

Computer Science

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.

Computer Science Undergraduate Study Program Bina Nusantara University Malang is one of the Study Programs of School of Computer Science Bina Nusantara University Jakarta. This study program focuses on learning process in the field of computer science with a Sarjana Komputer (S.Kom.) Academic Degree. The learning process is managed within 4 years by the 2 + 1 + 1 Program. The learning process in the first to third semesters is carried out in Malang Campus, East Java. The students then have the opportunity to study at Bina Nusantara Jakarta campus for a year, in the fourth and fifth semesters as part of the Mobility Program. Students also have the opportunity to enrich their learning with various partners of Bina Nusantara University for one year in the sixth and seventh semesters through Enrichment Program. The Enrichment Program offers seven optional tracks: Certified Internship, Certified Entrepreneurship, Certified Research, Certified Community Development, Certified Study Abroad, Certified Specific Independent Study, and Further Study. On the last semester every student takes a thesis as final course and will be guided by Faculty Member at Bina Nusantara University Malang. Computer Science Study Program at Bina Nusantara University @Malang campus emphasizes the processes, techniques, and tools that go into developing computer-based systems.

Vision BINUS UNIVERSITY

A world class study program by providing excellent educational experiences in computer science, fostering and empowering the society in building and serving the nation through digital technology and technopreneur.

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 computer science to solve real-world problems through digital technology and technopreneur approach.
- 2. Preparing our graduates to develop examplary soft skills & technical skills required as ICT professionals, leaders and entrepreneurs in global market.
- 3. Promoting high impact research that contributes to the nation in digital technology themes.
- 4. Fostering BINUSIAN as lifelong learners through self-enrichment.
- 5. Empowering BINUSIAN to continuously improve and society's quality of life through digital technology and technopreneur approach.

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 level



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. Analyst
- 2. Developer
- 3. Entrepreneur

Curriculum

The curriculum of the Computer Science Study 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 are expected to be able to face competition at both a national and international level.

Generally, the subjects of the curriculum 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, database systems, computer graphics, multimedia technology, human and computer interaction, operation systems, computer architecture, and computer network.



Streaming

All campuses of Computer Science Undergraduate Study Program Bina Nusantara University have the same core courses to ensure the main competency standards in Computer Science. However, every student also has the opportunity to enrich into various streaming in the fourth and fifth semesters. There are 12 streaming (specialization) options for students of Computer Science Undergraduate Study Program Bina Nusantara University Malang, namely Digital Creative Technology, Immersive technology, Intelligent System, Database Technology, Network Technology, Network Security, Game Technology, Mobile Technology, Interactive Multimedia, Software Engineering, Data Science, and Internet of Things.

Streaming BINUS @Malang Campus

- **Digital Creative Technology:** Focus on smart software application development based on big data analytics regarding business innovation and digital transformation on Industry 4.0. era (Digital Business Innovation and Transformation).
- **Immersive Technology:** Focus on development of immersive technology-based solutions supported by AR (Augmented Reality), VR (Virtual Reality), and XR (Extended Reality) technologies.

Streaming BINUS @Greater Jakarta Campus

- Intelligent System: Focus on smart software development through complex algoritm based on Artificial Intelligence to solve problem.
- **Database Technology:** Focus on software development through database technology for business operation and business analytics and business intelligent.
- **Network Technology**: Focus on software development on computer network through computer network design and computer network programming.
- Network Security: Focus on secure software development through secure computer network design and secure computer network programming.
- **Game Technology:** Focus on interactive software development through game art, game design and game programming for entertainment and business solution.
- Mobile Technology: Focus on software development through mobile devices platform.
- Interactive Multimedia: Focus in exploring interactive multimedia applications based on computer programming, design tools, and software engine.
- **Software Engineering**: Focus on development of software through software architecture, various methodologies and software engineering equipment.
- **Data Science:** Focus on exploring the latest technologies and various tools in finding solutions and reaching conclusions based on Data.

Streaming BINUS @Bandung Campus

- **Cloud Technology:** Focus on various techiniques for cloud management, especially managing the network and computing services.
- Internet of Things: Focus on various techniques and implementation of IoT



Course Structure

Sem	Code	Course Name	SCU	Total
	CHAR6030002	Character Building: Pancasila	2	
	MATH6118004	Discrete Mathematics	4	
	MATH6119004	Linear Algebra	2	
	COMP6764004	Basic Statistics	2	00
1	COMP6360004	Algorithm and Programming 2)	4/2	20
	COMP6840004	Program Design Methods 1)	2	
	LANG6117004	Indonesian	2	
	Foreign Languag	e Courses	0	
	CHAR6031004	Character Building: Kewarganegaraan	2	
	COMP6362004	Data Structures 1), 2)	4/2	
	MATH6120004	Calculus	4	
2	MATH6193004	Scientific Computing	2/1	20
	COMP6851004	Human and Computer Interaction ²⁾	2/1	
	ENPR6315002	Creativity & Innovation	2	
	Foreign Languag	e Courses	0	
	CHAR6032004	Character Building: Agama	2	
	COMP6365004	Algorithm Design and Analysis 1)	4	
	CPEN6250004	Computer Networks	2/1	
3	SCIE6067004	Computational Physics	2/1	21
	COMP6852004	Database Technology ²⁾	2/1	
	COMP6853004	Artificial Intelligence 2)	4	/ERSITY
	COMP6854004	Object Oriented Programming 1), 2)	2	LKSIII
	Foreign Languag		0	
	COMP6712004	Research Methodology in Computer Science 1)	2	Total SCU of Streaming Game
	SCIE6068004	Computational Biology	2/1	Technology, Network Security, Mobile, Data Science, & Cloud
	COMP6855004	Software Engineering ²⁾	4	Technology: 19
	COMP6955004	Database Design*	2	Total SCU of Streaming Digital
	STREAMING: D	IGITAL CREATIVE TECHNOLOGY	1)	Creative Technology, Immersive Technology,
	COMP6679004	Web Programming ²⁾	4	Internet of Things, Intelligent
	COSC6109004	Popular Programming Technology 1)	4	System, Database technology,
	COSC6001004	User Experience	2	Interactive Multimedia, Network Technology, Software
4	STREAMING: IN	MMERSIVE TECHNOLOGY 4)	ı	Engineering, & Game
	COSC6002004	User Experience for Digital Immersive Technology	2	Technology: 21 Total SCU of Minor Program
	COSC6003004	Multimedia and 3D Modelling	2/2	Malang: 19
	COSC6004004	3D Web Programming	2/2	Total SCU of Minor Program Lekerte, Bandung, Samerang
		STREAMING: INTERNET OF THINGS 5)		Jakarta, Bandung, Semarang Free Electives5,6) :17
	COMP6849031	Embedded System	2/2	Cumulative SCU of Streaming
	COMP6850031	Multimedia & Mixed Reality	2/1	Game Technology, Network
	MOBI6072031	Mobile Programming	2/1	Security, Data Science, Cloud Technology: 80
	COMP6655031	Cyber Security in IoT	2	5,7 - -



Sem	Code	Course Name	SCU	Total
	STREAMING: C	LOUD TECHNOLOGY 5)		Cumulative SCU of Streaming
	COMP6988031	Introduction to Cloud Computing	2/2	Digital Creative Technology, Immersive Technology,
	COMP6989031	Web Based Programming	2/2	Internet of Things, Intelligent
	COMP6990031	Introduction to Cloud security	2	System, Database technology,
	STREAMING: II	NTELLIGENT SYSTEM 6)		Interactive Multimedia, Network Technology, Software
	COMP6885001	Natural Language Processing 1), 2)	2/2	Engineering, Mobile and
	COMP6577001	Machine Learning	4	Game Technology: 82
	COMP7116001	Computer Vision ¹	2/2	Cumulative SCU of Minor Program Malang: 80
	STREAMING: D	ATABASE TECHNOLOGY 6)		Cumulative SCU of Minor
	COSC6097001	Data Engineering	2/1	Program Jakarta, Bandung,
	COMP6579001	Big Data Processing 1), 2)	2/2	Semarang, Free Electives: 78
	COSC6098001	Data Visualization	2	
	COSC6099001	Data Analytics	2/1	
	STREAMING: IN	NTERACTIVE MULTIMEDIA 6)		
	COMP8129001	User Experience 1), 2)	2/2	
	COSC6095001	Multimedia system and Programming Foundation	2/2	
	COSC6096001	Extended Reality	2	
	COMP7128001	Game Design	2	
	STREAMING: NETWORK TECHNOLOGY 6)			
-	COMP6824001	Computer Security 1)	2/2	
	COMP6584001	Network and System Programming 1), 2)	2/2	
	COSC6100001	Cloud Infrastructure	2/2	/ERSITY
	STREAMING: S	OFTWARE ENGINEERING 6)	411	CROILI
	COSC6092001	Code Reengineering	2/2	
	COSC6093001	Software Architecture	2/2	
	COSC6094001	Mobile Hybrid Solution ²	2/2	
	STREAMING: G	SAME TECHNOLOGY 6)		
	GAME6069001	Game Programming 1), 2)	4	
	GAME6082001	Game Animation 1), 2)	2	
	COSC6094001	Mobile Hybrid Solution 2)	2/2	
	STREAMING: D	DATA SCIENCE 6)		
	DTSC6013001	Data Mining and Visualization 1), 2)	2	
	DTSC6011001	Survey and Sampling Methods	2	
	COMP6577001	Machine Learning	4	
	DTSC6003001	Big Data Infrastructure and Technology ¹⁾	2	
	STREAMING: N	ETWORK SECURITY 6)		
	COMP6842001	Server and Network Administration 1), 2)	2	
	COMP6549001	Software Security 1), 2)	2	
	COMP6844001	Mobile Penetration Testing 2)	2/2	
	LAWS6110001	Cyber Law	2	
	STREAMING: N	OBILE AND GAME TECHNOLOGY	7)	



	OMP6897051			
CC	JIVIF 0097 03 I	Game Design & Programming	2/2	
	OMP6898051	User Experience ²⁾	2	
CC	OMP6899051	Machine Learning	2	
CC	OMP6900051	Mobile Embedded Systems	4	
ST	STREAMING: AI-DRIVEN DEVELOPMENT 8)			
CC	OSC6148060	Machine Learning & Data Mining for Business	4	
CC	OSC6149060	Cloud Architecture	2	
CC	OSC6150060	DevOps Engineering	4	
CC	OSC6151060	Geographic Information System	2	
Mi	inor Program		8	
Fre	ee Electives		8	
Fo	reign Languag	e Courses	0	
CC	OMP6390004	Compilation Techniques	4	
CC	OMP6713004	Operating System	2	Total COLL of Change and and
EN	NPR6316002	Venture Creation	2	Total SCU of Streaming : Cloud Technology, Game
ST	FREAMING: DIG	ITAL CREATIVE TECHNOLOGY 4)		Technology, Data Science,
CC	OMP6678004	Big Data Analytics for Business	4	Network Security: 20
МС	OBI6063004	Mobile Application Programming 2)	4	Total SCU of Streaming Digital Creative Technology,
CC	OSC6005004	Agile Software Development	2	Immersive Technology,
ST	STREAMING: IMMERSIVE TECHNOLOGY 4)			Internet of Things, Intelligent
CC	OSC6006004	Augmented Reality Application Programming	2/2	Systems, Database Technology, Interactive
CC	OSC6007004	Virtual Reality Application Programming	2/2	Multimedia, Network Technology, Software
cc	OSC6008004	Immersive Technology Capstone Project	2	Engineering, Mobile and Game Technology: 18
ST	TREAMING: INT	ERNET OF THINGS 5)		Total SCU of Minor Malang:
cc	OMP6757031	Computer vision in IoT	2/2	20
5 CC	OMP6882031	IoT Development and Architecture	2/2	Total SCU of Minor Jakarta,Bandung, Semarang,
		Elective Course	2	Free Electives: 22
ST	TREAMING: CLO	OUD TECHNOLOGY 5)		Cumulative SCU of Streaming Digital Constitution Technical Constitution
CC	OMP6991031	Cloud Services	2/2	: Digital Creative Technology, Immersive Technology,
cc	OMP6992031	Software Development Operations in Cloud Environments	2	Internet of Things, Intelligent Systems, Database
CC	OMP6993031	Application Development in Cloud	2/2	Technology, Interactive
		Elective Course	2	Multimedia, Network
ST	TREAMING: INTE	ELLIGENT SYSTEM ⁶⁾		Technology, Software Engineering, Mobile and
CC	OMP6822001	Speech Recognition	2/2	Game Technology, Cloud
CC	OMP6826001	Deep Learning	2/2	Technology, Game
		Elective Course	2	Technology, Data Science, Network Security: 100
ST	TREAMING: DAT	ABASE TECHNOLOGY 6)		Cumulative SCU of Minor
CC	OMP6590001	Geographical Information System 1)	2/2	Program, Free Electives: 100
CC	OMP6140001	Data Mining	2/2	
		Elective Course	2	



Sem	Code	Course Name	SCU	Total
	STREAMING: INT	ERACTIVE MULTIMEDIA 6)		
	COMP6583001	Computer Graphics	2/2	
	COMP7139001	Game Programming	4	
		Elective Course	2	
	STREAMING: NET	TWORK TECHNOLOGY 6)		
	COSC6104001	Cloud Interfacing with Virtualization	2/2	
	COSC6105001	Cloud Native Applications	2/2	
		Elective Course	2	
	STREAMING: SO	FTWARE ENGINEERING 6)		
	COSC6102001	Software Metrics and Quality assurance	2/2	
	COSC6103001	Mobile Technology Solution ²⁾	2/2	
		Elective Course	2	
	STREAMING: GA	ME TECHNOLOGY ⁶⁾		
	GAME6093001	Serious Game & Gamification	2	
	GAME6084001	Game Development Capstone Project 1), 2)	4	
	GAME6071001	3D Modeling for Games 1), 2)	2	
	GAME6092001	Fundamental in Game Balancing	2	
	GAME6091001	Advanced Game Development	2	
	STREAMING: DATA SCIENCE 6)			
	DTSC6010001	Bayesian Data Analysis	2	
	COMP6826001	Deep Learning	2/2	
	DTSC6002001	Data Management and Organization 1)	2	/ERSITY
	DTSC6008001	Text Mining	2	
	DTSC6004001	Data Security	2	
	STREAMING: NET	TWORK SECURITY 6)	1	
	COMP6544001	Network Penetration Testing ²⁾	2/2	
	COMP6695001	Secure Programming 1), 2)	2	
	COMP6843001	Reverse Engineering and Binary Exploitation	2	
	COMP6646001	Computer Forensic 1), 2)	2	
	COMP6873001	Blockchain Fundamental	2	
	STREAMING: MC	DBILE AND GAME TECHNOLOGY 7)	Т	
	COMP6903051	Computer Vision	2/2	
	COMP6905051	Mobile and Game Development Capstone Project	4	
	STREAMING: AI-	DRIVEN DEVELOPMENT 8)	Γ	
	COSC6152060	Deep Learning & MLOps	4	
	COSC6153060	Capstone Project	4	
	ELECTIVE COUR	SE ⁹	Т	
	COSC6161031	Introduction to Biomedical Science	2	
	COSC6162031	Introduction to Semiconductor Devices and Applications	2	
	COSC6163031	IT Project	2	



Sem	Code	Course Name	SCU	Total
	ELECTIVE COU	RSE 8)	•	
	COSC6108001	Mobile Programming	2	
	COMP6586001	Embedded Systems	2	
	COMP6226001	Competitive Programming 1)	2	
	COMP6821001	Web Programming	2	
	COSC6065001	Network Security Fundamental	2	
	COSC6101001	Mobile Professional Solution	2	
	GENERAL COU	RSE ¹¹⁾		
	COMP6923051	Hybrid Application Development	2	
	GENERAL COURSE 12)			
	COSC6154060	Applied Artificial Intelligence for Enterprise	2	
	Minor Program		12	
	Free Electives		12	
6	Enrichment Pro	gram I	20	Total SCU : 20 Cummulative SCU : 120
7	Enrichment Pro	gram II	20	Total SCU : 20 Cummulative SCU : 120
	COMP6747004	Pre-Thesis	2	
8	COMP6748004	Thesis	4	Total SCU : 6
	COMP6872004	Thesis	6]
				Total Credits 146 SC

- 1) This course is delivered in English
- 2) Global Learning System course
- 3) Students will take foreign language courses according to BINUS University English proficiency test results. See foreign language courses appendix for the detail.
- 4) Conducted in BINUS@Malang
- 5) Conducted in BINUS@Bandung
- 6) Conducted in BINUS@Greater Jakarta
- 7) Conducted in BINUS@Semarang
- 8) Conducted in BINUS@Medan
- 9) Students will choose 1course (2 credits)from the list of elective courses for Streaming: Intelligent Systems, Database Technology, Interactive Multimedia, Network Technology, Software Engineering, Minor Program, Free Electives, and Multidisciplinary Stream at Jakarta
- 10) Students will choose 1 course (2 credits) from the list of elective courses for streaming Internet Of Things, Cloud Technology, Minor Program BINUS@Bandung
- 11) Students choosing stream/minor in @Semarang must take general course Hybrid Application Development
- 12) Students choosing stream/minor in @Medan must take general course Hybrid Application Development

Streaming or Minor or Free Electives or Multidisciplinary Stream or Mobility:

-) For 4th Semester: Students are required to choose Streaming or Minor or Free Electives or Multidisciplinary Stream or Mobility. For Free Electives, students are required to choose from the list of Free Electives in Appendix.
-) For 5th Semester: Students will continue to study the choose Streaming or Minor or Free Electives or Multidisciplinary Stream or Mobility that has been choosen 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. <u>Students must pass with a minimum Grade of C.</u>



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 are personalized courses that can be taken by the students according to their own pace from semester 1 until semester 4 or before they take enrichment. The courses are available at BINUSMAYA – Beelingua.

Foreign Language Courses			
ENGL6268002	English for Frontrunners	0	
ENGL6269002	English for Independent Users	0	
ENGL6267002	English for Professionals	0	
JAPN6208002	Basic Japanese Language	0	
CHIN6185002	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 R N S UNIVERSITY

Minor Program	Semester 4	Semester 5					
Minor @ Binus Kemanggisan							
Human Capital in Digital Workplace	V	V					
Sustainable Development	V	V					
Cross Cultural Communication	V	V					
Interactive & Users Expericence Design	V	V					
Data Analytics	V	V					
Robotic Process Automation	V	V					
Event Business and Entertainment	V	V					
Creative Digital Storytelling	V	V					
Digital Banking	V	V					
English for Business Professional	V	V					
Blockchain Technology and Business	V	V					
Minor @ Binus Alam Sutera	Minor @ Binus Alam Sutera						
Digital Transformation	V	V					
Minor @ Binus Bekasi							
Culinary	V	V					



Minor Program	Semester 4	Semester 5
Korean Culture and Creativity	V	V
Minor @ Binus Malang		
Digital Technopreneur	V	v
English for Business Professional	V	V
Minor @ Binus Bandung	•	
DesignPreneur	V	V
Minor @ Binus Semarang	•	
Metaverse in Business	V	V
Content Creation	V	V
Minor @ Binus Medan	·	
Global Creative Business and Technology	V	V

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 : Human Capital In Digital Workplace

Fundamental Courses

Group	Course		SCU
/('	PSYC6174027	Psychology in The Workplace	4
МКВ	MGMT6349005	Digital Workplace Strategy	4
IVIND	ISYS6551003	Digital Workplace and Technology	4
	LAWS6157028	Legal Aspects in Digital Workplace	4
•	PSYC6175027	Human Resources Development	4
		Total SCU	20

2. Minor Program : Sustainable Development

Fundamental Courses

Group	Course			SCU
	ARCH6119014	Introduction to Sustainable Development		2
MKB	ISYE6154011	Sustainable Design and Manufacture		4
	CPEN6217010	Digital for Sustainable Development		4
			Total SCU	10

Group	Course		SCU
	DSGN6835008	Engineering Material	4
MKB	ISYE6155011	Occupational, Health, Safety, and Administration in Engineering	2
	CIVL6118013	Engineering Economic	4
		Total SCU	10



3. Minor Program : Cross Cultural Communication

Fundamental Courses

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

Supporting Courses

Group	Course		SCU
	INTR6135029	Comparative Politics	4
MKB	LAWS6158028	Private International Law	2
	CHIN6134026	Chinese Conversation in Business Communication	4
		Total SCU	10

4. Minor Program : Interactive & Users Experience Design

Fundamental Courses

Group	Course		SCU
	PSYC6176027	Psychology and User Experience	4
МКВ	ISYS6553003	User-Centered Research and Evaluation	4
/- (1	DSIN6003007	Fundamental of Interface Design	2
	Total SCU		

Supporting Courses

Group	Course		SCU
	ISYS6554003	Core Principles: Interactive Design	4
MKB	DSGN6837007	Digital Design Production	4
	ISYS6556003	Fundamental of Interface Design	2
		Total SCU	10

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5. Minor Program : Data Analytics

Fundamental Courses

Group	Course			SCU
	ISYS6680003	Introduction to data Analytics		2
MKB	ISYS6681003	Data Management & Descriptive Analytics		4
	STAT6198049	Statistical for Decision Making		4
			Total SCU	10



Supporting Courses

Group	Course		SCU
	ISYS6682003	Application of Predictive Analytics to Business Data	4
MKB	ISYS6683003	Prescriptive Analytics and Optimization	4
	MKTG6312005	Digitalization of Markets and Consumption	2
		Total SCU	10

6. Minor Courses: Robotic Process Automation

Fundamental Courses

Group	Course		SCU
	COMP6857001	Basic Programming for Automation	2
MICE	COMP6858001	RPA Concept & Design	2
MKB	ISYS6684003	RPA Developer Fundamental	4
	ISYS76687003	Business Process Improvement	2
		Total SCU	10

Supporting Courses

Group	Course	SCU
	ISYS6685003 RPA Developer Advance	4
MKB	ISYS6686003 RPA Business Analytics Fundamental	4
	COMP6859001 Intelligence Automation	2
Total SCU		

7. Minor Courses: Event Business And Entertainment

Fundamental Courses

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

Group	Course			SCU
	TRSM6233022	Event Sponsorship and Funding		2
MKB	TRSM6234022	Sport and Entertainment Event Management		4
	TRSM6235022	Festival & Cultural Event		4
			Total SCU	10



8. Minor Courses : Creative Digital Storytelling

Fundamental Courses

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

Supporting Courses

Group	Course		SCU
	ENGL6276024	Cultures, Language, and Arts Production	4
MKB	JAPN6212025	Anime and Manga as Storytelling	2
	ENGL6277024	Music as Medium for Storytelling	4
		Total SCU	10

9. Minor Courses: Digital Banking

Fundamental Courses

Group	Course	SCU
	ISYS6824003 Technology Innovation in Banking	2
МКВ	FINC6217020 Bank Risk Management in the Digital Era	4
	FINC6218020 Digital Finance and The Role of Central Bank	4
		Total SCU 10

Supporting Courses

Group	Course	Course		
	MGMT6510005	Business Process Management in Banking and Finance	4	
MKB	ISYS6825003	Data Analytics in Banking and Finance	4	
	MGMT6511005	Digital Leadership	2	
	-	Total SCU	10	

10. Minor Courses: English For Business Professional

Fundamental Courses

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



Supporting Courses

Group	Course		SCU
	ENGL6258024	English for Global Leadership	2
MKB	ENGL6169024	English for Professionals	2
IVIND	COMM6506024	Current Issues in Business Communications	2
	ENGL6245024	Business Rhetoric	4
		Total SCU	10

11. Minor Courses: Blockchain Technology and Business

Fundamental Courses

Group	Course		SCU
	ISYS6826003	Introduction to Blockchain Technology	4
MKB	ISYS6827003	Blockchain Economy & Business	4
	DTSC6016001	Basic Blockchain Programming	2
		Total SCU	10

Supporting Courses

Group	Course	SCU
МКВ	ISYS6828003 Blockchain Architecture Design and Implementation	4
	DTSC6017001 Advanced Blockchain Programming	2
	DTSC6018001 Prototyping Blockchain Project	4
	Total Se	CU 10

12. Minor Courses : Digital Transformation

Fundamental Courses

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

Group	Course		SCU
	ISYS6695003	Digital Marketing Analysis	4
MKB	STAT6200049	Practical Statistics for Digital Business	4
	ISYS6560003	Success Factor for Leading Digital Transformation	2
		Total SCU	10



13. Minor Courses: Culinary

Fundamental Courses

Group	Course		SCU
	HTMN6108021	Food and Beverage Management	2
MKB	HTMN6008021	Kitchen Operation	4
	HTMN6128021	Pastry and Bakery Operation	4
		Total SCU	10

SCU for HTMN6008021, HTMN6128021 are practical

Supporting Courses

Group	Course		SCU
	HTMN6155021	Indonesian Cuisine	4
MKB	HTMN6125021	Restaurant Operation	4
	HTMN6154021	Culinary Tourism	2
	·	Total SCU	10

SCU for HTMN6155021, HTMN6125021 are practical

14. Minor Courses: Korean Culture and Creativity

Fundamental Courses

Group	Course		SCU
-/-(1	HTMN6163021	Korean Cuisine and Culinary Arts	4
MKB	COMM6718019	Korean Language and Media	4
	FILM6134009	Hallyu Creative Content	2
		Total SCU	10

Supporting Courses

Group	Course		SCU
	FILM6135009	K-Drama and Beyond: Analysis and Appreciation	4
MKB	COMM6719019	K-Pop Culture and Performance	4
	MKTG6339005	K-Pop and K-Drama Marketing and Promotion	2
		Total SCU	10

15. Minor Courses : Digital Technopreneur

Fundamental Courses

Group	Course		SCU
	ENTR6528002	The Entrepreneurial Innovator	4
	COMM6504018	Digital Branding	2
MKB	ENPR6196002	Market Intelligence	2
IVIND	DSGN6839006	Interactive Design	4
	COMP6687004	User Experience Design	4
	DSGN6844023	Prototyping Digital Future	4
		Total SCU	20



16. Minor Courses : DesignPreneur

Fundamental Courses

Group	Course		SCU
	ENTR6525032	Fundamental of Designpreneur	4
	COMP6688031	UI/UX Development	4
MKB	DSGN6797034	Surface Packaging Design	4
	ENTR6526032	Hospitality and Service Design	4
	DSGN6843033	Project Design	4
		Total SCU	20

17. Minor Courses : Metaverse in Business

Fundamental Courses

Group	Course		SCU
	ISYS6777052	Business Model	2
MKB	COMP6889051	Virtual Reality	4
	COMP6890051	Augmented reality	4
	•	Total SCU	10

Supporting Courses

Group	Course		SCU
	ISYS6778052	Data Analytics	2
MKB	DSGN6981053	Design Thinking	4
	DSGN6980053	Interface Design	4
		Total SCU	10

18. Minor Courses : Content Cretion

Fundamental Courses

Group	Course		SCU
	FILM6105009	Filmmaking Fundamental	4
MKB	MKTG6392055	Digital marketing	4
	DSIN6042053	Photography for Creators	2
		Total SCU	10

Group	Course			scu
	DSGN6990053	Creative Storytelling		4
MKB	DSIN6043053	Strategic Influence		2
	DSIN6041053	Introduction to Visual Communication Design		4
	·		Total SCU	10



19. Minor Courses: Global Creative Business and Technology

Fundamental Courses

Group	Course			SCU
	DSIN6142066	Global Interactive Design		4
	BUSS6275061	E-Commerce and Digital Entrepreneurship		4
MKB	COSC6159060	Emerging Technologies in Global Business		4
	ISYS6997064	Blockchain for Digital Economy		4
	TRDE6001065	Global Regulatory Environment		4
		Т	otal SCU	20

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

No	Course Owner Department	Course Code	Course Name	scu	Semester
1	Business Creation	ENTR6580005	Digital Business Transformation	2	4
2	Business Creation	ENTR6494005	Managing Growing Business	2	5
3	Business Management	MGMT6401005	Digital Supply Chain Management	2	4
4	Business Management	MKTG6298005	Service Marketing Management	2	4
5	Business Management	MGMT6365005	Current Issue in Service Business and Technology	2	5
-6	International Business Management	BUSS6162005	Market Entry Strategy	2	4
7	International Business Management	MGMT6370005	E-Business for International Business	2	5
8	Management	Management BUSS6088005 Current Issue in Business and Technology		2	4
9	Management	BUSS6109005 Business Development		4	4
10	Management	BUSS6173005	Managing Innovation and Knowledge	4	4
11	Management	ISYS6079005	E-Business System	4	4
12	Management	MGMT6276005	Leadership & Managing Human Capital in Organization	4	4
13	Management	MGMT6374005	Analysis on E-Business Investment	4	4
14	Management	ISYS8175005	E-Business Strategy and Implementation	4	5
15	Management	MGMT6029005	Knowledge Management	2	5
16	Management	MGMT6063005	Strategic Management	2	5
17	Management	MGMT6297005	Operations Management	4	5
18	Management	MGMT6341005	Strategic Management	4	5
19	Accounting	ACCT6358020	Management Audit	4	4
20	Accounting Bekasi	ACCT6382020	Business Process Analysis and Solution	2	4
21	Accounting Bekasi	ACCT6389020	Big Data Analytics in Accounting & Finance	2	5
22	Marketing Communication			2/2	5
23	Marketing Communication	COMM6543019	Digital Brand Communicaton	2/2	5



24 Tourism TRSM6208022 Tourism Innovation and Product Development Development Development 4 5 25 Civil Engineering CIVL6025013 Hydrology 2 5 26 Civil Engineering CIVL6035013 Airport Engineering 2 5 27 Civil Engineering CIVL6037013 Railway Engineering 2 5 28 Civil Engineering CIVL6037013 Railway Engineering 2 5 29 Civil Engineering CIVL6030013 Computer Applications in Construction 2 5 30 Computer Engineering CPEN6128010 Cross Platform Application Development 4 5 31 Computer Computer CPEN6228010 Telco Network & Switching System 2 5 32 Computer Computer CPEN6222010 Cloud Technology Practice 2 5 33 Food Tech FOOD6073016 Current Issues in Food Technology 2 4 4 Industrial Engineering ISYE6113011 Leadership & Organizational Behavior Industrial Engineering 1 2	No	Course Owner Department	Course Code	Course Name	scu	Semester
26 Civil Engineering CIVL6035013 Airport Engineering 2 5 27 Civil Engineering CIVL6037013 Railway Engineering 2 5 28 Civil Engineering CIVL6080013 Construction Methods & Heavy Equipment 2 5 29 Civil Engineering COMP6046013 Computer Applications in Construction 2 5 30 Computer Engineering CPEN6126010 Cross Platform Application Development 4 5 31 Computer Engineering CPEN6225010 Telco Network & Switching System 2 5 32 Computer Engineering CPEN6232010 Cloud Technology Practice 2 5 33 Food Tech FOOD6073015 Current Issues in Food Technology 2 4 41 Industrial Engineering IsyYE6113011 Leadership & Organizational Behavior 2 4 35 Promputer Science COMP6586001 System Engineering & Analysis 2 4 36 Computer Science COMP6586001 System Engineering & Analysis	24	Tourism	TRSM6208022		4	5
27 Civil Engineering CIVL6037013 Railway Engineering 2 5 28 Civil Engineering CIVL6080013 Construction Methods & Heavy Equipment 2 5 29 Civil Engineering COMP6046013 Computer Applications in Construction 2 5 30 Computer Engineering CPEN6126010 Cross Platform Application Development 4 5 31 Computer Engineering CPEN6225010 Telco Network & Switching System 2 5 32 Computer Engineering CPEN6232010 Cloud Technology Practice 2 5 33 Food Tech FOOD6073015 Current Issues in Food Technology 2 4 41 Industrial Engineering IsSYE6041011 Engineering Economy 2 4 35 Industrial Engineering IsSYE6181011 System Engineering & Analysis 2 4 36 Industrial Engineering IsSYE6181011 System Engineering & Analysis 2 4 37 Computer Science COMP6826001 Mobile Programming	25	Civil Engineering	CIVL6025013		2	5
28 Civil Engineering CIVL6080013 Construction Methods & Heavy Equipment 2 5 29 Civil Engineering COMP6046013 Computer Applications in Construction Management 2 5 30 Computer Engineering CPEN6126010 Cross Platform Application Development 4 5 31 Computer Engineering CPEN6232010 Telco Network & Switching System 2 5 32 Computer Engineering CPEN6232010 Cloud Technology Practice 2 5 33 Food Tech FOOD6073015 Current Issues in Food Technology 2 4 34 Industrial Engineering ISYE6041011 Engineering Economy 2 4 35 Industrial Engineering ISYE6113011 Leadership & Organizational Behavior 2 4 36 Industrial Engineering ISYE6181011 System Engineering & Analysis 2 4 37 Computer Science COMP6586001 Embedded Systems 2 5 38 Computer Science COMP6226001 Competitive Programmi	26	Civil Engineering	CIVL6035013	Airport Engineering	2	5
Computer Engineering	27	Civil Engineering	CIVL6037013	Railway Engineering	2	5
Computer	28	Civil Engineering	CIVL6080013	Construction Methods & Heavy Equipment	2	5
Computer CPEN6126010 Cross Platform Application Development 4 5	29	Civil Engineering	COMP6046013		2	5
Computer Engineering	30		CPEN6126010		4	5
32 Computer Engineering CPEN6232010 Cloud Technology Practice 2 5 33 Food Tech FOOD6073015 Current Issues in Food Technology 2 4 34 Industrial Engineering ISYE6041011 Engineering Economy 2 4 35 Industrial Engineering ISYE6113011 Leadership & Organizational Behavior 2 4 36 Industrial Engineering ISYE6181011 System Engineering & Analysis 2 4 37 Computer Science COMP6586001 Embedded Systems 2 5 38 Computer Science COMP6226001 Competitive Programming 2 5 39 Computer Science COMP616059001 Mobile Programming 2 5 40 Computer Science COMP7116001 Computer Vision 2/2 5 41 Computer Science COMP6590001 Geographical Information System 2/2 5 42 Computer Science COMP6590001 Geographical Information System 2/2 5 <tr< td=""><td>31</td><td>Computer</td><td>CPEN6225010</td><td>Telco Network & Switching System</td><td>2</td><td>5</td></tr<>	31	Computer	CPEN6225010	Telco Network & Switching System	2	5
33 Food Tech FOOD6073015 Current Issues in Food Technology 2 4 34 Industrial Engineering ISYE6041011 Engineering Economy 2 4 35 Industrial Engineering ISYE6113011 Leadership & Organizational Behavior 2 4 36 Industrial Engineering ISYE6181011 System Engineering & Analysis 2 4 37 Computer Science COMP6586001 Embedded Systems 2 5 38 Computer Science COMP626001 Competitive Programming 2 5 39 Computer Science MOBI6059001 Mobile Programming 2 5 40 Computer Science COMP7116001 Computer Vision 2/2 5 41 Computer Science COMP6821001 Web Programming 2 5 42 Computer Science COMP6821001 Web Programming 2 5 43 Game Application and Technology GAME6082001 Game Animation System 2/2 5 44 Game Application and Technology GAME6082001 Game Animation 2 4 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 40 Technology Isys6574003 Information Retrieval 4 4 41 Technology Susiness Information Isys6570003 Smart Application 2 4 Business Information Technology Business Information Isys6570003 Smart Application 2 4 Business Information Isys6606003 Smart Application 2 4 4 Business Information Isys6606003 Smart Application 2 4 5 Business Information Isys6606003 Smart Application 2	32	Computer	CPEN6232010	Cloud Technology Practice	2	5
Engineering	33		FOOD6073015	Current Issues in Food Technology	2	4
Industrial Engineering	34		ISYE6041011	Engineering Economy	2	4
Industrial Engineering ISYE6181011 System Engineering & Analysis 2 4	35	Industrial	ISYE6113011	Leadership & Organizational Behavior	2	4
37 Computer Science COMP6586001 Embedded Systems 2 5 38 Computer Science COMP6226001 Competitive Programming 2 5 39 Computer Science MOBI6059001 Mobile Programming 2 5 40 Computer Science COMP67116001 Computer Vision 2/2 5 41 Computer Science COMP6590001 Geographical Information System 2/2 5 42 Computer Science COMP6590001 Geographical Information System 2/2 5 43 Game Application and Technology GAME6082001 Game Animation 2 4 44 Game Application and Technology GAME6085001 Object Oriented Game Programming 2 5 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 48 Animation DSGN6695007 Asset Creation 4 4 49 Creative Advertising </td <td>36</td> <td>Industrial</td> <td>ISYE6181011</td> <td>System Engineering & Analysis</td> <td>2</td> <td>4</td>	36	Industrial	ISYE6181011	System Engineering & Analysis	2	4
39 Computer Science MOBI6059001 Mobile Programming 2 5 40 Computer Science COMP7116001 Computer Vision 2/2 5 41 Computer Science COMP6821001 Web Programming 2 5 42 Computer Science COMP6590001 Geographical Information System 2/2 5 43 Game Application and Technology GAME6082001 Game Animation 2 4 44 Technology GAME6085001 Object Oriented Game Programming 2 5 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009	37		COMP6586001	Embedded Systems	2	5
40 Computer Science COMP7116001 Computer Vision 2/2 5 41 Computer Science COMP6821001 Web Programming 2 5 42 Computer Science COMP6590001 Geographical Information System 2/2 5 43 Game Application and Technology GAME6082001 Game Animation 2 4 44 and Technology GAME6085001 Object Oriented Game Programming 2 5 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6611008<	38	Computer Science	COMP6226001	Competitive Programming	2	5
41 Computer Science COMP6821001 Web Programming 2 5 42 Computer Science COMP6590001 Geographical Information System 2/2 5 43 Game Application and Technology GAME6082001 Game Animation 2 4 44 Game Application and Technology GAME6085001 Object Oriented Game Programming 2 5 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6611008 Business in Interior Design 2 4 52 Interior Design <td>39</td> <td>Computer Science</td> <td>MOBI6059001</td> <td>Mobile Programming</td> <td>2</td> <td>5</td>	39	Computer Science	MOBI6059001	Mobile Programming	2	5
42 Computer Science COMP6590001 Geographical Information System 2/2 5 43 Game Application and Technology GAME6082001 Game Animation 2 4 44 Game Application and Technology GAME6085001 Object Oriented Game Programming 2 5 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6611008 Business in Interior Design 2 4 52 Interior Design ISYS6574003 Information Retrieval 4 4 54 Business Infor	40	Computer Science	COMP7116001	Computer Vision	2/2	-5
Game Application and Technology Game Application and Technology Game Application and Technology Game Application and Technology Game Application Game Game Programming Game Application Game Programming Game Application Game Programming Game Application Game Programming Description Game Application Game Programming Description Game Animation Description Motion Graphic 4 4 4 4 4 4 4 4 4 4 4 4 4	41	Computer Science	COMP6821001	Web Programming	2	5
and Technology Game Application Game Davaction Game Application Game Application Game Application Gap	42	•	COMP6590001	Geographical Information System	2/2	5
and Technology 45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6695007 Concept Art & Production Design 4 4 4 5 4 6 Film FILM6026009 History of Indonesian Cinema 5 1 New Media DSGN66743007 Digital Graphic Reproduction 5 2 Interior Design DSGN6611008 Business in Interior Design DSGN6611008 Business in Interior Design DSGN6674003 Information Technology Business Information ISYS6606003 Smart Application Exys6570003 Keewledge Record Al: Cognitive Systems A 5 5 Business Information Technology Business Information ISYS6670003 Keewledge Record Al: Cognitive Systems	43		GAME6082001	Game Animation	2	4
45 Animation DSGN6693007 Motion Graphic 4 4 46 Animation DSGN6694007 Visual Effect (VFX) 4 4 47 Animation DSGN6695007 Asset Creation 4 4 48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6743007 Digital Graphic Reproduction 4 4 52 Interior Design DSGN6611008 Business in Interior Design 2 4 53 Business Information Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6670003 Smart Application 2 4 56 Business Information Technology ISYS6670003 Knowledge Based Alt Cognitive Systems 4 5	44		GAME6085001	Object Oriented Game Programming	2	5
47AnimationDSGN6695007Asset Creation4448AnimationDSGN6689007Concept Art & Production Design2549Creative AdvertisingDSGN6671007Creative Writing for Commercials4450FilmFILM6026009History of Indonesian Cinema2451New MediaDSGN6743007Digital Graphic Reproduction4452Interior DesignDSGN6611008Business in Interior Design2453Business Information TechnologyISYS6574003Information Retrieval4454Business Information TechnologyISYS6577003Machine Learning & Foundations2455Business Information TechnologyISYS6606003Smart Application2456Business Information TechnologyISYS6570003Knowledge Record All Cognitive Systems45	45		DSGN6693007	Motion Graphic	4	4
48 Animation DSGN6689007 Concept Art & Production Design 2 5 49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6743007 Digital Graphic Reproduction 4 4 52 Interior Design DSGN6611008 Business in Interior Design 2 4 53 Business Information Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6577003 Machine Learning & Foundations 2 4 55 Business Information Technology ISYS6606003 Smart Application 2 4	46	Animation	DSGN6694007	Visual Effect (VFX)	4	4
49 Creative Advertising DSGN6671007 Creative Writing for Commercials 4 4 50 Film FILM6026009 History of Indonesian Cinema 2 4 51 New Media DSGN6743007 Digital Graphic Reproduction 4 4 52 Interior Design DSGN6611008 Business in Interior Design 2 4 53 Business Information Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6577003 Machine Learning & Foundations 2 4 55 Business Information Technology ISYS6606003 Smart Application 2 4 56 Business Information ISYS6570003 Knowledge Record Al: Cognitive Systems 4 5	47	Animation	DSGN6695007	Asset Creation	4	4
50FilmFILM6026009History of Indonesian Cinema2451New MediaDSGN6743007Digital Graphic Reproduction4452Interior DesignDSGN6611008Business in Interior Design2453Business Information TechnologyISYS6574003Information Retrieval4454Business Information TechnologyISYS6577003Machine Learning & Foundations2455Business Information TechnologyISYS6606003Smart Application2456Business Information Isys6670003Knowledge Record Al: Cognitive Systems45	48	Animation	DSGN6689007	Concept Art & Production Design	2	5
51New MediaDSGN6743007Digital Graphic Reproduction4452Interior DesignDSGN6611008Business in Interior Design2453Business Information TechnologyISYS6574003Information Retrieval4454Business Information TechnologyISYS6577003Machine Learning & Foundations2455Business Information TechnologyISYS6606003Smart Application2456Business Information TechnologyISYS6570003Knowledge Record Al: Cognitive Systems4	49	Creative Advertising	DSGN6671007	Creative Writing for Commercials	4	4
52 Interior Design DSGN6611008 Business in Interior Design 2 4 53 Business Information Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6577003 Machine Learning & Foundations 2 4 55 Business Information Technology ISYS6606003 Smart Application 2 4 56 Business Information ISYS6570003 Knowledge Record Al: Cognitive Systems 4 5	50	Film	FILM6026009	History of Indonesian Cinema	2	4
Business Information Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6577003 Machine Learning & Foundations 2 4 55 Business Information Technology ISYS6606003 Smart Application 2 4 56 Business Information ISYS6570003 Knowledge Record Al: Cognitive Systems 4 5	51	New Media	DSGN6743007	Digital Graphic Reproduction	4	4
Technology ISYS6574003 Information Retrieval 4 4 54 Business Information Technology ISYS6577003 Machine Learning & Foundations 2 4 55 Business Information Technology ISYS6606003 Smart Application 2 4 56 Business Information ISYS6570003 Knowledge Record Al: Cognitive Systems 4 5	52	-	DSGN6611008	Business in Interior Design	2	4
Technology Business Information Technology SYS6577003 Machine Learning & Foundations Smart Application Business Information SYS6570003 Smart Application Business Information SYS6570003 Knowledge Based Al: Cognitive Systems 4 5	53	Technology	ISYS6574003	Information Retrieval	4	4
Business Information Technology ISYS6606003 Smart Application 2 4 56 Business Information ISYS6570003 Knowledge Based Al: Cognitive Systems 4 5	54		ISYS6577003	Machine Learning & Foundations	2	4
Business Information ISVS6570003 Knowledge Recod Al: Cognitive Systems 4 5	55	Business Information	ISYS6606003	Smart Application	2	4
	56	Business Information	ISYS6579003	Knowledge-Based Al: Cognitive Systems	4	5



No	Course Owner Department	Course Code	Course Name	scu	Semester
57	Information Systems	BUSS6043003	Introduction to E-Business	4	4
58	Information Systems	ISYS6016003	Social Media Fundamental	2	4
59	Information Systems	ISYS6203003	Mobile Application Development	2/2	4
60	Information Systems	ISYS6210003	Data Visualization	2	4
61	Information Systems	ISYS6285003	Digital and New Media	2	4
62	Information Systems	ISYS6594003	Coding for Finance	2	4
63	Information Systems	ISYS6196003	Business Analytics	2	5
64	Information Systems	ISYS6199003	Data & Text Mining	4	5
65	Information Systems	ISYS6202003	Social Informatics	4	5
66	Information Systems	ISYS6289003	Collaborative Computing	4	5
67	Information Systems	ISYS6402003	Business Analytics	2/2	5
68	Information Systems	ISYS8066003	Business Process Management	4	5
69	Information Systems Accounting & Auditing	ISYS6608003	IT Service & Risk Management	2	5
70	Data Science	_DTSC6007001	Deep Learning	2	4
71	Data Science	DTSC6008001	Text Mining	2	5
72	Cyber Security	COMP6646001	Computer Forensic	2	5
73	Mobile Application & Technology	MOBI6068001	Web Design	2	5
74	International Relations	INTR8043029	International Media and State Role	4	4
75	International Relations	INTR6162029	Multiculturalism and Digital Society	2	5
76	Business Law	LAWS6017028	Intellectual Property Rights	4	4
77	Business Law	LAWS6110028	Cyber Law	2	4
78	Business Law	LAWS6171028	Business Competition & Consumer Protection Law	2	4
79	Business Law	LAWS6052028	Bankruptcy Law	2	5
80	Business Law	LAWS6167028	Legal Philosophy & Professional Ethics	2	5
81	Business Law	LAWS6176028	Tax Law	2	5
82	Chinese Literature	CHIN6157026	Chinese Business for Etiquette (Beginner)	4	4
83	Chinese Literature	CHIN6157026	Chinese Business for Etiquette (Beginner)	4	5
84	English Literature	ENGL6169024	English for Professionals	2	4
85	English Literature	SOCS6021024	Social and Digital Media Writing	2	4
86	English Literature	ENGL6244024	Social Media Broadcasting	4	5
87	Primary Teacher Education	EDUC6018030	Micro Teaching	4	4
88	Primary Teacher Education	EDUC6041030	Current Issues in Primary Education	2	4
89	Primary Teacher Education	EDUC6062030	International and National Curriculum	2	4
90	Primary Teacher Education	EDUC6033030	Physical Education	2	5



No	Course Owner Department	Course Code	Course Name	scu	Semester
91	Primary Teacher Education	EDUC6061030	ICT for Distance Learning	2	5
92	Psychology	PSYC6124027	Psychology of Early Childhood Education	4	4
93	Psychology	PSYC6125027	Psychology of Special Needs Education	4	4
94	Psychology	PSYC6130027	Human Performance Technology	4	4
95	Business Creation	ENTR6580005	Digital Business Transformation	2	4
96	Business Creation	ENTR6494005	Managing Growing Business	2	5
97	Business Management	MGMT6401005	Digital Supply Chain Management	2	4
98	Business Management	MKTG6298005	Service Marketing Management	2	4
99	Business Management	MGMT6365005	Current Issue in Service Business and Technology	2	5
100	International Business Management	BUSS6162005	Market Entry Strategy	2	4

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

-	4'	Semester 6						Semester 7							
Track	IN	RS	EN	CD	SA_	_ IS	etc	IN	RS	EN	CD	SA	IS	FS	etc
1	V		3			-		V	IN			36		·V	
2	V							,	717	H V		7.	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	V	
3		v							٧						
4		V												V	
5			V							٧					
6				٧				٧							
7				٧							٧				
8				٧								٧			
9				٧									٧		
10					٧			٧							
11					٧						٧				
12					V								٧		
13						٧		٧							
14						٧					٧				
15						V						V			
16						٧								V	
17							٧	٧							
18							٧				٧				
19							٧					٧			



Note:

: Certified Internship SA : Certified Study Abroad IN

RS : Certified Research IS : Certified Specific Independent Study

ΕN FS : Certified Entrepreneurship : Further Study

: Certified Community Development : Study Program Special Purposes CD etc

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 Internship, Research, Community Development, 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.

Certified Internship Track

Code	Course Name	SCU	Total					
Enrichment Prog	Enrichment Program I							
COMP6930004	Industrial Experience in Information Technology	8						
COMP6931004	Information Technology Practice in Industrial Experience	8	20					
COMP6932004	EES in Information Technology Industry	4						
Enrichment Prog	ram II							
COMP6933004	Professional Experience in Information Technology	8						
COMP6934004	Information Technology Practice in Professional Experience	8	20					
COMP6935004	Professional Development in Information Technology Industry	4						

Certified Research Track

ertified Research Track					
Code	Course Name	scu	Total	-	
Enrichment Pro	gram I				
RSCH6089004	Research Experience I	8			
RSCH6573004	Scientific Writing I	8	20		
RSCH6091004	Global EES I (Team Work, Communication, Problem Solving & Decision Making)	4			
Enrichment Pro	Enrichment Program II				
RSCH6092004	Research Experience II	8			
RSCH4574004	Scientific Writing II	8	20		
RSCH6094004	Global EES II (Self-Management, Planning & Organizing, Initiative & Enterprise)	4			

Certified Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I			
ENPR6144004	New Venture Initiation in Computer Science	8	
ENPR6145004	Computer Science Product Development Process	8	20
ENPR6146004	EES in New Computer Science Business I	4	
Enrichment Program II			



Code	Course Name	scu	Total
ENPR6147004	Computer Science Product Launching	8	
ENPR6148004	Computer Science Business Development	8	20
ENPR6149004	EES in New Computer Science Business II	4	

Certified Community Development Track

Code	Course Name SCU		Total
Enrichment Prog	ram I		
CMDV6028004	Community Outreach Project Implementation	8	
CMDV6347004	Community Outreach Project Design	8	20
CMDV6030004	Employability and Entrepreneurial Skills	4	
Enrichment Program II			
CMDV6031004	Community Development Project Implementation	8	
CMDV6348004	Community Development Project Design	8	20
CMDV6033004	Employability and Entrepreneurial Skills	4	

Certified Study Abroad Track

Code	Course Name	scu	Total
Enrichment Prog	ram I		20
GLOB6093004	Elective Course for Study Abroad 1	4	
GLOB6094004	Elective Course for Study Abroad 2	4	
GLOB6095004	Elective Course for Study Abroad 3	4	FR
GLOB6096004	Elective Course for Study Abroad 4	4	
GLOB6257004	Elective Course for Study Abroad 25	4	
GLOB6258004	Elective Course for Study Abroad 26	2	
GLOB6259004	Elective Course for Study Abroad 27	2	
GLOB6097004	Elective Course for Study Abroad 5	2	
GLOB6098004	Elective Course for Study Abroad 6	2	
GLOB6099004	Elective Course for Study Abroad 7	2	
GLOB6100004	Elective Course for Study Abroad 8	2	
GLOB6101004	Elective Course for Study Abroad 9	2	
GLOB6102004	Elective Course for Study Abroad 10	2	
GLOB6103004	Elective Course for Study Abroad 11	2	
GLOB6104004	Elective Course for Study Abroad 12	2	
Enrichment Prog	ram II		20
GLOB6105004	Elective Course for Study Abroad 13	4	
GLOB6106004	Elective Course for Study Abroad 14	4	
GLOB6107004	Elective Course for Study Abroad 15	4	
GLOB6108004	Elective Course for Study Abroad 16	4	
GLOB6286004	Elective Course for Study Abroad 28	4	



Code	Course Name	SCU	Total
GLOB6287004	Elective Course for Study Abroad 29	2	
GLOB6288004	Elective Course for Study Abroad 30	2	
GLOB6109004	Elective Course for Study Abroad 17	2	
GLOB6110004	Elective Course for Study Abroad 18	2	
GLOB6111004	Elective Course for Study Abroad 19	2	
GLOB6112004	Elective Course for Study Abroad 20	2	
GLOB6113004	Elective Course for Study Abroad 21	2	
GLOB6114004	Elective Course for Study Abroad 22	2	
GLOB6115004	Elective Course for Study Abroad 23	2	
GLOB6116004	Elective Course for Study Abroad 24	2	

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

Certified Specific Indenpendent Study Track

Code	Course Name	SCU	Total
Elective courses	list for Specific Indenpendent Study*		
Enrichment Prog	ram I/II		
MICR6145004	Course Certification I	3	
MICR6146004	Technical Skill Enrichment I	4	
MICR6147004	Industrial Project I	9	
MICR6148004	Soft Skill Enrichment I	4	
MICR6149004	Elective Course for Specific Independent Study 1	8	
MICR6150004	Elective Course for Specific Independent Study 2	8	ER
MICR6151004	Elective Course for Specific Independent Study 3	6	
MICR6152004	Elective Course for Specific Independent Study 4	6	
MICR6153004	Elective Course for Specific Independent Study 5	6	
MICR6154004	Elective Course for Specific Independent Study 6	5	
MICR6155004	Elective Course for Specific Independent Study 7	5	
MICR6156004	Elective Course for Specific Independent Study 8	5	20
MICR6157004	Elective Course for Specific Independent Study 9	5	
MICR6158004	Elective Course for Specific Independent Study 10	4	
MICR6159004	Elective Course for Specific Independent Study 11	4	
MICR6160004	Elective Course for Specific Independent Study 12	4	
MICR6161004	Elective Course for Specific Independent Study 13	4	
MICR6162004	Elective Course for Specific Independent Study 14	4	
MICR6163004	Elective Course for Specific Independent Study 15	3	
MICR6164004	Elective Course for Specific Independent Study 16	3	
MICR6165004	Elective Course for Specific Independent Study 17	3	
MICR6166004	Elective Course for Specific Independent Study 18	3	
MICR6167004	Elective Course for Specific Independent Study 19	3	
MICR6168004	Elective Course for Specific Independent Study 20	3	
MICR6169004	Elective Course for Specific Independent Study 21	2	



Code	Course Name	SCU	Total
MICR6170004	Elective Course for Specific Independent Study 22	2	
MICR6171004	Elective Course for Specific Independent Study 23	2	
MICR6172004	Elective Course for Specific Independent Study 24	2	
MICR6173004	Elective Course for Specific Independent Study 25	2	
MICR6174004	Elective Course for Specific Independent Study 26	2	
MICR6175004	Elective Course for Specific Independent Study 27	2	
MICR6176004	Elective Course for Specific Independent Study 28	2	
MICR6177004	Elective Course for Specific Independent Study 29	1	
MICR6178004	Elective Course for Specific Independent Study 30	1	
MICR6179004	Elective Course for Specific Independent Study 31	1	
MICR6180004	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, electives courses 1 to 32 are transferred courses for students who take certified specific independent study courses outside BINUS University. Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits

Certified Further Study Track

Code	Course Name SCU		Total	
Enrichment F	Program II			
COMP681500	1 IT Disaster Recovery	4		
COMP681600	Wireless and Cloud Computing Technologies	4		
COMP681700	Internet Tools and Services	4	20	
COMP681800	1 Cyber Risk Management	4/		ITV
COMP681900	1 Knowledge Engineering	4/	LKS	IIY

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

No	Course Code	Course Name	Minimal Grade
1.	CHAR603001	Character Building: Pancasila	В
2.	ENPR6316002	Venture Creation	С
3.	COMP6360004	Algorithm and Programming	С
4.	COMP6362004	Data Structures	С
5.	COMP6840004	Program Design Methods	С
6.	COMP6855004	Software Engineering	С
7.	COMP6852004	Database Technology	С
8.	COMP6716031	Operating System	С