

## Visual Communication Design

### Introduction

Visual Communication Design Study Program prepares students to become professional designers who are ready to compete in the global world. Students are equipped with analytical skills, creative work production skills, communication skills and technology development skills.

In this Study Program students learn the principles and development of design in stages. Students will study the basic theory and history of art and design, the application of design in case studies, design research and the process of creating works involving stakeholders.

### Vision

Excellent as a Visual Communication Design Study Program by delivering designers who are ready to challenge the global world with East Java's and East Indonesia's local values and maximize information technology.

### Mission

The missions of Visual Communication Design are to:

1. Educate students to be able to provide visual communication solutions based on creative research, local & global knowledge, and information technology, and to be able to articulate East Java's and Eastern Indonesia's local values to compete at the global level.
2. Improve the quality of life of Indonesian and the international community through good design.
3. Design creative products and provide professional services in the field of visual communication design by emphasizing the application of knowledge to society.
4. Educate students with a strong sense of ethics and entrepreneurship as a contribution to the general public.
5. Collaborate with several related institutions both at local and abroad to maintain the development of the knowledge that being taught

### Program Objective

The objectives of the program are:

1. As a source of graduates who become components of nation-building and have local and global knowledge from creative visual communication.
2. Carrying history and local values, technology, and entrepreneurship in hope to be able to work and be accepted by the creative industry, society, and the Indonesian nation through the application of visual communication design science by utilizing communication and information technology.

### Student Outcomes

After completing the study, graduate are:

1. able to create printed and digital visual communication design work that has added value and aesthetics, to overcome identity problems, mass communication, and competition problems by stakeholders;

2. able to conduct research and idea exploration to set the objectives, communication target, and visual communication design prototype solutions that can overcome identity problems, mass communication, and considering the ethical, history, cultural, social consequences and regulations;
3. able to analyze level of material utilization efficiency and time in the production process of each selected alternative solution prototype of visual communication design, without changing the essence and aesthetic design;
4. able to communicate visual communication design prototype alternative solutions independently or groups in verbal form, graphical, written, and communicative models with analog or digital techniques by selected appropriate communication rules;
5. able to build a business in visual communication field;
6. Able to design visual communication design artwork by focusing on cultural values and local indigenous as the identity of national citizen's works by combining contemporary elements;
7. Able to produce illustration design based on the market's needs and the proper illustration techniques;
8. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving.

### Prospective Career of the Graduates

After graduating from the Visual Communication Design Study Program, students have broad opportunities to become professional designers. Students can be involved in the world of entertainment, tourism, government, research and development, SME, commerce, digital technology development, creative content development, and becoming an entrepreneur.

Future career paths:

- |                           |                        |                                   |
|---------------------------|------------------------|-----------------------------------|
| 1. Illustrator            | 5. Concept Artist      | 9. In-House Designer              |
| 2. Comic Artist           | 6. Creative Consultant | 10. Intellectual Property Creator |
| 3. Digital Artist         | 7. Branding and Mascot | 11. Toys Industry                 |
| 4. Visual Content Creator | 8. Game Developer      | 12. Author                        |

### Curriculum

There are four main categories in Visual Communication Design Study Program:

#### 1. Fundamental Design (Semester 1-3)

Students learn the basic principles of design, color theory, photography, typography, the history of art and design as well as an introduction to the technology used in the world of design. Students will also learn the basic application of design principles to case studies in society. With this case study, students are expected to be able to apply the theory obtained in the classroom to the general public.

#### 2. Design Expertises (Semester 4-5)

Students have the opportunity to choose a specific skill set in Visual Communication Design. Students can choose Illustration Stream to improve their skills in visual production, drawing and creating Intellectual Property. Students can also choose Streaming New Media to improve their graphic design skills and visual abilities. Creative Advertising Streams can be selected by students to improve their visual communication skills, advertising and visual persuasion techniques. Students can also improve their skills in the fields of motion graphics, character

design, moving images by choosing Streaming Animation. Students also have the opportunity to enrich their knowledge of the non-design world through the Free SMO and Minor Programs.

### 3. Enrichment Program (Semester 6-7)

Enrichment program of Visual Communication Design aims to gain student's soft skills regarding teamwork, leadership, and professional attitudes, as well as their hard skills in implementing the knowledge they acquired from classroom. In the 6<sup>th</sup> semester, students will have a four months internship experience in the advertising industry or other creative industries. Meanwhile, in the 7<sup>th</sup> semester, students will have more opportunities (five different tracks), including: internship for industry experience, community development in social issues, entrepreneurship to build start-up business, research, and study abroad to enrich cultural experience.

### 4. Final Project (Semester 8)

In the Final Project, students have the final opportunity to sharpen their knowledge and work optimally by producing the best work according to the different abilities of each student.

## Course Structure

Sem	Code	Course Name	SCU	Total
1	DSGN6748006	Material and Colors in Visual Design	4	20
	DSGN6749006	Drawing for Design	4	
	DSGN6750006	Computer Graphic I	4	
	DSGN6751006	Eastern Art Review	2	
	DSGN6421006	Western Art Review <sup>1</sup>	2	
	DSGN6822	Photography <sup>2</sup>	4	
	<b>Foreign Language Courses</b>			
2	CHAR6030006	Character Building: Pancasila	2	20
	DSGN6816006	Visual Communication Design I	4	
	DSGN6817006	Computer Graphic II <sup>2</sup>	4	
	DSGN6818006	Typography <sup>1</sup>	4	
	ENTR6519002	Entrepreneurship I: Ideation	2	
	LANG6117006	Indonesian	2	
	DSGN6431006	Visual Communication Design Review	2	
	<b>Foreign Language Courses</b>			
3	CHAR6031006	Character Building: Kewarganegaraan	2	16
	ENTR6520002	Entrepreneurship: Prototyping	2	
	DSGN6819006	Visual Communication Design II <sup>1</sup>	4	
	DSGN6820006	Design Methods	4	

Sem	Code	Course Name	SCU	Total
	DSGN6924006	Creative Design Workshop <sup>2</sup>	4	
	<b>Foreign Language Courses</b>			
	CHAR6032006	Character Building: Agama	2	
	ENTR6521002	Entrepreneurship: Market Validation	2	
	<b>Stream: Illustration</b>			
	DSIN6009006	Character Design	4	
	DSGN6008006	Concept Art	4	
	DSGN6828006	Intellectual Property Design	4	
	DSGN6831006	Sequential Illustration <sup>2</sup>	4	
	DSIN6010006	Editorial illustration <sup>1</sup>	4	
	<b>Stream: Imaging Art and Science</b>			
	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 <sup>2</sup>	2/2	
4	DSIN6016006	Cinematics and Documentary Video	2/2	24
	<b>Streaming: New Media<sup>4</sup></b>			
	DSGN6742007	Advanced Typography <sup>1,2</sup>	4	
	DSGN6743007	Digital Graphic Reproduction <sup>2</sup>	4	
	ARTS6015007	Aesthetics	2	
	DSGN6688007	Visual Making Project <sup>2,3</sup>	4	
	MDIA6056007	New Media <sup>1,2</sup>	4	
	MKTG6293007	Marketing and Consumer Behavior	2	
	<b>Stream: Creative Advertising<sup>4</sup></b>			
	MKTG6293007	Marketing and Consumer Behavior	2	
	MDIA6060007	Audio Visual	4	
	DSGN6968007	Creative Writing for Commercials	4	
	COMM6614019	Visual Design & Graphics	2/2	
	DSGN6672007	Creative Visual for Campaign	4	
	COMM6616019	Media Promotion & Marketing <sup>1&amp;2</sup>	2	

Sem	Code	Course Name	SCU	Total	
5	<b>Stream: Animation<sup>4</sup></b>			20	
	DSGN6682007	Fundamental Drawing Animation	4		
	DSGN6965007	Character Design Studies	4		
	DSGN6692007	Character Animation	4		
	MDIA6056007	New Media <sup>1,2</sup>	4		
	MDIA6060007	Audio Visual	4		
	<b>Stream: 2D+ Animation<sup>5</sup></b>				
	DSGN6917034	Drawing and Character Design for Animation	4		
	DSGN6918034	Art and Animation Assets	4		
	ENTR6986032	Innovative Product Design and Development	2/2		
	MKTG6225032	Digital Marketing	2/2		
		Electives <sup>7</sup>	4		
	<b>Stream: Visual Immersion Design<sup>6</sup></b>				
	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		
	<b>Minor Program</b>				20
	<b>Stream: Illustration</b>				
DSIN6008006	Concept Art	4			
DSIN6009006	Character Design	4			
DSGN6828006	Intellectual Property Design	4			
DSGN6831006	Sequential Illustration <sup>2</sup>	4			
DSIN6010006	Editorial illustration <sup>1</sup>	4			
<b>Stream: Imaging Art and Science</b>					
DSIN6011006	History and Development of Imaging Arts <sup>1</sup>	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 <sup>2</sup>	2/2			

Sem	Code	Course Name	SCU	Total
	DSIN6016006	Cinematics and Documentary Video	2/2	
	<b>Minor Program</b>		20	
	<b>Multidisciplinary Stream</b>		20	
	<b>Free Electives<sup>4</sup></b>		20	
6	<b>Enrichment Program I</b>		20	20
7	<b>Enrichment Program II</b>		20	20
8	DSGN6942006	Thesis	6	6
			<b>Total Credits 146 SCU</b>	

1) Delivery in English;

2) Global Learning System Course;

3) Entrepreneurship Embedded

4) Conducted for student mobility program in Jakarta

5) Conducted for student mobility program in Bandung

6) Conducted for student mobility program in Semarang

\*Students undertaking student mobility must take minor program/free electives/multidisciplinary stream (depending on their study plan combination) of the host campus in semester 5.

\*\*Students can choose to take Minor Program in Malang/Jakarta/Bandung/Semarang.

The list of multidisciplinary stream, minor, and free electives are available in the Appendix.

#### Foreign Language Courses:

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

Foreign Language Course		SCU
ENGL6268006	English for Frontrunners	0
ENGL6269006	English for Independent Users	0
ENGL6267006	English for Professionals	0
JAPN6208006	Basic Japanese Language	0
CHIN6185006	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 Program	Semester 4	Semester 5
<b>Minor @ Binus Kemanggisian</b>		
Digital Ecosystem	√	√
Human Capital in Digital Workplace	√	√
Sustainable Development	-	-
Cross Cultural Communication	√	√
Interactive & Users Experience Design	√	√
Data Analytics	√	√
Robotic Process Automation	-	-
Event Business and Entertainment	√	√
Creative Digital Storytelling	√	√
Digital Banking	-	-
Blockchain Technology and Business	-	-
<b>Minor @ Binus Alam Sutera</b>		
Digital Transformation	√	√
<b>Minor @ Binus Bekasi</b>		
Virtual Services Experience	√	√
Culinary	√	√
<b>Minor @ Binus Malang</b>		
Digital Technopreneur	√	√
<b>Minor @ Binus Bandung</b>		
DesignPreneur	√	√
<b>Minor @ Binus Semarang</b>		
Metaverse in Business	√	√
Content Creation	√	√

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

### Fundamental Courses

Course	SCU
COMP6683001 Introduction to Artificial Intelligence	2/2
ISYS6549003 Digital Innovation	4

COMP6937001	Current Trends in Technology	2
<b>Total SCU</b>		<b>10</b>

### Supporting Courses

Course		SCU
COMM6501019	Narative Development	4
DSGN6834007	Visual Identity	4
COMP6685001	Cyber Security for Business	2
<b>Total SCU</b>		<b>10</b>

## 2. Minor Program: Human Capital in Digital Workplace

### Fundamental Courses

Course		SCU
PSYC6174027	Psychology in The Workplace	4
MGMT6349005	Digital Workplace Strategy	4
ISYS6551003	Digital Workplace and Technology	4
LAWS6157028	Legal Aspects in Digital Workplace	4
PSYC6175027	Human Resources Development	4
<b>Total SCU</b>		<b>20</b>

## 3. Minor Program: Cross Cultural Communication

### Fundamental Courses

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

### Supporting Courses

Course		SCU
CHIN6134026	Chinese Conversation in Business Communication	4
LAWS6158028	Private International Law	2
INTR6135029	Comparative Politics	4
<b>Total SCU</b>		<b>10</b>



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

##### Fundamental Courses

Course	SCU
ISYS6553003 User-Centered Research and Evaluation	4
PSYC6176027 Psychology and User Experience	4
DSIN6003007 Fundamental of Interface Design	2
<b>Total SCU</b>	<b>10</b>

##### Supporting Courses

Course	SCU
ISYS6554003 Core Principles: Interactive Design	4
DSGN6837007 Digital Design Production	4
ISYS6556003 Information Architecture	2
<b>Total SCU</b>	<b>10</b>

#### 5. Minor Program: Data Analytics

##### Fundamental Courses

Course	SCU
ISYS6680003 Introduction to Data Analytics	2
ISYS6681003 Data Management & Descriptive Analytics	4
STAT6198049 Statistical for Decision Making	4
<b>Total SCU</b>	<b>10</b>

##### Supporting Courses

Course	SCU
ISYS6682003 Application of Predictive Analytics to Business Data	4
ISYS6683003 Prescriptive Analytics and Optimization	4
MKTG6312005 Digitalization of Markets and Consumption	2
<b>Total SCU</b>	<b>10</b>

#### 6. Minor Program: Event Business and Entertainment

##### Fundamental Courses

Course	SCU
HTMN6151021 Event Marketing Management	2
HTMN6152021 Catering Management	4

Course		SCU
TRSM6232022	MICE (Meeting, Incentive, Convention, Exhibition) Management	4
<b>Total SCU</b>		<b>10</b>

#### Supporting Courses

Course		SCU
TRSM6233022	Event Sponsorship and Funding	2
TRSM6234022	Sport and Entertainment Event Management	4
TRSM6235022	Festival & Cultural Event	4
<b>Total SCU</b>		<b>10</b>

### 7. Minor Program: Creative Digital Storytelling

#### Fundamental Courses

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

#### Supporting Courses

Course		SCU
ENGL6276024	Cultures, Language, and Arts Production	4
JAPN6212025	Anime and Manga as Storytelling	2
ENGL6277024	Music as Medium for Storytelling	4
<b>Total SCU</b>		<b>10</b>

### 8. Minor Program: Digital Transformation

#### Fundamental Courses

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

**Supporting Courses**

Course		SCU
ISYS6695003	Digital Marketing Analysis	4
STAT6200049	Practical Statistics for Digital Business	4
ISYS6560003	Success Factor for Leading Digital Transformation	2
<b>Total SCU</b>		<b>10</b>

**9. Minor Program: Virtual Service Experience**
**Fundamental Courses**

Course		SCU
ISYS6561003	Fundamental of Virtual Services	2
ACCT6350020	Virtual Financial Services	4
MGMT6354005	Virtual Operation and Supply Chain	4
<b>Total SCU</b>		<b>10</b>

**Supporting Courses**

Course		SCU
ISYS6562003	Virtual Market Place	4
HTMN6082021	Virtual Hospitality Management	4
ISYS6563003	Seminar on Virtual Services	2
<b>Total SCU</b>		<b>10</b>

**10. Minor Program: Culinary**
**Fundamental Courses**

Course		SCU
HTMN6108021	Food and Beverage Management	2
HTMN6008021	Kitchen Operation	4
HTMN6128021	Pastry and Bakery Operation	4
<b>Total SCU</b>		<b>10</b>

SCU for HTMN6008021, HTMN6128021 are practical

**Supporting Courses**

Course		SCU
HTMN6155021	Indonesian Cuisine	4
HTMN6125021	Restaurant Operation	4

HTMN6154021	Culinary Tourism	2
<b>Total SCU</b>		<b>10</b>

SCU for HTMN6155021, HTMN6125021 are practical

### 11. Minor Program: Digital Technopreneur

#### Fundamental Courses

Course		SCU
ENTR6528002	The Entrepreneurial Innovator	4
DSGN6839006	Interactive Design	4
COMM6504018	Digital Branding	2
ENPR6196002	Market Intelligence	2
COMP6687004	User Experience Design	4
DSGN6844023	Prototyping Digital Future	4
<b>Total SCU</b>		<b>20</b>

### 12. Minor Program: Designpreneur

#### 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
<b>Total SCU</b>		<b>20</b>

### 13. Minor Program: Metaverse in Business

#### Fundamental Courses

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

### Supporting Courses

Course		SCU
ISYS6778052	Data Analytics	2
DSGN6981053	Design Thinking	4
DSGN6980053	Interface Design	4
<b>Total SCU</b>		<b>10</b>

## 14. Minor Program: Content Creation

### Fundamental Courses

Course		SCU
FILM6105009	Filmmaking Fundamental	4
MKTG6392055	Digital marketing	4
DSIN6042053	Photography for Creators	2
<b>Total SCU</b>		<b>10</b>

### Supporting Courses

Course		SCU
DSGN6990053	Creative Storytelling	4
DSIN6043053	Strategic Influence	2
DSIN6041053	Introduction to Visual Communication Design	4
<b>Total SCU</b>		<b>10</b>

### 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						
	I	RS	EN	CD	SA	IS	*etc	I	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:**

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 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
<b>Enrichment Program I</b>			20
DSGN6452006	Project on NGO	8	
DSGN6928006	Creative Process in Graphic Design I	8	
DSGN6454006	EES in industry I	4	20
<b>Enrichment Program II</b>			
DSGN6455006	Project on Industry	8	
DSGN6929006	Creative Process in Graphic Design II	8	20
DSGN6457006	EES in industry II	4	

**Certified Entrepreneurship Track**

Code	Course Name	SCU	Total
<b>Enrichment Program II</b>			20
ENTR6966006	New Business Initiation	8	
ENTR6967006	Product Development Process	8	
ENTR6401006	EES in New Business	4	

**Certified Research Track**

Code	Course Name	SCU	Total
<b>Enrichment Program II</b>			20
RSCH6308006	Research Experience	8	
RSCH6589006	Scientific Writing in Visual Communication Design Research	8	
RSCH6310006	Global EES	4	

**Certified Community Development Track**

Code	Course Name	SCU	Total
<b>Enrichment Program II</b>			20
CMDV6215006	Community Outreach Project Implementation	8	
CMDV6362006	Visual Communication Project Design in Community Outreach	8	
CMDV6217006	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 II</b>			
GLOB6093006	Elective Course for Study Abroad 1	4	
GLOB6094006	Elective Course for Study Abroad 2	4	
GLOB6095006	Elective Course for Study Abroad 3	4	
GLOB6096006	Elective Course for Study Abroad 4	4	
GLOB6105006	Elective Course for Study Abroad 13	4	
GLOB6097006	Elective Course for Study Abroad 5	2	
GLOB6098006	Elective Course for Study Abroad 6	2	
GLOB6099006	Elective Course for Study Abroad 7	2	
GLOB6100006	Elective Course for Study Abroad 8	2	
GLOB6101006	Elective Course for Study Abroad 9	2	
GLOB6102006	Elective Course for Study Abroad 10	2	
GLOB6103006	Elective Course for Study Abroad 11	2	
GLOB6104006	Elective Course for Study Abroad 12	2	
GLOB6109006	Elective Course for Study Abroad 17	2	
GLOB6110006	Elective Course for Study Abroad 18	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>			
<b>Enrichment Program II</b>			
MICR6145006	Course Certification I	3	20
MICR6146006	Technical Skill Enrichment I	4	
MICR6147006	Industrial Project I	9	
MICR6148006	Soft Skill Enrichment I	4	
MICR6149006	Elective Course for Specific Independent Study 1	8	
MICR6150006	Elective Course for Specific Independent Study 2	8	
MICR6151006	Elective Course for Specific Independent Study 3	6	
MICR6152006	Elective Course for Specific Independent Study 4	6	
MICR6153006	Elective Course for Specific Independent Study 5	6	
MICR6154006	Elective Course for Specific Independent Study 6	5	
MICR6155006	Elective Course for Specific Independent Study 7	5	
MICR6156006	Elective Course for Specific Independent Study 8	5	
MICR6157006	Elective Course for Specific Independent Study 9	5	
MICR6158006	Elective Course for Specific Independent Study 10	4	
MICR6159006	Elective Course for Specific Independent Study 11	4	
MICR6160006	Elective Course for Specific Independent Study 12	4	
MICR6161006	Elective Course for Specific Independent Study 13	4	
MICR6162006	Elective Course for Specific Independent Study 14	4	
MICR6163006	Elective Course for Specific Independent Study 15	3	
MICR6164006	Elective Course for Specific Independent Study 16	3	
MICR6165006	Elective Course for Specific Independent Study 17	3	
MICR6166006	Elective Course for Specific Independent Study 18	3	
MICR6167006	Elective Course for Specific Independent Study 19	3	
MICR6168006	Elective Course for Specific Independent Study 20	3	
MICR6169006	Elective Course for Specific Independent Study 21	2	
MICR6170006	Elective Course for Specific Independent Study 22	2	
MICR6171006	Elective Course for Specific Independent Study 23	2	



Code	Course Name	SCU	Total
MICR6172006	Elective Course for Specific Independent Study 24	2	
MICR6173006	Elective Course for Specific Independent Study 25	2	
MICR6174006	Elective Course for Specific Independent Study 26	2	
MICR6175006	Elective Course for Specific Independent Study 27	2	
MICR6176006	Elective Course for Specific Independent Study 28	2	
MICR6177006	Elective Course for Specific Independent Study 29	1	
MICR6178006	Elective Course for Specific Independent Study 30	1	
MICR6179006	Elective Course for Specific Independent Study 31	1	
MICR6180006	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.	Course Code	Course Name	Minimal Grade	Stream
1.	DSGN6748006	Materials and Color in Visual Design	C	
2.	CHAR6030006	Character Building: <i>Pancasila</i>	B	
3.	DSGN6816006	Visual Communication Design I	C	
4.	DSGN6819006	Visual Communication Design II	C	
5.	DSGN6820006	Design Methods	C	
6.	ENTR6521002	Entrepreneurship: Market Validation	C	
7.	DSGN6829006	Concept Art	C	Illustration
8.	DSGN6831006	Sequential Illustration	C	Illustration
9.	DSIN6015006	Conceptual Photography	C	Imaging Art and Science
10.	DSIN6016006	Cinematics and Documentary Video	C	Imaging Art and Science

\*) Tutorial & Multipaper