Visual Communication Design

Introduction

The Visual Communication Design Study Program prepares the young generation to become components of national development, possessing local and global knowledge in visual communication by carrying local history, values, technology, and entrepreneurship. It also prepares them to work and be accepted by the creative industry and society through applying visual communication design by utilizing information and communication technology.

Vision

Becoming a superior study program in Visual Communication Design that produces world-class designers based on interactive information technology that supports the development of digital branding as a means of sustainable community empowermen.

Mission

1. Educate BINUSIAN to develop visual communication designers based on information technology that meet global standards.
2. Solving Small and Medium Enterprise problems through high impact research.
3. Fostering BINUSIAN as a lifelong learner and worker, through self- enrichment.
4. Empowering BINUSIAN to continuously improve society's quality of life.
5. Become a catalyst to accelerate the development of BINUS Higher Education.

Program Objective

The objectives of the program are:

1. POBJ-1) Equip students with knowledge of visual communication design by utilizing potential and society through cultural values and developing collaboration.
2. (POBJ-2) Educate graduates who able to produce a global standard interactive design portfolio to meet the needs of industry and society.

Student Outcomes

After completing the study, graduates are:

1. [(SO 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. [(SO 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. [(SO 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. [(SO 4) Able to apply technological developments to support creativity in exploring interactive and immersive digital media in visual communication design to meet the needs of industry and society].
5. [(SO 5) *Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving.*

Prospective Career of the Graduates

After finishing the program, the graduate of Visual Communication Design Program could follow a career as:

Visual Arts & Craft (Fundamental):

1. Graphic Designer
2. Digital Graphic Designer
3. Illustrator
4. Photographer
5. Digital Imaging Artist

Multimedia & Immersive Tech:

1. Videographer
2. Motion Graphic Designer
3. AR/VR Designer
4. Exhibition Designer

Interaction & Digital Product:

1. UI/UX Designer
2. Interaction Designer
3. Visual Developer
4. Product Manager

Strategic Branding & Communication:

1. Digital Brand Designer
2. Visual Strategist
3. Creative Strategist
4. Brand Consultant
5. Art Director

Content & Digital Marketing:

1. Creative Storyteller
2. Content Creator
3. Social Media Specialist
4. Social Media Manager
5. Creative Digital Marketer
6. Prompt Writer (Newest AI Specialization)
7. Creativepreneur

Curriculum

The curriculum of the Visual Communication Design (VCD) Study Program at BINUS University @Semarang is thoughtfully structured to cultivate creative professionals who are capable of responding to the shifting paradigms of design, technology, and culture in both local and global contexts. Rooted in a multidisciplinary and technology-driven approach, the program equips students with the ability to critically engage with visual communication challenges while fostering collaboration, cultural sensitivity, and social impact.

Designed with a progressive and outcome-based framework, the curriculum begins with a strong foundation in visual literacy, design thinking, and digital skills. This foundational year sets the stage for the development of core competencies aligned with industry needs and creative innovation. As students progress, they are immersed in thematic studios, design research, and collaborative projects that allow them to explore design problems across various domains—ranging from print and digital media to interactive, immersive, and motion-based experiences.

The program emphasizes five key student outcomes: the ability to produce aesthetically and functionally sound visual communication works; conduct ethical and context-aware design research; optimize production processes through material and time efficiency; harness digital platforms to support creative expression; and apply interdisciplinary knowledge for complex problem-solving. These outcomes are directly mapped to graduate profiles, including roles such as graphic designer, content creator, motion designer, creative storyteller, interaction designer, and social media specialist—highlighting the program's responsiveness to the demands of the creative industries.

A distinct feature of the curriculum is its contextual orientation. Students are encouraged to explore solutions rooted in local narratives, cultural values, and societal needs, especially those related to small and medium enterprises (SMEs) while maintaining global relevance. Enrichment tracks such as certified internships, entrepreneurship programs, community development, research, and study abroad further enhance students' preparedness for diverse career pathways.

The final phase of the program culminates in a capstone project where students independently synthesize their competencies into a design solution that reflects their personal vision and professional readiness. These projects are developed with industry engagement and are often aligned with real-world issues, reinforcing the university's mission to produce graduates who are not only globally competitive but also socially conscious and culturally literate.

Continuously updated to keep pace with technological change, industry trends, and educational best practices, the VCD curriculum at BINUS University @Semarang ensures that graduates are future-ready—equipped not only with creative skills but also with the ethical grounding and strategic thinking necessary to contribute meaningfully to the evolution of design and society

Course Structure

Sem	Code	Course Name	SCU	Total
1	CHAR6044053	Character Building: Pancasila	2	20
	DSGN6969053	Computer Graphic I	4	
	DSGN6970053	Material and Colors in Visual Design	4	
	DSGN6971053	Drawing for Design	4	
	DSGN6972053	Typography	4	
	DSGN6973053	Western Art Review	2	
	Foreign Language Courses		0	
2	CHAR6045053	Character Building: Kewarganegaraan	2	20
	LANG6114053	Indonesian	2	
	DSGN6975053	Photography**	4	
	DSGN6976053	Visual Communication Design I	4	
	DSGN6977053	Computer Graphic II*	4	
	ENPR6098053	Entrepreneurship: Ideation	2	
	DSGN6978053	Eastern Art Review	2	
	Foreign Language Courses		0	
3	CHAR6043053	Character Building: Agama	2	18
	DSGN6984053	Visual Communication Design II*	4	
	DSGN6985053	Visual Communication Design Reviews	2	
	DSGN6987053	Creative Design Workshop	4	
	ENPR6099053	Entrepreneurship: Prototyping	2	
	DSGN6986053	Design Methods*	4	

Sem	Code	Course Name	SCU	Total
	Foreign Language Courses		0	
4	ENPR6100053	Entrepreneurship: Market Validation	2	22
	Streaming: Visual Immersion Design			
	DSGN6988053	Digital Creative Thinking	4	
	DSGN6989053	Interactive Design	4	
	DSGN6990653	Creative Story telling	4	
	DSGN6991053	Ideation for Immersion Design	4	
	DSGN6992053	Visualization for Immersion Design	4	
	Free Electives			
	Cross Streaming			
	Foreign Language Courses		0	
5	**Streaming: Illustration @Malang**			20
	DSIN6008006	Concept Art	4	
	DSIN6009006	Character Design	4	
	DSGN6828006	Intellectual Property Design	4	
	DSIN6010006	Editorial illustration*	4	
	DSGN6831006	Sequential Illustration**	4	
	Streaming: : Imaging Art and Science @Malang			
	DSIN6011006	History and Development of Imaging Arts*	2	
	DSIN6012006	Science of Light and Photo	4	
	DSIN6013006	Image Transfer and Post Production	2	
	DSIN6014006	Ethics and Lawsuit in Photography	4	
	DSIN6015006	Conceptual Photography**	2/2	
	DSIN6016006	Cinematics and Documentary Video	2/2	
	Minor Program		20	
	Free Electives		20	
	Cross Streaming		20	
6	**Enrichment Program I**		20	20
7	**Enrichment Program II**		20	20
8	DSGN6002053	Thesis	6	6
			TOTAL CREDITS 146 Credits	

*) This course is delivered in English
**) Global Learning System Course
***) If students choose mobility program to 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 @Malang, the free elective courses will be conducted online by the host campus.

Streaming/Minor/Free Electives:

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

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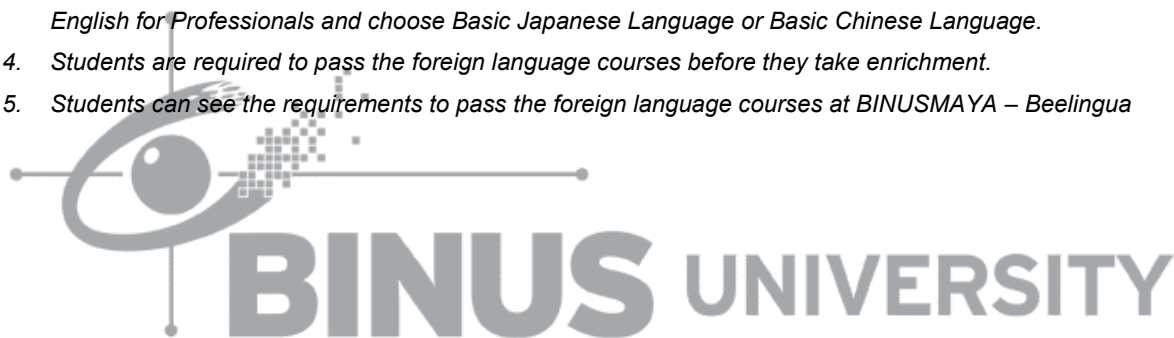
Foreign Language Courses:

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

Appendix Foreign Language Courses

Foreign Language Courses		SCU
ENGL6253053	English for Frontrunners	0
ENGL6254053	English for Independent Users	0
ENGL6255053	English for Professionals	0
JAPN6190053	Basic Japanese Language	0
CHIN6163053	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 and choose Basic Japanese Language or Basic Chinese Language.*

4. *Students are required to pass the foreign language courses before they take enrichment.*

5. *Students can see the requirements to pass the foreign language courses at BINUSMAYA – Beelingua*

Minor Scheme

Minor Program	Semester 4	Semester 5
Minor @ Binus Kemanggisan		
Digital Ecosystem	v	v
Human Capital in Digital Workplace	v	v
Sustainable Development	v	v
Cross Cultural Communication	v	v
Interactive & Users Experience Design	v	v
Data Analytics	v	v
Robotic Process Automation	v	v
Minor @ Binus Alam Sutera		
Digital Business	v	v
Minor @ Binus Bekasi		
Virtual Services	v	v
Culinary	v	v
Minor @ Binus Malang		
Digital Technopreneur	v	v
Minor @ Binus Bandung		
DesignPreneur	v	v
Minor @ Binus Semarang		
Metaverse in Business	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: 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
COMP6683001	Introduction to Artificial Intelligence	2/2
COMM6501019	Narative Development	4
ISYS6549052	Digital Innovation	4
COMP6684001	Current Trends in Technology	4
DSGN6834007	Visual Identity	4

Total SCU	20

Additional Information

None

2. Minor Program: HUMAN CAPITAL IN DIGITAL WORKPLACE

Introduction

Career Options

Human resource consultant, human resource manager, HR application developer (HRIS developer), HR development consultant.

Course Distribution

Fundamental Courses

Course		SCU
PSYC6174027	Psychology in The Workplace	4
MGMT6349005	Digital Workplace Strategy	4
ISYS6551052	Digital Workplace and Technology	4
LAWS6157028	Legal Aspects in Digital Workplace	4
PSYC6175027	Human Resources Development	4
	Total SCU	20

Additional Information

None

3. Minor Program: Sustainable Development

Introduction

The minor program on the topic of Sustainable Development prepares students from other disciplines for careers in engineering-related fields. Students will receive enrichment in the fields of Architecture, Industrial Engineering, Civil Engineering, Computer Engineering, and Food Technology. Students also gain knowledge of the development and application of the latest technology in the engineering field, which supports sustainable development and the industrial revolution 4.0.

Career Options

Construction Manager; Property Manager; Building Manager; Civil Engineer; Project Manager; Pre Sales and Marketing Engineer, Product Specialist, Product Development, Business Development.

Course Distribution

Fundamental Courses

Course		SCU
ARCH6119014	Introduction to Sustainable Development	2
DSGN6835008	Engineering Material	4

ISYE6154011	Sustainable Design and Manufacture	4
ISYE6155011	Occupational, Health, Safety, and Administration in Engineering	2
CPEN6217010	Digital for Sustainable Development	4
CIVL6118013	Engineering Economic	4
	Total SCU	20

Additional Information

None

4. 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

Group	Course		SCU
MKB	CHIN6132026	Chinese Conversation in Daily Activities	4
	COMM6502019	Communication in Diversity	2
	INTR6135029	Comparative Politics	4
	BUSS6170025	Asian Business Ethics	4
	CHIN6133026	Chinese Conversation in Daily Works	2
	CHIN6134026	Chinese Conversation in Business Communication	4
		Total SCU	20

Additional Information

None

5. 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 evaluation and improvement 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 8 (eight) subjects that can be selected..

Career Options

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

Course Distribution

Fundamental Courses

Course		SCU
PSYC6176027	Psychology and User Experience	4
ISYS6553052	User-Centered Research and Evaluation	4
DSGN6836007	Fundamental of Interface Design	4
ISYS6554052	Core Principles: Interactive Design	4
DSGN6837007	Digital Design Production	4
Total SCU		**20**

Additional Information

None

6. Minor Program: Data Analytics

Introduction

The Data Analytics minor program provides insight into acquisitions and analysis of data in organizations by using critical thinking from multiple strategic perspectives, including consumer behavior communicated in the form of visualizations/models that can support retrieval decision.

Career Options

Data Analyst, Marketing Analyst.

Course Distribution

Fundamental Courses

Course		SCU
ISYS6680052	Introduction to Data Analytics	2
ISYS6681052	Data Management & Descriptive Analytics	4
STAT6198049	Statistical for Decision Making	4
ISYS6682052	Application of Predictive Analytics to Business Data	4
ISYS6683052	Prescriptive Analytics and Optimization	4
MKTG6312005	Digitalization of Markets and Consumption	2
	Total SCU	20

Additional Information

None

7. Minor Program: Robotic Process Automation

Introduction

The Robotic Process Automation minor program provides an understanding of the concept of Robotic Process Automation (RPA) in automating repetitive processes, as well as providing an understanding of how the RPA development process involving the concept of Artificial Intelligence.

Career Options

RPA Developer, RPA Architect, RPA Business Analyst, System Analyst, Corporate Information Systems Designer, Technopreneur, IS Project Manager, IT/IS Consultant.

Course Distribution

Fundamental Courses

Course		SCU
COMP6857001	Basic Programming for Automation	2
COMP6858001	RPA Concept & Design	2
ISYS6684052	RPA Developer Fundamental	4
ISYS6685052	RPA Developer Advance	4
ISYS6686052	RPA Business Analytics Fundamental	4
ISYS6687052	Business Process Improvement	2
COMP6859001	Intelligence Automation	2
	Total SCU	20

Additional Information

None

8. Minor Program: Digital Business

Introduction

Digital Business 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, Technopreuneur, IS Project Manager, IT/IS Consultant and Auditor, Social Media professional, and Marketing Analyst

Course Distribution

Fundamental Courses

Course		SCU
ISYS6559052	Business Models and Technology Innovation	4
ISYS6557052	Business Data Management	4
ISYS6695052	Digital Marketing Analysis	4
STAT6200049	Practical Statistics for Digital Business	4
MGMT6352005	Digital Strategy	4
	Total SCU	20

Additional Information

None

9. Minor Program: Virtual Services

Introduction

This minor program explores the concept and implementation of virtual services in the fields of Financial Technology, Marketing, Supply chain, Market Place and Hospitality Management.

Career Options

FinTech Expert in Banking/Trading, Social media Expert for Marketing, Expert in Services for Hospitality Management, Suply Chain, Shipment, Market Place, Business process Expert in procurement and E- Commerce.

Course Distribution

Fundamental Courses

Course		SCU
ISYS6561003	Fundamental of Virtual Services	2
ACCT6350020	Virtual Financial Services	4
MGMT6354005	Virtual Operation and Supply Chain	4
ISYS6562003	Virtual Market Place	4
HTMN6082021	Virtual Hospitality Management	4
ISYS6563003	Seminar on Virtual Services	2
	Total SCU	20

Additional Information

None

10. Minor Program: Culinary

Introduction

The Culinary Minor Program provides learning that focuses on Culinary Business. The curriculum design is more of practicums, which aim to make students have the competencies required in the fields of Food Production, Pastry-Bakery, Western Cuisine and Indonesian Cuisine.

Career Options

Entrepreneur in the field of Culinary (Resto, Café, Catering Business), Chef, Restaurant Owner/Manager, Food Supplier. Food distributor, Food & Beverage Specialist.

Course Distribution

Fundamental Courses

Course		SCU
HTMN6078021	Advanced in Pastry and Bakery	4
HTMN6050021	Culinary Business Event	2/2
HTMN6048021	Western and French Cuisine	2/4
HTMN6046021	Authentic Indonesian Cuisine	2/4
	Total SCU	20

Additional Information

None

11. Minor Program: Digital Technopreneur

Introduction

Digital Technopreneur is a Business Potential Digitalization Development Program that combines Technical Competence with Entrepreneurial Skills, Creativity, and Innovative Ideas to produce Business Models and Prototypes supported by the Use of Digital Technology.

Career Options

Entrepreneur, Digital-preneur, Techno-preneur, Creative-preneur, Design-preneur.

Course Distribution

Fundamental Courses

Course		SCU
ENTR6528002	The Entrepreneurial Innovator	4
COMP6686004	Popular Technology	4
ENTR6529002	Market Intelligence	4
DSGN683900	Interactive Design	4
DSGN6844023	Prototyping Digital Future	4
	Total SCU	20

Additional Information

None

12. Minor Program: Designpreneur

Introduction

The Designpreneur Minor program give students the ability to be able to produce innovative work in the form of products or services based on creativity and design that can be utilized in running or developing a business

Career Options

Design journalist, product designer, packaging designer, service system designer, service process analyst, creative director, sociopreneur

Course Distribution

Fundamental Courses

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

Additional Information

None

13. 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
ISYS6745052	Business Model with Data Analytics	2
COMP6889051	Virtual Reality	4
COMP6890051	Augmented reality	4
ISYS6778052	Data Analytics	2
DSGN6981053	Design Thinking	4
DSGN6980053	Interface Design	4
	Total SCU	**20**

Additional Information

None

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

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Computer Science	COMP6800001	Human and Computer Interaction	2/2	5
2	Marketing Communication	COMM6624019	Digital Creative Content	2/2	5
3	Marketing Communication	COMM6533019	Creative Program Design	2/2	5
4	Marketing Communication	COMM6410019	Digital Broadcasting Production	2/2	5
5	Marketing Communication	COMM6541019	Digital Corporate Communication	2/2	5
6	Marketing Communication	COMM6638019	Social Media Planning & Engagement	2/2	5
7	Hotel Management	MGMT6304021	Organization Behavior in Hospitality	2	5
8	Hotel Management	HTMN6027021	Service Management	4	5
9	Hotel Management	HTMN6108021	Food and Beverage Management	2	5
10	Mobile Application & Technology	MOBI6068001	Web Design	2	5
11	Animation	DSGN6689007	Concept Art & Production Design	2	5
12	Film	FILM6059009	Global Cinema	4	5
13	New Media	DSGN6743007	Digital Graphic Reproduction	4	5
14	Interior Design	DSGN6612	Design Trend	2	5
15	Interior Design	DSGN6614	Signage and Way Finding Design for Interior	2	5
16	Psychology	PSYC6145027	Urban Psychology	4	5
17	Business Creation	ENPR6106005	Product Design & Branding	2	5

Enrichment Program I (6th Semester) & Enrichment Program II (7th Semester):
-) *Student will take one of enrichment program tracks (off campus). See enrichment appendix for the tracks detail.*

Enrichment Track Scheme

Track	Semester 6							Semester 7						
	IN	RS	EN	CD	SA	IS	etc	IN	RS	EN	CD	SA	IS	etc
1	V							V						
2		V						V						
3			V					V						
4				V				V						
5					V			V						
6	V								V					
7	V									V				
8	V										V			
9	V											V		

| 10 | V | | | | | | | | | | | | V | |
| 11 | | | | | | V | | V | | | | | | |

Note:

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

Description:

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

Certified Internship Track

Code	Course Name	SCU	Total
Enrichment Program I			
DSGN6996053	Project on Industry	8	20
DSGN6994053	Creative Process in Graphic Design	8	
DSGN6995053	EES in Graphic Design Process	4	
Enrichment Program II			
DSGN6996053	Project on Creative Industry	8	20
DSGN6997053	Creative Process in Creative Industry Experience	8	
DSGN6998053	EES in Creative Industry Experience	4	

Certified Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I / ii			
ENPR6138053	New Venture Initiation in Visual Communication Design	8	20
ENPR6139053	Product Development Process in Visual Communication Design	8	
ENPR6140053	EES in New Business in Visual Communication Design	4	

Certified Community Development Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
CMDV6422053	Community Outreach Project Implementation	8	20
CMDV6423053	Visual Communication Project Design in Community Outreach	8	
CMDV6424053	Employability and Entrepreneurial Skills in Design Community	4	

Certified Research Track

Code	Course Name	SCU	Total
Enrichment Program I/II			20
RSCH6655053	Research Experience	8	

Code	Course Name	SCU	Total
RSCH6656053	Scientific Writing in Visual Communication Design Research	8	
RSCH6657053	Global EES in Visual Communication Design Research	4	

Certified Study Abroad Track

Code	Course Name	SCU	Total
Elective courses list for study abroad*			
Enrichment Program I/II			
GLOB6005053	Elective Course for Study Abroad 1		4
GLOB6006053	Elective Course for Study Abroad 2		4
GLOB6007053	Elective Course for Study Abroad 3		4
GLOB6008053	Elective Course for Study Abroad 4		4
GLOB6009053	Elective Course for Study Abroad 5		2
GLOB6010053	Elective Course for Study Abroad 6		2
GLOB6011053	Elective Course for Study Abroad 7		2
GLOB6012053	Elective Course for Study Abroad 8		2
GLOB6013053	Elective Course for Study Abroad 9		2
GLOB6014053	Elective Course for Study Abroad 10		2
GLOB6015053	Elective Course for Study Abroad 11		2
GLOB6016053	Elective Course for Study Abroad 12		2
GLOB6017053	Elective Course for Study Abroad 13		2

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

Certified Specific Independent Study Track

Code	Course Name	SCU	Total
Elective courses list for certified specific independent study*			
CSIS6061053	Course Certification	3	
CSIS6062053	Technical Skill Enrichment	4	
CSIS6063053	Industrial Project	9	
CSIS6064053	Soft Skill Enrichment	4	
CSIS6065053	Elective Course for Specific Independent Study 1	8	
CSIS6066053	Elective Course for Specific Independent Study 2	8	
CSIS6067053	Elective Course for Specific Independent Study 3	6	20
CSIS6068053	Elective Course for Specific Independent Study 4	6	
CSIS6069053	Elective Course for Specific Independent Study 5	6	
CSIS6070053	Elective Course for Specific Independent Study 6	5	
CSIS6071053	Elective Course for Specific Independent Study 7	5	
CSIS6072053	Elective Course for Specific Independent Study 8	5	
CSIS6073053	Elective Course for Specific Independent Study 9	5	
CSIS6074053	Elective Course for Specific Independent Study 10	4	
CSIS6075053	Elective Course for Specific Independent Study 11	4	

Code	Course Name	SCU	Total
CSIS6076053	Elective Course for Specific Independent Study 12	4	
CSIS6077053	Elective Course for Specific Independent Study 13	4	
CSIS6078053	Elective Course for Specific Independent Study 14	4	
CSIS6079053	Elective Course for Specific Independent Study 15	3	
CSIS6080053	Elective Course for Specific Independent Study 16	3	
CSIS6081053	Elective Course for Specific Independent Study 17	3	
CSIS6082053	Elective Course for Specific Independent Study 18	3	
CSIS6083053	Elective Course for Specific Independent Study 19	3	
CSIS6084053	Elective Course for Specific Independent Study 20	3	
CSIS6085053	Elective Course for Specific Independent Study 21	2	
CSIS6086053	Elective Course for Specific Independent Study 22	2	
CSIS6087053	Elective Course for Specific Independent Study 23	2	
CSIS6088053	Elective Course for Specific Independent Study 24	2	
CSIS6089053	Elective Course for Specific Independent Study 25	2	
CSIS6090053	Elective Course for Specific Independent Study 26	2	
CSIS6091053	Elective Course for Specific Independent Study 27	2	
CSIS6092053	Elective Course for Specific Independent Study 28	2	
CSIS6093053	Elective Course for Specific Independent Study 29	1	
CSIS6094053	Elective Course for Specific Independent Study 30	1	
CSIS6095053	Elective Course for Specific Independent Study 31	1	
CSIS6096053	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 outside BINUS University. Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

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

No	Code	Course Name	Minimum Passing Grade
1	CHAR6044053	Character Building: Pancasila	B
2	DSGN6970053	Material and Colors in Visual Design	C
3	DSGN6976053	Visual Communication Design I*	C
4	DSGN6984053	Visual Communication Design II*	C
5	DSGN6986053	Design Methods	C
6	ENPR6100053	Entrepreneurship: Market Validation	C

*) Tutorial and Multipaper