

Visual Communication Design - Animation

Introduction

In this specialization, students are equipped with the knowledge and skills to solve the problem relating to creativity, aesthetics visual arts, technology and business model to support the 3D computer graphic industry. Students are equipped with the knowledge and skills of up-to-date development of 3D animation computer graphic technology to answer the requirement of the creative industry both national and international.

Vision

Visual Communication Design Study Program that produces world-class designers who are able to foster and empower the society, expertise in creative technology and elevating the local values.

Mission

The mission of Visual Communication Design are to:

1. Educate prospective visual communication designers who have commitment to a professional attitude and aware with the local values.
2. Prepare students to be able to occupy strategic positions and be recognized in the industrial / professional world while still upholding professional ethics and being able to contribute to Indonesian society.
3. Fostering cooperative relationships with various parties both national and international to always maintain the proficiency of the knowledge for the students.

Program Objective

The objectives of the program are:

1. Provide graduates with a global mindset who have Visual Communication Design knowledge that carries the values of local wisdom, technology, and entrepreneurship so that they are able to work and be accepted by the creative industry, society, and the nation through the application of knowledge that is utilized with communication and information technology
2. To produce graduates who are capable of producing animation portfolios that vividly demonstrate workmanship, creativity, conceptual insights, and attitudes of a professional design standard.
3. The ability to distribute an animation work that adheres to the strength of intellectual property rights and marketing strategies.

Student Outcomes

After complete the study, graduates are:

1. Able to create printed and digital Visual Communication Design (VCD) works that have added values and aesthetics to overcome problems of identity, mass communication, and competition faced by stakeholders;
2. Able to conduct research and idea exploration to set the objectives, communication targets, and Visual Communication Design (VCD) prototype solutions that can overcome problems of identity, mass communication, and competition by considering the ethical, historical, and cultural aspects, as well as social consequences, regulations, and technology;
3. Able to analyze the efficiency of material utilization and time in the production process of each selected Visual Communication Design (VCD) alternative solution prototype without changing the essence and aesthetic design;
4. Able to design animation product with sale value and recognition of copyright (intellectual property) by applied principle design and technology in design process;

5. Able to execute animated work according to the specifications of work expertise;
6. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving.

Prospective Career of the Graduates

1. Broadcast Television
2. Film Production
3. Games Industries
4. Animation Studio
5. Production House
6. 3D Motion Artist (Animator/Motion Graphic)
7. 3D Visualizer Artist (Modeller/Layout/Shading,Lighting & Rendering)
8. Visual FX Artist (Compositor/Rotoscoping/Particle)
9. Storyboard artist
10. Character Design Artist
11. Animation Producer
12. IP Content Creator

Curriculum

Curriculum of Animation Program was designed based on 4 foundations:

1. Fundamental of Art: the foundation that equipped students with basic fundamental of art, encompassed concept of shape, colour, and composition, that was delivered systematically.
2. Production Experiences: on this phase, student will be equipped with competency on animation production.
3. Development in Animation: the designed curriculum will give opportunity and facilitate students to develop their own identity on their creation.
4. Industrial Experiences: on this phase, student will be exposed with real work experience in creative industry.

Course Structure

| Sem | Code | Course Name | SKS | Total |
|-----|--------------------------|--------------------------------------|-----|-------|
| 1 | CHAR6013007 | Character Building: Pancasila | 2 | 20 |
| | DSGN6165007 | Western Art Review | 2 | |
| | DSGN6646007 | Material and Colors in Visual Design | 4 | |
| | DSGN6645007 | Eastern Art Review | 2 | |
| | DSGN6647007 | Drawing for Design | 4 | |
| | DSGN6659007 | Computer Graphic I*&*** | 4 | |
| | DSGN6962007 | Animation Workflow | 2 | |
| | Foreign Language Courses | | 0 | |
| 2 | CHAR6014007 | Character Building: Kewarganegaraan | 2 | 20 |
| | DSGN6682007 | Fundamental Drawing for Animation* | 4 | |
| | DSGN6798007 | Visual Communication Design I** | 4 | |
| | DSGN6234007 | Visual Communication Design Reviews* | 2 | |
| | DSGN6660007 | Computer Graphic II*&*** | 4 | |
| | ENTR6509001 | Entrepreneurship: Ideation | 2 | |
| | LANG6027007 | Indonesian | 2 | |
| | Foreign Language Courses | | 0 | |
| 3 | CHAR6015007 | Character Building: Agama | 2 | 22 |
| | DSGN6661007 | Photography* | 4 | |
| | DSGN6683007 | Visual Storytelling** | 4 | |
| | DSGN6963007 | Visual Style Exploration*** | 4 | |
| | DSGN6964007 | Animation Production Study** | 4 | |
| | DSGN6685007 | 3D Art & Form** | 4 | |
| | Foreign Language Courses | | 0 | |

| Sem | Code | Course Name | SKS | Total |
|-----------------------|--------------------------|---|-----|-------|
| 4 | DSGN6664007 | Visual Communication Design II**** | 4 | 20 |
| | DSGN6656007 | Design Methods**** | 4 | |
| | DSGN6965007 | Character Design Studies*,**,***&**** | 4 | |
| | DSGN6657007 | Typography**** | 4 | |
| | Minor Program | | 4 | |
| | Free Electives | | 4 | |
| | Foreign Language Courses | | 0 | |
| 5 | DSGN6874007 | Creative Design Workshop**** | 4 | 18 |
| | DSGN6983007 | Animation Research**** | 2 | |
| | DSGN6982007 | Character Business Licensing**&**** | 4 | |
| | ENTR6511001 | Entrepreneurship: Market Validation**** | 2 | |
| | Minor Program | | 6 | |
| | Free Electives | | 6 | |
| 6 | Enrichment Program I | | 20 | 20 |
| 7 | Enrichment Program II | | 20 | 20 |
| 8 | DSGN6960007 | Pre-Thesis | 2 | 6 |
| | DSGN6961007 | Thesis | 4 | |
| | DSGN6593007 | Thesis | 6 | |
| Total Credits 146 SCU | | | | |

*) This course is delivered in English

**) Global Learning System Course

***) Entrepreneurship Embedded

****) If students choose mobility program to Binus @Bandung or Binus @Malang, the core and program courses will be conducted online by the home campus. If students do not choose mobility program but want to take free elective courses from Binus @Bandung or Binus @Malang, the courses will be conducted online by the host campus.

Minor/ Free Electives/ Mobility:

-) For 4th Semester: Students are required to choose Minor/ Free Electives/ Mobility. For Free Electives, students are required to choose from the list of Free Electives in Appendix.

-) For 5th Semester: Students are required to choose Minor/ Free Electives/ Mobility same with previous semester. For Free Electives, students are required to choose from the list of Free Electives in Appendix.

Foreign Language Courses:

Students will take foreign language courses according to BINUS University English proficiency 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 |
|--------------------------|-------------------------------|-----|
| ENGL6253007 | English for Frontrunners | 0 |
| ENGL6254007 | English for Independent Users | 0 |
| ENGL6255007 | English for Professionals | 0 |
| JAPN6190007 | Basic Japanese Language | 0 |
| CHIN6163007 | Basic Chinese Language | 0 |

1. Students with Binus University English Proficiency Test score less than 437 are required to take English for Frontrunners and English for Independent Users.
2. Students with Binus University English Proficiency Test score less than 520 are required to take English for Independent Users and English for Professionals.
3. Students with Binus University English Proficiency Test score equal to or greater than 520 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.

Minor Scheme

| Minor Program | Semester 4 | Semester 5 |
|---------------------------------------|------------|------------|
| Minor @ Binus Kemanggisian | | |
| Digital Ecosystem | V | V |
| Human Capital in Digital Workplace | - | - |
| Sustainable Development | - | - |
| Cross Cultural Communication | V | V |
| Interactive & Users Experience Design | V | V |
| Data Analytics | - | - |
| Robotic Process Automation | - | - |
| Event Business and Entertainment | V | V |
| Creative Digital Storytelling | V | V |
| Digital Banking | - | - |
| Blockchain Technology and Business | - | - |
| Minor @ Binus Alam Sutera | | |
| Digital Transformation | V | V |
| Minor @ Binus Bekasi | | |
| Virtual Service Experience | V | V |
| Culinary | - | - |
| Minor @ Binus Malang | | |
| Digital Technopreneur | - | - |
| Minor @ Binus Bandung | | |
| DesignPreneur | - | - |
| Minor @ Binus Semarang | | |
| Metaverse in Business | V | V |
| Content Creation | - | - |

The minor programs can change anytime based on the trends of knowledge and industry each year. Students will receive information about the updated minor programs during the registration period.

1. Minor Program: Digital Ecosystem

Fundamental Courses

| Course | SCU |
|---|-----------|
| COMP6683001 Introduction to Artificial Intelligence | 2/2 |
| ISYS6549003 Digital Innovation | 4 |
| COMP6937001 Current Trends in Technology | 2 |
| Total SCU | 10 |

2. Minor Program: Cross Cultural Communication

Fundamental Courses

| Course | SCU |
|--|-----------|
| CHIN6132026 Chinese Conversation in Daily Activities | 4 |
| COMM6502019 Communication in Diversity | 2 |
| BUSS6170025 Asian Business Ethics | 4 |
| Total SCU | 10 |

3. Minor Program: Interactive & Users Experience Design

Fundamental Courses

| Course | SCU |
|---|-----------|
| ISYS6553003 User-Centered Research and Evaluation | 4 |
| PSYC6176027 Psychology and User Experience | 4 |
| DSIN6003007 Fundamental of Interface Design | 2 |
| Total SCU | 10 |

4. Minor Program: Event Business and Entertainment

Fundamental Courses

| Course | SCU |
|--|-----------|
| HTMN6151021 Event Marketing Management | 2 |
| HTMN6152021 Catering Management | 4 |
| TRSM6232022 MICE (Meeting, Incentive, Convention, Exhibition) Management | 4 |
| Total SCU | 10 |

5. Minor Program: Creative Digital Storytelling

Fundamental Courses

| Course | SCU |
|---|-----------|
| ENGL6274024 Approaches in Multimodal Storytelling | 2 |
| DSIN6033007 Visual Storytelling | 2 |
| ENGL6275024 Storytelling for Business | 2 |
| FILM6118009 Script Development & Pitching | 4 |
| Total SCU | 10 |

6. Minor Program: Digital Transformation

Fundamental Courses

| Course | SCU |
|---|-----------|
| ISYS6559003 Business Models and Technology Innovation | 4 |
| ISYS6557003 Business Data Management | 4 |
| MGMT6484005 Digital Strategy | 2 |
| Total SCU | 10 |

7. Minor Program: Virtual Service Experience

Fundamental Courses

| Course | SCU |
|--|-----------|
| ISYS6561003 Fundamental of Virtual Services | 2 |
| ACCT6350020 Virtual Financial Services | 4 |
| MGMT6354005 Virtual Operation and Supply Chain | 4 |
| Total SCU | 10 |

8. Minor Program: Metaverse In Business

Fundamental Courses

| Course | SCU |
|-------------------------------|-----------|
| ISYS6777052 Business Model | 2 |
| COMP6889051 Virtual Reality | 4 |
| COMP6890051 Augmented reality | 4 |
| Total SCU | 10 |

Appendix: Free Electives (4th Semester and 5th Semester)

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|----|-------------------------|-------------|--|-----|----------|
| 1 | Business Management | MGMT6455005 | Servitization and Customer Experience Management | 2 | 4 |
| 2 | Business Management | MKTG6319005 | Service Marketing Management | 4 | 4 |
| 3 | Business Management | MGMT6456005 | Fundamentals of Supply Chain Management | 4 | 4 |
| 4 | Business Management | MGMT6457005 | Global Supply Chain Services | 4 | 4 |
| 5 | Business Management | MGMT6401005 | Digital Supply Chain Management | 2 | 4 |
| 6 | Business Management | MGMT6459005 | Retail Management | 4 | 5 |
| 7 | Business Management | MGMT6460005 | Retail Supply Chain Management | 2 | 5 |
| 8 | Business Management | MGMT6461005 | Category Management | 2 | 5 |
| 9 | Management | MGMT6196005 | Project Management | 4 | 4 |
| 10 | Management | BUSS6229005 | Business Simulation | 4 | 4 |
| 11 | Management | LAWS6159005 | Legal Aspect in Business | 2 | 4 |

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|----|-----------------------------------|-------------|--|-----|----------|
| 12 | Management | MGMT6374005 | Analysis on E-Business Investment | 4 | 4 |
| 13 | Management | ISYS6744005 | E-Business Strategy and Implementation | 4 | 4 |
| 14 | Global Business Marketing | MKTG6272005 | Marketing Research | 2/2 | 4 |
| 15 | Global Business Marketing | MGMT6358005 | Managing Business Information | 2/2 | 4 |
| 16 | International Business Management | BUSS6223005 | Trade in Asia | 2 | 5 |
| 17 | Computer Engineering | CPEN6098010 | Computer Networks | 2/2 | 5 |
| 18 | Computer Engineering | CPEN6232010 | Cloud Technology Practice | 2 | 5 |
| 19 | Industrial Engineering | MKTG6128011 | Market Research | 2 | 5 |
| 20 | Food Technology | FOOD6074015 | Food Processing Technology II | 2 | 5 |
| 21 | Food Technology | FOOD6076015 | Food Fermentation Technology | 2 | 5 |
| 22 | Food Technology | CPEN6235015 | IoT in Food Industry | 2 | 5 |
| 23 | Architecture | ARCH6144014 | Digital Construction | 4 | 5 |
| 24 | Architecture | ARCH6146014 | Interior Architecture | 4 | 5 |
| 25 | Architecture | ARCH6128014 | Multimedia in Design Presentation | 4 | 5 |
| 26 | Architecture | ARCH6147014 | Behavior in Architecture | 4 | 5 |
| 27 | Architecture | ARCH6131014 | Architectural Conservation | 4 | 5 |
| 28 | Architecture | ARCH6136014 | Tropical Architecture | 4 | 5 |
| 29 | Computer Science | COMP6800001 | Human and Computer Interaction | 2/1 | 4 |
| 30 | Computer Science | COMP6696001 | Research Methodology in Computer Science | 2 | 4 |
| 31 | Computer Science | COMP6823001 | Multimedia Systems | 2 | 4 |
| 32 | Computer Science | ISYS6211001 | Web Based Application Development | 2/2 | 4 |
| 33 | Computer Science | COMP8129001 | User Experience | 2/2 | 4 |
| 34 | Computer Science | COMP7128001 | Game Design | 2 | 4 |
| 35 | Computer Science | COMP6800001 | Human and Computer Interaction | 2/1 | 5 |
| 36 | Computer Science | COMP6144001 | Web Programming | 2/1 | 5 |
| 37 | Computer Science | COMP6590001 | Geographical Information System | 2/2 | 5 |
| 38 | Computer Science | ISYS6197001 | Business Application Development | 2/2 | 5 |
| 39 | Game Application and Technology | GAME6085001 | Object Oriented Game Programming | 2 | 5 |
| 40 | Marketing Communication | COMM6613019 | Introduction to Media Industry | 2 | 4 |
| 41 | Marketing Communication | COMM6615019 | Script Writing | 2/2 | 4 |
| 42 | Marketing Communication | COMM6625019 | Theory of Mass Communication | 2 | 4 |
| 43 | Marketing Communication | COMM6617019 | Media Convergence | 2 | 4 |

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|----|---------------------------------|-------------|---|-----|----------|
| 44 | Marketing Communication | COMM6624019 | Digital Creative Content | 2/2 | 5 |
| 45 | Marketing Communication | COMM6620019 | Online Publishing | 2/2 | 5 |
| 46 | Marketing Communication | COMM6410019 | Digital Broadcasting Production | 2/2 | 5 |
| 47 | Marketing Communication | COMM6425019 | Event Management | 2 | 4 |
| 48 | Marketing Communication | COMM6631019 | Public Affair | 2 | 5 |
| 49 | Marketing Communication | COMM6634019 | Environmental Issues and Brand Activism | 4 | 5 |
| 50 | Marketing Communication | COMM6635019 | Integrated Marketing Communication | 2 | 5 |
| 51 | Tourism | TRSM6159022 | Anthropology of Travel and Tourism | 2 | 4 |
| 52 | Tourism | MGMT6408022 | Strategic Management for Tourism | 2 | 4 |
| 53 | Tourism | TRSM6142022 | Event Management | 4 | 5 |
| 54 | Tourism | TRSM6220022 | Rural Tourism Entrepreneurship | 4 | 5 |
| 55 | Tourism | TRSM6221022 | Sport Tourism | 2 | 5 |
| 56 | Tourism | TRSM6222022 | Climate Change & Tourism | 2 | 5 |
| 57 | Tourism | TRSM6212022 | Indonesian Culture | 4 | 5 |
| 58 | Tourism | TRSM6159022 | Anthropology of Travel and Tourism | 2 | 5 |
| 59 | Tourism | TRSM6140022 | Tourism Law and Regulation | 2 | 5 |
| 60 | Hotel Management | HTMN6018021 | Consumer Behavior in Hospitality | 2 | 5 |
| 61 | Hotel Management | HTMN6147021 | Hospitality Management | 4 | 5 |
| 62 | Hotel Management | HTMN6148021 | Research Methodology in Hospitality | 4 | 5 |
| 63 | Hotel Management | HTMN6001021 | Introduction to Hospitality | 4 | 5 |
| 64 | Mobile Application & Technology | MOBI6059001 | Mobile Programming | 2 | 5 |
| 65 | Information Systems | ISYS6016003 | Social Media Fundamental | 2 | 4 |
| 66 | Information Systems | ISYS6285003 | Digital and New Media | 2 | 4 |
| 67 | Information Systems | ISYS6478003 | Research Methods in Information Systems | 2 | 4 |
| 68 | Information Systems | ISYS6202003 | Social Informatics | 4 | 5 |
| 69 | Business Information Technology | ISYS6606003 | Smart Application | 2 | 4 |
| 70 | Business Information Technology | ISYS6579003 | Knowledge-Based AI: Cognitive Systems | 4 | 5 |
| 71 | Animation | DSGN6689007 | Concept Art & Production Design | 2 | 5 |
| 72 | Animation | DSGN6690007 | Animation Storytelling | 2 | 5 |
| 73 | Animation | DSGN6692007 | Character Animation***** | 4 | 4 |

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|-----|--|-------------|---|-----|----------|
| 74 | Animation | DSGN6693007 | Motion Graphic***** | 4 | 4 |
| 75 | Animation | DSGN6694007 | Visual Effect (VFX) ***** | 4 | 4 |
| 76 | Animation | DSGN6695007 | Asset Creation***** | 4 | 4 |
| 77 | Creative Advertising | DSGN6671007 | Creative Writing for Commercials | 4 | 4 |
| 78 | Creative Advertising | DSGN6732007 | Photography | 4 | 4 |
| 79 | Film | FILM6026009 | History of Indonesian Cinema | 2 | 4 |
| 80 | Film | FILM6082009 | Alternative Distribution and Film Festival | 2 | 4 |
| 81 | Film | FILM6080009 | Southeast Asian Cinema & Popular Culture | 4 | 4 |
| 82 | Film | FILM6059009 | Global Cinema | 4 | 5 |
| 83 | Interior Design | DSGN6612008 | Design Trend | 2 | 5 |
| 84 | Interior Design | DSGN6888008 | Interior Accessories Design | 2 | 4 |
| 85 | Interior Design | DSGN6614008 | Signage and Way Finding Design for Interior | 2 | 5 |
| 86 | Chinese Literature | CHIN6157026 | Chinese Business for Etiquette (Beginner) | 4 | 4 |
| 87 | Chinese Literature | CHIN6159026 | Chinese Character Writing | 2 | 5 |
| 88 | Business Law | LAWS6017028 | Intellectual Property Rights | 4 | 5 |
| 89 | Psychology | PSYC6124027 | Psychology of Early Childhood Education | 4 | 5 |
| 90 | Psychology | PSYC6125027 | Psychology of Special Needs Education | 4 | 5 |
| 91 | Psychology | PSYC6130027 | Human Performance Technology | 4 | 5 |
| 92 | Psychology | PSYC6145027 | Urban Psychology | 4 | 5 |
| 93 | Psychology | PSYC6191027 | E-Learning Psychology | 4 | 5 |
| 94 | Psychology | PSYC6123027 | Educational Psychology | 2 | 4 |
| 95 | Psychology | PSYC6136027 | Theories of Developmental Psychology | 2 | 4 |
| 96 | Psychology | PSYC6122027 | Social Psychology | 4 | 4 |
| 97 | Primary Teacher Education | EDUC6015030 | Educational Research Methodology | 4 | 5 |
| 98 | Japanese Literature | JAPN6056025 | Practical Japanese Culture (Nihon Bunka Taiken) | 2 | 4 |
| 99 | Japanese Literature | JAPN6111025 | Introductory Japanese I | 4 | 5 |
| 100 | Visual Communication Design Binus @Bandung | DSGN6917034 | Drawing and Character Design for Animation | 4 | 4 |
| 101 | Visual Communication Design Binus @Bandung | DSGN6918034 | Art and Animation Assets | 4 | 4 |
| 102 | Visual Communication Design Binus @Bandung | DSGN6919034 | Production and Storytelling | 4 | 5 |
| 103 | Visual Communication | DSGN6922034 | Digital Cel Animation and Rendering | 4 | 5 |

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|-----|---|-------------|---|-----|----------|
| | Design Binus @Bandung | | | | |
| 104 | Visual Communication Design Binus @Bandung | DSGN6923034 | Motion and Character Setup | 4 | 5 |
| 105 | Visual Communication Design Binus @Malang | DSIN6008006 | Concept Art | 4 | 4 |
| 106 | Visual Communication Design Binus @Malang | DSIN6009006 | Character Design | 4 | 4 |
| 107 | Visual Communication Design Binus @Malang | DSGN6828006 | Intellectual Property Design | 4 | 4 |
| 108 | Visual Communication Design Binus @Malang | DSGN6831006 | Sequential Illustration | 4 | 4 |
| 109 | Visual Communication Design Binus @Malang | DSIN6011006 | History and Development of Imaging Arts | 2 | 5 |
| 110 | Visual Communication Design Binus @Malang | DSIN6012006 | Science of Light and Photo | 4 | 5 |
| 111 | Visual Communication Design Binus @Malang | DSIN6013006 | Image Transfer and Post Production | 2 | 5 |
| 112 | Visual Communication Design Binus @Malang | DSIN6014006 | Ethics and Lawsuit in Photography | 4 | 5 |
| 113 | Visual Communication Design Binus @Malang | DSIN6015006 | Conceptual Photography | 2/2 | 5 |
| 114 | Visual Communication Design Binus @Malang | DSIN6016006 | Cinematics and Documentary Video | 2/2 | 5 |
| 115 | Visual Communication Design Binus @Malang | DSIN6008006 | Concept Art | 4 | 5 |
| 116 | Visual Communication Design Binus @Malang | DSIN6009006 | Character Design | 4 | 5 |

| No | Course Owner Department | Course Code | Course Name | SCU | Semester |
|-----|--|-------------|---|-----|----------|
| 117 | Visual Communication Design Binus @Malang | DSGN6828006 | Intellectual Property Design | 4 | 5 |
| 118 | Visual Communication Design Binus @Malang | DSGN6831006 | Sequential Illustration | 4 | 5 |
| 119 | Visual Communication Design Binus @Malang | DSIN6011006 | History and Development of Imaging Arts | 2 | 4 |
| 120 | Visual Communication Design Binus @Malang | DSIN6012006 | Science of Light and Photo | 4 | 4 |
| 121 | Visual Communication Design Binus @Malang | DSIN6013006 | Image Transfer and Post Production | 2 | 4 |
| 122 | Visual Communication Design Binus @Malang | DSIN6014006 | Ethics and Lawsuit in Photography | 4 | 4 |
| 123 | Visual Communication Design Binus @Malang | DSIN6015006 | Conceptual Photography | 2/2 | 4 |
| 124 | Visual Communication Design Binus @Malang | DSIN6016006 | Cinematics and Documentary Video | 2/2 | 4 |
| 125 | Visual Communication Design Binus @Semarang | DSGN6988053 | Digital Creative Thinking | 4 | 4 |
| 126 | Visual Communication Design Binus @Semarang | DSGN6989053 | Interactive Design | 4 | 4 |
| 127 | Visual Communication Design Binus @Semarang | DSGN6990053 | Creative Story Telling | 4 | 4 |
| 128 | Visual Communication Design Binus @Semarang | DSGN6991053 | Ideation for Immersion Design | 4 | 4 |
| 129 | Visual Communication Design Binus @Semarang | DSGN6992053 | Visualization for Immersion Design | 4 | 4 |

*****) Courses available only for students who take School of Design Binus @Jakarta.

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

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

Enrichment Track Scheme

| Track | Semester 6 | | | | | | | Semester 7 | | | | | | |
|-------|------------|----|----|----|----|----|-----|------------|----|----|----|----|----|-----|
| | IN | RS | EN | CD | SA | IS | etc | IN | RS | EN | CD | SA | IS | etc |
| 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 | | | | |
| 10 | V | | | | | | | | | | V | | | |
| 11 | V | | | | | | | | | | | V | | |
| 12 | V | | | | | | | | | | | | V | |
| 13 | V | | | | | | | | | | | | | V |

Note:

| | | | |
|----|-----------------------------------|-----|--|
| IN | : Certified Internship | SA | : Certified Study Abroad |
| RS | : Certified Research | IS | : Certified Specific Independent Study |
| EN | : Certified Entrepreneurship | etc | : Certified Study Program Special Purposes |
| CD | : Certified Community Development | | |

Description:

Student will take one of enrichment program tracks

Students who failed in Enrichment Program I can retake with the same track or change into another track. As for Enrichment Program II, student who failed with Certified Internship, Certified Research, Certified Community Development, and Certified Study Abroad track on Enrichment Program II, can retake with the same track or change into another track. However students who take **Certified Entrepreneurship** track on Enrichment Program II, should **retake with another track**.

Certified Internship Track

| Code | Course Name | SCU | Total |
|------------------------------|---|-----|-------|
| Enrichment Program I | | | 20 |
| DSGN6479007 | Production and Post Production in Industry | 8 | |
| DSGN6897007 | Production and Post Production Experience in Visual Communication Design Industry | 8 | |
| DSGN6740007 | EES in Production and Post Production Experience | 4 | |
| Enrichment Program II | | | 20 |
| DSGN6345007 | Pre Production and Production in Industry | 8 | |
| DSGN6898007 | Pre Production and Production Experience in Visual Communication Design Industry | 8 | |
| DSGN6347007 | EES in Pre Production and Production Experience | 4 | |

Certified Entrepreneurship Track

| Code | Course Name | SCU | Total |
|------------------------------|----------------------------------|-----|-------|
| Enrichment Program/II | | | 20 |
| ENTR6899007 | Animation Business Model | 8 | |
| ENTR6900007 | Animation Business Development | 8 | |
| ENTR6901007 | EES in New Animation Business II | 4 | |

Certified Research Track

| Code | Course Name | SCU | Total |
|------------------------------|--|-----|-------|
| Enrichment Program/II | | | 20 |
| RSCH6273007 | Research Experience | 8 | |
| RSCH6550007 | Scientific Writing in Visual Communication Design Research | 8 | |
| RSCH6283007 | Global EES in Visual Communication Design Research | 4 | |

Certified Community Development Track

| Code | Course Name | SCU | Total |
|------------------------------|--|-----|-------|
| Enrichment Program/II | | | 20 |
| CMDV6153007 | Community Outreach Project Implementation | 8 | |
| CMDV6330007 | Visual Communication Project Design in Community Outreach | 8 | |
| CMDV6172007 | Employability and Entrepreneurial Skills in Design Community | 4 | |

Certified Study Abroad Track

| Code | Course Name | SCU | Total |
|---|-------------------------------------|-----|-------|
| Enrichment Program/II | | | 20 |
| Elective courses list for study abroad* | | | |
| GLOB6005007 | Elective Course for Study Abroad 1 | 4 | |
| GLOB6006007 | Elective Course for Study Abroad 2 | 4 | |
| GLOB6007007 | Elective Course for Study Abroad 3 | 4 | |
| GLOB6008007 | Elective Course for Study Abroad 4 | 4 | |
| GLOB6009007 | Elective Course for Study Abroad 5 | 2 | |
| GLOB6010007 | Elective Course for Study Abroad 6 | 2 | |
| GLOB6011007 | Elective Course for Study Abroad 7 | 2 | |
| GLOB6012007 | Elective Course for Study Abroad 8 | 2 | |
| GLOB6013007 | Elective Course for Study Abroad 9 | 2 | |
| GLOB6014007 | Elective Course for Study Abroad 10 | 2 | |
| GLOB6015007 | Elective Course for Study Abroad 11 | 2 | |
| GLOB6016007 | Elective Course for Study Abroad 12 | 2 | |
| GLOB6251007 | Elective Course for Study Abroad 29 | 4 | |

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

Certified Specific Independent Study Track

| Code | Course Name | SCU | Total |
|---|---|-----|-------|
| Enrichment Program I/II | | | 20 |
| Elective courses list for Certified Specific Independent Study* | | | |
| CSIS6001007 | Course Certification | 3 | |
| CSIS6002007 | Technical Skill Enrichment | 4 | |
| CSIS6003007 | Industrial Project | 9 | |
| CSIS6004007 | Soft Skill Enrichment | 4 | |
| CSIS6005007 | Elective Course for Specific Independent Study 1 | 8 | |
| CSIS6006007 | Elective Course for Specific Independent Study 2 | 8 | |
| CSIS6007007 | Elective Course for Specific Independent Study 3 | 6 | |
| CSIS6008007 | Elective Course for Specific Independent Study 4 | 6 | |
| CSIS6009007 | Elective Course for Specific Independent Study 5 | 6 | |
| CSIS6010007 | Elective Course for Specific Independent Study 6 | 5 | |
| CSIS6011007 | Elective Course for Specific Independent Study 7 | 5 | |
| CSIS6012007 | Elective Course for Specific Independent Study 8 | 5 | |
| CSIS6013007 | Elective Course for Specific Independent Study 9 | 5 | |
| CSIS6014007 | Elective Course for Specific Independent Study 10 | 4 | |
| CSIS6015007 | Elective Course for Specific Independent Study 11 | 4 | |
| CSIS6016007 | Elective Course for Specific Independent Study 12 | 4 | |
| CSIS6017007 | Elective Course for Specific Independent Study 13 | 4 | |
| CSIS6018007 | Elective Course for Specific Independent Study 14 | 4 | |
| CSIS6019007 | Elective Course for Specific Independent Study 15 | 3 | |
| CSIS6020007 | Elective Course for Specific Independent Study 16 | 3 | |
| CSIS6021007 | Elective Course for Specific Independent Study 17 | 3 | |
| CSIS6022007 | Elective Course for Specific Independent Study 18 | 3 | |
| CSIS6023007 | Elective Course for Specific Independent Study 19 | 3 | |
| CSIS6024007 | Elective Course for Specific Independent Study 20 | 3 | |
| CSIS6025007 | Elective Course for Specific Independent Study 21 | 2 | |
| CSIS6026007 | Elective Course for Specific Independent Study 22 | 2 | |
| CSIS6027007 | Elective Course for Specific Independent Study 23 | 2 | |
| CSIS6028007 | Elective Course for Specific Independent Study 24 | 2 | |
| CSIS6029007 | Elective Course for Specific Independent Study 25 | 2 | |
| CSIS6030007 | Elective Course for Specific Independent Study 26 | 2 | |
| CSIS6031007 | Elective Course for Specific Independent Study 27 | 2 | |
| CSIS6032007 | Elective Course for Specific Independent Study 28 | 2 | |
| CSIS6033007 | Elective Course for Specific Independent Study 29 | 1 | |
| CSIS6034007 | Elective Course for Specific Independent Study 30 | 1 | |
| CSIS6035007 | Elective Course for Specific Independent Study 31 | 1 | |
| CSIS6036007 | Elective Course for Specific Independent Study 32 | 1 | |

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

The Table of Prerequisite for Animation Program

| Course | | SCU | Sem | Course Prerequisite | | SCU | Sem |
|---|--------------------------------|-------------|-----|---------------------|--------------------------------|-----|-----|
| DSGN6960007 DSGN6961007 DSGN6593007 | Pre-Thesis Thesis Thesis | 2 4 6 | 8 | DSGN6798007 | Visual Communication Design I | 4 | 2 |
| | | | | DSGN6664007 | Visual Communication Design II | 4 | 4 |
| | | | | DSGN6982007 | Character Business Licensing | 4 | 5 |
| | | | | DSGN6964007 | Animation Production Study | 4 | 3 |

Note: Students should pass Visual Communication Design I, II, Character Business Licensing, and Animation Production Study with minimum grade C.

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

| No | Course Code | Course Name | Minimal Grade |
|----|-------------|--------------------------------------|---------------|
| 1. | CHAR6013007 | Character Building: Pancasila | B |
| 2. | ENTR6511001 | Entrepreneurship: Market Validation | C |
| 3. | DSGN6646007 | Material and Colors in Visual Design | C |
| 4. | DSGN6798007 | Visual Communication Design I* | C |
| 5. | DSGN6964007 | Animation Production Study* | C |
| 6. | DSGN6664007 | Visual Communication Design II* | C |
| 7. | DSGN6656007 | Design Methods | C |
| 8. | DSGN6982007 | Character Business Licensing | C |

*) Tutorial & Multipaper