Visual Communication Design

Introduction

Visual Communication Design Program BINUS @Bandung aims to provide good creative education for future creative people in the advertising industry, allowing them to work together in creative teams to produce the best contemporary visual design for advertising.

In this Program, future students will learn how visual communication design artworks are created, and also about the formulation of creative ideas needed in commercials that are based on design theories and have historical perspectives.

We will help students strengthen their design ability and idea creation by also providing classes in marketing introduction, consumer psychology, copywriting, and media. That way, students will have a good understanding of a complete and thorough commercial campaign.

Vision

A world-class Visual Communication Design Department, delivering world class designers with distinctive local values and information technology capabilities.

Mission

The missions of of Visual Communication Design Department are to:

1. Educating visual communicators who highly exemplify the creative spirit and a commitment to professional attitudes in the fields of new media, animation and creative advertising;
2. Preparing students for strategic positions in service industries with a strong sense of ethics and entrepreneurship and who can make a contribution to society;
3. Improving the quality of life of Indonesians and the international community through good design;
4. Recognizing and rewarding the most creative and value-adding talents;
5. Designing creative products and conducting professional services in visual communication design with an emphasis on application of knowledge to the society.

Program Objective

The objectives of the program are:

1. To provide students with the principal know-how of creative visual communication, it's historical and cultural significance, and its core technology. Together these areas of study will establish in each student a solid ground for well-informed practice or further study;
2. To educate students who are capable of producing 2D+ animation portofolios that vividly demonstrates workmanship, creativity, conceptual insights, and attitudes of a professional design standard;
3. To educate students who are capable of producing new media portfolios that vividly demonstrates workmanship, creativity, conceptual insights, and attitudes of a professional design standard;
4. To produce graduates who are capable of producing animation portfolios that vividly demonstrate workmanship, creativity, conceptual insights, and attitudes of a professional design standard;
5. To educate students who are capable of producing Creative Advertising portfolios that vividly demonstrate workmanships, creativity, conceptual insights, and attitudes of a professional design standard.

Student Outcomes

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 use the latest technology in the process of creating animation in accordance with applicable concepts, storylines and principles;
7. Able to produce creative and professional animated works;
8. Able to utilize Information and Communication Technology project's need so that can improve organizational performance.
9. Able to produce visual communication problems and producing new media design solutions;
10. Able to design animation product with sale value and recognition of copyright (intellectual property) by applied principle design and technology in design process;
11. Able to execute animated work according to the specifications of work expertise;
12. Able to use information technology to support creativity in order to explore advertising media;
13. Able to use product values and consumer's needs in order to produce relevant visual communication ideas;
14. Able to design DKV works by promoting cultural values and local ingenious as the children's nation identity;
15. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving.

Prospective Career of the Graduates

After graduating from this Program, there are so many promising career paths in the creative industry that are ready to be occupied. Most graduates are now working in advertising agencies, e-commerce business, design studios, photography studios, illustration studios, production houses, event organizers, media industries, and in-house design at companies. Some of them were even able to commence their own start-up creative business.

Future career paths:

1. Graphic Designer
2. Art Director
3. Visual Artist
4. Illustrator
5. Photographer
6. Brand Designer
7. Videographer
8. UI/UX Designer
9. Content Creator

10. Motion Graphic Artist

11. Digital Imaging Arist

12. Typographer

13. Packaging Designer

14. Animator

15. 3D Modeller Artist

16. VFX Artist

17. Visualizer Artist

18. Character Designer

19. Post Production Artist

20. Animation It Creator

21. Key Frame Animator

22. Concept Artist

23. Storyboard Artist

24. Games Asset Artist

Curriculum

There are five main categories in Visual Communication Design program:

1. **Fundamental Design (Semester 1-2)**

   Students explore the theories and design practice in terms of: design elements & principles, layout, semiotics, visual language, aesthetics, design value, the matters of size, composition, design materials, colors, as well as character building.

2. **Design Execution and Computing (Semester 3-4)**

   Students explore the theories and design practice in terms of: computer graphic, printing techniques, Digital Imaging, illustration, photography, videography, website, and motion image.

3. **Ideation, Art Direction & Design Integrated (Semester 4-5)**

   In this term, student's ability in problem solving is required. To what extent students gather several data, bring them into the idea development methods, and last but not least, present the idea into several media integrally. It will be supported by some courses, such as marketing and consumer behavior, ideation and art direction, advertising media, and entrepreneurship.

4. **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 6th semester, students will have a four months internship experience in the advertising industry or other creative industries. Meanwhile, in the 7th 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.

5. **Final Project (Semester 8)**

   In the last semester, students are required to solve a problem through an integrated campaign. Both design concept and strategy will be put in the academic paper. In addition, students need to implement their ideas into a complete

creative display. It aims to evaluate student's abilities in data analysis, idea development, problem solving, and design execution

Course Structure

Sem	Code	Course Name	SCU	Total
1	CHAR6034	Character Building: Pancasila	2	20
	ARTS6021	Western Art Review	2	
	ARTS6022	Eastern Art Review	2	
	DSGN6754	Material and Colors in Visual Design	4	
	DSGN6755	Drawing for Design	4	
	DSGN6756	Typography	4	
	English University Courses I			
	ENGL6204	English in Focus	2	
	ENGL6205	English for Business Presentation	2	
2	CHAR6035	Character Building: Kewarganegaraan	2	20
	MDIA6050	Photography	4	
	MDIA6051	Computer Graphic I	4	
	DSGN6778	Visual Communication Design I	4	
	ENTR6522	Entrepreneurship : Ideation	2	
	LANG6097	Indonesian	2	
	English University Courses II			
	ENGL6216	English Savvy	2	
	ENGL6217	English for Written Business Communication	2	
3	CHAR6036	Character Building: Agama	2	22
	DSGN6779	Illustration Design[*]	4	
	DSGN6780	Visual Communication Design II	4	
	MDIA6052	Computer Graphic II	4	
	DSGN6781	Design Methods	4	
	DSGN6529	Visual Communication Design Reviews	2	
	ARTS6020	Aesthetics	2	
4	DSGN6782	Visual Making Project[*]	4	20/20/16/20/20
	DSGN6916	Creative Design Workshop	4	
	Streaming : 2D+ Animation[**]			
	DSGN6917	Drawing and Character design for Animation	4	
	DSGN6918	Art and Animation Assets	4	
	DSGN6919	Production and Storytelling	4	
	Streaming : New Media[***]			
	DSGN6742	Advanced Typography	4	
	MDIA6056	New Media	4	

Sem	Code	Course Name	SCU	Total
	DSGN6743	Digital Graphic Reproduction	4	
	Streaming : Animation*			
	DSGN6682	Fundamental Drawing for Animation	4	
	GAME6081	2D Game Art	2	
	GAME6082	Game Animation	2	
	Streaming : Creative Advertising*			
	MDIA6046	Audio Visual (Pre Production and Production)	4	
	MKTG6293	Marketing and Consumer Behavior	2	
	MDIA6019	Advertising Media	2	
	DSGN6671	Creative Writing for Commercials	4	
	Minor Program&***		12	
	Free Electives*		12	
5	ENTR6524	Entrepreneurship : Market Validation	2	18/18/22/18/18
	DSGN6920	Design and Digital Media	4	
	DSGN6921	Visual Communication Design III	4	
	Streaming : 2D+ Animation			
	DSGN6922	Digital Cel Animation and Rendering	4	
	DSGN6923	Motion and Character Setup	4	
	Streaming : New Media*			
	DSGN6744	3D Art and Interaction	4	
	DSGN6685	3D Art & Form	4	
	Streaming : Animation*			
	DSGN6683	Visual Storytelling	4	
	DSGN6741	Animation Technology	2	
	DSGN6685	3D Art & Form	4	
	GAME6071	3D Modeling for Games	2	
	Streaming : Creative Advertising*			
	DSGN6668	Photography for Commercial Project	4	
	DSGN6683	Visual Storytelling	4	
	Minor Program&***		8	
	Free Electives*		8	
6	**Enrichment Program I**		20	20
7	**Enrichment Program II**		20	20
8	DSGN6545	Thesis	6	6
			Total Credits 146 Credits	

*) Entrepreneurship Embedded
**) Will be conducted in BINUS @Bandung
***) Will be conducted in BINUS @Greater Jakarta

Streaming/Minor/Free Electives:
Students can only choose between streaming, minor programs or free elective, See minor program and free elective appendix for the detail.

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

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 Transformation	V	V
Minor @ Binus Bekasi		
Virtual Service Experience	V	V
Culinary	V	V
Minor @ Binus Malang		
Digital Technopreneur	-	-
Minor @ Binus Bandung		
DesignPreneur	V	V

1. Minor Program: Digital Ecosystem

	Course	SCU
COMP6683	Introduction to Artificial Intelligence	2/2
COMM6501	Narative Development	4
ISYS6549	Digital Innovation	4
COMP6684	Current Trends in Technology	4
DSGN6834	Visual Identity	4
	Total SCU	**20**

2. Minor Program: Human Capital in Digital Workplace

	Course	SCU
PSYC6174	Psychology in The Workplace	4
MGMT6349	Digital Workplace Strategy	4
ISYS6551	Digital Workplace and Technology	4
LAWS6157	Legal Aspects in Digital Workplace	4
PSYC6175	Human Resources Development	4
	Total SCU	**20**

3. Minor Program: Sustainable Development

	Course	SCU
ARCH6119	Introduction to Sustainable Development	2
DSGN6835	Engineering Material	4
ISYE6154	Sustainable Design and Manufacture	4
ISYE6155	Occupational, Health, Safety, and Administration in Engineering	2
CPEN6217	Digital for Sustainable Development	4
CIVL6118	Engineering Economic	4
	Total SCU	**20**

4. Minor Program: Cross Cultural Communication

	Course	SCU
CHIN6133	Chinese Conversation in Daily Works	2
CHIN6132	Chinese Conversation in Daily Activities	4
CHIN6134	Chinese Conversation in Business Communication	4
COMM6502	Communication in Diversity	2
INTR6135	Comparative Politics	4
BUSS6170	Asian Business Ethics	4
	Total SCU	**20**

5. Minor Program: Interactive & Users Experience Design

	Course	SCU
PSYC6176	Psychology and User Experience	4
ISYS6553	User-Centered Research and Evaluation	4
DSGN6836	Fundamental of Interface Design	4
ISYS6554	Core Principles: Interactive Design	4
DSGN6837	Digital Design Production	4
	Total SCU	**20**

6. Minor Program: Data Analytics

	Course	SCU
ISYS6680	Introduction to data Analytics	2
ISYS6681	Data Management & Descriptive Analytics	4
STAT6198	Statistical for Decision Making	4
ISYS6682	Application of Predictive Analytics to Business Data	4
ISYS6683	Prescriptive Analytics and Optimization	4
MKTG6312	Digitalization of Markets and Consumption	2
	Total SCU	**20**

7. Minor Program: Robotic Process Automation

	Course	SCU
COMP6857	Basic Programming for Automation	2
COMP6858	RPA Concept & Design	2
ISYS6684	RPA Developer Fundamental	4
ISYS6685	RPA Developer Advance	4
ISYS6686	RPA Business Analytics Fundamental	4
ISYS6687	Business Process Improvement	2
COMP6859	Intelligence Automation	2
	Total SCU	**20**

8. Minor Program: Digital Transformation

	Course	SCU
ISYS6559	Business Models and Technology Innovation	4
ISYS6557	Business Data Management	4
ISYS6695	Digital Marketing Analysis	4
STAT6200	Practical Statistics for Digital Business	4
MGMT6352	Digital Strategy	4
	Total SCU	**20**

9. Minor Program: Virtual Service Experience

	Course	SCU
ISYS6561	Fundamental of Virtual Services	2
ACCT6350	Virtual Financial Services	4
ISYS6562	Virtual Market Place	4
MGMT6354	Virtual Operation and Supply Chain	4
HTMN6082	Virtual Hospitality Management	4
ISYS6563	Seminar on Virtual Services	2
	Total SCU	**20**

10.Minor Program: Culinary

Course		SCU
HTMN6078	Advanced in Pastry and Bakery	4
HTMN6050	Culinary Business Event	2/2
HTMN6048	Western and French Cuisine	2/4
HTMN6046	Authentic Indonesian Cuisine	2/4
	Total SCU	**20**

11.Minor Program: Designpreneur

Course		SCU
ENTR6525	Fundamental of Designpreneur	4
COMP6688	UI/UX Development	4
DSGN6797	Surface Packaging Design	4
ENTR6526	Hospitality and Service Design	4
DSGN6843	Project Design	4
	Total SCU	**20**

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

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Business Creation	ENTR6580	Digital Business Transformation	2	4
2	Business Creation	ENTR6494	Managing Growing Business	2	5
3	Business Management	MKTG6298	Service Marketing Management	2	4
4	Business Management	MGMT6365	Current Issue in Service Business and Technology	2	5
5	International Business Management	MGMT6369	Corporate Strategy in International Business	2	4
6	International Business Management	BUSS7009	Export-Import Cost Management	2	5
7	Management	BUSS6088	Current Issue in Business and Technology	2	4
8	Management	BUSS6109	Business Development	4	4
9	Management	BUSS6171	Business Sustainability	4	4
10	Management	BUSS6173	Managing Innovation and Knowledge	4	4
11	Management	MGMT6196	Project Management	4	4
12	Management	MGMT6375	Organizational Learning	4	4
13	Management	BUSS6069	Business Simulation	2	5
14	Management	BUSS6163	Organization Development Strategy	2	5
15	Management	MGMT6029	Knowledge Management	2	5
16	Management	MGMT6063	Strategic Management	2	5
17	Management	MGMT6145	Compensation and Performance Management	2	5
18	Management	MGMT6297	Operations Management	4	5
19	Management	MGMT6341	Strategic Management	4	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
20	Marketing Communication	COMM6435	Global Consumer Behavior	2	4
21	Marketing Communication	COMM6533	Creative Program Design	2/2	4
22	Marketing Communication	COMM6540	Communication & Public Affairs	2	4
23	Marketing Communication	COMM6523	Corporate Event Management	2/2	5
24	Marketing Communication	COMM6541	Digital Corporate Communication	2/2	5
25	Marketing Communication	COMM6542	Event Management for Brand	2/2	5
26	Marketing Communication	COMM6543	Digital Brand Communication	2/2	5
27	Tourism	TRSM6142	Event Management	4	4
28	Tourism	TRSM6204	Heritage Tourism	4	4
29	Tourism	TRSM6141	Tourism Destination and Planning Management	4	5
30	Tourism	TRSM6208	Tourism Innovation and Product Development	4	5
31	Tourism	TRSM6196	Tourism Community Empowerment	2	5
32	Architecture	ARCH6059	Building Material Knowledge	2	4
33	Architecture	ARCH6047	Behavior in Architecture	2	5
34	Architecture	ARCH6061	Sustainable Architecture	2	5
35	Architecture	ARCH6129	Urban Housing	4	5
36	Computer Engineering	CPEN6232	Cloud Technology Practice	2	5
37	Food Tech	FOOD6073	Current Issues in Food Technology	2	4
38	Business Law	LAWS6017	Intellectual Property Rights	4	4
39	Business Law	LAWS6110	Cyber Law	2	4
40	Business Law	LAWS6171	Business Competition & Consumer Protection Law	2	4
41	Business Law	LAWS6056	Legal Research Methods	2	5
42	Business Law	LAWS6167	Legal Philosophy & Professional Ethics	2	5
43	Business Law	LAWS6172	Environmental and Natural Resources Law	2	5
44	Chinese Literature	CHIN6157	Chinese Business for Etiquette (Beginner)	4	4
45	Chinese Literature	CHIN6158	Chinese Business in Daily Communication	4	4
46	Chinese Literature	CHIN6159	Chinese Character Writing	2	4
47	Chinese Literature	CHIN6157	Chinese Business for Etiquette (Beginner)	4	5
48	Chinese Literature	CHIN6158	Chinese Business in Daily Communication	4	5
49	Chinese Literature	CHIN6159	Chinese Character Writing	2	5
50	English Literature	SOCS6021	Social and Digital Media Writing	2	4

No	Course Owner Department	Course Code	Course Name	SCU	Semester
51	English Literature	ENGL6158	Writing for Children and Young Adults	2	5
52	International Relations	INTR6143	ASEAN Community: Security, Economic, and Socio Cultural Aspects	4	4
53	International Relations	INTR6144	Contemporary Issues in European Society	2	4
54	International Relations	INTR6145	Contemporary Issues in American Society	2	4
55	International Relations	INTR6146	Contemporary Issues in East Asian Society	2	4
56	International Relations	INTR6147	Contemporary Issues in African and Middle Eastern Societies	2	4
57	International Relations	INTR6148	Multinational Corporations Global Strategy and Social Responsibility	2/2	4
58	International Relations	INTR6161	Political Economy of Global Media	2	5
59	International Relations	INTR6162	Multiculturalism and Digital Society	2	5
60	Primary Teacher Education	EDUC6015	Educational Research Methodology	4	4
61	Primary Teacher Education	EDUC6018	Micro Teaching	4	4
62	Primary Teacher Education	EDUC6040	Child Games	2	4
63	Psychology	PSYC6124	Psychology of Early Childhood Education	4	4
64	Psychology	PSYC6125	Psychology of Special Needs Education	4	4
65	Psychology	PSYC6130	Human Performance Technology	4	4
66	Psychology	PSYC6145	Urban Psychology	4	4
67	Psychology	PSYC6123	Educational Psychology	2	5
68	Psychology	PSYC6127	Indigenous Psychology	4	5
69	Mobile Application & Technology	MOBI6057	Wearable Technology	2	5
70	Computer Science	COMP6231	Human and Computer Interaction	2/2	4
71	Computer Science	COMP6745	Machine Learning	2	4
72	Computer Science	COMP6176	Human and Computer Interaction	2/2	5
73	Computer Science	COMP6232	Human and Computer Interaction	2/2	5
74	Computer Science	COMP6578	Information Visualization	2	5
75	Computer Science	COMP8129	User Experience	2/2	5
76	Animation	DSGN6692	Character Animation	4	4
77	Animation	DSGN6694	Visual Effect (VFX)	4	4
78	Animation	DSGN6689	Concept Art & Production Design	2	5
79	Creative Advertising	DSGN6671	Creative Writing for Commercials	4	4
80	Creative Advertising	MDIA6046	Audio Visual (Pre Production and Production)	4	4
81	Film	FILM6026	History of Indonesian Cinema	2	4
82	Film	FILM6027	Film Theories	4	4

No	Course Owner Department	Course Code	Course Name	SCU	Semester
83	Film	FILM6080	Southeast Asian Cinema & Popular Culture	4	4
84	Film	FILM6119	Audiences & Fan Culture	4	5
85	Interior Design	DSGN6608	Interior Design and culture	2	4
86	Business Information Technology	ISYS6577	Machine Learning & Foundations	2	4
87	Business Information Technology	ISYS6579	Knowledge-Based AI: Cognitive Systems	4	5
88	Information Systems	BUSS6043	Introduction to E-Business	4	4
89	Information Systems	ISYS6016	Social Media Fundamental	2	4
90	Information Systems	ISYS6084	Database	2/2	4
91	Information Systems	ISYS6169	Database Systems	4/2	4
92	Information Systems	ISYS6203	Mobile Application Development	2/2	4
93	Information Systems	ISYS6210	Data Visualization	2	4
94	Information Systems	ISYS6280	Database Systems	4/2	4
95	Information Systems	ISYS6478	Research Methods in Information Systems	2	4
96	Information Systems	ISYS6196	Business Analytics	2	5
97	Information Systems	ISYS6199	Data & Text Mining	4	5
98	Information Systems	ISYS6202	Social Informatics	4	5
99	Information Systems	ISYS8066	Business Process Management	4	5
100	Information Systems	RSCH6466	Research Methodology	4	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	etc	IN	RS	EN	CD	SA	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	

Note:

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

Description:
Student will take one of enrichment program tracks

Enrichment Internship Track

Code	Course Name	SCU	Total
Enrichment Program I			
DSGN6585	Project on Industry	8	20
DSGN6931	Creative Process in Graphic Design	8	
DSGN6746	EES in Graphic Design Process	4	
Enrichment Program II			
DSGN6535	Project on Creative Industry	8	20
DSGN6932	Creative Process in Creative Industry Experience	8	
DSGN6541	EES in Creative Industry Experience	4	

Enrichment Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
ENTR6980	New Venture Initiation in Creative Business	8	20
ENTR6981	Product Development Process in Creative Business	8	
ENTR6982	EES in New Business in Creative Business	4	

Enrichment Research Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
RSCH6386	Research Experience	8	20
RSCH6596	Scientific Writing in Visual Communication Design Research	8	
RSCH6388	Global Employability and Entrepreneurial Skills in Visual Communication Design Research	4	

Enrichment Community Development Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
CMDV6229	Community Outreach Project Implementation	8	20
CMDV6371	Visual Communication Project Design in Community Outreach	8	
CMDV6372	Employability and Entrepreneurial Skills in Design Community	4	

Enrichment Study Abroad Track

Code	Course Name	SCU	Total
Elective courses list for study abroad*			
Enrichment Program I/II			
GLOB6208	Elective Course for Study Abroad 1	4	
GLOB6209	Elective Course for Study Abroad 2	4	
GLOB6210	Elective Course for Study Abroad 3	4	
GLOB6211	Elective Course for Study Abroad 4	4	
GLOB6268	Elective Course for Study Abroad 25	4	
GLOB6212	Elective Course for Study Abroad 5	2	
GLOB6213	Elective Course for Study Abroad 6	2	20
GLOB6214	Elective Course for Study Abroad 7	2	
GLOB6215	Elective Course for Study Abroad 8	2	
GLOB6216	Elective Course for Study Abroad 9	2	
GLOB6217	Elective Course for Study Abroad 10	2	
GLOB6218	Elective Course for Study Abroad 11	2	
GLOB6219	Elective Course for Study Abroad 12	2	
GLOB6269	Elective Course for Study Abroad 26	2	
GLOB6289	Elective Course for Study Abroad 29	2	

*) *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
1.	CHAR6034	Character Building: Pancasila	B
2.	ENTR6524	Entrepreneurship: Market Validation	C
3.	DSGN6754	Material and Colors in Visual Design	C
4.	DSGN6778	Visual Communication Design I	C
5.	DSGN6780	Visual Communication Design II	C
6.	DSGN6921	Visual Communication Design III	C
7.	DSGN6781	Design Methods	C
Streaming: 2D+ Animation			
8.	DSGN6923	Motion and Character Setup	C
Streaming: New Media			
8.	MDIA6056	New Media	C
Streaming: Animation			
8.	DSGN6741	Animation Technology	C
Streaming: Creative Advertising			
8.	MKTG6293	Marketing and Consumer Behavior	C