

## 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

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 exemplary 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. Full Stack Developer
2. Interactive Software Designer
3. Data Engineer & Analyst
4. Software Application Developer
5. Software Engineer/Developer
6. System Analyst/Developer
7. Web Engineer/Developer
8. IT Support/Consultant
9. Database/Network Designer/Programmer
10. Multimedia Designer
11. Game Designer/Developer
12. Academician

### **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.

### **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, databases 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 11 streaming (specialization) options for students at Computer Science Undergraduate Study Program Bina Nusantara University Malang, namely Digital Creative Technology, Intelligent System, Database Technology, Network Technology, Network Security, Game Technology, Mobile Technology, Interactive Multimedia, Software Engineering, Data Science, and Internet of Things.

#### **1. 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).

#### **2. Streaming BINUS @Greater Jakarta Campus**

- Intelligent System: Focus on smart software development through complex algorithm based on Artificial Intelligence to solve problem.
- Database Technology: Focus on software development through database technology for business operation and business analytics and business intelligence.
- 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 on 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.

#### **3. Streaming BINUS @Bandung Campus**

Internet of Things: Focus on various techniques and implementation of IoT.

**Course Structure**

Sem	Code	Course Name	SCU	Total
1	CHAR6030004	Character Building: Pancasila	2	20
	MATH6118004	Discrete Mathematics	4	
	MATH6119004	Linear Algebra	2	
	COMP6764004	Basic Statistics	2	
	COMP6360004	Algorithm and Programming <sup>2</sup>	4/2	
	COMP6840004	Program Design Methods <sup>1</sup>	2	
	LANG6089004	Indonesian Language	2	
	Foreign Language Courses			
2	CHAR6030004	Character Building: Kewarganegaraan	2	20
	COMP6362004	Data Structures <sup>1&amp;2</sup>	4/2	
	MATH6120004	Calculus	4	
	MATH6193004	Scientific Computing	2/1	
	COMP6851004	Human and Computer Interaction <sup>2</sup>	2/1	
	ENTR6519002	Entrepreneurship: Ideation	2	
	Foreign Language Courses			
3	CHAR6032004	Character Building: Agama	2	21
	COMP6365004	Algorithm Design and Analysis <sup>1</sup>	4	
	CPEN6250004	Computer Networks	2/1	
	SCIE6067004	Computational Physics	2/1	
	COMP6852004	Database Technology <sup>2</sup>	2/1	
	COMP6853004	Artificial Intelligence <sup>2</sup>	4	
	COMP6854004	Object Oriented Programming <sup>1&amp;2</sup>	2	
	Foreign Language Courses			
4	COMP6712004	Research Methodology in Computer Science <sup>1</sup>	2	Streaming DCT, IoT, IS, DT, IM, SE, NT, GT, NS; Free Electives: 19  Streaming MT, DS: 20  Minor: 21
	SCIE6068004	Computational Biology	2/1	
	COMP6855004	Software Engineering <sup>2</sup>	4	
	COMP6955004	Database Design	2	
	<b>Streaming: Digital Creative Technology (DCT)</b>			
	COMP6679004	Web Programming <sup>2</sup>	4	
	COMP6677004	Multimedia Systems	2/2	
	COMP6856004	Popular Programming Technology <sup>1</sup>	2	
	<b>Streaming: Internet of Things (IoT)<sup>3</sup></b>			
	COMP6849031	Embedded System	2/2	
	COMP6850031	Multimedia & Mixed Reality	2/1	
	MOBI6072031	Mobile Programming	2/1	
	COMP6655031	Cyber Security in IoT	2	
	<b>Streaming: Intelligent System (IS)<sup>4</sup></b>			

COMP6885001	Natural Language Processing <sup>1&amp;2</sup>	2/2
COMP6577001	Machine Learning	4
COMP6822001	Speech Recognition	2/2
<b>Streaming: Database Technology (DT)<sup>4</sup></b>		
COMP6481001	Database Design	2/1
COMP6579001	Big Data Processing <sup>1&amp;2</sup>	2/2
COMP6710001	Distributed Cloud Computing	2/1
COMP6886001	Data Analytics	2
<b>Streaming: Interactive Multimedia (IM)<sup>4</sup></b>		
COMP8129001	User Experience <sup>1&amp;2</sup>	2/2
COMP6823001	Multimedia System <sup>2</sup>	2
COMP7094001	Multimedia Programming Foundation <sup>1</sup>	2/2
COMP7128001	Game Design	2
<b>Streaming: Software Engineering (SE)<sup>4</sup></b>		
COMP6106001	Code Reengineering	4
COMP6114001	Pattern Software Design	2/2
COMP6884001	Agile Software Development <sup>1&amp;2</sup>	4
<b>Streaming: Network Technology (NT)<sup>4</sup></b>		
COMP6824001	Computer Security <sup>1</sup>	2/2
COMP6584001	Network and System Programming <sup>1&amp;2</sup>	2/2
COMP6827001	Linux System Administration and Security	2/2
<b>Streaming: Game Technology (GT)<sup>4</sup></b>		
GAME6069001	Game Programming <sup>1&amp;2</sup>	4
GAME6082001	Game Animation <sup>1&amp;2</sup>	2
MOBI6006001	Mobile Community Solution <sup>1&amp;2</sup>	2/2
<b>Streaming: Mobile Technology (MT)<sup>4</sup></b>		
COMP6823001	Multimedia Systems <sup>2</sup>	2
MOBI6006001	Mobile Community Solution <sup>1&amp;2</sup>	2/2
MOBI6069001	Wearable Technology <sup>1&amp;2</sup>	3
<b>Streaming: Network Security (NS)<sup>4</sup></b>		
COMP6842001	Server and Network Administration <sup>1&amp;2</sup>	2
COMP6549001	Software Security <sup>1&amp;2</sup>	2
COMP6844001	Mobile Penetration Testing <sup>2</sup>	2/2
LAWS6110001	Cyber Law	2
<b>Streaming: Data Science (DS)<sup>4</sup></b>		
DTSC6005001	Data Mining and Visualization <sup>1&amp;2</sup>	2/1
DTSC6009001	Survey and Sampling Methods	2
DTSC6012001	Model Deployment	2
DTSC6007001	Deep Learning	2

	DTSC6003001	Big Data Infrastructure and Technology <sup>1</sup>	2	
	<b>Streaming: Mobile and Game Technology (MGT)<sup>5</sup></b>			
	COMP6903051	Computer Vision	2/2	
	COMP6904051	Natural Language Processing	2	
	COMP6905051	Mobile and Game Development Capstone Project	4	
	<b>Minor Program</b>		12	
	<b>Free Electives<sup>4</sup></b>		10	
	COMP6390004	Compilation Techniques	4	
5	COMP6713004	Operating System	2	Streaming DCT, IoT, IS, DT, IM, SE, NT, GT, NS; Free Electives: 18  Streaming MT, DS: 17  Minor: 16
	ENTR6521002	Entrepreneurship: Market Validation	2	
	<b>Elective Course<sup>6</sup></b>			
	COMP6921031	Web Development	2	
	COMP6922031	Cloud Computing	2	
	<b>Elective Courses for Intelligent System, Database Technology, Interactive Multimedia, Network Technology, Software Engineering<sup>7</sup></b>			
	MOBI6059001	Mobile Programming	2	
	COMP6586001	Embedded Systems	2	
	COMP6226001	Competitive Programming <sup>1</sup>	2	
	COMP6681001	Web Programming	2	
	<b>Streaming: Digital Creative Technology (DCT)</b>			
	COMP6678004	Big Data Analytics for Business	4	
	MOBI6063004	Mobile Application Programming <sup>2</sup>	4	
	COMP6680004	Data Visualization <sup>1</sup>	2	
	<b>Streaming: Internet of Things (IoT)<sup>3</sup></b>			
	COMP6757031	Computer vision in IoT	2/2	
	COMP6882031	IoT Development and Architecture	2/2	
		Elective Course	2	
	<b>Streaming: Intelligent System (IS)<sup>4</sup></b>			
	COMP7116001	Computer Vision <sup>1</sup>	2/2	
	COMP6826001	Deep Learning	2/2	
		Elective Course	2	
	<b>Streaming: Database Technology (DT)<sup>4</sup></b>			
	COMP6590001	Geographical Information System <sup>1</sup>	2/2	
	COMP6140001	Data Mining	2/2	
		Elective Course	2	
	<b>Streaming: Interactive Multimedia (IM)<sup>4</sup></b>			
	COMP6583001	Computer Graphics	2/2	
	COMP6589001	Game Design Programming <sup>1</sup>	4	
		Elective Course	2	
	<b>Streaming: Software Engineering (SE)<sup>4</sup></b>			

	COMP6122001	Framework Layer Architecture	2/2	
	COMP6115001	Object Oriented Analysis & Design <sup>1</sup>	2/2	
	Elective Course		2	
	<b>Streaming: Network Technology (NT)<sup>4</sup></b>			
	COMP6827001	Linux System Administration and Security	2/2	
	COMP7142001	Popular Network Technology	2/2	
	Elective Course		2	
	<b>Streaming: Game Technology (GT)<sup>4</sup></b>			
	GAME6092001	Fundamental in Game Balancing	2	
	GAME6081001	2D Game Art	2	
	GAME6084001	Game Development Capstone Project <sup>1&amp;2</sup>	4	
	GAME6071001	3D Modeling for Games <sup>1&amp;2</sup>	2	
	<b>Streaming: Mobile Technology (MT)<sup>4</sup></b>			
	MOBI6070001	Embedded System and Internet of Things <sup>1&amp;2</sup>	3	
	MOBI6009001	Mobile Multimedia Solution <sup>2</sup>	2/2	
	MOBI6068001	Web Design <sup>1&amp;2</sup>	2	
	<b>Streaming: Network Security (NS)<sup>4</sup></b>			
	COMP6646001	Computer Forensic <sup>1&amp;2</sup>	2	
	COMP6544001	Network Penetration Testing <sup>2</sup>	2/2	
	COMP6695001	Secure Programming <sup>1&amp;2</sup>	2	
	LAWS6110001	Cyber Law	2	
	<b>Streaming: Data Science (DS)<sup>4</sup></b>			
	DTSC6006001	Machine Learning <sup>1&amp;2</sup>	2/1	
	DTSC6002001	Data Management and Organization <sup>1</sup>	2	
	DTSC6008001	Text Mining	2	
	DTSC6004001	Data Security <sup>2</sup>	2	
	<b>Streaming: Mobile and Game Technology<sup>5</sup></b>			
	COMP6897051	Game Design & Programming	2	
	COMP6898051	User Experience	2	
	COMP6899051	Machine Learning	2	
	COMP6900051	Mobile Embedded Systems	4	
	COMP6897051	Game Design & Programming	2	
	<b>Minor Program</b>		8	
	<b>Free Electives<sup>4</sup></b>		10	
	<b>Multidisciplinary Stream</b>		10	
6	<b>Enrichment Program I</b>		20	20
7	<b>Enrichment Program II</b>		20	20
8	COMP6747004	Pre-Thesis	2	
	COMP6748004	Thesis	4	

COMP6872004	Thesis	6	
			<b>Total Credits 146 SCU</b>

- 1) This course is delivered in English
- 2) Global Learning System Course
- 3) Conducted for student mobility program in Bandung
- 4) Conducted for student mobility program in Jakarta
- 5) Conducted for student mobility program in Semarang

### Foreign Language Courses:

Students will take foreign language courses according to BINUS University English proficiency test results. See foreign language courses appendix for the details. Students must pass with a minimum Grade of C.

Foreign Language Course		SCU
ENGL6268018	English for Frontrunners	0
ENGL6269018	English for Independent Users	0
ENGL6267018	English for Professionals	0
JAPN6208018	Basic Japanese Language	0
CHIN6185018	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.

### Enrichment Program I (6<sup>th</sup> Semester) & Enrichment Program II (7<sup>th</sup> 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	FS	etc
1	v							v							
2	v													v	
3		v							v						
4		v												v	
5			v							v					
6				v				v							



Track	Semester 6							Semester 7							
	IN	RS	EN	CD	SA	IS	etc	IN	RS	EN	CD	SA	IS	FS	etc
7				v							v				
8				v								v			
9				v									v		
10					v			v							
11					v						v				
12					v								v		
13						v		v							
14						v					v				
15						v						v			
16							v	v							
17							v				v				
18							v					v			

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

### 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
<b>Enrichment Program I</b>			
COMP6930004	Industrial Experience in Information Technology	8	20
COMP6931004	Information Technology Practice in Industrial Experience	8	
COMP6932004	EES in Information Technology Industry	4	
<b>Enrichment Program II</b>			
COMP6933004	Professional Experience in Information Technology	8	20

Code	Course Name	SCU	Total
COMP6934004	Information Technology Practice in Professional Experience	4	
COMP6935004	Professional Development in Information Technology Industry	8	

### Certified Entrepreneurship Track

Code	Course Name	SCU	Total
<b>Enrichment Program I</b>			20
ENPR6144004	New Venture Initiation in Computer Science	8	
ENPR6145004	Computer Science Product Development Process	8	
ENPR6146004	EES in New Computer Science Business I	4	
<b>Enrichment Program II</b>			20
ENPR6147004	Computer Science Product Launching	8	
ENPR6148004	Computer Science Business Development	8	
ENPR6149004	EES in New Computer Science Business II	4	

### Certified Research Track

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

**Certified Community Development Track**

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

**Certified Study Abroad Track**

Code	Course Name	SCU	Total
<b>Elective courses list for study abroad*</b>			20
<b>Enrichment Program I</b>			
GLOB6093004	Elective Course for Study Abroad 1	4	
GLOB6094004	Elective Course for Study Abroad 2	4	
GLOB6095004	Elective Course for Study Abroad 3	4	
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	
<b>Enrichment Program II</b>			20
GLOB6105004	Elective Course for Study Abroad 13	4	
GLOB6106004	Elective Course for Study Abroad 14	4	

Code	Course Name	SCU	Total
GLOB6107004	Elective Course for Study Abroad 15	4	
GLOB6108004	Elective Course for Study Abroad 16	4	
GLOB6286004	Elective Course for Study Abroad 28	4	
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 Independent Study Track

Code	Course Name	SCU	Total
<b>Elective courses list for certified specific independent study*</b>			20
<b>Enrichment Program I/II</b>			
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	
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	
MICR6157004	Elective Course for Specific Independent Study 9	5	

Code	Course Name	SCU	Total
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	
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 outside BINUS University. Transferred courses will be transferred based on credit transfer policies on study program with total of 20 credits.

### Further Study Track

Code	Course Name	SCU	Total
<b>Enrichment Program II</b>			20
<b>Fast Track M.MSI</b>			
ISYS6654003	Service Oriented Analysis and Design	4	
ISYS6655003	Change Management for Enterprise	4	

Code	Course Name	SCU	Total
ISYS6656003	Digital Transformation Management	4	
ISYS6657003	Data Analytics for Research	4	
ISYS6660003	Visualization and Descriptive Analytics	4	
<b>Fast Track M.TI</b>			
COMP6815001	IT Disaster Recovery	4	20
COMP6816001	Wireless and Cloud Computing Technologies	4	
COMP6817001	Internet Tools and Services	4	
COMP6818001	Cyber Risk Management	4	
COMP6819001	Knowledge Engineering	4	

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

No.	Course Code	Course Name	Minimal Grade
1.	CHAR603004	Character Building: Pancasila	B
2.	ENTR6521002	Entrepreneurship: Market Validation	C
3.	COMP6360004	Algorithm and Programming	C
4.	COMP6362004	Data Structures	C
5.	COMP6840004	Program Design Methods	C
6.	COMP6855004	Software Engineering	C
7.	COMP6852004	Database Technology	C
8.	COMP6716004	Operating System	C