Interior Design

Introduction

Interior Design (Bandung) is an interdisciplinary major which specializes in interior consultants and construction creative businesses that intend to increase diversity due to changing market factors and professional practices. Furthermore, we enhance our students to respond to the boundaries in a way to extend the purposeful innovative, and creative industries of Interior Design.

BINUS UNIVERSITY Interior Design (Bandung) Study Program is supported by lecturers with industry experience. Our students will experience real-world project flow as they advanced through their courses in this major, such as planning, research, and designing processes. Our students will learn how to apply technology, culture, business, and environmental aspects in their designs.

In Interior Design (Bandung) major, students will be encouraged to implement several aspects as the way to solve problems regarding to the construction and aesthetical elements in Interior design. Students are prepared to excel in preparing interior concept design, planning, presenting a professional visualization for their interior projects for residential, retail, office, hotel, and other public spaces. Techno-design curriculum in our program allows students to comprehend the usage of technology in the learning process. Students will gain basic and advance Computer-Aided knowledge to accommodate challenges to compete as a professional interior designer in the future.

Interior design (Bandung)'s graduates of BINUS UNIVERSITY will become future interior designer professionally. They are well equipped to work in global firm or becoming a creative entrepreneur. They will be able to compete with other professionals in the industry.

Vision

A world-class study program that produces graduates who are competitive and with a global perspective with a focus on local wisdom, new technology transformation and entrepreneurship to foster, empower the community in building and serving the nation.

Mission

The missions of Interior Design Department are to contribute to the global community through the provision of world-class education by:

1. Educate students with basic Interior Design skills that promote the preservation of the nation's culture, flexibility in the application of technology by preparing the best learning facilities for students.
2. Prepare students who can independently uphold the ethics and values of local cultural heritage and an entrepreneurial spirit who will make a positive contribution to global society
3. Recognizing and appreciating student creativity as the development of the Interior Design field in fostering the nation and state.
4. Make a real contribution to improving the quality of life of the Indonesian people through community service activities.

Program Objective

The objectives of the program are:

1. Educate BINUSIAN to develop characters who care about local wisdom by using the latest technology in accordance with world developments.
2. Fostering BINUSIAN as a learner who is ready for entrepreneurship as a real contribution to society.

3. Educate BINUSIAN to answer common problems through creative work and research.

4. Empower BINUSIAN to continuously improve people's quality of life and contribute to society through community service

Student Outcomes

1. Able to integrate thematic interior concepts (furniture, walls, ceilings, and floors) with the results of studies on behavior aspects, tehnicals, and values related to interior design based on technical and aesthetic characteristics of materials;

2. Able to design interiors independently, verbally and visually communicated, both manual and digital to meet the needs of the user communities from residential scales to public spaces based on design theory;

3. Able to produce interior design works that prioritize local indigenous, environmentally friendly (green design) and sustainability using technology that supports the field of design as a proposed solution to problems and fulfill community needs, which can be accounted for academically and meet the requirements of function, aesthetics, construction, and meaningful;

4. Able to construct interior object models, furniture and nonfurniturein the form of digital presentations and 3D models;

5. Able to develop scientific-based solutions to interior design aspectsof building systems;

6. Able to design interiors in accordance with the development ofglobal trends;

7. Able to create interior design and interior elements based on latest technology to support sustainable and smart living concept;

8. Able to design Commercial & Hospitality Interiors by paying attention to space requirements and user behavior in accordance with developing trends;

9. Able to design furniture and interior accessories by paying attention to the needs of user behavior in accordance with development trends;

10. Able to apply interdisciplinary knowledge and skills in developing alternative solutions for problem-solving;

Prospective Career of the Graduates

Graduates will be prepared not only as a professional interior designer, but also be able to create and open new working opportunities for other professions which are related; because of their ability to be an entrepreneur. This availability of working opportunities such as:

Commercial and Hospitality Design

- Interior design consultant
- Interior design contractor
- Real estate/property contractor
- Project Management
- Project Marketing

- Procurement
- Purchasing
- Merchandising Setting designer
- Commercial retailer
- Exhibition organizer

- Visual merchandise/window display designer
- Stylist for interior magazine
- Book writer
- Lighting designer

Furniture and Interior Design Accessories

- Interior design consultant
- Interior design contractor
- Furniture designer
- Manufacturer of Interior accessories
- Furniture & home accessories shop/gallery owner

- Retailer
- Stylist for magazine/production house
- Interior Decorator/Home decorator Home accessories designer
- Book writer

- Trader
- Supplier (furniture/accessories interior)
- Workshop owner
- Product Development
- Retail Manager
- Buyer Merchandizing

Techno Interior Design

- Interior Design Consultant
- Interior Build Contractor
- Set Designer
- Exhibition Designer
- Workshop Management
- Window Display Designer
- Interior Design Researcher
- Virtual Interior Designer
- Project Design/Construction Management
- Lighting Designer Interior
- Interior Design Book Author
- Procurement for Interior Design
- Purchasing
- Interior Apps Creator
- Interior design 3D artist
- Product Development
- Virtual Interior Design Developer
- Interior AR/VR Creator

Smart Living & Environmental Design

- Interior Design Consultant
- Interior design contractor
- Interior Procurement
- Visual Merchandiser
- Interior Book Writer
- Lighting Designer
- Furniture Designer
- Home Accessories Designer
- Workshop Management
- Product Development
- Retail Management
- Project Management

Curriculum

Interior design Department - School of Design has 2+1+1 curriculum. On their 4th to 5th semester, students have wider option to take more experience on doing their mobility classes on other campus (for now it is only available in Binus Jakarta and Binus Malang as host campus). On their 6th to 7th semester, there are five enrichment programs that can be chosen by students based on their passion and knowledge. These programs are internship in industry, research in interior and furniture, community development, start-up business and study abroad program. With these experiences, students will gain more knowledge regarding their contribution to industry and community. The curriculum also accommodates the main objective of the program opening i.e. creating a qualified interior designer. Graduates will have entrepreneur spirit, well-equipped professional skills, excellent personality as well as the competency in ICT skills. Currently, the Interior Design program provides two concentrations that the students can choose from according to their goals and interests:

Commercial & Hospitality Design:

This stream provides students with an ability to design commercial & hospitality space, such as: design of apartments and houses, shops, restaurants, offices, hotels, hospitals, schools, etc.

Furniture and Interior Design Accessories:

This stream provides students with an ability to design furniture and accessories for both residential and commercial such as hotels, offices, restaurants, by observing the terms of ergonomics, functionality & aesthetic.

Techno Interior Design:

This stream provides students with an ability to apply techniques optimally in interior design projects by mastering the technical aspects of project presentation in accordance with technological trends.

Interior Design as a discipline contains the substance of various expertise which starts from the reality of its implementation in the realm of professional practice. These elements of professional practices demand that a professional interior designer have competence in terms of technique, thinking, design, execution, managerial, control, and supervision, as well as business management. Each of these elements has a specific requirement of expertise and together, all of them make the wholeness of interior design practice.

Streaming aims to give emphasis on several elements of expertise within the interior design profession. The objective of streaming should correlate to the needs in the professional world, as well as be adaptive-

accommodative which means it can accommodate and be adaptive to many possible dynamics in professional practice. The scope must not be too narrow which can limit students' knowledge and depth of understanding which contradict the design principle where creative thinking is needed to see a problem from many points of view to create innovation to tackle a design problem.

Based on previous considerations, the Interior Design (Bandung) Binus University proposes to replace Hospitality and Furniture Streaming, which have a narrow scope and emphasize mainly technical aspects, with Techno Design Streaming. Techno-design is an emerging field that gains much interest in the interior design world and will be vital in the future (sustainable). This field is also adaptive and accommodating in its application. On one side, techno-design can be applied to the learning process of space design, furniture design, and the design of other space element objects, then in relation to the technical stages (using software, hardware, or tools and equipment). On the other hand, streaming techno design can be used as the basis for real and actual premises that underlie the theories and methodologies that will be used in the process of designing spaces and interior objects.

Techno Design Streaming has two main focuses technological innovation design and smart sustainable design. Technological innovation design focuses on technological aspects of the response process to problems of design in the scope of human, space, and object relations behavior activities. This focus tries to solve operational functional problems of supporting activity facilities through a technology-based approach. Meanwhile, the focus of smart sustainable design is the escalation of the application of technological aspects that are narrowed in the effectiveness of activities in relation to energy efficiency and environmental sustainability issues. From the point of view of the profession and industry, mastery in these two focuses is a crucial bargaining power of competence for an interior designer in modern times

Smart Living & Environmental Design:

This stream provides students with an ability to apply the latest technology appropriately into spatial design. The skills include Experimental & Lighting Design, Environmental Graphic Design, Technology & Lifestyle in Design, Interior Product Prototyping, Exhibition Design, Environmental & Sustainability Design, Interior Behaviour & Experience, dan Interior In Digital Interactive

Course Structure

Sem	Code	Course Name	SCU	Total
1	CHAR6034033	Character Building: Pancasila	2	20
	DSGN6597033	Ergonomic and Anthropometry [2]	2	
	DSGN6752033	Sense of Design	4	
	DSGN6753033	Interior Drawing [1]	4	
	ARCH6118033	Interior Technical Drawing	4	
	CIVL6128033	Material Knowledge in Interior Design [2]	2	
	LANG6097033	Indonesian	2	
	Foreign Language Courses [3]			
2	CHAR6035033	Character Building: Kewarganegaraan	2	20
	DSGN6761033	Interior Design I: Residential [1]	4	
	DSGN6762033	Furniture Design I: Residential [1] & [2]	4	
	DSGN6696033	Computer 2D Drawing [1]	4	
	CIVL6117033	Drafting and Detail Construction	4	

Sem	Code	Course Name	SCU	Total
	COSC6059033	Foundations of Artificial Intelligence	2	
	Foreign Language Courses [3]			
3	CHAR6036033	Character Building: Agama	2	16
	DSGN6698033	Interior Design II: Retail [1]	4	
	DSGN6699033	Furniture Design II: Retail [1]	4	
	DSGN6777033	Design Thinking in Interior Design	2	
	ENPR6313032	Creativity and Innovation	2	
	ARTS6036033	Design History Studies	2	
	Foreign Language Courses [3]			
4	**Stream: Techno Interior Design** [4]			Stream TID, SLED, CHD,FIDA Minor dan Free Elective : 12
	DSIN6058033	Techno Interior Design Project I	4	
	DSGN6908033	3D and 4D Presentation in Interior Design	4	
	CIVL6107033	Building Component Theory and Regulation	2	
	DSIN6059033	Sustainability in Techno Design	2	
	Stream: Smart Living & Environmental Design [5]			
	DSIN6017023	Sustainability in Interior Design [1]	2	
	DSIN6018023	Smart Technology in Interior Design [2]	2	
	DSGN6808023	Interior Design III	4	
	DSIN6019023	Computer 3D and Design Prototyping	4	
	Stream: Commercial And Hospitality Design [6]			
	DSGN6199008	Interior Design III: Office [1]	6	
	DSGN6200008	Computer 3D Drawing for Interior [1]	4	
	DSIN6050008	Sustainability in Interior Environment	2	
	Stream: Furniture and Interior Design Accesories [6]			
	DSGN6217008	Furniture Design III: Office [1]	6	
	DSGN6218008	Computer 3D Drawing for Furniture [1]	4	
	DSGN6888008	Interior Accessories Design	2	
	FOREIGN LANGUAGE COURSES [3]		0	
	MINOR PROGRAM [4), 5), 6)]		12	
	FREE ELECTIVES [6]		12	
5	ENPR6314032	Venture Creation	2	Stream TID, SLED, CHD,FIDA Minor dan Free Electives: 8 SKS
	DSGN6620033	Interior Design Methodology	2	
	Stream: Techno Interior Design [4]			
	DSIN6060033	Techno Interior Design Project II	4	
	DSGN6909033	Contemporary Issues in Techno Design	2	
	DSIN6061033	Project Management	2	
	Stream: Smart Living & Enviromental Design [5]			
	DSGN6812023	Exhibition Design	4	
	DSGN6815023	Interior in Digital Interactive	4	
	Stream: Commercial And Hospitality Design [6]			
	DSGN6204008	Interior Design IV: Commercial and Hospitality Project	6	

Sem	Code	Course Name	SCU	Total
	DSGN6615008	Lighting Design for Interior	2	
	Stream: Furniture And Interior Design Accessories[6]			
	DSGN6220008	Furniture Design IV: Commercial and Hospitality Project	6	
	DSGN6614008	Signage and Way Finding Design for Interior	2	
	MINOR PROGRAM [4), 5), 6)]		8	
	FREE ELECTIVES [6)]		8	
6	**Enrichment Program I**		20	20
7	**Enrichment Program II**		20	20
8	Thesis		6	6
			Total Credit 146 SCU	

1) This course is delivered in English
2) Global Learning System Course
3) Students will take foreign language courses according to BINUS University English proficiency test results. See foreign language courses appendix for the detail
4) Conducted for student mobility program in BINUS @Bandung
5) Conducted for student mobility program in BINUS @Malang
6) Conducted for student mobility program in BINUS @Grater Jakarta

Streaming/Minor/Free Electives:
- In 4th Semester, Students are required to choose two study plan, between Streaming , Minor Program and Free Electives in same campus location. Please refer to the Minor program, free electives, course list appendix for details.
- In 5th Semester, students are required to continue their study plan from 4thsemester

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.

Appendix Foreign Language Courses

Foreign Language Courses		SCU
ENGL6270033	English for Frontrunners	0
ENGL6271033	English for Independent Users	0
ENGL6272033	English for Professionals	0
JAPN6209033	Basic Japanese Language	0
CHIN6192033	Basic Chinese Language	0

1. Students with Beelingua Placement Test score less than 60 are required to take English for Frontrunners and English for Independent Users.
2. Students with Beelingua Placement Test score between 60 and 99 are required to take English for Independent Users and English for Professionals.
3. Students with Beelingua Placement Test score greater than 99 are required to take English for Professionals. Additionally, students may choose to take either Basic Japanese Language or Basic Chinese Language
4. Students are required to pass the foreign language courses before they take enrichment.
5. Students can see the requirements to pass the foreign language courses at BINUSMAYA – Beelingua

Minor Scheme

Minor Program	Semester 4	Semester 5
Minor @ Binus Kemanggisan		
Digital Ecosystem	✓	✓
Human Capital in Digital Workplace	✓	✓
Sustainable Development	✓	✓
Cross Cultural Communication	✓	✓
Interactive & Users Experience Design	✓	✓
Data Analytics	✓	✓
Robotic Process Automation	✓	✓
Blockchain Technology and Business	-	-
Creative Digital Storytelling	✓	✓
Digital Banking	-	-
Event Business and Entertainment	-	-
English for Business Professionals	✓	✓
Minor @ Binus Alam Sutera		
Digital Transformation	✓	✓
Minor @ Binus Bekasi		
Culinary	✓	✓
Korean Culture and Creativity	✓	✓
Minor @ Binus Malang		
Digital Technopreneur	✓	✓
English for Business Professionals	✓	✓
Chinese for Career Pathway	✓	✓
Minor @ Binus Bandung		
DesignPreneur	✓	✓

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
	Total SCU	**10**

Supporting Courses

Course		SCU
COMM6501019	Narative Development	4
DSGN6834007	Visual Identity	4
COMP6685001	Cyber Security for Business	2
	Total SCU	**10**

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
	Total SCU	**20**

3. Minor Program Sustainable Development

Fundamental Courses

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

Supporting Courses

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

4. 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
	Total SCU	**10**

Supporting Courses

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

5. Minor Program : Interactive & Users Experience Design

Fundamental Courses

	Course	SCU
ISYS6553003	User-Centered Research and Evaluation	4

Course		SCU
PSYC6176027	Psychology and User Experience	4
DSIN6003007	Fundamental of Interface Design	2
	Total SCU	10

Supporting Courses

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

6. Minor Program : Data Analytic

Fundamental Courses

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

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
	Total SCU	10

7. Minor Program : Robotic Process Automation

Fundamental Courses

Course		SCU
COMP6857001	Basic Programming for Automation	2
COMP6858001	RPA Concept & Design	2
ISYS6684003	RPA Developer Fundamental	4
ISYS6687003	Business Process Improvement	2
	Total SCU	10

Supporting Courses

Course		SCU
ISYS6685003	RPA Developer Advance	4
ISYS6686003	RPA Business Analytics Fundamental	4
COMP6859001	Intelligence Automation	2
	Total SCU	10

8. 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
	Total SCU	**10**

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
	Total SCU	**10**

9. Minor Program: English for Business Professionals

Fundamental Courses

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

Minor Supporting Courses

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

10. Minor Program: Digital Transformation

Fundamental Courses

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

Supporting Courses

Course		SCU
ISYS6695003	Digital Marketing Analysis	4

Course		SCU
STAT6200049	Practical Statistics for Digital Business	4
ISYS6560003	Success Factor for Leading Digital Transformation	2
	Total SCU	10

11. Minor Program : Culinary

Fundamental Courses

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

SCU for HTMN6008021, HTMN6128021 are practical

Supporting Courses

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

SCU for HTMN6155021, HTMN6125021 are practical

12. Minor Program : Korean Culture And Creativity

Minor Fundamental Courses

Course		SCU
HTMN6163021	Korean Cuisine and Culinary Arts	4
COMM6718019	Korean Language and Media	4
FILM6134009	Hallyu Creative Content	2
	Total SCU	10

Minor Supporting Courses

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

13. Minor Program : Digital Technopreneur

Fundamental Courses

Course		SCU
ENTR6528002	The Entrepreneurial Innovator	4
DSGN6839006	Interactive Design	4
COMM6504018	Digital Branding	2

Course		SCU
ENPR6196002	Market Intelligence	2
COMP6687004	User Experience Design	4
DSGN6844023	Prototyping Digital Future	4
	Total SCU	20

14. Minor Program : Chinese For Career Pathways
Minor Fundamental Courses

Course		SCU
CHIN6196026	Mandarin for Future Career	4
CHIN6197026	Easy Way to HSK 2 Preparation	4
CHIN6198026	Exploring Modern Chinese Culture	2
	Total SCU	10

Minor Supporting Courses

Course		SCU
CHIN6199026	Chinese Digital Technology	2
CHIN6200026	Traveling to China	2
MKTG6340005	Global Strategic Marketing: Chinese Perspective	4
MGMT6567005	Special Topics in Chinese Business	2
	Total SCU	10

15. 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
	Total SCU	20

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

No	Course Owner Department	Course Code	Course Name	SCU	Semester
1	Business Management	MGMT6459005	Retail Management	4	5
2	Management	BUSS6109005	Business Development	4	4
3	Management	ISYS6079005	E-Business System	4	4
4	Architecture	ARCH6076014	Project Management	2	5
5	Architecture	ARCH6128014	Multimedia in Design Presentation	4	5
6	Architecture	ARCH6129014	Urban Housing	4	5
7	Architecture	ARCH6147014	Behavior in Architecture	4	5

No	Course Owner Department	Course Code	Course Name	SCU	Semester
8	ComputerScience	COMP8129001	User Experience	2/2	4
9	ComputerScience	COMP7128001	Game Design	2	4
10	Marketing Communication	COMM6615019	Script Writing	2/2	4
11	Marketing Communication	COMM6624019	Digital Creative Content	2/2	5
12	Marketing Communication	COMM6533019	Creative Program Design	2/2	5
13	Marketing Communication	COMM6425019	Event Management	2	4
14	Marketing Communication	COMM6635019	Integrated Marketing Communication	2	5
15	Tourism	TRSM6196022	Tourism Community Empowerment	2	4
16	Tourism	TRSM6222022	Climate Change & Tourism	2	4
17	Tourism	TRSM6212022	Indonesian Culture	4	4
18	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	4
19	Tourism	TRSM6196022	Tourism Community Empowerment	2	5
20	Tourism	TRSM6222022	Climate Change & Tourism	2	5
21	Tourism	TRSM6212022	Indonesian Culture	4	5
22	Tourism	TRSM6159022	Anthropology of Travel and Tourism	2	5
23	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	4
24	Hotel Management	HTMN6001021	Introduction to Hospitality	4	4
25	Hotel Management	HTMN6018021	Consumer Behavior in Hospitality	2	5
26	Hotel Management	HTMN6001021	Introduction to Hospitality	4	5
27	Business Information Technology	ISYS6606003	Smart Application	2	4
28	Animation	DSGN6689007	Concept Art & Production Design	2	5
29	Animation	DSGN6693007	Motion Graphic*	4	4
30	Creative Advertising	DSGN6671007	Creative Writing for Commercials	4	4
31	New Media	DSGN6743007	Digital Graphic Reproduction	4	5
32	Interior Design	DSGN6888008	Interior Accessories Design	2	4
33	Interior Design	DSGN6614008	Signage and Way Finding Design for Interior	2	5
34	English Literature	SOCS6021024	Social and Digital Media Writing	2	4
35	Psychology	PSYC6167027	Industrial and Organizational Psychology	4	4

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

Enrichment Track Scheme

Track	Semester 6							Semester 7					
	IN	RS	EN	CD	SA	IS	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					
10						v		v					

Description:
Student will take one of enrichment program tracks

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

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			
DSGN6633033	Industrial Experience	8	20
DSGN6933033	Design Ideation in Industry	8	
DSGN6636033	Self Management in Industry	4	
Enrichment Program II			
DSGN6637033	Professional Experience	8	20
DSGN6934033	Design Applied in Industry	8	
DSGN6640033	Team Work Activity in Industry	4	

Certified Entrepreneurship Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
RSCH6431033	Research Experience	8	20
RSCH6597033	Scientific Writing in Design	8	
RSCH6433033	Global EES	4	

Certified Research Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
RSCH6431033	Research Experience	8	20
RSCH6597033	Scientific Writing in Design	8	
RSCH6433033	Global EES	4	

Certified Community Development Track

Code	Course Name	SCU	Total
Enrichment Program I/II			
CMDV6249033	Community Outreach Project Implementation	8	20
CMDV6373033	Community Outreach Project Design	8	
CMDV6251033	Employability and Entrepreneurial Skills in	4	

Certified Study Abroad Track

Code	Course Name	SCU	Total
Enrichment Program I			
GLOB6208033	Elective Course for Study Abroad 1	4	20
GLOB6209033	Elective Course for Study Abroad 2	4	
GLOB6210033	Elective Course for Study Abroad 3	4	
GLOB6211033	Elective Course for Study Abroad 4	4	
GLOB6268033	Elective Course for Study Abroad 25	4	
GLOB6212033	Elective Course for Study Abroad 5	2	
GLOB6213033	Elective Course for Study Abroad 6	2	
GLOB6214033	Elective Course for Study Abroad 7	2	
GLOB6215033	Elective Course for Study Abroad 8	2	
GLOB6216033	Elective Course for Study Abroad 9	2	
GLOB6217033	Elective Course for Study Abroad 10	2	
GLOB6218033	Elective Course for Study Abroad 11	2	
GLOB6219033	Elective Course for Study Abroad 12	2	
GLOB6269033	Elective Course for Study Abroad 26	2	
GLOB6289033	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

Certified Specific Indenpendent Study Track

Code	Course Name	SCU	Total
Elective courses list for Specific Indenpendent Study*			
Enrichment Program I/II			
MICR6073033	Course Certification I	3	
MICR6074033	Technical Skill Enrichment I	4	
MICR6075033	Industrial Project I	9	
MICR6076033	Soft Skill Enrichment I	4	
MICR6077033	Elective Course for Specific Independent Study 1	8	
MICR6078033	Elective Course for Specific Independent Study 2	8	
MICR6079033	Elective Course for Specific Independent Study 3	6	
MICR6080033	Elective Course for Specific Independent Study 4	6	
MICR6081033	Elective Course for Specific Independent Study 5	6	
MICR6082033	Elective Course for Specific Independent Study 6	5	
MICR6083033	Elective Course for Specific Independent Study 7	5	
MICR6084033	Elective Course for Specific Independent Study 8	5	
MICR6085033	Elective Course for Specific Independent Study 9	5	
MICR6086033	Elective Course for Specific Independent Study 10	4	
MICR6087033	Elective Course for Specific Independent Study 11	4	20
MICR6088033	Elective Course for Specific Independent Study 12	4	
MICR6089033	Elective Course for Specific Independent Study 13	4	
MICR6090033	Elective Course for Specific Independent Study 14	4	
MICR6091033	Elective Course for Specific Independent Study 15	3	
MICR6092033	Elective Course for Specific Independent Study 16	3	
MICR6093033	Elective Course for Specific Independent Study 17	3	
MICR6094033	Elective Course for Specific Independent Study 18	3	
MICR6095033	Elective Course for Specific Independent Study 19	3	
MICR6096033	Elective Course for Specific Independent Study 20	3	
MICR6097033	Elective Course for Specific Independent Study 21	2	
MICR6098033	Elective Course for Specific Independent Study 22	2	
MICR6099033	Elective Course for Specific Independent Study 23	2	
MICR6100033	Elective Course for Specific Independent Study 24	2	
MICR6101033	Elective Course for Specific Independent Study 25	2	
MICR6102033	Elective Course for Specific Independent Study 26	2	

Code	Course Name	SCU	Total
MICR6103033	Elective Course for Specific Independent Study 27	2	
MICR6104033	Elective Course for Specific Independent Study 28	2	
MICR6105033	Elective Course for Specific Independent Study 29	1	
MICR6106033	Elective Course for Specific Independent Study 30	1	
MICR6107033	Elective Course for Specific Independent Study 31	1	
MICR6108033	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	CHAR6034033	Character Building: Pancasila	B
2	ENTR6524032	Entrepreneurship: Market Validation	C
3	DSGN6752033	Sense of Design	C
4	ARCH6118033	Interior Technical Drawing	C
5	DSGN6761033	Interior Design I: Residential	C
6	DSGN6698033	Interior Design II: Retail	C
7	DSGN6620033	Interior Design Methodology	C
STREAM: TECHNO INTERIOR DESIGN			
8	DSIN6058033	Techno Interior Design Project I	C
9	DSIN6061033	Project Management	C
STREAM: SMART LIVING & ENVIRONMENTAL DESIGN			
10	DSGN6808023	Interior Design III	C
STREAM: COMMERCIAL AND HOSPITALITY DESIGN			
11	DSGN6199008	Interior Design III: Office	C
STREAM: FURNITURE AND INTERIOR DESIGN ACCESSORIES			
12	DSGN6217008	Furniture Design III: Office	C