanced Typography	4
	<b>Streaming : Animation</b>	
	DSGN6785 Fundamental Drawing for Animation	4
	DSGN6786 Audio Visual (Pre Production and Production)	4
	DSGN6787 Asset Creation	2
	DSGN6788 Character Animation	4
	DSGN6789 Motion Graphic	4
<b>SKS TOTAL</b>		<b>22</b>
<b>SKS KUMULATIF</b>		<b>84</b>

\*) Embedded Entrepreneurship

**SEMESTER 5 : Teaching and Learning conducted both in Home-Campus and Host-Campus**

Kelompok	Mata Kuliah	SKS	
MKB	ENTR6524 Entrepreneurship : Market Validation	2	
	DSGN6790 Professional Designer Class	4	
	DSGN6534 Visual Communication Design III	6	
	<b>Streaming : Digital Media</b>		
	MDIA6053 New Media II	4	
	DSGN6791 Digital Design Exploration	4	
	DSGN6792 Experimental Print Design	4	
	<b>Streaming : Animation</b>		
	DSGN6793 Visual Storytelling	2	
	DSGN6794 Animation Technology	2	
	DSGN6795 Animation Production Study	4	
	DSGN6796 3D Art & Form	4	
<b>SKS TOTAL</b>		<b>24</b>	
<b>SKS KUMULATIF</b>		<b>108</b>	

**SEMESTER 6**

Kelompok	Mata Kuliah	SKS
MKB	Enrichment Program I	16
<b>SKS Total</b>		<b>16</b>
<b>SKS Kumulatif</b>		<b>124</b>

*Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.*

**SEMESTER 7**

Kelompok	Mata Kuliah	SKS
MKB	Enrichment Program II	16
<b>SKS Total</b>		<b>16</b>
<b>SKS Kumulatif</b>		<b>140</b>

*Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.*

**SEMESTER 8**

Kelompok	Mata Kuliah	SKS
MKB	DSGN6545 Thesis	6
<b>SKS Total</b>		<b>6</b>
<b>SKS Kumulatif</b>		<b>146</b>



**Keterangan :**

MKK = Mata kuliah Keilmuan &amp; Ketrampilan.

MKB = Mata kuliah Keahlian Berkarya.

MPK = Mata kuliah Pengembangan Kepribadian.

MPB = Mata kuliah Prilaku Berkarya.

MBB = Mata kuliah Berkehidupan Bermasyarakat.

*Host Campus : Mahasiswa dapat memilih lokasi perkuliahan di kampus BINUS@Jakarta (Students have an option to study in BINUS@Jakarta Campus)*

*Home Campus : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (Students have to study at the first admission city)*

**Skema Pilihan Track**

Skema pengambilan program pada semester 6 dan semester 7

No	Semester 6		Semester 7	
	Enrichment Host Campus	Enrichment Home Campus	Enrichment Host Campus	Enrichment Home Campus
1	v		v	
2	v			v
3		v	v	
4		v		v

Track	Semester 6					Semester 7				
	I	RS	ENTR	CD	SA	I	RS	ENTR	CD	SA
1	v					v				
2		v				v				
3			v			v				
4				v		v				
5					v	v				

**Keterangan:**

I : Internship

CD : Community Development

RS : Research

SA : Study Abroad

ENTR : Entrepreneurship

*Host Campus : Mahasiswa dapat memilih lokasi perkuliahan di kampus BINUS@Jakarta (Students have an option to study in BINUS@Jakarta Campus)*

*Home Campus : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (Students have to study at the first admission city)*

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### Enrichment Internship Track

#### Enrichment Program I

Kelompok	Mata Kuliah	SKS
MKB	DSGN6585 Project on Industry	8
	DSGN6586 Creative Process in Graphic Design	4
	DSGN6587 EES in Graphic Design Process	4
<b>SKS Total</b>		<b>16</b>

#### Enrichment Program II

Kelompok	Mata Kuliah	SKS
MKB	DSGN6535 Project on Creative Industry	8
	DSGN6536 Creative Process in Creative Industry Experience	4
	DSGN6541 EES in Creative Industry Experience	4
<b>SKS Total</b>		<b>16</b>

### Enrichment Entrepreneurship Track

Kelompok	Mata Kuliah	SKS
MKB	ENTR6448 Project on Design and/or Creative Business	8
	ENTR6449 Business Model, Validation, and Launching for Design and/or Creative Business	4
	ENTR6450 Global Employability and Entrepreneurial Skills in New Visual Communication Design Business	4
<b>SKS Total</b>		<b>16</b>

### Enrichment Study Abroad Track

Kelompok	Mata Kuliah	SCU
<b>Elective courses list for study abroad*</b>		
MKB	GLOB6208 Elective Course for Study Abroad 1	4
	GLOB6209 Elective Course for Study Abroad 2	4
	GLOB6210 Elective Course for Study Abroad 3	4
	GLOB6211 Elective Course for Study Abroad 4	4
	GLOB6212 Elective Course for Study Abroad 5	2
	GLOB6213 Elective Course for Study Abroad 6	2
	GLOB6214 Elective Course for Study Abroad 7	2
	GLOB6215 Elective Course for Study Abroad 8	2
	GLOB6216 Elective Course for Study Abroad 9	2
	GLOB6217 Elective Course for Study Abroad 10	2
	GLOB6218 Elective Course for Study Abroad 11	2
	GLOB6219 Elective Course for Study Abroad 12	2
<b>Total SCU</b>		<b>16</b>

\*) Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits.

**Enrichment Community Development Track**

Kelompok	Mata Kuliah	SKS
MKB	CMDV6229 Community Outreach Project Implementation	8
	CMDV6230 Visual Communication Project Design in Community Outreach	4
	CMDV6231 Global Employability and Entrepreneurial Skills in Design Community	4
<b>SKS Total</b>		<b>16</b>

**Enrichment Research Track**

Kelompok	Mata Kuliah	SKS
MKB	RSCH6386 Research Experience	8
	RSCH6387 Scientific Writing in Visual Communication Design Research	4
	RSCH6388 Global Employability and Entrepreneurial Skills in Visual Communication Design Research	4
<b>SKS Total</b>		<b>16</b>

**Mahasiswa wajib lulus mata kuliah Pengawasan Mutu dibawah ini**

No	Kdmtk	Mata Ujian	Grade minimal	Semester
1	CHAR6034	Character Building: Pancasila (2)	B	1
2	ENTR6524	Entrepreneurship : Market Validation (2)	B	5
3	DSGN6754	Material and Colors in Visual Design (4)	B	1
4	DSGN6778	Visual Communication Design I (4)	B	2
5	DSGN6780	Visual Communication Design II (4)	B	3
6	DSGN6534	Visual Communication Design III (6)	B	5
7	DSGN6781	Design Methods (4)	B	5
<b>Streaming : Digital Media</b>				
8	DSGN6785	Fundamental Drawing for Animation	B	4
<b>Streaming : Animation</b>				
8	DSGN6784	Advanced Typography	B	4



## Desain Interior

### Pengantar

Program studi Desain Interior menyiapkan generasi muda untuk menjadi seorang desainer yang memiliki kemampuan dalam melakukan pemecahan masalah dalam mendesain dari skala hunian sampai dengan ruang public, dan menghasilkan karya yang mengutamakan kearifan local (*local indigenous*) yang mengusung pelestarian budaya bangsa serta berkepribadian creativepreneur serta fleksibilitas terhadap aplikasi informasi, teknologi dan komunikasi.

### Visi

Program Studi Desain Interior Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung pada tahun 2031 akan menjadi program studi yang menghasilkan desainer yang diakui secara nasional, memiliki kekuatan nilai-nilai budaya nasional dan budaya Sunda, desain yang berkelanjutan serta menguasai teknologi informasi dan komunikasi.

### Misi

1. Mendidik mahasiswa menjadi kreatif dan inovatif, memiliki etika yang tinggi baik secara profesional maupun dalam berwirausaha serta mampu berkolaborasi dengan bidang kreatif lainnya
2. Mempersiapkan mahasiswa untuk berperan aktif secara nasional dalam profesinya sebagai desainer interior serta memiliki peran strategis dalam dunia industri dan masyarakat
3. Membina mahasiswa menjadi profesional atau wirausaha yang berwawasan nasional dengan mengedepankan nilai-nilai budaya nasional dan budaya Sunda dan berorientasi pada desain yang berkelanjutan dalam teknologi kreatif
4. Meningkatkan kualitas hidup masyarakat Indonesia melalui kontribusi nyata dan kegiatan Tridharma perguruan tinggi
5. Memberikan sumbangsih kepada masyarakat Indonesia melalui karya desain interior yang berkualitas dan bernilai

### Kompetensi Lulusan

1. Mampu menyusun konsep rancangan interior yang mengintegrasikan hasil kajian aspek perilaku, teknis, dan nilai-nilai yang terkait dengan desain interior.
2. Mampu merancang interior secara mandiri, baik manual maupun digital untuk memenuhi kebutuhan masyarakat pengguna mulai skala hunian sampai dengan ruang publik berdasarkan teori desain, kajian tentang kebutuhan pengguna, dan masalah rancangan interior.
3. Mampu merancang elemen interior yang tematik (mebel, dinding, langit-langit, dan lantai) berdasarkan karakteristik teknis dan estetis bahan.
4. Mampu menghasilkan karya rancangan interior sebagai usulan pemecahan masalah dan pemenuhan kebutuhan masyarakat, yang dapat dipertanggung jawabkan secara akademik dan memenuhi syarat fungsi, estetis, konstruksi, dan bermakna.
5. Mampu mengkomunikasikan gagasan dalam bentuk visual yang komunikatif dan in-formatif.
6. Mampu merancang interior dan elemen interior yang mengutamakan kearifan lokal (*local indigenous*), ramah lingkungan (*green design*), dan berkelanjutan (*sustainability*)

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7. Mampu menghasilkan karya desain interior yang memiliki nilai jual baik sebagai profesional maupun wirausahawan (*designpreneur*)
8. Mampu merintis usaha mandiri di sektor desain interior
9. Lulusan mampu berperan aktif dan berkontribusi dalam industri desain interior secara nasional dan global melalui hasil karya yang berkelanjutan
10. Lulusan mampu untuk menganalisa aspek ergonomi manusia dalam menghasilkan produk furnitur ataupun aksesoris interior yang ramah lingkungan

#### Pilihan Peminatan

##### 1. Furniture Design

Merancang furniture sesuai dengan kebutuhan yang berbasis budaya lokal Indonesia, ramah lingkungan dan menggunakan material dari teknologi terdepan.

##### 2. Commercial and Hospitality Design

Memberikan solusi dalam bentuk rancangan desain interior yang dapat diimplementasikan untuk *commercial & hospitality area*.

#### Peluang Karir

- *Interior Design Contractor*
- *Interior Design Consultant*
- *Furniture Designer*
- *Manufacturer of Interior Accessories*
- *Home Accessories Designer*
- *Workshop Owner*

## Distribusi Mata Kuliah

### SEMESTER 1

Kelompok	Mata Kuliah	SKS
MPK	CHAR6034 Character Building: Pancasila	2
MKK	DSGN6597 Ergonomi and Anthropometry	2
	DSGN6752 Sense of Design	4
	DSGN6753 Interior Drawing	4
	ARTS6027 Art Principles	2
MKB	ARCH6118 Interior Technical Drawing	4
	<b>English Courses I</b>	
	ENGL6204 English in Focus	2
	ENGL6205 English for Business Presentation	2
<b>SKS Total</b>		<b>20</b>
<b>SKS Kumulatif</b>		<b>20</b>

For English Courses I, student with English Proficiency Test score less than 500, have to take English in Focus, and student with greater score than or equal to 500 will take English for Business Presentation.

**SEMESTER 2**

Kelompok	Mata Kuliah	SKS	
MPK	CHAR6035 Character Building: Kewarganegaraan	2	
MKK	CIVL6104 Material Knowledge I	2	
	DSGN6761 Interior Design I: Residential	4	
	DSGN6762 Furniture Design I: Residential	4	
MKB	CIVL6117 Drafting and Detail Construction	4	
	LANG6097 Indonesian	2	
	ENTR6522 Entrepreneurship : Ideation	2	
	<b>English Courses II</b>		
	ENGL6216 English Savvy	2	
	ENGL6217 English for Written Business Communication	2	
<b>SKS Total</b>		<b>22</b>	
<b>SKS Kumulatif</b>		<b>42</b>	

For English Courses II, student with English Proficiency Test score less than 500, have to take English Savvy, and student with greater score than or equal to 500 will take English for Written Business Communication.

**SEMESTER 3**

Kelompok	Mata Kuliah	SKS
MPK	CHAR6036 Character Building: Agama	2
MKK	ARTS6028 History of Western Art	2
	DSGN6698 Interior Design II: Retail	4
	CIVL6107 Building Component Theory and Regulation	2
MKB	DSGN6696 Computer 2D Drawing	4
	CIVL6106 Material Knowledge II	2
	DSGN6699 Furniture Design II: Retail *	4
<b>SKS Total</b>		<b>20</b>
<b>SKS Kumulatif</b>		<b>62</b>

\*) Entrepreneurship Embedded

**SEMESTER 4 : Teaching and Learning conducted both in Home and Host Campus**

Kelompok	Mata Kuliah	SKS
MKK	ARTS6029 History of Eastern Art	2
MKB	DSGN6763 Business in Interior Design *	2
	<b>Streaming : Commercial and Hospitality Design</b>	
	DSGN6701 Interior Design III: Office	6
	DSGN6702 Computer 3D Drawing for Interior	4
	DSGN6764 Sustainability in Design	2
	DSGN6765 Color & Interior Design Style	4
	DSGN6766 Studio Digital Presentation	2

	DSGN6767	Design and Contemporary Issues	2
	Streaming : Furniture Design		
	DSGN6703	Furniture Design III: Office	6
	DSGN6704	Computer 3D Drawing for Furniture	4
	DSGN6768	Visual Merchandising	2
	DSGN6769	Finishing and Furniture Knowledge	4
	DSGN6770	Presentation Techniques	2
	DSGN6771	Furniture Design and Management	2
		<b>SKS Total</b>	<b>24</b>
		<b>SKS Kumulatif</b>	<b>86</b>

\*) Entrepreneurship Embedded

**SEMESTER 5 : Teaching and Learning conducted both in Home and Host Campus**

Kelompok	Mata Kuliah	SKS	
MKB	DSGN6772	Interior Design and culture	2
	ARTS6030	History of Indonesian Art	2
	DSGN6620	Interior Design Methodology	2
	DSGN6773	Portfolio Development	4
MKB	ENTR6524	Entrepreneurship : Market Validation	2
	Streaming: Commercial and Hospitality Design		
	DSGN6705	Interior Design IV: Commercial and Hospitality Project	6
	DSGN6774	Lighting Design for Interior	2
	DSGN6775	Signage and Way finding Design for Interior	2
	Streaming: Furniture Design		
	DSGN6706	Furniture Design IV: Commercial and Hospitality Project	6
	DSGN6776	Interior Complementary Design	2
	DSGN6777	Design Thinking in Interior	2
		<b>SKS Total</b>	<b>22</b>
		<b>SKS Kumulatif</b>	<b>108</b>

**SEMESTER 6**

Kelompok	Mata Kuliah	SKS	
MKB	Enrichment Program I	16	
		<b>SKS Total</b>	<b>16</b>
		<b>SKS Kumulatif</b>	<b>124</b>

Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.

**SEMESTER 7**

Kelompok	Mata Kuliah	SKS	
MKB	Enrichment Program II	16	
		<b>SKS Total</b>	<b>16</b>
		<b>SKS Kumulatif</b>	<b>140</b>

Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.





*Home Campus : Mahasiswa mengikuti perkuliahan atau pengayaan di kota awal melakukan pendaftaran (Students have to study at the first admission city)*

### Enrichment Internship Track

#### Enrichment Program I

Kelompok	Mata Kuliah	SCU
MKB	DSGN6633 Industrial Experience	8
	DSGN6634 Design Ideation in Industry	2
	DSGN6635 Design Profession in Industry	2
	DSGN6636 Self Management in Industry	4
<b>Total SCU</b>		<b>16</b>

#### Enrichment Program II

Group	Course	SCU
MKB	DSGN6637 Professional Experience	8
	DSGN6638 Design Applied in Industry	2
	DSGN6639 Design Process in Industry	2
	DSGN6640 Team Work Activity in Industry	4
<b>Total SCU</b>		<b>16</b>

### Enrichment Entrepreneurship Track

#### Enrichment Program I / II

Kelompok	Mata Kuliah	SCU
MKB	ENTR6489 Business Start Up	8
	ENTR6490 Business Model & Validation in Design Field	2
	ENTR6491 Launching New Venture in Design Field	2
	ENTR6492 EES in New Interior Design Business	4
<b>Total SCU</b>		<b>16</b>

### Enrichment Study Abroad Track

#### Enrichment Program I / II

Kelompok	Mata Kuliah	SKS
<b>Elective courses list for study abroad*</b>		
MKB	GLOB6208 Elective Course for Study Abroad 1	4
	GLOB6209 Elective Course for Study Abroad 2	4
	GLOB6210 Elective Course for Study Abroad 3	4
	GLOB6211 Elective Course for Study Abroad 4	4
	GLOB6212 Elective Course for Study Abroad 5	2
	GLOB6213 Elective Course for Study Abroad 6	2
	GLOB6214 Elective Course for Study Abroad 7	2
	GLOB6215 Elective Course for Study Abroad 8	2
	GLOB6216 Elective Course for Study Abroad 9	2
	GLOB6217 Elective Course for Study Abroad 10	2
	GLOB6218 Elective Course for Study Abroad 11	2
	GLOB6219 Elective Course for Study Abroad 12	2
<b>SKS Total</b>		<b>16</b>

*Note: Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits.*

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### Enrichment Community Development Track

#### Enrichment Program I / II

Kelompok	Mata Kuliah	SCU
MKB	CMDV6249 Community Outreach Project Implementation	8
	CMDV6250 Community Outreach Project Design	4
	CMDV6251 Employability and Entrepreneurial Skills in Design Community	4
<b>Total SCU</b>		<b>16</b>

### Enrichment Research Track

#### Enrichment Program I / II

Kelompok	Mata Kuliah	SCU
MKB	RSCH6431 Research Experience	8
	RSCH6432 Scientific Writing in Design	4
	RSCH6433 Global EES	4
<b>Total SCU</b>		<b>16</b>

### Mahasiswa wajib lulus mata kuliah Pengawasan Mutu dibawah ini

No	Kdmtk	Mata Ujian	Grade minimal	Semester
1	CHAR6034	Character Building: Pancasila (2)	B	1
2	ENTR6524	Entrepreneurship : Market Validation (2)	B	5
3	DSGN6759	Sense of Design (4)	B	1
4	ARCH6118	Interior Technical Drawing (4)	B	1
5	CIVL6106	Material Knowledge II (2)	B	3
6	CIVL6107	Building Component Theory and Regulation (2)	B	3
7	DSGN6620	Interior Design Methodology (2)	B	5
<b>Streaming : Commercial and Hospitality Design</b>				
8	DSGN6701	Interior Design III: Office (6)	B	4
<b>Streaming: Furniture Design</b>				
8	DSGN6703	Furniture Design III: Office (6)	B	4

## 2.3 Silabus Mata Kuliah

### Kode Mata Kuliah : ACCT

#### ACCT6274 – Accounting Principles

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the accounting concepts and principles as a basis in the preparation of financial statements, and the stages in the accounting cycle; Explain the operations of merchandising company and the accounting cycle for merchandising company; Explain the concept and methods relating to inventories, cash, accounts receivable, plant assets, liabilities, and equity of a company; Analyze the company's financial condition by using the information in cash flow statement; Analyze the information stated in the financial statement.

**Topics:** Accounting in Action; The Recording Process; Adjusting the Accounts; Completing The Accounting Cycle; Accounting for Merchandising Operations; Inventories; Fraud, Internal Control, and Cash; Accounting for Receivables; Plant Assets, Natural Resources, and Intangible Assets; Liabilities; Corporations: Organization, Share Transactions, Dividends, and Retained Earnings; Statement of Cash Flows; Financial Statement Analysis.

### Kode Mata Kuliah : ARCH

#### ARCH6118 - Interior Technical Drawing

**Learning Outcomes:** On successful completion of this course, student will be able to: Demonstrate object projection; Create the interior details for interior design project; Create the furniture details for furniture design project.

**Topics:** Technical Drawing Introduction; Projection Drawing; Complete Image and Modification; Furniture Drawing; Furniture Drawing Advance; Furniture details in construction drawing.

### Kode Mata Kuliah : ARTS

#### ARTS6020 – Aesthetics

**Learning Outcomes :** On successful completion of this course, students will be able to: Explain basic concepts in traditional and modern aesthetic theories; Discover specific aesthetic concepts within any given artwork; Relate theoretical elaborations of aesthetics to visual art experiences.

**Topics :** What is Aesthetics 1; What is Aesthetics 2; Imitation Theory 1; Imitation Theory 2; Imitation Theory 3; Expression Theory 1; Expression Theory 2; Expression Theory 3; Formalism 1; Formalism 2; Formalism 3; Formalism 4; Beyond Formalism.

#### ARTS6021 – Western Art Review

**Learning Outcomes :** On successful completion of this course, student will be able to: Describe the fundamental knowledge and information; Identify western culture and civilization that become the background of art development; Illustrate basic knowledge of art development based on timeline review; Interpret the relation of western art between theoretical perspective with practical knowledge.

**Topics :** Stone Age; Mesopotamia; Aegean Art; Ancient Egypt; Ancient Greece; Roman Art; Christian Art; Renaissance and Mannerism; The 17th – 18th Century Art; The 19th Century Art; The 20th Century Art; Contemporary Art.



#### **ARTS6022 – Eastern Art Review**

**Learning Outcomes :** On successful completion of this course, student will be able to: Identify works of art based on its visual characteristic and historical periods; Explain works of art based on its belief systems and cultural development; Produce a critical analysis of interpreting works of art in form, content and context structure.

**Topics :** The Origin of Civilization of East Asia, The Formative Era, The Age of Cosmopolitanism, The Creation of a Community : China, Korea, And Japan (Seventh-tenth Century), Mature Independent Trajectories (Tenth – Sixteenth Centuries), Early Modern East Asia (Seventh – Eighteenth Centuries), The 19<sup>th</sup> Century-Encounter of Civilizations, The Age Of Westernization (1900-1945).

#### **ARTS6027 - Art Principles**

**Learning Outcomes:** On successful completion of this course, student will be able to: Define basic theory with understanding the basic theory of nirmana; Interpret the language of symbols, semiotics, and imaging in the visual art; Apply the creative process in supporting the creation of art and design.

**Topics:** Design Element; Design Element : Colour Theory; Design Principle; Art & Fine Art; Basic Semiotics; The Process of Creative Thinking.

#### **ARTS6028 – History Of Western Art**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify western art history and culture from prehistoric to modern and contemporary period; Describe the characteristics and cultural concepts of each period; Differentiate the characteristics and cultural concepts of each period; Evaluate the art development, characteristics and style of each period.

**Topics:** Prehistoric Art; Early Civilization: Mesopotamia; Early Civilization: Ancient Egypt; Classic Civilization: Ancient Greece; Classic Civilization: Ancient Rome; Christian Art; Renaissance; Baroque & Rococo; 19th Century Art; Early Modern Art: Late 19th-20th Century; Modern Art: 20th Century.

#### **ARTS6029 – History Of Eastern Art**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the development of Buddhist, Hindu and Islamic art from each part of Asia, as well as Middle East; Describe the characteristics and cultural concepts of Buddhist, Hindu and Islamic art from each part of Asia, as well as Middle East; Differentiate the characteristics and cultural concepts of Buddhist, Hindu and Islamic art in each area; Evaluate the art development, characteristics and style of each area

**Topics:** Introduction; Early Civilization: Indus Valley; Buddhist and Hindu Art: India; Buddhist and Hindu Art: China; Buddhist and Hindu Art: Japan; Buddhist and Hindu Art: Korea; Buddhist and Hindu Art: South East Asia; Islamic Art: Middle East; Islamic Art: Turkey & Spain; Islamic Art: India; Mesoamerica & South America: Mexico & Guatemala; Mesoamerica & South America: Peru; Pacific: Polynesia & Australia.

#### **ARTS6030 – History Of Indonesian Art**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify Indonesian art and culture from prehistoric to contemporary period; Describe the characteristics and cultural concepts of each period; Compare and differentiate the characteristics and cultural concepts of each period; Interpret Indonesian art and culture, in particular the characteristics and cultural concepts within design perspectives.



**Topics:** Prehistoric Art: Paleolithic and Mesolithic Era; Prehistoric Art: Prehistoric Neolithic, Megalithic and Bronze Age; Hindu-Buddhist Influences in Indonesian Art: Architecture; Hindu-Buddhist Influences in Indonesian Art: Sculpture and Reliefs; Islamic Influences in Indonesian Art: Architecture; Islamic Influences in Indonesian Art: Wayang and Batik; Western Influences in Indonesian Art; Western Influences in Balinese Art; Early Modern Art Movement: PERSAGI; Early Modern Art Movement: Revolutionary Years and The Art Academies; Contemporary Indonesian Art and Design; Nusantara Art & Architecture: Sumatra, Java and Bali; Nusantara Art & Architecture: Kalimantan, Sulawesi and Nusa Tenggara.

## Kode Mata Kuliah : CHAR

### CHAR6034 – Character Building: Pancasila

**Learning Outcomes:** On successful completion of this course, students will be able to: Explain Pancasila as the fundamental, state ideology, and system of philosophy and ethics; Apply the values of Pancasila in actions concern; Analyze the ethical issues related to the development of science and technology; Analyze the issues of tolerance and diversity; Analyze the problems of democratic leadership and social justice.

**Topics:** Introduction: Pancasila as the Source of Character Education; Pancasila as the State Ideology; Pancasila in Indonesia Nation History Studies; Pancasila as the Ethical Basic in Developing Science and Technology; Faith in God; Tolerance and Cooperation Among the Religious; Justice and Civilized Humanity; Human Rights; Multiculturalism; Cultures Interaction; Democratic Leadership; Pancasila Democracy; Social Justice.

### CHAR6035 – Character Building: Kewarganegaraan

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the meaning of citizens; Explain the meaning of social values and norms; Explain the meaning of constitution, rights and obligation of citizen; Analyze the relation of Archipelago, Diversity and national integration; Describe the challenges of globalization on national resilience, national identity and nationalism; Describe how to participate in global community.

**Topics:** Introduction to Civics Education; The Others as Fellow Citizens; Social Values and Norms; State and Constitution; The Rights of Citizens; The Archipelago of Indonesia; Diversity and Social Conflict; Local Autonomy; National Integration; National Resilience; National Identity of Indonesia; Nationalism; Participation in Global Citizen.

### CHAR6036 – Character Building: Agama

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the nature of religions; Explain the roles of religions for the world peace; Explain the consciousness of human; Analyze the influence of secularism to the religion; Describe the meaning of rituals of religion; Apply the values of religion in the daily life.

**Topics :** Introduction to CB Religion; The Religion in General; Recognizing God Based on the Holy Scriptures; Recognizing God by Nature; Recognizing God by Human Being; The Role of Religion for World Peace; Criticism to the Religious Formalism; Conscience; Religion and Secularism; Religious Rituals; Being Humble and Forgiving; Being a Religious Person; The Religious Meaning of Work.

## Kode Mata Kuliah : CIVL

### CIVL6104 - Material Knowledge I

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe basic knowledge of natural building material; Choose natural building material for interior project; Create material board for interior project presentation.

**Topics:** Building Material I; Interior Elements; Building Material and Furniture Symbol; Wood material; Stone material; Metal material; Natural material for interior project; Material board for interior and furniture project.

### CIVL6106 - Material Knowledge II

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the strenght and weakness of artificial building material in interior and furniture; Classify the type, process, characteristic and installing techniques of various artificial building material; Apply the artificial material which is appropriate for interior and furniture projects.

**Topics:** Polymers; Glass; Ceramic; Fibre; Paint; Soft Furnishing.

### CIVL6107 - Building Component Theory and Regulation

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe Building science (lighting, ventilation, sound, sun and climate, wind); Explain building science in architectural and interior design for room quality and low energy building in the tropic; Modify interior elements for low energy purposes; Modify Apply potential challenges and of building performance simulation.

**Topics:** Introduction : Building Science; Low Rise Building; High Rise Building; Green Building; Building Performance Simulation; Wind and Building; Natural Ventilation and Design; Air Conditioning : Natural Ventilation and Mechanical; Daylight; Artificial Lighting; Acoustics, Sound, Noise; Thermal Control by Design; A view on future building system.

### CIVL6117- Drafting and Detail Construction

**Learning Outcomes:** On successful completion of this course, student will be able to: Apply the construction drawing with information in standardized drawing. Draw the interior details for interior design project; Apply the construction drawing for interior and furniture design project; Convert the furniture details for furniture design project.

**Topics:** Furniture details in construction drawing; Construction drawing for a simple building structure; Theory construction to the floor plan and wall treatment; Construction drawing for floor and wall plans; Theory for the construction of ceilings and lighting plans; Drawing for the construction of ceilings and lighting plans; Section drawing; Elevation drawing; Interior details in construction drawing; Construction drawing for furniture; Furniture section drawing, isometric drawing, and exploded view; Basic knowledge of building structures.



## Kode Mata Kuliah : CMDV

### **CMDV6229 – Community Outreach Project Implementation**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

### **CMDV6230 – Visual Communication Project Design in Community Outreach**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

### **CMDV6231 – Global Employability and Entrepreneurial Skills in Design Community**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

### **CMDV6232 – Community Outreach Project Implementation**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

### **CMDV6233 – Community Outreach IT Project Design**

**Learning Outcomes :** On successful completion of this course, the student will obtain the ability to design a project for community outreach.

**Topics:** Problem Definition; Project management; Project Design Methods.

### **CMDV6234 – Employability and Entrepreneurial Skills in Computer Science Community**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in implementing three soft skills (Problem Solving & Decision Making; Teamwork; Initiative & Enterprise).

**Topics:** Problem Solving & Decision Making; Teamwork; Initiative & Enterprise.

**CMDV6235 – Community Development Project Implementation**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

**CMDV6236 – Community Development IT Project Design**

**Learning Outcomes :** On successful completion of this course, the student will obtain the ability to design a project for community outreach.

**Topics:** Problem Definition; Project management; Project Design Methods.

**CMDV6237 – Employability and Entrepreneurial Skills in Computer Science Community**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in implementing three soft skills (Problem Solving & Decision Making; Teamwork; Initiative & Enterprise).

**Topics:** Problem Solving & Decision Making; Teamwork; Initiative & Enterprise.

**CMDV6249– Community Outreach Project Implementation**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

**CMDV6250 – Community Outreach Project Design**

**Learning Outcomes:** On successful completion of this course, the student will be able to get a real work experience where the students can apply the theories in the course directly in the real world through completion of a project or work. Thus, student's hard skills will increase. Also, students also have valuable experience that can be used to help the progress and development of the quality of life of the community.

**Topics:** Project Management; Project Implementation; Project Evaluation.

**CMDV6251 – Employability and Entrepreneurial Skills in Computer Science Community**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in implementing three soft skills (Problem Solving & Decision Making; Teamwork; Initiative & Enterprise).

**Topics:** Problem Solving & Decision Making; Teamwork; Initiative & Enterprise.





## Kode Mata Kuliah : COMP

### COMP6070 - Storyboards & Concept Art

**Learning Outcomes:** On successful completion of this course, the student will be able to: Create Asset preparation for Game Production; Design the Process to Create Art in Game production; Distinguish Art used in Game Design.

**Topics :** Fundamentals of Game Art; Creating Game Layout Chart; The Thumbnail Sketch; The Storyboard; Drawing Storyboard; Level Layout; Illustrating Environments; Quick Character Sketches; Creating Character Sketches; Creating Character Model Sheets; Designing GUI; The Design Document.

### COMP6421 – Algorithm and Programming

**Learning Outcomes:** On successful completion of this course, the student will be able to: Describe types of the algorithm in problem-solving; Use various data type in Python to solve problems; Apply syntax and function in Python to solve problems; Design a program by exploiting file processing in Python; Apply the best algorithm to solve the problem.

**Topics:** Introduction to Algorithm; Introduction to Programming with Python; Formatted Input Output; Selection; Iteration I; Iteration II; Quiz; List, Tuple, and Dictionary; Function and Recursion; Modules and Packages; Material Review; Error Handling; Files Input and Output; Sorting; Searching; Python Tips and Tricks; Progress Report Work Group Project; Material Review; Sorting; Searching; Python Tips and Tricks; Progress Report Work Group Project; Material Review; Material Review.

### COMP6649 – Program Design Methods

**Learning Outcomes:** On successful completion of this course, student will be able to: Define program design method, Describe the process of program developing, Apply the use of program design method, Identify the application using program design method, Construct the object oriented design, Assess the application using the object oriented design

**Topics:** Program Design, Pseudocode, and Developing an Algorithm, Selection and Repetition Control Structure, Pseudocode Algorithms, First Steps in Modularisation and General Algorithms for Common Business Problems, Communication Between Modules, Data Flow Diagrams and Entity Relationship Diagrams, Processes, Review Simple Structured Program Design, Introduction to Object Oriented, Activity Diagram, Class Relationship and Class Diagram, Identifying Functionality: CRC Cards and State Diagram, Class Diagram and State Diagram, Interaction Diagram, Implementation Diagram.

### COMP6650 – Database Systems

**Learning Outcomes:** On successful of this course, the student will be able to: Describe database system, terminology, environment, and a new concept of the database; Apply database language and SQL Programming Language; Design database using Structure data model; Evaluate database processing and security mechanism.

**Topics:** Introduction to Database; Database Environment; Relational Model; Relational Algebra; SQL: Data Definition; Relational Calculus; SQL: Data Manipulation; Advanced SQL; Transaction Management; Distributed DBMS Concept and Design; Query Processing; Entity Relationship (ER) Model.

### COMP6457 – Multimedia & Mixed Reality

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the theories about designing Mixed Reality and multimedia in Unity Software; List the input and output of mixed reality; Analyze all

interactions with 3D tangible and intangible in mixed reality and gamification; Analyze all methods to design mixed reality application; Create the virtual reality or mixed reality application.

**Topics:** Introduction to Mixed Reality; UX for Virtual and Mixed Reality; Visualization of 3D Content in Cultural Heritage; Gamified AR/VR Character; Future Functions Around the Principles of Interaction; Experiencing the Multisensory; Multimodal serious games technologies; Interaction for cultural heritage; Tangible Heritage; Intangible Heritage; Modeling of static and moving object; Digital Cultural heritage Experience in Ambient Intelligence; The High-Value Areas of Mixed Reality.

#### **COMP6458 – Data Structures**

**Learning Outcomes:** On Successful completion of this course, the student will be able to: Explain the concept of data structure and its usage in the application; Apply data structure in the application; Illustrate the usage of the data structure in the application.

**Topics:** Pointer, Array, and Introduction to Data Structures; Introduction to Linked List; Linked List Implementation; Pointer & Array; Introduction to Data Structure; Linked List Implementation II; Linked List I; Linked List II; Introduction to Tree, Binary Tree, and Expression Tree; Stack and implementation; Queue and Implementation; Tree and Binary Tree; Introduction to Binary Search Tree and Threaded Binary Tree; Binary Search Tree; Material Review 1.1; Material Review 1.2; Material Review I; Quiz I; Quiz I Review; AVL Tree; 2-3 Tree; Balanced Binary Search Tree; 2-3 Tree and B Tree; B Tree I; B Tree II; Heap, Tries & Hashing; Red Black Tree I; Red Black Tree II; Graph; Heap; Tries & Hashing; Review 2.1; Graph I; Material Review; Material Review 2.2; Quiz 2; Quix 2 Review.

#### **COMP6462 – Human and Computer Interaction**

**Learning Outcomes:** On successful completion of this course, the student will be able to: Describe the concept of interaction design; Use principles, guidelines, models related with interaction design; Choose the data gathering techniques from user to develop successful interaction design; Design the user requirements with interaction styles; Evaluate the user interfaces of interactive software.

**Topics:** Introduction to Interaction Design; Cognitive Aspect; Social Interaction; Emotional Interaction; Interfaces; Data Gathering, Analysis, Interpretation, and Presentation; Material Review; Establishing Requirements; Design, Prototyping, and Construction; Interaction Design in Practice; Evaluation: From Controlled to Natural Settings; Evaluation: Inspections, Analytics, and Models; Project Presentation; Introduction to Web Design; HTML Markup I; HTML Markup II; Introduction to CSS I; Introduction to CSS II; Animation with CSS; Introduction to JavaScript; Using JavaScript; Animation with JavaScript; Introduction to jQuery; Introduction to HTML 5; Creating Web Graphics.

#### **COMP6467 – Computer Networks**

**Learning Outcomes:** On successful completion of this course, students will be able to: Describe basic structures of the network; Explain basic concepts of the network; Explain concepts of creating network environment.

**Topics:** Introduction to Network; TCP/IP Model; Networking Media; Intranet; IP Addressing; Subnetting; Routing; Internetworking; Network Protocols; Transport Layer; DNS; Application Layer; Security; Computer Network Introduction; Basic Subnetting; Advanced Subnetting; Routing Techniques; Access List; Quiz I; VLAN; Routing Techniques – Dynamic Routing; DHCP Server Concept & Wireless LAN; Internetworking; Review; Quiz II.





**COMP6470 – Compilation Techniques**

**Learning Outcomes:** On successful completion of this course, students will be able to: Describe the basic concepts of compilation techniques that include the functions, stages of compilation, the components of the compilation and compiler tool-making, the theory of automata and grammar in a formal language; Apply the theory of automata, formal language, and the grammar, the concept of compilation techniques to translate a programming language input strings; Construct simple compiler types of compiler in the market.

**Topics:** Introduction to the compiler; Introduction Automata: The Methods and The Madness; Regular Expression; Lexical Analysis; DFA, NFA (Lexical Analysis); Epsilon-NFA, RE conversion (Lexical Analysis); DFA Minimize (Lexical Analysis); Context Free Language (Syntax Analysis); Syntax Analysis; Non-Deterministic Push-Down Automata and Push Down Automata; Top-Down Parsing; Bottom-up parsing; Syntax-Directed Translation; Semantic Analyzer; Run Time Environments; Intermediate code Generator; Code Optimization; Code Generation.

**COMP6472 – Algorithm Design and Analysis**

**Learning Outcomes:** On successful completion of this course, the student will be able to: Explain the fundamental concept of analysis algorithms; Apply algorithm techniques and methods; Solve a problem using specific algorithm; Compare several algorithm design methods.

**Topics :** Introduction of design and analysis of algorithms; Mathematical induction and recursive function; Algorithms and complexity functions; The complexity of algorithms analysis; Stack and queue; Tree and binary tree; Priority queue and heap; Graph; Divide and conquer; Greedy methods; Dynamic Programming: Fibonacci Sequence Problem; Dynamic Programming: Coin Change Problem; Dynamic Programming: Multistage Graph; Dynamic Programming: Travelling Salesman; Dynamic Programming: Knapsack Problem; String Matching; Huffman Code; Graph Colouring; Basic Search and Traversal; Backtracking; Branch and Bound; Strongly Connected Components.

**COMP6501 – Thesis**

**Learning Outcomes:** On successful completion of this course, students will be able to: Produce an operational plan of study designed to lead to the successful completion of the thesis; Perform a comprehensive literature review of the topic under investigation and write a comprehensive and logical evaluation of the significant and relevant aspects; Design and implement an appropriate research methodology taking full account of the range of alternative techniques and approaches; Write Thesis Proposal and write a thesis, which demonstrates both a detailed understanding of the selected topic and a logical consistency in approach.

**Topics:** Introduction; Topic Presentation; Thesis Proposal; Doing Research; Experiments; Ethics; Final Presentation.

**COMP6627 – Portable Operating System Interface**

**Learning Outcomes:** On successful completion of this course, student will be able to: Define portability in operating system context; Analyze the scope of Portable operating system interface. Develop operating system interface to fulfil portability context.

**Topics:** introduction to Portable Operating System Interface (POSIX), Character Set, Locale, Regular Expressions, Interface Characteristics, Rationale for System Interfaces, Rationale for Shell and Utilities, Portability Considerations.

**COMP6633 – Industry Experience in Information and Communications Technology**

**Learning Outcomes:** On successful completion of this course, students will obtain working experience in the real field work to apply the theory given in the class, so they will be more ready to apply the theory for the job. They will be able to acquire highly marketable knowledge, specific skills, and experience to innovative and creative software development.

**Topics:** Field of Information Technology workplace

**COMP6634 – EES in Information and Communications Technology Industry**

**Learning Outcomes:** On successful completion of this course, students will obtain working experience in the real field work to apply soft skills.

**Topics:** Teamwork; problem-solving; interpersonal skill.

**COMP6635 – IT Practice in Information and Communications Technology Industry**

**Learning Outcomes:** On successful completion of this course, students obtain working experience in the real field work to generalize in at least one current technology; to explain the latest technologies.

**Topics:** The internship will give the students the opportunity to start directly as a junior programmer, a junior analyst, junior developer, junior IT Network/IT infrastructure, junior database.

**COMP6636 – Professional Experience in Information and Communications Technology**

**Learning Outcomes:** On successful completion of this course, students will obtain working experience in the real field work to apply the theory given in the class, so they will be more ready to apply the theory for the job. They will be able to acquire highly marketable knowledge, specific skills, and experience to innovative and creative software development.

**Topics:** Field of Information Technology workplace

**COMP6637 – Professional Development in Information and Communications Technology Industry**

**Learning Outcomes:** On successful completion of this course, students will obtain working experience in the real field work to apply soft skills.

**Topics:** Teamwork; problem-solving; interpersonal skill.

**COMP6638 – IT Professional Experience in Information and Communications Technology Industry**

**Learning Outcomes:** On successful completion of this course, students obtain working experience in the real field work to generalize in at least one current technology; to explain the latest technologies.

**Topics:** The internship will give the students the opportunity to start directly as a junior programmer, a junior analyst, junior developer, junior IT Network/IT infrastructure, junior database.

**COMP6651 – Artificial Intelligence**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Describe what is AI and identify the concept of intelligent agent; Explain various intelligent search algorithms to solve problems; Explain how to use knowledge representation in reasoning purpose; Demonstrate how to achieve a goal through a sequence of actions called planning; Apply various techniques to an agent when acting under certainty; Apply how to process natural language and other perceptual signs in order that an agent can interact intelligently with the world.

**Topics:** Introduction to Artificial Intelligence; Uninformed Search Strategies; Informed Search Strategies; Local Search Algorithm & Optimization Problems; Adversarial Search; Constraint Satisfaction Problems; Logical Agents; First Order



Logic (FOL) & Inference in FOL I; First Order Logic (FOL) & Inference in FOL II; Classical Planning; Planning and Acting in the Real World; Knowledge Representation; Quantifying Uncertainty; Probabilistic Reasoning; Probabilistic Reasoning over Time; Making Simple Decisions; Making Complex Decisions; Learning from Examples I; Learning from Examples II; Knowledge of Learning; Learning Probabilistic Models; Reinforcement Learning; Natural Language Processing; Natural Language for Communication; Perception; Robotics.

#### **COMP6652 – Software Engineering**

**Learning Outcomes:** On successful completion of this course, students will be able to: Describe the concepts of software process models and the opportunity for the potential business project; Explain the software engineering practices and business environment; Demonstrate the quality assurances and the potential showcase business project; Analyze the software project management and the proposed potential business project.

**Topics:** The Nature of Software and Software Engineering; The Software Process; An Introduction to Software Engineering; Requirement Engineering and Modeling; Customer Insight and Market Analysis; Design Concepts and Engineering; Understanding Requirements; Requirements Modeling; Business Model Environment; Design Process; Quality Concepts and Review Techniques; Design Engineering and Quiz; Software Quality Assurance and Software Testing Strategies; New Product / Service Development; Testing Applications and Security Engineering; Prototyping Products or Services; Software Quality Assurance and Software Testing Strategies; Formal Modeling and Software Configuration Management; Project Management Concepts, Product and Project Metrics; Software Testing and Software Configuration Management; Estimation for Software Projects and Project Scheduling; Software Project Management and Software Metrics; Risk Management, Maintenance, and Reengineering; Estimation and Software Projects Scheduling; Evaluating Product/ Services Prototype; Evaluating Product/ Services Prototype.

#### **COMP6653 - Embedded System**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain Embedded System & Internet of Things (IoT). Describe component of internet of things & implementation IoT in our life; Produce a simple design of IoT.

**Topics:** Introduction; Android Peripherals; Bluetooth Robot; TV Remote; Home Automation Controller; Power Control; Smart Thermostat; RFID Doorlock; Augmented Reality; Virtual Reality

#### **COMP6654 - Research topic in Internet of Things**

**Learning Outcomes:** On successful completion of this course, student will be able to: Demonstrate how to carry out a research; Apply method to find and evaluate relevant information for a scientific problem; Demonstrate how to analyse results; Perform the research result in scientific report.

**Topics:** An introduction to research methodology; Computer science research; The literature review; Defining research problem; Research design; Qualitative and quantitative research; Measurement and scaling techniques; Sampling and data analysis; Testing hypotheses; Graph and visualization; Statistical analysis; Significance of Report Writing; Research ethics.

#### **COMP6655 - Cyber Security in Internet of Things**

**Learning Outcome:** On successful completion of this course, student will be able to: Describe Computer Security Environment; Analyze Computer Security Component; Evaluate Computer Security Requirement.

**Topics:** Computer Security Introduction; Cryptography; User Authentication; Access Control; Malicious Software; Denial of Service Attack; Firewall and Intrusion System Detection; Software Security; Operating System Security; Trusted Computing and Multilevel Security; IT Security Management and Risk Assessment; Legal and Ethics Aspect; Security Auditing.

#### **COMP6656 - Mobile Object Oriented Programming**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the Object Oriented Concept; Describe Fundamental Knowledge of Java and Mobile Technology and Development; Create Simple Java Application using Core Java API; Build an application based on Java SE.

**Topics:** Introduction to Java Programming, Data Type, Input and Output; Wrapper Class, Arithmetic Operation, Logic and Relational Operation; Selection, Repetition, and Exception Handling; Array, Methods, and Jump Operation; Object Oriented Concept, Class, Object, and Package; Inheritance; Polymorphism; Interface and Abstract Class; Java to Mobile Enterprise & Building and Running MIDlet; User Interface (1); User Interface (2); Persistence Storage; Multimedia.

#### **COMP6657 - Object Oriented Game Programming**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe object oriented programming and its main features; Differentiate the distinction between conventional programming and object oriented programming; Design a program or game model using main features of object oriented programming; Construct a program or game using main features of object oriented programming.

**Topics:** Introduction to Object Oriented Programming; Array and Method; Control Structure; Encapsulation; Inheritance; Polymorphism; Collection, Files, Streams, and Object Serialization; Introduction to visual object oriented programming; Visual object-oriented design; Visual object-oriented game programming; Visual object-oriented game advance programming; Game publishing; OOGP in industry.

#### **COMP6658 - Game Animation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain The fundamental & terminologies of mobile game creative design; Create Application & requirements of mobile game creative design; Examine Technologies of mobile hardware and software; Construct Player interaction related with of mobile creative game; Construct Mechanics and post-production mobile game.

**Topics:** Operating Systems - Mobile and Otherwise; The Mobile Indie Team; Graphics for Mobile; Audio for Mobile Coding Games; Mobile Game Controls; Interface Design for Mobile Games; Mobile Games Engines; Prototyping; Balancing, Tuning, and Polishing Mobile Games; Mobile Game Design; Pitching a Mobile Game; Final project presentation.

#### **COMP6659 - Operating System**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Develop and Design IR Models & Tokenizing, Indexing, and Implementation of Vector-Space Retrieval as a field of research; Define and Characterized with the concept of information and the relationship between information and knowledge; The intellectual foundation for and theoretical perspective of the subject's core areas; Create the Framework of information science's platform.

**Topics:** Introduction; Basic Tokenizing, Indexing, and Implementation of Vector-Space Retrieval; Experimental Evaluation of IR; Performance metrics: recall, precision, and F-measure; Evaluations on benchmark text collections; Query Operations and Languages; Text Representation; Web Search; Text Categorization; Language-Model Based



Retrieval; Text Clustering; Collaborative filtering and content-based recommendation of documents and products; Information Extraction and Integration.

#### COMP6660 - Computer Vision in Internet of Things

**Learning Outcome:** On successful completion of this course, students will be able to: Describe the computational principles underlying various application of Computer Vision Systems; Understand the various standard procedures of image preprocessing prior to image analysis; Capable to identify and extract different image features required for various application of Computer Vision Systems; Capable of developing reliable and accurate Computer Vision Systems for solving various image-based industrial problems.

**Topics :** Introduction to Computer Vision (CVS); Image Formation and Representation; Grayscale Transformations and Image Filtering (Spatial Domain); Grayscale Transformations and Image Filtering (Frequency Domain); Edge Detection; Feature Tracking and Binary Image Analysis; Image Segmentation; Stereo Correspondence; 3D Reconstruction; Structures From Motion; Recognition.

#### COMP6661 - Internet of Things Project

**Learning Outcomes:** Upon successful completion of this course, students are expected to be able to: understand the job roles of an IoT project manager; recognize key issues during IoT project management procedures; build a performing organization and project team; develop work breakdown structures (WBS); establish project estimates and project schedules; create project plans; manage overall change control; control project execution processes; terminate a project with a close-out strategy; and build up baseline knowledge for a further career in IoT project management fields.

**Topics:** Initiating, planning, controlling, executing, and closing projects; Management skills and abilities to define the project scope; Create a workable project plan, and manage within the budget and schedule;

#### COMP6662 - Computer Graphics

**Learning Outcomes:** On successful completion of this course, student will be able to: Define Computer graphics system and architectures; Explain Graphics with OpenGL and viewing in graphics programming; Apply Raster graphics, clipping, graphics transformation, illumination, lighting, shading, texture, and object modelling algorithms in 2D/3D; Analyze Raster graphics, clipping, graphics transformation, illumination, lighting, shading, texture, and object modelling algorithms in 2D/3D; Construct Raster graphics, clipping, graphics transformation, illumination, lighting, shading, texture, and object modelling algorithms in 2D/3D.

**Topics:** Introduction to Computer Graphics; Open Graphic Library OpenGL 3.x; 2D and 3D Geometri Transformation; 3D Viewing I; 3D Viewing II; Color Models; Topics for Final Project: Overview; Image Processing and ANTIALIASING; Rasterization (Scan Conversion); Line and POLYGON Clipping; Lighting and Illumination Models; TEXTURE MAPPING.

#### COMP6664 - Game Tools Development

**Learning Outcomes:** On successful completion of this course, students will be able to: Identify fundamental component system underlying everything in Unity Software; Describe the environment of game development; Describe interactive devices and items within the game; Analyze feature and technique to develop the game in Unity Software; Create a game using Unity Software.

**Topics:** Introduction to Game Development; Getting to know Unity; Building a Demo in 3D space; Adding Enemies and projectiles to the 3D game; Developing graphics for the game; Building a Memory game using Unity's new 2D functionality; Putting a 2D GUI in 3D game; Creating a third-person 3D game: player movement and animation; Adding

interactive devices and items within the games; Connecting game to the internet; Playing audio: sound effects and music; Putting the parts together into a complete game; Deploying the game to players devices.

#### COMP6665 - User Experience

**Learning Outcomes:** On successful completion of this course, the student will be able to: Explain the concept and the principle of user experience design; Create a user experience design for application and games; Apply user experience best practices to be part of game design.

**Topics:** Introduction to User Experience; Aesthetic of User Experience; Playful Interaction; Subtle Interaction; Gamified Interaction; Good UX Design; Information Architecture; Emotional Design; Approaches to User Experience Design (Look and Ask); Approaches to User Experience Design (Learn & Try); Experience Prototyping; Evaluating User Experience. UX Review.

#### COMP6667 - Interaction Design

**Learning Outcomes:** On successful completion of this course, students will be able to: Explain the HTML5 concept; Design an attractive website; Describe user interface component and the main features of HTML5; Construct simple web application using HTML5.

**Topics:** Introduction to HTML5; Creating Your First HTML Page; Web Page Structural; Text Formatting; Hyperlink; A New Way to Structure Pages; Web Graphic Styling; Web Form, Refined; Audio and Video; Styling with CSS; Basic Drawing with Canvas; Publishing Web Pages; Review and Group Presentation.

## Kode Mata Kuliah – DSGN

#### DSGN6486 - Creative Process In Creative Industry Experience

**Learning Outcomes:** On successful completion of this course, student will be able to: Demonstrate capability as creative person in certain technical skill; Create in-depth and comprehensive project, using the particular technical skill.

**Topics:** Introduction to the Trend Competency Concept; About Technical Skill; Technical Skill Review.

#### DSGN6529 – Visual Communication Design Reviews

**Learning Outcomes :** On successful completion of this course, student will be able to: Summaries key ideas within the history of visual communication design; Distinguish one design from another based on their respective historical ideas and techniques; Interpret historical design ideas and techniques into current practical contexts; Relate design ideas and techniques from different historical contexts.

**Topics :** Prologue; The Origins; The Industrial Revolution; The Twentieth Century; The Contemporaries.

#### DSGN6534 – Visual Communication Design III

**Learning Outcomes :** On successful completion of this course, student will be able to: Designing the system integration of brand identity with the concept; Apply the brand identity system to every subject according the goal; Rearrange the preparation stages of building the organization's image, categories, symbols and impressions caused according the concept; Identify the image and brand identity system with the concept; Explain the concept planning of image and brand identity system.

**Topics :** The Introduction and History of Branding, Image and Brand Identity, and the Response Generated Target Market/Audience, Indication of the Importance of Brand Identity Program and the Kinds of Categories of Symbols, The



Basics in the Selection of Names, The Terms of Brand Brief, Phase I: Analysis, Phase II: Design Exploration 1, Phase II: Design Exploration 2, Phase II: Design Exploration 3, Phase II: Design Exploration 4, Phase III: Completion Design, Phase IV: Implementation 1, Phase IV: Implementation 2.

#### **DSGN6535 – Project on Creative Industry**

**Learning Outcomes :** On successful completion of this course, student will be able to: Identify the problem from the creative briefs; Classify the campaign programs related with visual strategies; Apply creative campaign principles and communication strategies for creative works; Design a series of visual social campaign design works in a structured and integrated.

**Topics :** Introduction to Social Campaign, Data Gathering, Data Analysis & Conclusion, Identify the Issues & Objective of the Campaign, Communication strategy, Concept Review, Design Strategy, Design Process, Design Implementation, Visual Review.

#### **DSGN6541 - EES in Creative Industry Experience**

**Learning Outcomes :** On successful completion of this course, student will be able to: Design review by Industry; Student submit Final Project Proposal.

**Topics :** Internship II report writing approval, Dissemination (selected by Program).

#### **DSGN6545 – Thesis**

**Learning Outcomes :** On successful completion of this course, student will be able to: Define the research problems, purpose and scope of research, basic theories and concept of designs; Analyze the problems, gather and compile data; Create a design solution of the problems.

**Topics :** Topics discussion (selected three proposal topics), Data Gathering, Data review and discuss the problem, Concept development, Concept Review (100% of chapter 1-3 submitted and individual presentation), Visualizing the idea, Visualizing the idea 2, Visualizing the idea 3, media selection and theories review, Visualizing the idea 4, media selection and theories review, Visualizing the idea 5, media selection and theories review, 75% of chapter 4 and 5 submitted and discussion, Visual Review (100% of chapter 4 and 5 submitted and individual presentation), Final Project approval.

#### **DSGN6585 - Project on Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the creative brief problems, purpose and scope of projects, basic theories and concept of designs; Analyze problem based on the gathered data; Create a design solution of the problems.

**Topics:** Work place and rules discussion (selected appropriate work places); Data Gathering (history of the company, vision and mission, organization structure, workflow); Data review and discuss the report writing; Design review and report writing approval

#### **DSGN6586 – Creative Process in Graphic Design**

**Learning Outcomes :** On successful completion of this course, student will be able to: Demonstrate capability as creative person in certain technical skill; Create in-depth and comprehensive project, using the particular technical skill.

**Topics :** Introduction to the Trend Competency Concept, About Technical Skill, Technical Skill Review.

**DSGN6587 – EES in Graphic Design Process**

**Learning Outcomes :** On successful completion of this course, student will be able to: Design review by NGO.

**Topics :** Exhibition, Internship I report writing approval.

**DSGN6597- Ergonomic and Anthropometry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the basic concepts of anthropometrics and Ergonomic in design; Explain the human need and human capacity according to design; Practice the application of ergonomic in furniture and interior design planning.

**Topics:** Introduction of Ergonomics; Introduction of Anthropometric; Principles and practices of Anthropometrics; Using Anthropometric Data; Fundamentals of Seating; Ergonomic in the Home; Ergonomic in the Office.

**DSGN6633 - Industrial Experience**

**Learning Outcomes:** On successful completion of this course, student will be able to: Perform professional appearance and behaviour as a designer; Experiment interior design process in industry; Prepare design presentation.

**Topics:** Introduction to Internship; Company Profile.

**DSGN6634 - Design Ideation In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Perform professional appearance and behaviour as a designer; Experiment interior design process in industry; Prepare design presentation.

**Topics:** Data collection; Data Research; Data brainstorming.

**DSGN6635 - Design Profession In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Perform professional appearance and behaviour as a designer; Experiment interior design process in industry; Prepare design presentation.

**Topics:** Concept development; Design progress.

**DSGN6636 - Self Management In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Perform professional appearance and behaviour as a designer; Experiment interior design process in industry; Prepare design presentation.

**Topics:** Active listening & cultural differences; Time management & work responsibilities; Workplace relationship and networking.

**DSGN6637 - Professional Experience**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create the design solution; Develop Design concept; Evaluate design process in interior industry.

**Topics:** Current issues in working environment.

**DSGN6638 - Design Applied In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create the design solution; Develop Design concept; Evaluate design process in interior industry.

**Topics:** Site visit; Subcontracting and custom work.





**DSGN6639 - Design Process In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create the design solution; Develop Design concept; Evaluate design process in interior industry Concept execution.

**Topics:** Concept execution

**DSGN6640 - Team Work Activity In Industry**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create the design solution; Develop Design concept; Evaluate design process in interior industry.

**Topics:** Team coordination

**DSGN6696 - Computer 2D Drawing**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create two-dimensional objects completely; Compute AutoCAD drawing tools for two-dimensional Interior drawing project; Produce AutoCAD drawing two-dimensional Interior drawing project Accurately.

**Topics:** AutoCAD interface; Basic Drawing Tools; 2D Drawing Skill; Modifying 2D Object; 2D editing tools in AutoCAD; Manipulating 2D object; Dimensioning; Hatching Object; Text and Annotating; Drawing Organization; Block & Insert Object; Furniture Project Drafting; Interior Project Drafting; Plotting Drawing.

**DSGN6698- Interior Design II: Retail**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe basic knowledge of retail space; Apply the basic theory into design process; Analyze the design process and space programming; Construct the design concept based on the function and aesthetic; Design the right element based on the concept for the retail design outcome.

**Topics:** Basic knowledge of Retail; Data Collection and Analysis; Design Process and Programming; Technical drawing; Project Presentation.

**DSGN6699 - Furniture Design II : Retail**

**Learning Outcomes:** On successful completion of this course, students will be able to: Describe basic knowledge of retail space; Apply the basic theory into design process; Analyze the design process and space programming; Construct the design concept based on the function and aesthetic; Design the right element based on the concept for the retail design outcome.

**Topics:** Basic Knowledge of Retail; Data Collection and Analysis; Design Process and Programming; Technical Drawing; Project Presentation.

**DSGN6701- Interior Design III: Office**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the process of designing office; Apply the theory into design process; Analyze the design process and space programming; Construct the design concept based on the function and aesthetic; Choose the right design element based on the design concept for the design outcome.

**Topics:** Basic Knowledge of Office Space; Data Collection & Analysis; Design Process & Programming; Technical Drawings; Presentation Drawings.



**DSGN6702 - Computer 3D Drawing For Interior**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create three-dimensional objects from two-dimensional objects; Modify 3 dimensional object by utilizing existing shape; Perform computer three-dimensional tools that can be used for an interior visualization and presentation.

**Topics:** Drawing in 3 Dimension; Creating 3D Surface; Editing command in 3D drawing; Creating 3D solid; Modify & Solid Editing; Mesh & solid Modelling; Creating components; modify components; Material and texture; Lighting and shadow; Printing/ Plotting & saving with 3D Model.

**DSGN6703 - Furniture Design III: Office**

**Learning Outcomes:** On successful completion of this course, student will be able to: Recognize the purpose of chair designing and factors; Define style and detailing; Differentiate materials and techniques; Apply function, shape and technique to the design –studio; Practice in the workshop; Integrate chair design to the interior.

**Topics:** Introduction to Seating Facilities; Data Collection; Design Concept; Design Exploration; Design Development; Furniture Technical Drawing; Prototype Production; Design Evaluation; Presentation.

**DSGN6704 - Computer 3D Drawing For Furniture**

**Learning Outcomes:** On successful completion of this course, student will be able to: Create from two-dimensional objects became three-dimensional objects; Modify object 3 dimension by utilizing existing shape; Perform computer three-dimensional tools that can be used for an interior visualization and presentation.

**Topics:** Drawing in 3 Dimension; Creating 3D surface; Editing command in 3D; Creating 3D solid; Modify & Solid Editing; Mesh & solid Modelling; Creating components; Modify components; Material and texture; Lighting and shadow; Printing/ Plotting & saving with 3D Model.

**DSGN6705 - Interior Design IV: Commercial and Hospitality Project**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe definition of hotel; Apply the theory of designing hotel; Analyze the collected data; Construct the design concept based on the space function and necessity; Execute the right design element for the design outcome.

**Topics:** Basic Principles of Hotel; Data Survey : Literature & User; Hotel Data Survey; Hotel Collected Data Survey Analysis; Hotel Collected Data Survey Analysis Presentation; Space Programming and Space Analysis; Space Adjacency and Bubble Diagram; Design Concept; Zoning Study and Analysis; Grouping Study and Analysis; Layout Study and Analysis; Floor and Wall Plan; Ceiling Plan; Sections; Elevations; Interior Perspectives & Models; Colour and Material Scheme.

**DSGN6706 - Furniture Design IV: Commercial and Hospitality Project**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify design problem or opportunity in interior space; Apply data and design requirements to the design ideation; Construct the design ideas based on function, necessity and requirement; Integrate the design with the interior of the space.

**Topics:** Basic Knowledge of Commercial & Hospitality Interior Space; Data Survey : Activities & Facilities; Data Survey Analysis; Design Research; Design Development 1; Design Development 2; Design Development 3; Design Production 1; Design Production 2; Design Production 3; Design Implementation; Final Design Presentation.

**DSGN6752- Sense Of Design**

**Learning outcomes:** On successful completion of this course, student will be able to: Reproduce abstract design which composing 2d and 3d object using principles and elements of design; Give examples of different design composition that consists of variety of shapes and forms; Apply elements and principles of design on various design concepts, forms and spaces.

**Topics:** Basic Design; Design Composition; Pattern Language; Spatial Design; Material Exploration; Design Exploration.

**DSGN6753- Interior Drawing**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the element of Design; Apply one and two point perspective drawing; Combine different material in rendering perspective drawing; Prepare perspective drawing for interior project presentation.

**Topics:** Basic Elements of Design; interior Shape and Space; Geometrical Shape; One Point Perspective; Two Point Perspective; Prepare Perspective Drawing for Interior Project Presentation.

**DSGN6754 - Material and Colors in Visual Design**

**Learning Outcomes:** Identify the basic elements and principles of design in visual communication design, Recognize the formal qualities of the basic elements in visual communication design, Manipulate elements of design using principles of organization in visual communication design, Produce visual composition in relation with principles of design and visual perceptual process

**Topics:** Points and Lines, Shape, Unity and Harmony, Scale and Proportion, Rhythm, Contrast and Emphasis, Balance, Value, Color, Texture, Grid and Modularity, Layers and Transparency, Space and Depth, Time and Motion

**DSGN6755 - Drawing for Design**

**Learning Outcomes:** On successful completion of this course, student will be able to: Recognize 2D and 3D drawing methods; Draw objects and figures employing 2D / 3D methods; Experiment with 2D and 3D methods in design drawing.

**Topics:** Basic drawing 2D; Basic drawing 3D; Design drawing ( Synthesizing 2D and 3D )

**DSGN6756 - Typography**

**Learning Outcomes:** On successful completion of this course, student will be able to: Give examples of basic vocabulary and syntax of micro- typography; Apply basic vocabulary and syntax of micro-typography to any given design task; Relate various vocabulary and syntax of micro-typography to its relevant expression.

**Topics:** Introduction to Typography; Typographic Form; Typographic Expression

**DSGN6761- Interior Design I: Residential**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe basic knowledge of residential; Apply the theory into design process; Analyze the design process and space programming; Construct the design concept based on the function and aesthetic; Choose the right design element based on the design concept for the design outcome.

**Topics:** Basic knowledge of residential; Data collection and analysis; Design process and programming; Technical drawing; Project presentation.



**DSGN6762 - Furniture Design I: Residential**

**Learning Outcomes:** On successful completion of this course, student will be able to: Recognize the basic knowledge of furniture design; Relate shape and furniture detail by learning from history; Integrate theory and woodworking technique; Apply appropriate material and relevant design technique.

**Topics:** Basic furniture knowledge; History of furniture design; Basic Joint; Basic Material; Material Knowledge; Basic drawing for Furniture; Furniture Studio.

**DSGN6763- Business in Interior Design**

**Learning Outcomes:** On successful completion of this course, students will be able to: explain the businesses in interior design are planned, developed, and organized; Examine how interior design businesses operate in our modern, political, social, and economic environment; Examine the functional areas of business.

**Topics:** business activity in the public and private sectors; importance of innovation and change; types of interior design business organization are established; financed and run; the essential values of cooperation and interdependence.

**DSGN6764– Sustainability in Design**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the relationship between architecture and environment; Interpret the sustainable interior design; Apply the sustainable interior design in practices.

**Topics:** Introduction; Sustainability; Images; Ethics; Objectives; Systems; The Assessment; Cohesion; The green; Sustainable Urban Development; Sustainable Urban Neighbourhood; Sustainable Building; Summary.

**DSGN6765 - Color & Interior Design Style**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the science of color and color theories in visual arts; Identify colors and standardized color systems and combinations; Practice color composition based on color properties & function, psychological & emotional aspect and context of color; Integrate materials, colors and expressions into a sustainable interior design;

**Topics:** What is Color?; Properties of Color; Color Schemes; Psychological Impact of Color in the Interior Perspective; Working with Color – Color Composition; Working with Color – Color and Culture; Working with Color – Identity.

**DSGN6766 - Studio Digital Presentation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the basic knowledge of digital presentation in interior design; Give examples the various digital visual presentation, business strategy and entrepreneurship skills.

**Topics:** Design Process; Basic knowledge of design Process and basic programming; Customer Insight and Market Analysis; Business Environment; Visual Presentation Techniques; Graphic design composition; Prototyping Product; Product/Service Development; Portfolio and Resume; Evaluating Product/Services; Public speaking and design communication.

**DSGN6767 - Design and Contemporary Issues**

**Learning Outcomes:** On successful completion of this course, students will be able to: Identify some interior design current issues in Indonesia and wide world (global) ; Analyze the cause and impact of the issues in interior design; Design a concept and problem-solving of an issue in interior design.



**Topics:** Introduction, cultural issues in interior design, the influence of society development, interior design promote local wisdom, Global Interior Design Trends.

#### **DSGN6768 - Visual Merchandising**

**Learning Outcomes:** On successful completion of this course, student will be able to: Recognize the basic knowledge of Visual Merchandising; Classify theory types of display and display setting; Integrate concepts theory and principles design application; Apply appropriate material and relevant display technique.

**Topics:** Introduction to visual merchandising; Types of display; Fundamental concepts and principles design application; Display Techniques; Modular fixtures and systems; Exhibit and Trade Show Display; Planning project designing POP or KIOSK display; Career Opportunities in visual merchandising.

#### **DSGN6769 - Finishing and Furniture Knowledge**

**Learning Outcomes:** On successful completion of this course, student will be able to: Select the right material finishing techniques based on material's character; Explain characters of furniture's material; Apply knowledge of material character and finishing techniques on projects.

**Topics:** Introduction to Material & Finishing Furniture 1; Stones - Characters & Finishing Techniques; Woods – Characters & Finishing Techniques; Metals - Characters & Finishing Techniques; Polymers - Characters & Finishing Techniques; Soft Furnishing

#### **DSGN6770 - Presentation Techniques**

**Learning Outcomes:** On successful completion of this course, student will be able to: Reproduce rendering techniques for interior presentation; Change tools and media for different rendering techniques; Apply rendering techniques for selected interior design project.

**Topics:** Rendering, material and media; Rendering as illumination; Texture, pattern and material qualities; Rendering perspective drawing; Water colour techniques; Pencil techniques; Marker techniques; Mix media techniques.

#### **DSGN6771 - Furniture Design and Management**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify product value and proposition; Examine design thinking process and customer insights; Propose a prototype models.

**Topics:** Value Proposition Canvas – Introduction; Value Proposition – Mapping; Design Thinking skills; Experimentation skills; What is Design Process?; Design Idea 1 – design knowledge; Design Idea 2 – understanding customers; Design Idea 3 – prototype exploration; What Is Prototype?; Prototype: Possibilities; Prototype: Test and Repeat; Presentation of Final Project

#### **DSGN6772- Interior Design and culture**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the definition of aesthetics and its development periodically; Describe various aesthetic figures and characteristics within interior design context; Differentiate interior characteristics and styles from various period; Evaluate interior styles of various period from the cultural concepts, characteristics and aesthetics perspective.

**Topics:** Introduction to the Fundamentals of Aesthetics Understanding; Understanding Aesthetic Value and Factors in Interior Design; Combination between Aesthetics and Function; Aesthetic of Interior Design and its Period Styles;

Renaissance, Baroque and Rococo; Neoclassical, Victorian; Early Modern Design: Arts and Crafts and Art Nouveau; Modern Design : De Stijl, Bauhaus and Art Deco; Contemporary Design; Indonesian Aesthetics.

#### **DSGN6773 - Portfolio Development**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the basic knowledge of portfolio presentation techniques; Give examples the various visual presentation, business strategy and entrepreneurship skills; Demonstrate the usage of communication skills and Portfolio presentation; Propose the potential showcase business project.

**Topics:** Design Process; Basic knowledge of design Process and basic programming; Customer Insight and Market Analysis; Business Environment; Visual Presentation Techniques; Graphic design composition; Prototyping Product; Product/Service Development; Portfolio and Resume; Evaluating Product/Services; Public speaking and design communication,

#### **DSGN6774 - Lighting Design for Interior**

**Learning Outcomes:** On successful completion of this course, student will be able to: Hypothesize the characteristic, advantages and disadvantages of natural and various artificial light sources and lighting techniques; Explain how size and watts are expressed in the various types of artificial light sources and compare various light technologies based on efficiency; Combine knowledge of the colour rendering index, and the Kelvin ratings of the various types of lighting sources; Design from the various lighting luminaries for a specific design goal, and explain and justify selection process.

**Topics:** Introduction; Lighting Source and Type; Solar System; Lighting Device and Controls; Properties of Natural and Artificial Lights; Theoretical and Experiences; Human Visual Perceptions; Visual Communications of Lights; Hotel, Restaurant & Cafe; Hospital, Health & Sport; Office & School; Museums & Culture; Theatre, Entertainment & Airport.

#### **DSGN6775 - Signage and Way finding Design for Interior**

**Learning Outcomes:** Explain the basic sign materials and codes; Classify the sign informations content systems in to appropriate requirements, Develop sign information content systems, including kinds of information, hierarchy of content, and navigation in Commercial and Hospitality contexts.

**Topics:** Definition of Signage and wayfinding, Signage Principles, Signage Hierarchy, Typestyles, Symbols & Arrows, Implementation of Information Content System,

#### **DSGN6776 - Interior Complementary Design**

**Learning Outcomes:** On successful completion of this course, student will be able to: explain complementary context in interior design; Identify design problem in interior complementary design, create the alternative design to solve the problem in complementary contexts based on types, style and concepts of interior design.

**Topics:** Concept of complementary, design planning, design tools, design execution and optimizations.

#### **DSGN6777 - Design Thinking in Interior**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the importance of design thinking in interior design; Identify the design thinking principles; Apply design thinking in interior design concept.

**Topics:** Introduction to Design Thinking; The Role of Design Thinking; innovative products or services



**DSGN6778 – Visual Communication Design I**

**Learning Outcomes :** On successful completion of this course, students will be able to: Identify the problem and find how to solve creatively; Apply graphic design basic principles for creative works. Classify the graphic style and relate with the graphic design works.

**Topics :** Brainstorming, Self Visual Expression, Metaphor, Visual Sequence, Graphic Style.

**DSGN6779 – Illustration Design**

**Learning Outcomes :** On successful completion of this course, student will be able to: Evaluate demonstrate the creative process to create good illustration; Apply choose form of imagery and visual language style to be applied on illustration for certain purpose. Apply create illustration that communicate the message; Apply create illustration that combining traditional technique with digital media.

**Topics :** Fundamentals of Illustration; Visual Metaphor I; Visual Metaphor II; Literal Representation I; Literal Representation II; Sequential Imagery.

**DSGN6780 – Visual Communication Design II**

**Learning Outcomes :** On successful completion of this course, student will be able to: Explain graphic design basic principles in a layout; Apply graphic design basic principles in a good, effective, and aesthetic layout. Design a systemic and structurally layout in various formats of the media.

**Topics :** Introduction to Layout; Graphic Design Principles; Hierarchy in Layout; Developing the Grid; Gestalt in Graphic Design; From Concept to Visual; The Use and Characteristics of the Media; Editorial Design; Playing with Size and Format; Working with Experimental Grid.

**DSGN6781– Design Methods**

**Learning Outcomes :** On successful completion of this course, student will be able to: Explain basic concepts and approaches of design; Demonstrate key concepts and approaches of design; Analyze general design problems within particular context; generate design solution based on conceptual approaches.

**Topics :** Understanding design, Functional approach 1, Functional approach 2, Experimental approach 1, Experimental approach 2, Meaning & interpretation 1, Meaning & interpretation 2, The design process 1, The design process 2, The design process 3, The design process 4, The design process 5, The design proposal.

**DSGN6782 - Visual Making Project**

**Learning Outcomes:** On successful completion of this course, student will be able to: develop a concept to establish business model in area of design and creative industries, collaborate their knowledge and skills in design. Students will be able to go from idea to implementation and dealing with the dynamics involved in the preparation of a highly professional and competitive portfolio.

**Topics:** portfolio in preparation, unique style, conceptual abilities and technical competencies, businesses in variety of prospective creative industries.

**DSGN6783 – Digital Graphic Reproduction**

**Learning Outcomes :** On successful completion of this course, students will be able to: Describe kinds of digital imaging problems and techniques; Apply in digital imaging application to solving problems; Plan how to make the right digital imaging solution in the right techniques; Create a visual communication concept in order to make the final digital imaging.



**Topics :** Introduction; Basic Tools; Path; Adjustment Layer; Text; Filter & Effects; Advanced Tools; Final Artwork.

#### **DSGN6784 – Advanced Typography**

**Learning Outcomes :** On successful completion of this Course, students will be able to: Describe basic problems in typographic design; Demonstrate typographic methods in structuring pages; Discover various possible relation of type-image-space; Construct cohesive structure of type-image-space.

**Topics :** Defining Typographic Design Problems; Typographic Design 1: Low Complexity; Typographic Design 2: Medium Complexity; Typographic Design 3: High Complexity.

#### **DSGN6785- Fundamental Drawing for Animation**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Formulate the basic concept of human body; Draw a shape and perspective; Use the concept that have been studied in sketch; Understand the human gestures.

**Topics:** Description, materials and instruments; Material and Elements; The Principles of Drawing Object with Perspective; Perspective, Composition and Texture; Perspective at Environment; Proportion of Human Body; Motion

#### **DSGN6786- Audio Visual (Pre Production and Production)**

**Learning Outcomes:** On successful completion of this course, student will be able to: Reorganize Audio visual equipment and its use; Apply basic techniques in Audio visual production; Produce a good movie with the right cinematography techniques.

**Topics:** Introduction; Tools & Equipment; Building Concept; Video Techniques; Production.

#### **DSGN6787- 3D Art and Interaction**

**Learning Outcomes:** On successful completion of this course, student will be able to: Construct a simple 3D model; Apply motions to a 3D model; Modify settings for material and lighting; Apply additional effects to enrich the scene.

**Topics:** Introduction; Objects; Modifiers; Materials; Polygon Editing; UV Mapping; Lights; Environmental effects; Lens Effects; Rendering; Motion; Curve editor; Space warps.

#### **DSGN6788 - Character Animation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the key concept of design character; Apply the character design study for animation; Apply basic character design concept for animation; Define the business model and explain the defined business model.

**Topics:** Pose sheet; Discover Key Concept; Customer Insight and Market Analysis; Common Style and style examples; Designing : Deconstruct then construct; Stereotypical Male and Female face; Basic Body Construction; Drawing the stereotypical male and female body; Practise Poses Using Construction Line; Product Service Development; Traits and Character Types; Prototyping Product; Brainstorming Sketching; Character Archetypes; Pose Sheets; Evaluating Product Service Prototypes.

#### **DSGN6789 - Motion Graphic**

**Learning Outcomes:** On successful completion of this course, student will be able to: construct work that demonstrates perceptual acuity in basic principles of film arts, conceptual understanding, and technical facility at a professional entry level in the field of audio-visual; demonstrate the ability to integrate the appropriate technique and strategy and creating

an audio visual-production in two and three dimensions using appropriate software for the production of audio-visual; demonstrate a working knowledge of technologies such as softwares used in editing audio-visual elements and equipment applicable in the digital animation; exhibit their audio visual work and contribute in critiques and discussions of their work and the work of others.

**Topics:** Digital Compositing Application in post production process; Layer base and node base in composition workflow; Multi layer composition based on cinematography aspects; Rigging hierarchy, layer based 2D Character with parent & child in composition; Approaches Keyframe for animation and Curve; 3D layer, camera, light in compositing; 3D Layers Projection Camera in After Effects; Creative Visual Effect; Experimental media and live action; Compositing skills in the industry, TVC case study; Colour Correction for better quality improvement.

#### **DSGN6790– Professional Designer Class**

**Learning Outcomes :** On successful completion of this course, student will be able to: Define the rules, purpose and scope of the course given by moderator; Discuss the problems and the information with group discussion; Rewrite the information in report writing.

**Topics :** Course rules discussion (conducted by moderator), Internal guest lecturer (Binus Career), Internal guest lecturer (Binus), External guest lecturer.

#### **DSGN6791 - Digital Design Exploration**

**Learning Outcomes :** On successful completion of this course, student will be able to: idea that is driven by the goals; Apply the creative thinking process to generate ideas trough brain storming and exercises; Create ads trough comprehensive art direction

**Topics :** Introduction to Idea; How did creative department work?; Understanding The Brief; Creative Thinking; The Big Idea; Creative Approach; Art Direction; Creative Presentation

#### **DSGN6792 - Experimental Print Design**

**Learning Outcomes :** On successful completion of this course, student will be able to: Choose the right steps to prepare printed materials; Create reference to print with standard techniques; Apply the basics of printing techniques; Calculate the needs of print production costs properly; Propose business plan and the showcased potential business project, design and evaluate Business Plan.

**Topics:** Screen printing reference application; Screen printing technique to print; Variety of Screen Printing Processes; Making a polychromatic print; Various types of offset machines; Calculation of printing costs.

#### **DSGN6793 - Visual Storytelling**

**Learning Outcomes :** On successful completion of this course, student will be able to: Explain story & screenplay in animated movies; Describe the elements of story in animated movies; Apply the elements of story to make a screenplay & a storyboard; Create an ideal story through screenplay & storyboard

**Topics :** Story development in animated movies; Creating story : the subject; Creating story: the character; Beginning & ending of story; Plot point; The scene; Building the storyline; Writing Script; Visual Storytelling; Storyboarding; Animatic, Sound & Vocal track; Animation Screenplay pipeline to create animated movies.



**DSGN6794 - Animation Technology**

**Learning Outcomes :** On successful completion of this course, student will be able to: Explain the shot for visual effects certain concept; Define camera work and greenscreen setup for visual effects production; Analyze integration between 3D software and compositing software for certain VFX concept; Analyze 3D motion artwork or animation combine with visual effects shot.

**Topics:** Visual Effects in Industry and Breakdown; Greenscreen Setup for VFX Production; Camera Tracking and Match Movement; Object Tracking in 3D Space; Particles & Emitter; 3D Matte Painting & Set Extension; MultiPass Rendering & 3D Layering; Dynamic Simulations; Cloth Simulation; Fluid FX; Demolition & Pyro FX; Liquid FX; Performing Color Correction & Grading.

**DSGN6795 - Animation Production Study**

**Learning Outcomes :** On successful completion of this course, student will be able to: Identify How to plan an animation; Breakdown Directing for animation; Apply Character to life; Demonstrate Animation Production Pipeline.

**Topics:** Introduction; Animation Process Pipeline; The Dramatic Structure of Stories; Theory of Storytelling; The Laws of Animation; Develop story with animation; Animation production 01; Animation Production 02; Animation production 03; Animation Production 04; Post Production 01; Post production 02; Animator's Eye; Review and Presentation.

**DSGN6796 - 3D Art & Form**

**Learning Outcomes :** On successful completion of this course, student will be able to: Apply Useable and workable topology to the 3D Digital sculpting model method on 3D Character Design; Use Material shaders to create specific material effect; Apply Lighting setup to enhance the quality of the 3D model; Create 3D model render in a professional manner.

**Topics:** Topology & digital sculpting 3d modeling method Introduction; Digital Sculpting using Zsphere & dynamesh; Digital Sculpting 3D part using sub tool; Pipeline Integration; Digital Sculpting Polypaint to create textures; Approaching shader material and rendering preview; Retopologize; Lighting setup; Advance Material & Shader; Posing your 3d Character; Rigging & skinning; Advance rendering;

**DSGN6797– Surface Packaging Design**

**Learning Outcomes :** On successful completion of this course, student will be able to: Design packaging that takes into account the benefits of creativity and solutions to community activities; Produce surface packaging design strategic and comprehensive; Relate quality of the creative process with the end result object surface packaging design; Identify the meanings and functions of packaging design objects; Explain the meanings and functions of packaging design objects.

**Topics :** Introduction Definition, Benefits, Packaging Design and Format; The introduction of the concept of Identity Packaging Design; Role of Packaging in Marketing Design and Corporate Identity Formation/Corporate; The process of Creative Thinking in Packaging Design; Definition and Role of Research in Packaging Design; Definition and Implementation Strategies in Packaging Design; Definition and Role of Visualization in Packaging Design; Role of Structural Design in Packaging Design; Study of the Role of Branding Packaging Design; Study the role of Extension/Extensions Product & Brand (Product & Brand Extension) in packaging design; Relationship between Interaction Design Packaging and Brand Experience (Brand Experience); Role of Creativity manufacture strategies and concepts in designing packaging; Packaging design as a solution to problems of today's society.





## Kode Mata Kuliah : ECON

### ECON6093 - Introduction to Economics

**Learning Outcome:** On successful completion of this course, student will be able to: Describe basic concept of principles economic, Introduction of Macroeconomics; Explain Supply Demand, Price Control and Elasticity, Individual and Markets, Decision Making, The Consumer, The Production Decision, Classical Theory, Inflation and The Open Economic, Growth Theory, Business Cycle, Aggregate Demand and Aggregate Supply, The Open Economy; Analyze market structures in Microeconomics markets, Monopolistic Competition, Microeconomic and Public Policy, Public Goods and Economic Welfare, Factor Market and Risk, Uncertainty, , Macroeconomic Theory, Understanding Consumer Behavior, Understanding Consumer, The Theory of Investment, Macroeconomic Policy, The Financial System.

**Topics:** What is Economics; Supply and Demand; Price control and Elasticity; Individual and Markets; Economics; Decision Making; The Consumer; The Production Decision; Market Structure; Monopolistic Competition; Microeconomics and Public Policy; Public Goods and Common Resources; Factor Markets and Risk; Uncertainty, Risk, and Price Information; Introduction Macroeconomics; National Income and Monetary Policy; Inflation; The Open Economy; Unemployment and the Labour Market; Economic Growth; Introduction to Economic Fluctuation; Aggregate Demand; The Open Economic Revisited; Aggregate Supply and The Short Run Trade Off Between Inflation and Un employment; A Dynamic Model of Economic Fluctuations; Understanding Consumer Behavior; The Theory of Investment; Macroeconomic Policy; The Financial System

## Kode Mata Kuliah : ENGL

### ENGL6204 – English in Focus

**Learning Outcome:** On successful completion of this Course, students will be able to: Demonstrate the Lower-intermediate-level Academic English Listening skills of Basic Comprehension, Pragmatic Understanding, and Connecting Information (a minimum of IBT TOEFL Listening scaled score of 14 of scale 30); Demonstrate the Lower-intermediate-level Academic English Reading skills in Finding Information, Basic Comprehension, and Reading to Learn (a minimum of IBT TOEFL Reading scaled score of 14 of scale 30); Demonstrate the Lower-intermediate-level Business English speaking skills in terms of Delivery, Clarity and Appropriacy (a minimum of BINUS English Speaking scaled score of 13 of scale 30); Demonstrate the Lower-intermediate-level Academic English writing skills in terms of Introduction, Middle and Conclusion (a minimum of BINUS English Writing scaled score of 14 of scale 30).

**Topics:** Course Overview & Error Correction; Basic Comprehension & Travel; Error Correction & Vocabulary/Reference; Vocabulary/Reference; Basic Comprehension & Trade; Error Correction & Pragmatic Understanding; Pragmatic Understanding & Essay Writing; Pragmatic Understanding & Innovation; Details & Inferences; Error Correction & Details; Error Correction & Advertising; Reading to Learn; Error Correction & Essay Writing.

### ENGL6205 – English for Business Presentation

**Learning Outcome:** On successful completion of this Course, students will be able to: Design a business English presentation (by using some types of tool); Create their own style of performing a business English presentation; Perform a business presentation fluently.

**Topics:** Course Overview and Opening; Individual Presentation: Opening & Theory; Individual Presentation: Opening & Body language; The Importance of Hook; Individual Presentation: Middle; Individual Presentation: Middle; Individual Presentation: Closing; Individual Presentation: All content without visual; How to handle Q & A Session; Individual

Presentation: All content without visual & Designing elements of presentation; Individual Presentation: All content with visual aids; How to handle Questions and Interruptions; Individual Presentation: All content with visual aids & Final Checklist.

#### **ENGL6216 – English Savvy**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Demonstrate the Intermediate-level Academic English Listening skills of Basic Comprehension, Pragmatic Understanding, and Connecting Information (a minimum of iBT TOEFL Listening scaled score of 15 of scale 30); Demonstrate the Intermediate-level Academic English Reading skills in Finding Information, Basic Comprehension, and Reading to Learn (a minimum of iBT TOEFL Reading scaled score of 15 of scale 30); Demonstrate the Intermediate-level Business English speaking skills in terms of Delivery, Clarity and Appropriacy (a minimum of BINUS English Speaking scaled score of 15 of scale 30); Demonstrate the Intermediate-level Academic English writing skills in terms of Introduction, Middle and Conclusion (a minimum of BINUS English Writing scaled score of 15 of scale 30).

**Topics:** Course Overview & Error Correction; Basic Comprehension; Error Correction; Vocabulary/Reference; Pragmatic Understanding & International Marketing; Error Connection & Risk; Connecting Information & Essay Writing; Listening Review & e-commerce; Details & Inferences; Error Correction & takeovers/mergers; Error Correction and Crisis Management; Inferences & Reading to learn; Error Correction & Essay Writing.

#### **ENGL6217 – English for Written Business Communication**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Identify routine Business Documents (Letters, Emails, Memos, etc.); Compose creative/persuasive Business Documents (Reports, Proposals, Ads, Leaflets, and so on); Demonstrate presentations on a Website (leaflet or advertisement about product or services).

**Topics:** Course Overview of Business Documents; Functions and Types of Business Documents and Business Letters; Business Letters; Composing Effective Email; Introduction to Business Report; Guide to write Business Report; Advertisement and Online Web Overview; Leaflets and Online web Presentation; Letters of Complaints and Apology; Business Plans & Online Web Presentation; Business Proposal & Online web Presentation; Sales letters 1; Sales letters 2.

## **Kode Mata Kuliah : ENTR**

#### **ENTR6411 – Introduction to Entrepreneurship**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the process of successfully launching and growing an entrepreneurial venture; the impact of entrepreneurial firms on economies and societies. Apply the concept of business model and business plan; ethical and legal foundation; intellectual property; marketing issues; financing; franchising. Analyse the entrepreneurial process; business feasibility; industry and competitor; new venture financial strength; challenges of growth.

**Topics:** Introduction to Entrepreneurship; Recognizing Opportunities and Generating Ideas; Feasibility Analysis; Writing a Business Plan; Industry and Competitor Analysis; Developing an Effective Business Model; Preparing the Proper Ethical and Legal Foundation; Assessing a New Venture's Financial Strength and Viability; Building a New Venture Team; Getting Financing or Funding; Unique Marketing Issues; The Importance of Intellectual Property; Preparing for and Evaluating the Challenges of Growth; Strategies for Firm Growth; Franchising.



**ENTR6412 – Idea Generation and Opportunity Discovery**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the process of business idea generation and opportunities discovery. Apply the business idea concept in building a business plan. Analyze the business idea in connection with market and industry, business risk, competition, financing and legal aspect; Formulate the business idea to compete in business idea pitch competition.

**Topics:** Opportunities for Inventor-Entrepreneurs in the Twenty-First Century; The Second Right Answer Unlearning the Rules of School; A Teaspoon of Baking Soda; Guest Lecturer: Entrepreneur: Born or Made?; Do You Have What It Takes?; Keep It Simple; Smart Questions Forerunners to Innovation; Watch Your Back; Guest Lecturer: Entrepreneur: How to Win Business Competition?; Ready, Set, Launch!; Flip The Switch; Visible Ideas Selling Your Ideas; Power Marketing Made Simple; Invisible Ideas Managing Your Ideas; Winning and Losing at Retail; Managing the Monster.

**ENTR6425 – Entrepreneurship in Creative Industries**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the creative industries concept and definition; Explain the creative industry business and strategy; Apply creative industries concept and strategy into real business

**Topics:** The Creative Business; Life As An Entrepreneur; What Are The Creative Industries?; Creativity and Commerce; Build Foundation and actionable goals of business; The Business of Creativity; Creative Industries Management and Structure; Work Routines and Work Cultures in Creative Industries; Creative Producers and Products Through Research and Development; Circulation: Marketing and Distribution of Creative Products; Creative Industries Financing Model; Grow Your Business; The Changing Economic Landscape

**ENTR6427– Innovative Product Design and Development**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the importance of product design and development process in organization/business?; Apply core theory and established thinking in design-driven innovation to the design and development of more innovative products and their related experiences; Create innovative ideas through products/services that can be implemented in real business.

**Topics:** Introduction to product design and development process in organization; Opportunity identification and Product Planning; Identifying Customer needs; Concept Selection; Concept Testing; Product Architecture; Industrial Design; Design for Environment; Conjoint Analysis; Design for Manufacturing; Patents and Intellectual Property; Prototyping and Robust Design; Design of Services.

**ENTR6428 – Business Risk Analysis**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the meaning of risk and the impact of risk on organization; Apply the risk management analysis to assess, control, and transfer risk; Analyze the risk management strategy to ensure that an organization complies with legal and regulatory obligations, and enhance the effectiveness and efficiency of operations within the organization.

**Topics:** Approach to defining risk; Impact of risk on organizations; Type of risks; Development of risk management; Principles and aims of risk management; Importance of risk appetite; Tolerate, treat, transfer, and terminate; Risk control techniques; Control of selected hazard risk; Insurance and risk transfer.



**ENTR6429 – Startup Fundraising, VC, PE and Banks**

**Learning Outcomes:** On successful completion of this course, student will be able to: Define how and from where they will get the fundraising for their startup company; understand what investor wants and preparing for pitching to the investor; implement applied theories of business financial management to create impactful change in order to achieve sustainable organizational growth; utilize the funds that they get for growing and developing startup company

**Topics:** Everything started with onevest; Raising capital for your startup; Setting yourself up for success; Crafting the pitch; The due diligence package; Source of capital; Understanding VC; Personal equity; Banking; What to look for in an investor; Closing the deal; Avoiding common fundraising mistake; Recommended tools for fundraising

**ENTR6431 – Creative & Innovative Thinking**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the concept of creative and innovative thinking; Apply the creative and innovative thinking process to solve problems; Analyze the ideas, communicate the ideas and maintaining a flexible mind.

**Topics:** New Truths About Creativity; What is Creativity?; Creative Thinking; The Creative (Problem Solving) Process; Creative Thinking Methods and Techniques; Evaluation of Ideas; The Importance of Communicating Ideas Effectively; Creativity and Place; Creativity & Philosophy; Maintaining a Flexible Mind

**ENTR6432 – Entrepreneurial Strategy**

**Learning Outcomes:** On successful completion of this course, student will be able to: Define the concept of entrepreneurial strategic management; Explain the entrepreneurial strategic formulation; Apply the entrepreneurial strategic implementation; Evaluate the implementation of the strategy.

**Topics:** The Nature of Strategic Management; The Business Vision and Mission; The External Assessment; The Internal Assessment; Strategies in Action; Strategy Analysis and Choice; Implementing Strategies; Management and Operations Issues; Implementing Strategies: Marketing, Finance/Accounting, R&D, and MIS Issues; Strategy Review, Evaluation, and Control; Business Ethics / Social Responsibility / Environmental Sustainability; Global / International Issues.

**ENTR6433 – Business Start Up and Grow Up**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify and analyze business opportunities; Create innovative business plan and business start-up.

**Topics:** Business Idea; Business Model; Business Plan Proposal.

**ENTR6435 - Risk Management**

**Learning Outcomes:** On successful completion of this Course, students will be able to: Analyze internal and external enterprise elements; apply risk management model to solve the business threats and opportunities.

**Topics:** Introduction to Risk and Return; Valuation and Scenario Analysis : The Risk Neutral and Real World; Managing Risk of Trading; Value at Risk and Expected Shortfall; Estimating Default Probabilities; Operational Risk; Liquidity Risk.

**ENTR6446 – Entrepreneurship I**

**Learning Outcomes:** On successful completion of this course, the student will be able to: Identify the innovative business ideas; Describe the value proposition of the created business idea; Assess the value proposition of the created business idea.

**Topics :** Why Entrepreneurship?; Ideation and Market Research; Customer Profile; Value Proposition and Value Proposition Design; Customer Profiling and Value Proposition: Class Workshop; Effective Presentation and Negotiation Skill; Presentation and Negotiation: Class Workshop; Prototyping; Understanding the Customer; Assessing Our Value Proposition; Business Model Design; Aligning Value Proposition to Business Model; Business Model Design: Class Workshop.

**ENTR6448 - Project on Design and/or Creative Business**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the creative brief problems, purpose and scope of projects, basic theories and concept of designs; Analyze problem based on the gathered data; Create a design solution of the problems.

**Topics:** Work place and rules discussion (selected appropriate work places); Data Gathering (history of the company, vision and mission, organization structure, workflow); Data review and discuss the report writing; Design review and report writing approval.

**ENTR6449 - Business Model, Validation, and Launching for Design and/or Creative Business**

**Learning Outcomes:** On Successful completion of this course, students will obtain: The ability to develop a Business Model on their business idea; The ability to find the needs of the customer creating a solution on their industry problem which they validate through its MVP (Minimum Viable Product).

**Topics:** Business Model; Value Proposition Design; Product- Market Fit, MVP (Minimum Viable Product) Validation process.

**ENTR6450 - Global Employability and Entrepreneurial Skills in New Visual Communication Design Business**

**Learning outcomes:** On Successful completion of this course student will obtain: The ability on understanding and have an experience in implementing 3 soft skills (Communication; Self Management; Planning & Organizing).

**Topics:** Communication; Self-Management; Planning & Organizing.

**ENTR6451 – EES in Computer Science Business Experience**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in implementing three soft skills (Problem Solving & Decision Making; Teamwork; Initiative & Enterprise).

**Topics:** Problem Solving & Decision Making; Teamwork; Initiative & Enterprise.

**ENTR6452 – Business Start Up**

**Learning Outcomes:** On Successful completion of this course, students will obtain The ability to create a Business based on a profound Business concept which can be explained on its business model, preferable in ICT / Creative Business instead of a Local Business based on student's interest. Local business is allowed for a student who does not have a computer science or information system background. The ability to innovate a creative solution; the ability to apply the knowledge and skills they have acquired in education through real-world experience.

**Topics:** Market research; Value proposition; Business Model; Product-Market Fit; MVP (Minimum Viable Product) & Monetization.



**ENTR6453 – IT Business Model & Validation**

**Learning Outcomes:** On Successful completion of this course, students will obtain The ability to develop a Business Model on their business idea; The ability to find the needs of the customer creating a solution on their industry problem which they validate through its MVP (Minimum Viable Product).

**Topics:** Business Model; Value Proposition Design; Product- Market Fit, MVP (Minimum Viable Product) Validation process.

**ENTR6454 – Launching New IT Venture**

**Learning Outcomes:** On Successful completion of this course, students will obtain The ability to find a process of launching new venture; The ability to communicate to their market segment that has a potentially respond based on their validation process. The ability in preparation and execution on launching new venture (expo/press conference)

**Topics:** Business Process; Marketing; Social Media; Press Release.

**ENTR6455 – EES in New Computer Science Business**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in implementing three soft skills (Communication; Self Management; Planning & Organizing).

**Topics:** Communication; Self-Management; Planning & Organizing.

**ENTR6456 – Growing a Business**

**Learning Outcome:** On successful completion of this course, the student will be able to: Understanding and have experience in creating a network and distribution channel for scalability of the business; Select and having a collaboration with a specific partner in creating an impact of the Business.

**Topics:** Marketing; Distribution Channel; Network; Business Strategy.

**ENTR6457 – Lean IT Start Up & Business Plan**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability on understanding and have an experience in implementing Lean Startup methodology (Build, Measure & Learn) in the business. The ability to make a feasibility study in the Business Plan consist of Financial analysis & marketing strategy

**Topics:** Lean Startup; Business Plan; Feasibility Studies; Marketing; Finance.

**ENTR6458 – Venture Capital in IT Industry**

**Learning Outcomes:** On Successful completion of this course, the student will obtain: The ability to understanding and have experience in pitching and dealing with Venture Capital. The ability on selecting and looking for collaborating with specific VC that can escalate the business.

**Topics:** Pitching; Venture Strategy; Marketing; Distribution Channel; Network; Business Strategy.

**ENTR6460 - New Venture Creation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the business foundations and the process of successfully launching and growing a small-to-medium enterprise as an entrepreneurial venture and the impact of entrepreneurial firms on economy and society; Apply the concepts of feasibility analysis; business model and business plan; legal forms; marketing; negotiation; finance; human capital; operation, and ICT; Analyze the entrepreneurial process and business opportunities; Design the scratch of venture creation.





**Topics:** Ethics, Social Responsibility, and Green Business; Know Yourself and Choosing the Right Business; Inside the Entrepreneurial Mind: from Ideas to Reality; Understanding Market Potential and Doing Market Research; Conducting a Feasibility Analysis; Designing a Business Model; Building a Powerful Bootstrap Marketing Plan; Crafting a Business Plan and Building a Solid Strategic Plan; Buying an Existing Business and Franchising; How to Choose Wisely the Legal Forms of Ventures in Indonesia; Branding; Salesmanship; Advertising Strategies; Managing Technologies, Social Media, and E-Commerce; Pricing and Credit Strategies; Negotiation; Choosing the Right Location and Layout; Product and Inventory; Building a New Venture Team; Creating a Successful Financial Plan and Calculating the Start Up Costs; Managing Cash Flow; Sources of Financing, Equity and Debt; Launching Strategy of the Business Global Aspects of Entrepreneurship; Growth Strategies; Planning for the Next Generation and Harvesting the Business.

#### **ENTR6470 – Developing Business Model**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the concept of brand, brand idea and power positioning; Apply brand's verbal identity; Testing brand; Formulate brand strategy.

**Topics:** What's the Brand Idea? The Alchemy of Brand Entrepreneur; Power Positioning; The Making of a Brand's Verbal Identity; Creating Your Brand's Verbal Identity; Creating Your Brand's Look and Feel; Pimp My Brand; Brand Bid. Boldly Marketing the Brand; Company Culture: One Team with One Dream; What's Your Pitch?; Take the 'Work' out of Networking; From Small Idea to Big Brand.

#### **ENTR6489 – Business Start Up**

**Learning Outcomes:** On Successful completion of this course, students will obtain: The ability to create a Business based on a profound Business concept which can be explain on its business model, preferable in ICT / Creative Business instead of a Local Business based on student's own interest. Local business is allowed for student who does not have a computer science or information system background. The ability to innovate a creative solution; The ability to apply the knowledge and skills they have acquired in education through real world experience.

**Topics:** Market research; Value proposition; Business Model; Product-Market Fit; MVP (Minimum Viable Product) & Monetization.

#### **ENTR6490 – Business Model & Validation In Design Field**

**Learning outcomes:** On Successful completion of this course, students will obtain: The ability to develop a Business Model on their business idea; The ability to find the needs of the customer creating a solution on their industry problem which they validate through its MVP (Minimum Viable Product).

**Topics:** Business Model; Value Proposition Design; Product- Market Fit, MVP (Minimum Viable Product) Validation process.

#### **ENTR6491 – Launching New Venture In Design Field**

**Learning outcomes:** On Successful completion of this course students will obtain: The ability to find a process of launching new venture; The ability to communicate to their market segment that have a potentially respond based on their validation process. The ability in preparation and execution on launching new venture (expo / press conference).

**Topics:** Business Process; Marketing; Social Media; Press Release.

**ENTR6492 – EES In New Interior Design Business**

**Learning outcomes:** On Successful completion of this course student will obtain: The ability on understanding and have an experience in implementing 3 soft skills (Communication; Self Management, Planning & Organizing.

**Topics:** Communication; Self-Management; Planning & Organizing.

**ENTR6497– Entrepreneurship III**

**Learning Outcomes:** On successful completion of this course, the student will be able to: Create an innovative business model; Generate business strategies to do a sustainable business; Assess the requirement for starting up a business.

**Topics:** Introduction, Value Propositions, & Customer Segments; Business Model Overview; Channels & Customer Relationship; Marketing; Operational; Key Resources, Key Activities, Key Partnerships; Revenue Streams & Cost Structure; Finance; Prototyping; Business Model Patterns; Investment; Intellectual Property Right; Final Presentation.

**ENTR6499 – Design Thinking for Business and Innovation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the design thinking process; Explain the importance of design thinking in business and strategy; Apply design thinking in a new business concept, product concept and the business model based on real business; Create innovative ideas that can be applied in real business through design thinking process

**Topics:** There's No More Business As Usual; Getting Under Your Skin- How Design Thinking is About More Than Style; Design Thinking Process; Converting need into demand (Putting People First); Empathize; Finalize the key insight and Create your design challenges; Start to Work on the Solution; Embrace Experimentation; Let's get REAL; Branding and Packaging (DKV); The chance to refine our solutions and make them better; Let's Start an iterative process; Designing Digital Customers Experiences and Designing; Digital Marketing

**ENTR6500 - Business analytics and intelligence**

**Learning outcomes:** On successful completion of this course, students will be able to: explain the concepts of big data and business analytics, differentiate between descriptive analytics, predictive analytics and prescriptive analytics, perform data processing steps, including data extraction, data understanding, data cleansing and transformation, perform data analysis and visualization to produce insights from data, create data mining models using financial datasets, perform optimization using Excel solver, propose analytics solutions to address various business challenges.

**Topics:** This course will cover the introduction to business analytics, the principles of big data technology and how it works, data processing and exploratory data analysis, creating visualization dashboard using Excel, introduction to data mining, regression modeling, forecasting techniques, classification modeling, Monte Carlo simulation and risk analysis, introduction to prescriptive analytics and optimizations, linear optimization using Excel solver and latest trend in analytics & example use cases.

**ENTR6501 - Social Innovation**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain social innovation process; Classify of cross-sector collaboration and innovation for business; Construct business strategy from cross-sector collaboration and innovation classification.

**Topics:** Civil society, public sector and social service innovation, corporate social innovation, social finance and social entrepreneurship.



**ENTR6502 – Business Model**

**Learning Outcomes:** On successful completion of this course, students will be able to: Explain lean start-up method and each 9 blocks in business model canvas with the example of the real existing start-up business; Analyse the concept of business model canvas in real business; Design visible business model canvas and how they fill each block in business model canvas based on real business; Perform the business model canvas in real business.

**Topics:** The Lean startup; Introduction and understanding of business process; Introduction and understanding of business model canvas; Business model canvas; Understanding the most crucial elements of business model; value proposition; Innovation; Marketing; Operation; Finance; Designing the innovative business; Understanding the importance of business model in real business; Understanding the SWOT analysis for business to define strategy; Interpreting strategy through the lens of the business model canvas; Business model design process; Field trip; Guest lecturing; Business mentoring.

**ENTR6503 - Technopreneurship**

**Learning Outcomes:** Upon successful completion of this course, students are expected to be able to: recognize the management processes in setting up a new business; comprehend the risks and challenges in setting up a business venture; and develop a business model and strategy.

**Topics:** Introduction to technopreneurship, fundamental of technopreneurship, Key aspects of technopreneurship, Role of Technopreneurship for society (local and global), learning from pioneers of technopreneurship.

**ENTR6504 –Business Plan**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify the objectives of a business plan; Analyze the feasibility of the business; Create a business plan; Prepare an effective business plan presentation.

**Topic:** Why Write a Business Plan?; Developing & Screening Business Idea; The Litmus Test a Plan; Introductory Material, Executive Summary and Description of The Business; Industry Analysis; Market Research & Analysis; Web Design; Logo & Packaging; Branding; Marketing Plan; Management & Organizational Structure; Operations Plan and Product Development; Legal; Analysis of Financial Projections; A Successful Business Plan Presentation; Business Plan Presentation.

**ENTR6505 - Managing Digital Firm**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the concepts and development of Information Systems; Explain Information Technology as organization's competitive advantage; Analyze the Information System as a organization's strategic resource and capabilities; Analyze the framework and concept of system development; Apply management challenges by using information technology

**Topics:** Information Systems in Global Business Today; Global E-Business and Collaboration; Information System, Organization, and Strategy; Ethical and Social Issues in Information System; IT Infrastructure and Emerging Technologies; Foundation of Business Intelligence: Databases and Information Management; Telecommunication, The Internet, and The Wireless Technology; Securing Information Systems; Achieving Operational Excellence and Customer Intimacy : Enterprise Application; E-Commerce: Digital Market, Digital Goods; Overview of Electronic Commerce; E-Commerce: Mechanisms, Infrastructures, and Tools; Retailing in Electronic Commerce: Products and Services; Social Commerce: Foundations, Social Marketing, and Advertising; Supporting Theories and Concepts For Social Commerce; Marketing Communication in Social Media; Customer Engagement and Metrics; Innovative Social Commerce



Application: From Social Government to Entertainment Gaming; Managing Knowledge; Enhancing Decision Making; Building Information System; Managing Projects; Launching a Successful OL Business and EC Project; Managing Global System; Overall Course Review.

#### **ENTR6506 - Cultural Entrepreneurship**

**Learning Outcomes:** On successful completion of this course, student will be able to: Discuss the concept of culture and management; Explain the relationship of culture, organizations and management; Apply the culture in business and communication; Analyze the culture in business and communication.

**Topics:** Determinant & dimensions of culture; Business culture in Western World; Business culture in Asia, Africa, and Middle East; Culture dimensions and dilemmas; Culture and styles of management; Culture, leadership, and corporate strategy; Culture change and diversity in organizations; Culture and international marketing management; Business communication across culture; Barriers to intercultural communication; Negotiating internationally & Working in international teams; Conflict and culture differences; Developing intercultural communicative competence.

## **Kode Mata Kuliah : GAME**

#### **GAME6077 - 3D Modeling for Games**

**Learning Outcomes:** On successful completion of this course, student will be able to: Construct Construct a low poly 3D model; Apply texture for 3d model; Modify shape and settings to create other game objects; Discover several methods to solve creating models.

**Topics:** Introduction to 3D Modelling; Polygon Editing; Modifier & Polygon Optimization; Bio & Hard Surface Modelling; Unwrapping & Tile Texturing; Map Baking; Handpainted Texture; Keyframe & Motion; Rigging; Inverse Kinematic; Bone Animation; Animation Curve & Simulation; 3D Integration & Common Technical Issue.

#### **GAME6078 - Mobile & Web Game Programming**

**Learning Outcomes:** On successful completion of this course, student will be able to: Apply best practices of mobile and web game development; Apply game design and marketing techniques to boost mobile game performance; Produce game in mobile and web platform; Design game monetization and business model.

**Topics:** Introduction to Mobile and Web Game Development; Mobile and Web Game Customer Insight and Market Analysis; Mobile and Web Game Design UX; Mobile and Web Game Design Workshop; Mobile and Web Game UX Workshop; Graphics for Mobile and Web Game; Game Idea Review; Audio for Mobile and Web Game; Graphics and Audio for Mobile and Web Game; Mobile and Web Prototyping Concepts; Prototyping Workshop; Prototype Review; Mobile and Web Game Marketing; Marketing Workshop; Best Practice of Mobile and Web Game Programming; Mobile and Web Game Business Model; Business Model Workshop; Mobile and Web Game Monetization; Ads implementation; IAP Implementation; State of The Art of Web and Mobile Game; Mobile and Web Game Analytics; Analytics Implementation; Game Progress Review; Mobile and Web Game Publishing; Game Publishing Workshop; Review; Final Game Review.

## Kode Mata Kuliah : LANG

### LANG6097 – Indonesian

**Learning Outcomes:** On successful completion of this course, the student will be able to: Identify accuracy of diction and sentence in a paragraph; Perform academic paragraphs; Compose scientific essays with a variety of scientific language.

**Topics:** Diksi dan Kalimat; Paragraf Akademik; Ragam Bahasa Ilmiah; Menulis Ilmiah; Konvensi Naskah Ilmiah; Ulasan Topik.

## Kode Mata Kuliah : LAWS

### LAWS6155 - Business Law and Ethics

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the law and ethic; Apply type of the law and legal basis; Analyze about legal aspect in economic.

**Topics:** Introduction to Law; Property Law; Contract; Types of companies; Intellectual Property Right I; Intellectual Property Right II; Industrial Relation I; Industrial Relation II; Capital Market Law; Antitrust; Consumer Law; Bankruptcy; Alternative Dispute Settlement.

## Kode Mata Kuliah : MATH

### MATH6128 – Discrete Mathematics

**Learning Outcomes :** On successful completion of this course, student will be able to: Explain fundamental concept of mathematical logic and proof; Solve practical problems related to sets and counting; Explain the concept of function, relation, and recursion; Apply the concept of graphs and trees in real problems; Explain some application of discrete mathematics in computer science such as fuzzy set and finite automata.

**Topics:** The logic of compound statements; The logic of quantifies statements; Methods of proof; Set theory; Counting; Function, recursion, and fuzzy set; Relations; Graphs; Trees; Finite Automata.

### MATH6129 – Linear Algebra

**Learning Outcomes:** On Successful completion of this course, the student will be able to: Solve system linear equations using various methods; Compute algebraic matrix operation; Evaluate determinant and inverse of a matrix and their application; Explain vector operations and their geometric interpretations; Formulate line and plane equations; Calculate eigenvalues and eigenvectors of a matrix and this application.

**Topics:** Systems of Linear Equations; Matrix; Determinant and Inverse of Matrix; Vectors; Line and Plane Equations; Eigenvalues and Eigenvectors.

### MATH6135 - Calculus

**Learning Outcomes:** On successful completion of this course, student will be able to Apply the basic concepts of limits and derivative for some real problems; Use the basic concepts of integral for some application; Identify the convergence of infinite series; Solve the first order differential equation.



**Topics:** Limits; The derivatives; Application of derivatives; Function of two or more variables; Integral; Applications of integral; Infinite series; First order differential equation.

## Kode Mata kuliah : MDIA

### MDIA6043– New Media I

**Learning Outcomes:** On successful completion of this course, student will be able to: Score many famous website & interactive multimedia related with design aspect; Use multimedia elements in a website & multimedia; Describe web and multimedia principles and development in the future; Analyze structure of website & interactive multimedia; Choose suitable application to deal website & multimedia elements; Create simple interactive multimedia & website.

**Topics:** Understanding the Adobe Flash CS6 & Exploring Web Technologies; Drawing in Flash; Creating & Editing Symbol; Using Text; Adding Animation; Integrating Media Flash with Flash; Working with Sound and Video; Understanding Actions & Event Handlers; Creating Interactive Navigation; Loading and Controlling Flash Content; Distributing Flash Movies; Publishing Flash Documents; Using Flash to create iPhone applications.

### MDIA6051– Computer Graphic I

**Learning Outcomes :** On successful completion of this course, student will be able to: Describe kinds of vector imaging problems and techniques; Apply in vector imaging application to solving problems; Plan how to make the right vector imaging solution in the right techniques; Create a visual communication concept in order to make the final vector imaging.

**Topics :** Vector Introduction in Illustrator CS6; Basic Shapes in Illustrator CS6; Path in Illustrator CS6; Transformation in Illustrator CS6; Pattern & Brushes in Illustrator CS6; Layers in Illustrator CS6; Text in Illustrator CS6; Effect & Filter in Illustrator; Advanced Tools in Illustrator; Basic Tools in Indesign; Vector & Raster in Indesign CS6; Layout in Indesign CS6; ePublishing in Indesign CS6.

### MDIA6050– Photography

**Learning Outcomes :** On successful completion of this course, students will be able to: Recognize photography problems and techniques; Use camera and lighting in photography; Design the final photography project of visual communication.

**Topics :** History of Photography; SLR Cameras Usage; Basic Techniques of Photography; Outdoor Shooting Practice; Composition and Aesthetic Aspect; Digital Black & White Photography; 6 Lighting Quality; Advanced Composition Techniques; Preparation and Briefing Final Project; Night Shooting Technique; Special Effects Techniques; World of Photography These day; Presentation of Final Project.

### MDIA6052 – Computer Graphic II

**Learning Outcomes :** On successful completion of this course, students will be able to: Describe kinds of pixel imaging problems and techniques; Plan how to make the right pixel imaging solution in the right techniques; Apply in pixel imaging application in problems solving; Create a visual communication concept in order to make the final pixel imaging.

**Topics :** Introduction in Adobe Photoshop CS6; Working with Selection and Layers; Enhancing, Correcting and Retouching Images; Working With Path and Channels; Masking in Adobe Photoshop CS6; Making Transformations; Brush in Adobe Photoshop CS6; Advanced Works; Applying Filters & Effects; Text Effects; Advanced Compositing; Final Artwork.



**MDIA6053 – New Media II**

**Learning Outcomes:** On successful completion of this course, student will be able to: Reproduce professional website; Recognize suitable application to deal website elements; Use web and multimedia principles and development in the future; Experiment many famous website; Score many famous website related with design aspect; Compose multimedia elements in a website.

**Topics:** An introduction to HTML, Adding Text & Images, Styling Your Pages with CSS, Creating Page Layout with CSS, Advanced Page Layout, CSS3 Transitions & Styles, Using Web Fonts, Building HTML5 Web Forms, Responsive Design & Layout for Mobile Devices, Working with Master Page (Muse), Adding Images to your Site (Muse), Working with Links & Button (Muse), Applying Effects, Graphic Styles & Inserting HTML (Muse), Working with Widget (Muse), Publishing & Exporting Your Site (Muse).

## Kode Mata Kuliah : MGMT

**MGMT6282 – Introduction to Management and Business**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the principles of management, the decisions making process, doing and managing diversity in a global environment, ethical behavior, managing change and innovation; Explain setting goals and plans, competitive strategies and traditional and contemporary organizational designs, effective interpersonal & organizational communication, contemporary view of leadership, the control process, creating a wealthy economy and functions of business; Analyze management functions, understanding the economic system, basic forms of business ownership, the entrepreneurial challenge, production processes, the value of motivation, the marketing mix, and financial planning; Apply management and business functions in workplace.

**Topics:** Managers in the Workplace; Making Decisions; Managing in a Global Environment; Managing Diversity; Managing Social Responsibility and Ethics; Managing Change and Innovation; Planning Work Activities; Managing Strategy; Designing Organizational Structure- Basic and Adaptive Designs; Creating and Managing Team; Managing Communication; Motivating Employees; Being an Effective Leader; Monitoring and Controlling; Taking Risks and Making Profits within the Dynamic Business Environment; Understanding Economics and How It Affects Business; How to Form a Business; Entrepreneurship and Starting a Small Business; Production and Operations Management; Human Resources Management; marketing : Helping Buyers Buy; Developing and Pricing Goods and Services; Distributing Products and Using Effective Promotions; Financial Management; Using Securities Markets for Financing and Investing Opportunities; Using Technology to Manage Information.

**MGMT6288 – Entrepreneurial Financial Management**

**Learning Outcome:** On successful completion of this course, student will be able to: Describe entrepreneurial process, various stages of a successful venture's lifecycle, and relevant types of financing and investors from each stages; Applying financial statement in business; Demonstrate serial skills in estimate financial projections; Analyze venture's value and venture's most suitable exit and turn around strategies.

**Topic:** Introduction to Finance for Entrepreneurs; Developing the Business Idea; Organizing and Financing a New Venture; Preparing and Using Financial Statements; Evaluating Operating and Financial Performance; Managing Cash Flow; Types and Costs of Financial Capital; Projecting Financial Statements; Valuing Early-Stage Ventures; Venture Capital Valuation Methods; Professional Venture Capital; Other Financing Alternatives; Security Structures and

Determining Enterprise Values; Harvesting the Business Venture Investment; Financially Troubled Ventures: Turnaround Opportunities?

#### **MGMT6289 – Applied Business Statistics**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the concept of statistic; Apply statistical concept properly; Analyze the statistical methods to solve economic and business problems.

**Topics:** Describing Data: Numerical Measures; Describing Data: Displaying Data and Exploring Data; A Survey of Probability Concepts; Discrete Probability Distributions; Continuous Probability Distributions; Estimation and Confidence intervals; One Sample Tests of Hypothesis; Two Sample Tests of Hypothesis; Correlation and Linear Regression; Multiple Regression Analysis; Analysis of Variance – 1; Analysis of Variance – 2; Nonparametric Methods: Analysis of Ordinal Data.

#### **MGMT6291 – Human Resources Management**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the basic concept of human resource management; Identify the human resource function; Describe the human resource functions that match to organizations' need.

**Topics:** HRM: A Strategic Functions; The Challenges of HRM; Business Ethics & Corporate Social Responsibility; Equal Employment Opportunity & Workforce Diversity; Job Design; Job Analysis; Human Resource Planning; Recruitment; Selection; Training & Development; Management & Organization Development; Career Management; Performance Management and Appraisal; Organizational Reward System; Base Wage & Salary System; Incentive Rewards; Employee Benefit and Non-Financial Compensation; A Safe and Healthy Work Environment; Internal Employee relation; Collective Bargaining; HR Separation; Global HRM; HRM for Small Businesses.

#### **MGMT6309 - Strategic Management**

**Learning Outcomes:** On successful completion of this course, student will be able to: Explain the model of strategic management and the nature of strategy formulation, implementation and evaluation activity; Apply the importance of gathering competitive intelligence and the resource-based view; Arrange annual objectives and policies in achieving organizational commitment.

**Topics:** The Business Vision and Mission; The External Assessment; The Internal Assessment; Strategies in Action; Strategy Analysis and Choice; Implementing Strategies : Management and Operations Issues; Strategy Review, Evaluation, and Control; Global/International Issues; Strategic Management Case Analysis.

#### **MGMT6342 – Operational Management**

**Learning Outcomes:** On successful completion of this course, student will be able to: Identify principles of Operations Management; Describe how products and services are designed by Operations Management; Interpret how products and services are managed by Operations Management

**Topics:** Introduction to Operations Management; The Global Environment and Operations Strategy; Product Design; Quality Management and Statistical Process Control; Process Design and Capacity Planning; Capacity Planning; Location Decision; Layout Decisions; Managing the Supply Chain; Managing Inventory; Aggregate Scheduling; Material Requirements Planning (MRP) and ERP; Scheduling for the short Term; JIT and Lean Operations; Maintenance and Reliability Decisions



## Kode Mata kuliah : MKTG

### **MKTG6223 – Marketing Management**

**Learning Outcome:** On successful completion of this course, student will be able to: Define the concept of marketing; Describe the consumer and business buyer behavior; Describe the customer-driven strategy and marketing mix; Explain extended marketing issues

**Topic:** Marketing: Creating and Capturing Customer Value; Company and Marketing Strategy; Analyzing the Marketing Environment; Managing Marketing Information to Gain Customer Insights; Consumer and Business Buyer Behaviour; Customer-Driven Marketing Strategy; Product, Services, and Brands: Building Customer Value; Pricing: Understanding and Capturing Customer Value; Marketing Channels: Delivering Customer Value; Communicating Customer Value: IMC Strategy; Creating Competitive Advantage; The Global Marketplace; Sustainable Marketing; Social Responsibility and Ethics

### **MKTG6225 – Digital Marketing**

**Learning Outcomes:** On successful completion of this course, student will be able to: Define the digital marketing fundamentals; Explain the development of digital strategy; Design Marketing communications using digital media channels.

**Topics:** Introducing digital marketing; Online marketplace analysis: micro-environment; The Internet macro-environment; Digital marketing strategy; The Internet and the marketing mix (product and place); The Internet and the marketing mix (price and promotion); Relationship marketing using digital platforms; Delivering the online customer experience; Campaign planning for digital media; Marketing communications using digital media channels; Evaluation and improvement of digital channel

### **MKTG6275 - Omnichannel Retailing**

**Learning Outcomes:** On successful completion of this course, student will be able to: Describe the World of Retailing; Analyze the Retailing Strategy; Apply the Concept of Merchandise Management and Store Management; Construct the business plan and evaluate the business model.

**Topics:** Introduction to The World of Retailing; Types of Retailers and Multichannel Retailing; Customer Buying Behaviour; Retail Market Strategy; Market Segment; Retail Locations; Ideation; Information System and Supply Chain Management; Visual Thinking; Customer Relationship Management; Managing The Merchandise Planning Process; Prototyping; Storytelling; Buying Merchandise and Retail Pricing; Retail Communication Mix; Managing The Store; Creating Scenarios; Store Layout, Design, and Visual Merchandising; Customer Service.

## Kode Mata kuliah : RSCH

### **RSCH6389 – Research Experience I**

**Learning Outcome:** On successful completion of this course, the student will be able to: Have experience in working in a research environment under guidance and support of a mentor who is expert in their field.

**Topics:** Problem definition, Literature review, Research design Methods. Data collection techniques; Data gathering, Data processing and analysis, Implications, Conclusions, and Future Work/Recommendations.



**RSCH6390 – Scientific Writing I in Computer Science**

**Learning Outcomes:** On successful completion of this course, students will obtain the ability to outline a complete scientific paper, choose an appropriate journal to which you will submit the finished paper for publication, and prepare a checklist that will allow the students to judge whether your paper is ready to submit independently.

**Topics:** Introduction: What did you/others do? Why did you do it?; Methods: How did you do it?; Results: What did you find?; Discussion: What does it all mean?

**RSCH6391 – Global EES I (Team Work, Communication, Problem Solving & Decision Making)**

**Learning Outcomes:** On successful completion of this course, students will obtain research experience in implementing soft skills.

**Topics:** Team Work, Self-Management, Communication, Planning & Organizing, Problem Solving & Decision Making.

**RSCH6392 – Research Experience II**

**Learning Outcomes:** On successful completion of this course, the student will obtain the experience in working in a research environment under guidance and support of a mentor who is expert in their field.

**Topics:** Problem definition; Literature review; Research design Methods; Data collection techniques; Data gathering; Data processing and analysis; Implications; Conclusions and Future Work/Recommendations.

**RSCH6393 – Scientific Writing II in Computer Science**

**Learning Outcomes:** On successful completion of this course, students will obtain the ability to write the research conclusion precisely, and be able to proofread their paper.

**Topics:** Introduction to Academic II; How to write a conclusion; Proof-reading research result.

**RSCH6394 – Global EES II (Self-Management, Planning & Organizing, Initiative & Enterprise)**

**Learning Outcomes:** On successful completion of this course, students will obtain research experience in implementing soft skills of Self-Management, Planning & Organizing, and Initiative & Enterprise in a real-life experience.

**Topics:** Self- Management; Planning; Organizing; Initiative; Enterprise.

**RSCH6408 – Research Methodology**

**Learning Outcomes:** On successful completion of this course, students will be able to: Explain the concept of research methodology; Identify the steps in the research process; Operate concepts of research methodology.

**Topics:** Introduction to Research; The Scientific Approach and Alternative Approaches to Investigation; Defining and Refining the Problem; Analyzing The Final Project I; The Critical Literature Review; The Theoretical Framework and Hypothesis Development; Analyzing The Final Project II; Element of Research Design; Measurement of Variables: Operational Definition, Scaling, Reliability and Validity; Data Collection Methods and Sampling; Analyzing The Final Project III; Quantitative Data Analysis; Qualitative Data Analysis; The Research Report.

## 3. Pengembangan Kemahasiswaan

Untuk meningkatkan penalaran, minat, bakat, dan kegemaran, kesejahteraan dan pengabdian mahasiswa kepada masyarakat dalam kehidupan kemahasiswaan pada perguruan tinggi, diperlukan adanya organisasi kemahasiswaan yang eksistensinya telah diatur oleh Keputusan Menteri Pendidikan dan Kebudayaan Republik Indonesia Nomor: 155/U/1998 yang ditelapkan pada tanggal 30 Juni 1998, tentang Pedoman Umum Organisasi Kemahasiswaan di Perguruan Tinggi dan Buku Panduan Organisasi Kemahasiswaan Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung.

Untuk meningkatkan motivasi mahasiswa dalam berorganisasi, menyalurkan bakat dan minat maka Sekolah Tinggi Teknologi Kreatif Bina Nusantara Bandung memfasilitasi pembentukan organisasi kemahasiswaan.

*Student Advisory Development Center (SADC)* mengkoordinir beberapa organisasi kemahasiswaan sebagai berikut :

### Himpunan Mahasiswa Jurusan (HMJ)

1. Himpunan Mahasiswa Teknik Informatika (HIMTI)
2. Himpunan Mahasiswa Design Komunikasi Visual (HIMDKV)
3. Himpunan Mahasiswa Creativepreneurship (HIMPRENEUR)

### Unit Kegiatan Mahasiswa (UKM)

#### UKM Penalaran

1. Bina Nusantara Computer Club (BNCC)

#### UKM Kerohanian :

1. Keluarga Mahasiswa Katholik (KMK)
2. Majelis Ta'lim (MT)
3. Persekutuan Oikomene (PO)
4. Keluarga Mahasiswa Buddhis Dhammavaddhana (KMBD)

#### UKM Seni:

1. Musicale (Seni Musik)
2. Bina Nusantara Dance Club (BNDC)
3. Modeling Club (MCB)

#### UKM Olah Raga:

1. Basketball Club (BBC)

