

## 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 completing their studies, 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 - (AOL)	4	
	DSGN6645007	Eastern Art Review	2	
	DSGN6647007	Drawing for Design	4	
	DSGN6659007	Computer Graphic I <sup>1&amp;2</sup>	4	
	DSGN6962007	Animation Workflow - (AOL)	2	
	Foreign Language Courses		0	
2	CHAR6014007	Character Building: Kewarganegaraan	2	20
	DSGN6682007	Fundamental Drawing for Animation <sup>1</sup>	4	
	DSGN6798007	Visual Communication Design I <sup>2</sup> - (AOL & AIE)	4	
	DSGN6234007	Visual Communication Design Reviews <sup>1</sup>	2	
	DSGN6660007	Computer Graphic II <sup>1&amp;2</sup> - (AIE)	4	
	COSC6011007	Foundations of Artificial Intelligence	2	
	LANG6027007	Indonesian	2	
	Foreign Language Courses		0	
3	CHAR6015007	Character Building: Agama	2	21
	DSGN6661007	Photography <sup>1</sup> - (AOL)	4	
	DSGN6683007	Visual Storytelling <sup>2</sup> - (AOL)	4	
	DSIN6051007	Visual Style Exploration	3	
	DSGN6964007	Animation Production Study <sup>2</sup> - (AOL)	4	

Sem	Code	Course Name	SKS	Total
	DSGN6685007	3D Art & Form <sup>2</sup> - (AOL)	4	
	<b>Foreign Language Courses</b>		0	
4	DSGN6664007	Visual Communication Design II <sup>3</sup> - (AOL & AIE)	4	21
	DSGN6656007	Design Methods <sup>3</sup> - (AOL)	4	
	DSIN6052007	Character Design Studies <sup>1,2&amp;3</sup> - (AOL)	3	
	DSGN6657007	Typography <sup>3</sup>	4	
	ENPR6311001	Creativity and Innovation <sup>3</sup>	2	
	<b>Minor Program</b>		4	
	<b>Free Electives</b>		4	
	<b>Foreign Language Courses</b>		0	
5	DSGN6874007	Creative Design Workshop <sup>3</sup> - (AIE)	4	18
	DSGN6983007	Animation Research <sup>3</sup>	2	
	DSGN6982007	Character Business Licensing <sup>2&amp;3</sup> - (AOL)	4	
	ENPR6312001	Venture Creation <sup>3</sup>	2	
	<b>Minor Program</b>		6	
	<b>Free Electives</b>		6	
6	<b>Enrichment Program I</b>		20	20
7	<b>Enrichment Program II</b>		20	20
8	DSGN6960007	Pre-Thesis	2	6
	DSGN6961007	Thesis	4	
	DSGN6593007	Thesis	6	
<b>Total Credits 146 SCU</b>				

1) This course is delivered in English

2) Global Learning System Course

3) 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.

-) **AOL** - Assurance of Learning Process System

-) **AIE** - Artificial Intelligence Embedded Course

#### Minor or Free Electives or Mobility:

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

-) For 5<sup>th</sup> Semester: Students will continue to study the Minor or Free Electives or Mobility that has been chosen in semester 4. 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 6<sup>th</sup> and/or 7<sup>th</sup> 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

\*) 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 61-99 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.

## Minor Scheme

Minor Program	Semester 4	Semester 5
<b>Minor @ Binus Kemanggis</b>		
Blockchain Technology and Business	-	-
Creative Digital Storytelling	V	V
Cross Cultural Communication	V	V
Digital Banking	-	-
Digital Ecosystem	V	V
English for Business Professionals	V	V
Event Business and Entertainment	V	V
Human Capital in Digital Workplace	-	-
Interactive & Users Experience Design	V	V
Robotic Process Automation	-	-
Sustainable Development	-	-
<b>Minor @ Binus Alam Sutera</b>		
Digital Transformation	V	V
<b>Minor @ Binus Bekasi</b>		
Culinary	-	-
Korean Culture and Creativity	V	V
<b>Minor @ Binus Malang</b>		
Chinese for Career Pathways	V	V
English for Business Professionals	V	V
Digital Technopreneur	-	-
<b>Minor @ Binus Bandung</b>		
DesignPreneur	-	-
<b>Minor @ Binus Semarang</b>		
Content Creation	-	-

Minor Program	Semester 4	Semester 5
Data Analytics	-	-
Immersive Journey to Japanese Language and Culture	V	V
Metaverse in Business	V	V
<b>Minor @ Binus Medan</b>		
Global Business	-	-

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: Creative Digital Storytelling

### Introduction

Digital storytelling, by definition, is the process of telling a story using video, images, audio, music, geospatial applications, and any other digital media. Thus, this minor introduces the concept and skills in producing and communicating videos, images, and texts through English. It is interdisciplinary in its nature and relies heavily on critical and analytical thinking. It also aims to familiarize students with the technology/ tools needed to adapt a literary work to another form or vice versa. It is the minor that blend perspectives of arts with humanities to facilitate new interpretation of literary works.

### Career Options

Social Media Content Creator; Digital Storyteller; Brand Designer; Digital Storytelling News Editor; Social Media Specialist; Digital Associate; Video Editor; Content Creator; Content Creator; Scriptwriter; Fiction writers; Non-Fiction Writers; Copywriter; Social Media Specialist.

### Course Distribution

#### Fundamental Courses

Course	SCU
ENGL6274024 Approaches in Multimodal Storytelling	2
DSIN6033007 Visual Storytelling	2
ENGL6275024 Storytelling for Business	2
FILM6118009 Script Development & Pitching	4
<b>Total SCU</b>	<b>10</b>

### Additional Information

None

## 2. Minor Program: Cross Cultural Communication

### Introduction

This minor program equips students with the ability to communicate using languages and understanding cultures of foreign parties. In addition, this minor program enables students to apply intercultural awareness through both Indonesian and foreign languages and cultures.

### Career Options

Language specialist, language localization specialist, translator, interpreter, mobility consultant/staff.

## Course Distribution

### Fundamental Courses

Course	SCU
CHIN6132026 Chinese Conversation in Daily Activities	4
COMM6502019 Communication in Diversity	2
BUSS6170025 Asian Business Ethics	4
<b>Total SCU</b>	<b>10</b>

### Additional Information

None

## 3. Minor Program: Digital Ecosystem

### Introduction

To face challenges in the era of technological disruption and the wave of the 4.0 industrial revolutions, this minor program offers foundational knowledge about the digital ecosystem in the 4.0 industrial revolutions. Through this minor program, students will be able to develop fundamental knowledge about main pillars of the digital ecosystem, such as informatics, business, and creative design. Students will also be able to combine the knowledge they gain from their respective majors with information technology to develop real solutions for society.

### Career Options

Chief technology officer, digital business strategy expert/consultant, digital solution architect, digital business strategy manager, digital operations manager.

### Course Distribution

#### Fundamental Courses

Course	SCU
COSC6196001 Immersive Technology	2
GAME6002001 Game Design	2
ISYS6549003 Digital Innovation	4
COMP6937001 Current Trends in Technology	2
<b>Total SCU</b>	<b>10</b>

### Additional Information

None

## 4. Minor Program: English for Business Professionals

### Introduction

This minor focuses on students who are interested in English in the business context. Students will learn about leadership and management, as well as language innovations in marketing and advertising. There will also be discussions on business communication issues.

### Career Options

Manager, Business practitioner, Entrepreneur, Professional employee.

### Course Distribution

#### Fundamental Courses

Course		SCU
ENGL6154024	English for Business Communications	4
MKTG6112024	Language Innovations in Marketing and Advertising	2
ENGL6244024	Social Media Broadcasting	4
Total SCU		10

### Additional Information

None

## 5. Minor Program: Event Business and Entertainment

### Introduction

This minor program provides practical and managerial skills, as well as knowledge of business in MICE (Meeting, Incentive, Convention, Exhibition) event, sport event, and festival, enabling students to plan and conduct a successful event.

### Career Options

Professional event organizer, Professional Conference Organizer, Event Coordinator, Convention Services Supervisor, Venue Supervisor, Entertainment Supervisor, Event Promotor, Events Planner, Sporting Event Organizer, Catering Coordinator.

### Course Distribution

#### Fundamental Courses

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

### Additional Information

None

## 6. Minor Program: Interactive & Users Experience Design

### Introduction

In today's digital era, people are competing to produce the best digital products that suit the users' needs. How can we make this happen? Minor Interactive & User Experience (UX) Design is the answer. In this Minor program, students will learn about the basics of UX starting from finding, designing, and building a digital product that is in accordance with a good UX concept to ensure that the digital products produced have adopted the UX theory. In

this minor program, students will study UX from 3 (three) main pillars of UX, namely Information Systems, Psychology, and Design through 6 (six) subjects that can be selected.

### Career Options

UX Researcher, UX Designer, Usability Analyst, Information Architect, Interaction Designer, Visual Designer, Content Strategies

### Course Distribution

#### 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

### Additional Information

None

## 7. Minor Program: Digital Transformation

### Introduction

Digital Transformation provides knowledge on how information technology can be a competitive advantage in business processes. In this minor program, students will learn about innovation in business processes, data management, and strategies that can support companies to become leaders in the digital era.

### Career Options

Business Analyst, System Analyst, Corporate Information Systems Designer, Database Administrator, Database Designer, Technopreneur, IS Project Manager, IT/IS Consultant and Auditor, Social Media professional, and Marketing Analyst.

### Course Distribution

#### Fundamental Courses

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

### Additional Information

None



## 8. Minor Program: Korean Culture and Creativity

### Introduction

This minor program provides knowledge and experience in Korean Performance and Culture. The courses will cover pop art, culture, cuisine, film, drama, music, and language. Students who have international experience, especially in Korea, will have a wide range of employment opportunities.

### Career Options

Content Creator, Performer, Creative Marketer, Event Organizer, Foodpreneur, and Advertiser working in a Korean environment.

### Course Distribution

#### Fundamental Courses

Course		SCU
HTMN6163021	Korean Cuisine and Culinary Arts	4
COMM6718019	Korean Language and Media	4
FILM6134009	Hallyu Creative Content	2
Total SCU		10

### Additional Information

None

## 9. Minor Program: Chinese for Career Pathways

### Introduction

This minor program offers a variety of courses customized to industry needs for Binus non-Chinese Literature students. With this minor program, students who do not major in Mandarin can still experience the benefits of mastering basic Mandarin, which is currently required by industries such as Hospitality, Chinese Companies, Management Banking, and Communication skills.

### Career Options

Business Administration, Translation and Interpretation, International Relations and Diplomacy, Tourism and Hospitality, Marketing and Communications.

### Course Distribution

#### Fundamental Courses

Course		SCU
CHIN6196026	Mandarin for Future Career	4
CHIN6197026	Easy Way to HSK 2 Preparation	4
CHIN6198026	Exploring Modern Chinese Culture	2
Total SCU		10

### Additional Information

Open a maximum of 2 classes per batch per semester, with each class accommodating up to 30 students.

## 10. Minor Program: Immersive Journey to Japanese Language and Culture

### Introduction

Immersive Journey to Japanese Language and Culture Minor program is focused on the basic learning of the Japanese language (equivalent to N5 or corresponding to CEFR levels A1 to A2). This includes an understanding of Japanese characters (Hiragana, Katakana, basic Kanji) and grammar. Additionally, it encompasses the comprehension of reading and listening skills in Japanese, covering vocabulary, phrases, and simple sentences. This program also includes the development of basic writing and speaking skills in Japanese.

Upon completion of this minor, students will be prepared to read Japanese written in Hiragana, Katakana, and basic Kanji, as well as understand everyday conversations in the Japanese language. Subsequently, students will be equipped to engage in basic-level Japanese speaking and writing.

The outcomes of this minor, built upon a foundation of basic Japanese language proficiency, will benefit students who plan to study abroad in Japan, travel to Japan, or pursue interests and hobbies related to Japan.

### Career Options

Working in Japan, either in Indonesia or Japan, in the following fields as Consultant, Front Office, Tour Guide, Secretary, Finance, HR, Industry Creative (Content creator, dubber, cosplayer).

### Course Distribution

#### Fundamental Courses

Course		SCU
JAPN6221025	Essential Japanese Grammar ( <i>Yoku Tsukaeru Bunpou</i> )	4
JAPN6222025	Survival Japanese in Various Situations ( <i>Nihon E Ikou, Yasashii Kaiwa De</i> )	4
JAPN6223025	Ideas and Images of Japan ( <i>Nihon Jijou</i> )	2
Total SCU		10

### Additional Information

None

## 11. Minor Program: Metaverse in Business

### Introduction

The objective of the Metaverse in Business minor program in general is to offer a new learning experience in business innovation in the digital world. After completing the Metaverse in Business minor program, students will be able to design Virtual Reality applications so that they are able to present users in a virtual world, as if they are in another place, and develop Augmented Reality applications to present virtual effects in the real world.

### Career Options

AR/VR Designer, AR/VR Developer, AR/VR Engineer, AR/VR Researcher.

## Course Distribution

### Fundamental Courses

Course	SCU
ISYS6777052 Business Model	2
COMP6889051 Virtual Reality	4
COMP6890051 Augmented reality	4
<b>Total SCU</b>	<b>10</b>

### Additional Information

None

### Appendix: Free Electives (4<sup>th</sup> Semester and 5<sup>th</sup> Semester)

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Tourism	TRSM6142022	Event Management	4	4
2	Tourism	TRSM6220022	Rural Tourism Entrepreneurship	4	4
3	Tourism	TRSM6221022	Sport Tourism	2	4
4	Tourism	TRSM6222022	Climate Change & Tourism	2	4
5	Tourism	TRSM6212022	Indonesian Culture	4	4
6	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	4
7	Tourism	TRSM6140022	Tourism Law and Regulation	2	4
8	Tourism	MGMT6408022	Strategic Management for Tourism	2	4
9	Tourism	TRSM6142022	Event Management	4	5
10	Tourism	TRSM6220022	Rural Tourism Entrepreneurship	4	5
11	Tourism	TRSM6221022	Sport Tourism	2	5
12	Tourism	TRSM6222022	Climate Change & Tourism	2	5
13	Tourism	TRSM6212022	Indonesian Culture	4	5
14	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	5
15	Tourism	TRSM6140022	Tourism Law and Regulation	2	5
16	Tourism	MGMT6408022	Strategic Management for Tourism	2	5
17	Psychology	PSYC6124027	Psychology of Early Childhood Education	4	5
18	Psychology	PSYC6125027	Psychology of Special Needs Education	4	5
19	Psychology	PSYC6145027	Urban Psychology	4	5
20	Psychology	PSYC6191027	E-Learning Psychology	4	5
21	Psychology	PSYC6123027	Educational Psychology	2	4
22	Psychology	PSYC6122027	Social Psychology	4	4
23	Primary Teacher Education	EDUC6109030	Technology Literacy	2	4
24	Primary Teacher Education	EDUC6110030	Integrated Social Studies, Ethno Art and Craft	2/2	4
25	New Media	DSGN6743007	Digital Graphic Reproduction	4	5
26	Marketing Communication	COMM6613019	Introduction to Media Industry	2	4
27	Marketing Communication	COMM6615019	Script Writing	2/2	4

No	Course Owner Department	Course Code	Course Name	SCU	Semester
28	Marketing Communication	COMM6617019	Media Convergence	2	4
29	Marketing Communication	COMM6624019	Digital Creative Content	2/2	5
30	Marketing Communication	COMM6620019	Online Publishing	2/2	5
31	Marketing Communication	COMM6533019	Creative Program Design	2/2	5
32	Marketing Communication	COMM6410019	Digital Broadcasting Production	2/2	5
33	Marketing Communication	COMM6425019	Event Management	2	4
34	Marketing Communication	COMM6424019	Media Campaign and Monitoring	2/2	4
35	Marketing Communication	COMM6631019	Public Affair	2	5
36	Marketing Communication	COMM6633019	Corporate Sustainability	4	5
37	Marketing Communication	COMM6632019	Writing for Corporate Communication	2/2	5
38	Marketing Communication	COMM6541019	Digital Corporate Communication	2/2	5
39	Marketing Communication	COMM6634019	Environmental Issues and Brand Activism	4	5
40	Marketing Communication	COMM6635019	Integrated Marketing Communication	2	5
41	Marketing Communication	COMM6637019	Brand Activation	2/2	5
42	Marketing Communication	COMM6638019	Social Media Planning & Engagement	2/2	5
43	Management	ISYS6744005	E-Business Strategy and Implementation	4	4
44	International Relations	INTR6162029	Multiculturalism and Digital Society	2	4
45	International Business Management	BUSS6223005	Trade in Asia	2	5
46	International Business Management	BUSS6224005	Special Topics in International Business	4	5
47	Interior Design	DSGN6888008	Interior Accessories Design	2	4
48	Interior Design	DSGN6614008	Signage and Way Finding Design for Interior	2	5
49	Industrial Engineering	ISYE6113011	Leadership & Organizational Behavior	2	4
50	Industrial Engineering	ISYE6130011	Project Management	2	5
51	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	4
52	Hotel Management	HTMN6147021	Hospitality Management	4	4
53	Hotel Management	HTMN6148021	Research Methodology in Hospitality	4	4
54	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
55	Hotel Management	HTMN6147021	Hospitality Management	4	5
56	Hotel Management	HTMN6148021	Research Methodology in Hospitality	4	5
57	Global Business Marketing	MKTG6631005	Marketing Research	3/1	4
58	Global Business Marketing	MGMT6358005	Managing Business Information	2/2	4
59	Global Business Marketing	MGMT6358005	Managing Business Information	2/2	5
60	Game Application and Technology	GAME6085001	Object Oriented Game Programming	2	5
61	Film	FILM6082009	Alternative Distribution and Film Festival	2	4
62	Film	FILM6080009	Southeast Asian Cinema & Popular Culture	4	4
63	Film	FILM6059009	Global Cinema	4	5
64	Creative Advertising	DSGN6671007	Creative Writing for Commercials	4	4
65	Creative Advertising	DSGN6732007	Photography	4	4
66	Computer Science	COMP6800001	Human and Computer Interaction	2/1	4
67	Computer Science	COMP6696001	Research Methodology in Computer Science	2	4
68	Computer Science	COMP8129001	User Experience	2/2	4
69	Computer Science	COMP7128001	Game Design	2	4
70	Computer Science	COMP6800001	Human and Computer Interaction	2/1	5
71	Computer Science	COMP6590001	Geographical Information System	2/2	5
72	Computer Engineering	CPEN6232010	Cloud Technology Practice	2	5
73	Business Management	MGMT6455005	Servitization and Customer Experience Management	2	4
74	Business Management	MGMT6456005	Fundamentals of Supply Chain Management	4	4
75	Business Management	MGMT6459005	Retail Management	4	5
76	Business Management	MGMT6460005	Retail Supply Chain Management	2	5
77	Business Management	MGMT6461005	Category Management	2	5
78	Business Law	LAWS6159005	Legal Aspect in Business	2	4
79	Business Law	LAWS6017028	Intellectual Property Rights	4	5
80	Japanese Literature	JAPN6111025	Introductory Japanese I	4	4
81	Japanese Literature	JAPN6111025	Introductory Japanese I	4	5
82	Business Information Technology	ISYS6606003	Smart Application	2	4
83	Business Information Technology	ISYS6579003	Knowledge-Based AI: Cognitive Systems	4	5
84	Architecture	ARCH6146014	Interior Architecture	4	5
85	Architecture	ARCH6128014	Multimedia in Design Presentation	4	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
86	Architecture	ARCH6147014	Behavior in Architecture	4	5
87	Animation	DSGN6689007	Concept Art & Production Design	2	5
88	Animation	DSGN6690007	Animation Storytelling	2	5
89	Animation	DSGN6692007	Character Animation*	4	4
90	Animation	DSGN6693007	Motion Graphic*	4	4
91	Animation	DSGN6694007	Visual Effect (VFX)*	4	4
92	Animation	DSGN6695007	Asset Creation*	4	4
93	Accounting	ACCT6462020	Audit Psychology	2	5
94	Biotechnology	BTEC6038056	Bio-design Process	2	5
95	Fashion	FASH6186040	Contemporary Fashion	2	5
96	Fashion	FASH6180040	Fashion Trend Forecasting	2	5
97	Chinese Literature	CHIN6157026	Chinese Business for Etiquette (Beginner)	4	4
98	Chinese Literature	CHIN6159026	Chinese Character Writing	2	4
99	Chinese Literature	CHIN6157026	Chinese Business for Etiquette (Beginner)	4	5
100	Chinese Literature	CHIN6159026	Chinese Character Writing	2	5
101	Visual Communication Design Binus @Bandung	DSGN6917034	Drawing and Character Design for Animation	4	4
102	Visual Communication Design Binus @Bandung	DSGN6918034	Art and Animation Assets	4	4
103	Visual Communication Design Binus @Bandung	DSGN6919034	Production and Storytelling	4	5
104	Visual Communication Design Binus @Bandung	DSGN6922034	Digital Cel Animation and Rendering	4	5
105	Visual Communication Design Binus @Bandung	DSGN6923034	Motion and Character Setup	4	5
106	Visual Communication Design Binus @Malang	DSIN6009006	Character Design	4	4
107	Visual Communication Design Binus @Malang	DSIN6013006	Image Transfer and Post Production	2	5
108	Visual Communication Design Binus @Malang	DSIN6016006	Cinematics and Documentary Video	2/2	5
109	Visual Communication	DSIN6009006	Character Design	4	5

*\*) Courses available only for students who take Animation program Binus @Jakarta.*

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

[illegible]



Track	Semester 6							Semester 7						
	IN	RS	EN	CD	SA	IS	etc	IN	RS	EN	CD	SA	IS	etc
12	V												V	
13	V													V

**Note:**

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

**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 Company Internship, Research Fellowship, Community Impact Internship, and Study Abroad track on Enrichment Program II, can retake with the same track or change into another track. However students who take **Entrepreneurship** track on Enrichment Program II, should **retake with another track**.

**Company 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	

**Entrepreneurship Track**

Code	Course Name	SCU	Total
<b>Enrichment Program I/II</b>			
ENTR6899007	Animation Business Model	8	20
ENTR6900007	Animation Business Development	8	
ENTR6901007	EES in New Animation Business II	4	

**Research Fellowship Track**

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



### Community Impact Internship Track

Code	Course Name	SCU	Total
<b>Enrichment Program I/II</b>			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	

### Study Abroad Track

Code	Course Name	SCU	Total
Enrichment Program I/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

### Specific Independent Study Track

Code	Course Name	SCU	Total
Enrichment Program I/II			20
Elective courses list for 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	

Code	Course Name	SCU	Total
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 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.

### 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.	ENPR6312001	Venture Creation	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

