

Computer Science & Mathematics

Introduction

The contribution of Computer Science and Applied Mathematics to modern business practice is becoming more important as there are so many related fields such as process and system engineering, quality control, actuaries, product design/model planning, prediction, management and living environment, all of which use the most sophisticated electronics technology, mathematics and computer software. The combination of two study programs into one study program is intended to maximize the capabilities of the students to solve problems in these many related fields. To give working experience for student, we provide the facilities to practice in industry for 1 year in national and international companies besides 4 years they study in campus. We facilitate student to job training at industry, research with industry and entrepreneurship program.

Vision

A world class department in Computational Mathematics based on ICT.

Mission

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

1. Educating students with fundamental knowledge & skills of to apply Computational Mathematics using ICT in developing innovative algorithm and software for a career as an applied mathematician or system analyst.
2. Providing a solid learning experience through creating the most creative and value-added talents of leaders for the global community as well as conducting professional services to improve the quality of life.
3. Providing high impact research that positively contributing to the quality of life of Indonesians and the international community.

Program Objective

The objectives of the program are :

1. To provide students with a solid knowledge ranging from Fundamental Mathematics and Computer Science to Computational Mathematics and Computing Technology.
2. To provide students with knowledge and abilities in conducting mathematical analysis and modelling to solve problem in related fields and to be successful applied mathematics career.
3. To prepare students with the necessary techniques & skills in developing innovative algorithm and software to be excellence system analyst.

Graduate Competency

At the end of the program, graduates will be able to :

1. Apply knowledge and understanding of mathematical concepts, principles and theories relating to computer science knowledge.
2. Demonstrate knowledge and understanding of algorithm concepts, principles and theories relating to computer science knowledge.
3. Classify problems and to apply design and development principles for specific problems.
4. Classify criteria and specifications appropriate to specific problems, plan strategies for their solution and construct software system development.
5. Apply, analyze and solve problems using Fundamental Mathematics.
6. Interpret, analyze and create mathematical solution in form of algorithm.

7. Recognize, apply, appraise various Mathematics.
8. Analyze, compose, and assess innovative algorithm in order to solve real problems in many related fields.
9. Apply, analyze, formulate and evaluate using advanced Computational Mathematics.
10. Use and analyze current techniques and skills in order to design and evaluate recent software.

Prospective Career of the Graduates

The graduates of the double study program Computer Science and Applied Mathematics could follow careers in :

1. Information Technology area (software and game developer, IT consultant)
2. Computer (network specialist, computer simulation specialist)
3. Industry (educator, quantitative product planner, optimization analyst)
4. Business (quantitative credit analyst, business analyst)
5. Management (DSS manager, actuary)

Curriculum

With reference to the Vision and Mission of UBINUS, the role of Computer Science and Applied Mathematics in the future and its current standing in Indonesia, the study program will contain the following elements:

1. Solid education to increase mathematical reasoning capability and ability to solve problems in other fields.
2. The academic atmosphere that will facilitate students' learning in order that students will develop skills in communicating their mathematical reasoning and skill in software engineering.
3. An environment that fosters active learner independence and encourages students to be able to succeed in their professional career and in fields related to Computer Science and Applied Mathematics.

Furthermore, besides this department provides the means and expertise in Computer Science and Applied Mathematics to prepare students for a career as a Applied Mathematician or Software Engineer who be able to create mathematical models to solve problems in many related fields, it also provides capability in developing Computer Science or Applied Mathematics both in Indonesia and among the nations of the world in order to pursue higher degree of education.

Course Structure

Sem	Code	Course Name	SCU	Total	
1	CHAR6013	Character Building: Pancasila	2	20	
	COMP6060	Programming Language Concepts	2		
	COMP6047	Algorithm and Programming	4/2		
	MATH6038	Calculus I	4		
	MATH6025	Discrete Mathematics	4		
	English University Courses I				
	ENGL6128	English in Focus	2		
ENGL6130	English for Business Presentation	2			
2	CHAR6014	Character Building: Kewarganegaraan	2	20	
	MATH6015	Applied Linear Algebra	4		
	MATH6016	Calculus II	4		
	COMP6048	Data Structures	4/2		
	STAT6026	Probability and Statistics	2		
	English University Courses II				
	ENGL6129	English Savvy	2		
ENGL6131	English for Written Business Communication	2			
3	CHAR6015	Character Building: Agama	2	24	
	COMP6175	Object Oriented Programming	2/2		
	COMP6056	Program Design Methods	4		
	MATH6056	Scientific Computing Lab	2		
	MATH6008	Mathematical Statistics I	4		
	MATH6019	Calculus III	4		
	MATH6057	Ordinary Differential Equations	2/2		
4	COMP6176	Human and Computer Interaction	2/2	24	
	ISYS6169	Database Systems	4/2		
	MATH6068	Partial Differential Equations	2		
	MATH6009	Mathematical Statistics II	4		
	MATH6018	Modern Algebra	4		
	MATH6023	Complex Variable Function	4		
5	MATH6026	Mathematics Programming	4	24	
	CPEN6098	Computer Networks	2/2		
	COMP6153	Operating System	2/2		
	ENTR6003	Entrepreneurship I	2		
	MATH6059	Geometric Algebra	4		
	COMP6049	Algorithm Design and Analysis	4		
	MATH6058	Numerical Methods I	2		

Sem	Code	Course Name	SCU	Total
6	COMP6099	Advanced Object Oriented Programming	2	24
	COMP6100	Software Engineering*	4	
	COMP6065	Artificial Intelligence	4	
	MATH6050	Actuarial Mathematics	4	
	MATH6092	Numerical Methods II	2	
	MATH6064	Applied Projective Geometry	2	
	MATH6021	Real Analysis	4	
	STAT6021	Research Methodology	2	
7	ENTR6004	Entrepreneurship II	2	24
	COMP6062	Compilation Techniques	4	
	MATH6043	Seminar	2	
	MATH6066	Computational Geometry	2/1	
	MATH6095	Applied Mathematics Modeling*	2	
	COMP7116	Computer Vision	2/2	
	MATH6067	Cryptography	2/1	
	MATH6063	Coding Theory	4	
8	COMP6051	Web Programming	2/1	20
	MOBI6021	Mobile Programming	2/2	
	MATH6061	Computational Number Theory	2/1	
	COMP8108	Natural Language Processing	2/1	
	MATH6049	Mathematics of Finance	4	
	COMP7066	Expert System	2/1	
9	Enrichment Program		16	16
10	MATH6041	Thesis	6	6
TOTAL CREDIT 202 SCU				

*) *Entrepreneurship Embedded*

English University Courses:

-) For 1st Semester : English University Courses I, student with score Binus University 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
-) For 2nd Semester: English University Courses II, student with score Binus University English Proficiency Test less than 500 will take English Savvy, and student with score test greater than or equal to 500 will take English for Written Business Communication

Enrichment Program (9th Semester):

-) Student will take one of enrichment program tracks (off campus).

Enrichment Internship Track

Code	Course Name	SCU	Total
MATH6073	Internship	8	16
MATH6074	Mathematical Modeling Solution in Industry	2	
MATH6075	Applied Programming in Industry	2	
MATH6076	EES in Mathematics Industry	4	

Enrichment Entrepreneurship Track

Code	Course Name	SCU	Total
ENTR6291	Business Start Up	8	16
ENTR6203	Business Model & Validation in Mathematics	2	
ENTR6204	Launching New Venture in Mathematics	2	
ENTR6205	EES in New Mathematical Business	4	

Enrichment Research Track

Code	Course Name	SCU	Total
RSCH6224	Research Experience	8	16
RSCH6154	Scientific Writing in Mathematics	4	
RSCH6155	Global EES in Mathematics Research	4	

Enrichment Community Development Track

Code	Course Name	SCU	Total
CMDV6124	Community Outreach Project Implementation	8	16
CMDV6072	Community Outreach in Mathematics Project Design	4	
CMDV6073	Employability and Entrepreneurial Skills in Mathematics	4	

Enrichment Study Abroad Track*

Course Name		SCU	Total
Enrichment Program I			16
GLOB6005	Elective Course for Study Abroad 1	4	
GLOB6006	Elective Course for Study Abroad 2	4	
GLOB6007	Elective Course for Study Abroad 3	4	
GLOB6008	Elective Course for Study Abroad 4	4	
GLOB6009	Elective Course for Study Abroad 5	2	
GLOB6010	Elective Course for Study Abroad 6	2	
GLOB6011	Elective Course for Study Abroad 7	2	
GLOB6012	Elective Course for Study Abroad 8	2	
GLOB6013	Elective Course for Study Abroad 9	2	
GLOB6014	Elective Course for Study Abroad 10	2	
GLOB6015	Elective Course for Study Abroad 11	2	
GLOB6016	Elective Course for Study Abroad 12	2	

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

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

No	Code	Course Name	Minimum Grade
1	CHAR6013	Character Building: Pancasila	B
2	ENTR6004	Entrepreneurship II	C
3	COMP6047	Algorithm and Programming*	C
4	COMP6048	Data Structures*	C
5	ISYS6169	Database Systems	C
6	MATH6019	Calculus III*	C
7	COMP6153	Operating System	C
8	COMP6100	Software Engineering*	C
9	MATH6068	Partial Differential Equations	C
10	MATH6018	Modern Algebra	C
11	MATH6092	Numerical Methods II*	C
12	MATH6095	Applied Mathematics Modeling*	C
13	COMP6065	Artificial Intelligence	C
14	MATH6066	Computational Geometry	C

*) Tutorial & Multipaper