

Computer Science Global Class

Introduction

In the new millennium and the global era, the role of information and automation in the various domains and activities of the business industry are becoming more important. The successes of the activities are determined by how computer science can support in managing the information. Information must be up-to-date, accurate and comprehensive to allow decision makers to determine the enterprise's strategy. Furthermore, automation can facilitate human activity, accelerate the pace of work and make it more effective and efficient, while also increasing productivity in various activities. The development of communication and computer technology has made it possible to get information that is rapid, exact, and accurate. It also increases the application of automation in various fields such as industry, business, office affairs and development of science and technology.

The Computer Science Program was founded in September 1987, under STMIK Bina Nusantara; it became one of the programs under the coordination of the Faculty of Computer Science, Bina Nusantara University in December 1998.

Computer Science Program at Bina Nusantara University emphasizes the processes, techniques, and tools that go into developing computer-based systems, with specialities in intelligent systems, software engineering, multimedia technology, database systems and network technology.

Vision

A world class study program by providing excellent educational experiences in Computer Science, which focuses on developing creative technology solutions, fostering and empowering the society in building and serving the nation.

Mission

The mission of Computer Science Department is to contribute to the global community through the provision of world-class education by:

1. Educating students to effectively apply their educational experiences in developing creative solutions in computer science, to solve real-world problems.
2. Preparing graduates to develop exemplary soft skills & technical skills required as computer science professionals, leaders, and entrepreneurs in global market.
3. Promoting high impact computer science research that contributes to the nation.
4. Fostering BINUSIAN as computer science lifelong learners through self-enrichment.
5. Empowering BINUSIAN to continuously improve society's quality of life through knowledge in computer science.

Program Objective

The objectives of the program are:

1. Graduates will become successful professionals in ICT fields;
2. Graduates will obtain employment in global companies or become entrepreneurs;
3. Graduates will obtain professional certification or continue their study to the postgraduate.

Student Outcomes

After completing the study, graduates are:

1. Able to analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions
2. Able to design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of computer science
3. Able to communicate effectively in a variety of professional contexts
4. Able to recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles
5. Able to function effectively as a member or leader of a team engaged in activities appropriate to computer science
6. Able to apply computer science theory and software development fundamentals to produce computing-based solutions

Prospective Career of the Graduates

After finishing the program, the graduate of Computer Science Program could follow a career as:

1. Software Engineer/Developer
2. System Analyst/Developer
3. Web Engineer/Developer
4. Computer Network Specialist
5. Database Specialist
6. Artificial Intelligence Specialist
7. Data Scientist
8. IT Support/Consultant
9. Researcher
10. Multimedia Programmer
11. Lecturer/Trainer

Curriculum

The curriculum of the Computer Science Program has been developed in line with the National Curriculum. Also, the local content has been developed in line with the Computer Science Curriculum standard of ACM (Association for Computing Machinery), several local and foreign universities, and market trends, so that the graduates of the Computer Science Program are expected to be able to face competition at both a national and international level. Generally, the subjects of the curriculum 2020 are divided into these following groups of subjects:

Mathematics Group (Science)

The objective of this group is to provide an understanding of mathematics as one of the principal foundations of computer science. Another objective is to give an understanding of scientific methodology (data collection, hypothesis, research, analysis) in problem solving.

Character Building Group (Professional Practices)

The objective of this group is to develop the personal strengths of the student and to provide him or her with a professional character, professionalism in their field, management skills, oral and written communication skills, understanding of business ethic, ability to work as a team, and to develop a "Binusian" Character.

Core Group

The objective of this group is to provide a grounding in Computer Science through practice as well as applied theory which is required by business both now and in the future. The subjects that are included in this group are programming, algorithm design and analysis, software engineering, databases systems, computer graphics, multimedia technology, human and computer interaction, operation systems, computer architecture, and computer network.

Concentration Subject (Stream)

The objective of this group is to give students the opportunity to obtain a deep understanding of a range of disciplines in computer science. The students are expected to develop their skills and master the techniques which will allow them to research both their thesis and/or to continue their studies.

The Concentration subjects (Stream) provide:

1. Software Engineering: to explore the various methodologies and software engineering equipment.
2. Intelligent Systems: to explore the various techniques of computer intelligence that can be applied to solving problem.
3. Database Technology: to explore the various technologies and database application.
4. Network Technology: to explore computer networking which consists of installation, administration, and computer networking management.
5. Interactive Multimedia: to explore computer interactive multimedia applications, based on computer programming, design tools, and software engine.
6. Internet of Things: focus on interconnection via computer devices with the internet that is programmed in everyday objects that allows sending and receiving data.
7. Digital Creative Technology: focuses on competencies' development in smart software application development field based on big data analytics to support business innovation through digital transformation in Industry 4.0 era (Digital Business Innovation and Transformation).

Entrepreneur and Employability Skill (Internship)

The objective of this group of subject is to prepare students with professional experience, work ethics and to experience the working environment. The students are expected to apply and to practice their knowledge in the real working area such as industry, research lab, and also an entrepreneur startup. They are also expected to give reports as the result of the subjects.

Course Structure

Sem	Code	Course Name	SCU	Total
1	CHAR6013001	Character Building: Pancasila	2	20
	MATH6025001	Discrete Mathematics	4	
	MATH6030001	Linear Algebra	2	
	COMP6047001	Algorithm and Programming ² (AOL)	4/2	
	COMP6798001	Program Design Methods (AOL)	2	
	LANG6027001	Indonesian	2	
	STAT6171001	Basic Statistics	2	
	Foreign Language Courses		0	
2	CHAR6014001	Character Building: Kewarganegaraan	2	20
	COMP6048001	Data Structures ² (AOL)	4/2	
	MATH6031001	Calculus	4	

Sem	Code	Course Name	SCU	Total
	ENPR6311001	Creativity and Innovation	2	
	COMP6800001	Human and Computer Interaction ² (AOL)	2/1	
	MATH6183001	Scientific Computing (AOL)	2/1	
	Foreign Language Courses		0	
3	CHAR6015001	Character Building: Agama	2	19
	COMP6049001	Algorithm Design and Analysis (AOL)	4	
	CPEN6247001	Computer Networks (AOL)	2/1	
	COMP6065001	Artificial Intelligence ² (AOL)	4	
	SCIE6063001	Computational Physics (AOL)	2/1	
	COMP6799001	Database Technology* (AOL)	2/1	
	Foreign Language Courses		0	
4	COMP6696001	Research Methodology in Computer Science (AOL)	2	19
	COMP6100001	Software Engineering ² (AOL)	4	
	SCIE6062001	Computational Biology	2/1	
	COMP6823001	Multimedia Systems ²	2	
	COMP6577001	Machine Learning	4	
	COMP6820001	Object Oriented Programming ²	2	
	COMP6825001	Introduction to Cloud Infrastructure	2	
	Foreign Language Courses		0	
5	COMP6821001	Web Programming	2	22
	COMP6062001	Compilation Techniques	4	
	COMP6697001	Operating System (AOL)	2	
	ENPR6312001	Venture Creation	2	
	COMP6140001	Data Mining	2/2	
	COMP6885001	Natural Language Processing ²	2/2	
	Free Electives		4	
6	Elective courses list for study abroad			20
	GLOB6029001	Elective Course 1	4	
	GLOB6030001	Elective Course 2	4	
	GLOB6031001	Elective Course 3	4	
	GLOB6032001	Elective Course 4	4	
	GLOB6033001	Elective Course 5	2	
	GLOB6034001	Elective Course 6	2	
	GLOB6035001	Elective Course 7	2	
	GLOB6036001	Elective Course 8	2	
	GLOB6037001	Elective Course 9	2	
	GLOB6038001	Elective Course 10	2	
	GLOB6039001	Elective Course 11	2	
	GLOB6040001	Elective Course 12	2	
7	Enrichment Program		20	20
8	COMP6747001	Pre-Thesis	2	6
	COMP6748001	Thesis	4	

Sem	Code	Course Name	SCU	Total
	COMP6861001	Thesis	6	
Total Credits 146 SCU				

²⁾ Global Learning System Course

-) (AOL) - Assurance of Learning Process System

Free Electives:

-) For Free Electives, students are required to choose from the list of Free Electives in Appendix

Elective courses list for Study Abroad (6th Semester):

-) Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

Foreign Language Courses:

Students will take foreign language courses according to Beelingua Placement Test results. See foreign language courses appendix for the details. Students must pass with a minimum Grade of C.

Pre-thesis (2 SCU) & Thesis (4 SCU) can be taken in the 6th and/or 7th semester by the students who meet the requirements from the Study Program/Program

Appendix Foreign Language Courses

Foreign Language Courses		SCU
ENGL6253001	English for Frontrunners	0
ENGL6254001	English for Independent Users	0
ENGL6255001	English for Professionals	0
JAPN6190001	Basic Japanese Language*	0
CHIN6163001	Basic Chinese Language*	0

*) This course is optional for students

1. Students with Beelingua Placement Test score less than 60 are required to take English for Frontrunners and English for Independent Users.
2. Students with Beelingua Placement Test score between 60 and 99 are required to take English for Independent Users and English for Professionals.
3. Students with Beelingua Placement Test score greater than 99 are required to take English for Professionals. Additionally, students may choose to take either Basic Japanese Language or Basic Chinese Language.
4. Students are required to pass the foreign language courses before they take enrichment.
5. Students can see the requirements to pass the foreign language courses at BINUSMAYA – Beelingua

Appendix: Free Electives (5th Semester)

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Tourism	TRSM6142022	Event Management	4	5
2	Tourism	TRSM6212022	Indonesian Culture	4	5
3	Statistics	STAT6157049	Data Mining and Visualization	2	5
4	International Relations	INTR6178029	Introduction to International Political Economy	2	5
5	International Relations	INTR6180029	Introduction to International Media	2	5
6	Industrial Engineering	ISYE6067011	Global Supply Chain	2	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
7	Global Business Marketing	MKTG6237005	Global Strategic Marketing : Asia Pasific Perspective	4	5
8	Game Application and Technology	GAME6085001	Object Oriented Game Programming	2	5
9	Film	FILM6059009	Global Cinema	4	5
10	Data Science	DTSC6014001	Machine Learning	2	5
11	Computer Science	COMP6590001	Geographical Information System	2/2	5
12	Computer Engineering	CPEN6126010	Cross Platform Application Development	4	5
13	Computer Engineering	CPEN6232010	Cloud Technology Practice	2	5
14	Business Law	LAWS6017028	Intellectual Property Rights	4	5
15	Business Law	LAWS6110028	Cyber Law	2	5
16	Business Information Technology	ISYS6579003	Knowledge-Based AI: Cognitive Systems	4	5
17	Architecture	ARCH6128014	Multimedia in Design Presentation	4	5
18	Biotechnology	BTEC6020056	Current Issue in Biotechnology	2	5

Enrichment Program (6th Semester & 7th Semester):

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

Enrichment Track Scheme

Enrollment Track Scheme															
Track	Semester 6							Semester 7							
	IN	RS	EN	CD	SA	IS	etc	IN	RS	EN	CD	SA	IS	FS	etc
1					v			v							
2					v						v				
3					v							v			
4					v								v		
5					v									v	

Note:

IN	: Company Internship	SA	: Study Abroad
RS	: Research Fellowship	IS	: Specific Independent Study
EN	: Entrepreneurship	FS	: Fast Track
CD	: Community Impact Internship	etc	: Study Program Special Purposes

Description:

Student will take one of enrichment program tracks

Company Internship Track

Code	Course Name	SCU	Total
COMP6426001	Industrial Experience in Information Technology	8	20
COMP6762001	Information Technology Practice in Industrial Experience	8	
COMP6514001	EES in Information Technology Industry	4	

Community Impact Internship Track

Code	Course Name	SCU	Total
CMDV6159001	Community Outreach Project Implementation	8	20
CMDV6343001	Community Outreach IT Project Design	8	
CMDV6208001	Employability and Entrepreneurial Skills in Computer Science Community	4	

Study Abroad Track*

Code	Course Name	SCU	Total
GLOB6017001	Elective Course for Study Abroad 13	4	20
GLOB6018001	Elective Course for Study Abroad 14	4	
GLOB6019001	Elective Course for Study Abroad 15	4	
GLOB6020001	Elective Course for Study Abroad 16	4	
GLOB6021001	Elective Course for Study Abroad 17	2	
GLOB6022001	Elective Course for Study Abroad 18	2	
GLOB6023001	Elective Course for Study Abroad 19	2	
GLOB6024001	Elective Course for Study Abroad 20	2	
GLOB6025001	Elective Course for Study Abroad 21	2	
GLOB6026001	Elective Course for Study Abroad 22	2	
GLOB6027001	Elective Course for Study Abroad 23	2	
GLOB6028001	Elective Course for Study Abroad 24	2	
GLOB6253001	Elective Course for Study Abroad 31	4	

*) Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

Specific Independent Study

Code	Course Name	SCU	Total
Elective courses list for specific independent study*			20
CSIS6001001	Course Certification	3	
CSIS6002001	Technical Skill Enrichment	4	
CSIS6003001	Industrial Project	9	
CSIS6004001	Soft Skill Enrichment	4	
CSIS6005001	Elective Course for Specific Independent Study 1	8	
CSIS6006001	Elective Course for Specific Independent Study 2	8	
CSIS6007001	Elective Course for Specific Independent Study 3	6	
CSIS6008001	Elective Course for Specific Independent Study 4	6	
CSIS6009001	Elective Course for Specific Independent Study 5	6	
CSIS6010001	Elective Course for Specific Independent Study 6	5	
CSIS6011001	Elective Course for Specific Independent Study 7	5	
CSIS6012001	Elective Course for Specific Independent Study 8	5	
CSIS6013001	Elective Course for Specific Independent Study 9	5	
CSIS6014001	Elective Course for Specific Independent Study 10	4	
CSIS6015001	Elective Course for Specific Independent Study 11	4	

Code	Course Name	SCU	Total
CSIS6016001	Elective Course for Specific Independent Study 12	4	
CSIS6017001	Elective Course for Specific Independent Study 13	4	
CSIS6018001	Elective Course for Specific Independent Study 14	4	
CSIS6019001	Elective Course for Specific Independent Study 15	3	
CSIS6020001	Elective Course for Specific Independent Study 16	3	
CSIS6021001	Elective Course for Specific Independent Study 17	3	
CSIS6022001	Elective Course for Specific Independent Study 18	3	
CSIS6023001	Elective Course for Specific Independent Study 19	3	
CSIS6024001	Elective Course for Specific Independent Study 20	3	
CSIS6025001	Elective Course for Specific Independent Study 21	2	
CSIS6026001	Elective Course for Specific Independent Study 22	2	
CSIS6027001	Elective Course for Specific Independent Study 23	2	
CSIS6028001	Elective Course for Specific Independent Study 24	2	
CSIS6029001	Elective Course for Specific Independent Study 25	2	
CSIS6030001	Elective Course for Specific Independent Study 26	2	
CSIS6031001	Elective Course for Specific Independent Study 27	2	
CSIS6032001	Elective Course for Specific Independent Study 28	2	
CSIS6033001	Elective Course for Specific Independent Study 29	1	
CSIS6034001	Elective Course for Specific Independent Study 30	1	
CSIS6035001	Elective Course for Specific Independent Study 31	1	
CSIS6036001	Elective Course for Specific Independent Study 32	1	

*) For students who take BINUS specific independent study courses, they should take the first 4 courses on the list above (20 credits). Meanwhile, electives courses 1 to 32 are transferred courses for students who take specific independent study outside BINUS University. Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

Fast Track

Fast Track			
Code	Course Name	SCU	Total
Enrichment Program II			20
COMP6981001	Applied Technology in Computer Science	4	
COMP6816001	Wireless and Cloud Computing Technologies	4	
COMP6997001	IT Disaster Recovery	6	
Stream: Data Science			
COMP6998001	Knowledge Engineering	6	
Stream: Information Security Management			
COMP6980001	Networking and Security Concepts	6	

Student should pass all of these quality controlled courses as listed below:

No.	Course Code	Course Name	Minimal Grade
1.	CHAR6013001	Character Building: Pancasila	B
2.	COMP6047001	Algorithm and Programming*	C
3.	COMP6798001	Program Design Methods*	C

No.	Course Code	Course Name	Minimal Grade
4.	COMP6048001	Data Structures*	C
5.	COMP6799001	Database Technology	C
6.	COMP6100001	Software Engineering*	C
7.	COMP6697001	Operating System	C
8.	ENPR6312001	Venture Creation	C

*) Tutorial

