







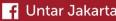




UNTAR untuk **INDONESIA**

Sosialisasi Persiapan KRRS Semester Genap 2022

Teknik Informatika



Lulusan Prodi Teknik Informatika

Software Engineer: pengembang perangkat lunak

Data Scientist: data analis dalam menafsirkan data digital

Smart Systems Developer: pengembang sistem cerdas

Game Developer: pengembang game

IT Consultant: perencana dan evaluator

Technopreneur: sebagai pencipta peluang usaha





Syarat Kelulusan



Course

Matakuliah

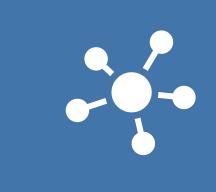
Lulus dengan nilai

minimal C

Mengikuti seminar nasional

SKPI Mengikuti Kegiatan Diluar Akademik dalam 3 Kategori





MBKM

Berkegiatan Diluar Kampus menjadi bagian matakuliah Tugas Akhir Skripsi Publikasi

Cat: Mata Kuliah Wajib Nasional (MKWN) Mata Kuliah Wajib Program Studi (MKWP) Mata Kuliah Pilihan Bebas (MKPB) Mata Kuliah Antar Program Studi (MKAP) Mata Kuliah Merdeka Belajar (MKMB) 144 sks MKWN **MKWP MKPB MKAP MKMB** 8 sks 84 sks 12 sks 20 sks 20 sks

Matakuliah Lulus dengan nilai minimal C

144 SKS

Mata Kuliah Wajib

Mata Kuliah Pilihan Bebas (Bidang Kajian)

Mata Kuliah Merdeka Belajar

Nasional

Program Studi

Intelligent System Data Engineering

Game Development Mata Kuliah Antar Program Studi

7 program MBKM





Mata Kuliah K.O. 2020

Sen	nester 1 (20 sks)	Semester 2 (22 sks)					
1.	Computation I (4 sks)	1.	Data Structure (6 sks)				
2.	Introduction to Algorithm (8 sks)	2.	Computation II (8 sks)				
3.	Database Systems (4 sks)	3.	Big Data (4 sks)				
4.	IT Trends (4 sks)	4.	Artificial Intelligence (4 SKS)				
Sen	nester 3 (22 sks)	Sen	nester 4 (22 sks)				
1.	Web Programming (8 sks)	1.	Software Development (6 sks)				
2.	Distributed Systems (4 sks)	2.	Humaniora (8 sks)				
3.	Computer Systems (6 sks)	3.	Elective Course I (4 sks)				
4.	Introduction to Operating Systems (4	4.	Mobile Programming (4 sks)				
	sks)						
Sen	nester 5 (20 sks)	Sen	nester 6 (20 sks)				
Mei	rdeka belajar kuliah pada Prodi lain di	Mei	rdeka belajar melakukan				
dala	am Untar disetarakan 20 sks.	mag	gang/kegiatan lain* di luar kampus				
		dise	etarakan 20 sks.				
Sen	nester 7 (18 sks)						
1.	Technopreneurship (4 sks)						
2.	Elective Course II (4 sks)						
3.	Elective Course III (4 sks)						
4.	Skripsi (6 sks)						

NIo.	Mata Kuliah						
No	Kode	Nama	SKS				
1	TK44018	Data Mining and Data Analytics	4				
2	TK34005	Machine Learning	4				
3	TK34009	Business Process Re-engineering	4				
4	TK34018	Natural Language Processing	4				
5	TK34019	Artificial Neural Network	4				
6	TK44019	Computer Vision	4				
7	TK44020	Game Development	4				
8	TK34020	Game Design	4				
9	TK44023	Java Programming	4				

Kegiatan Merdeka Belajar:

- 1. Magang Industri/Industry In.
- 2. Independent Study/Studi Ind.
- 3. Penelitian/ Research In.
- 4. PKM/Community In.
- 5. Kewirausahaan/Entrepreneurship
- 6. Pertukaran Pelajar/Student Exc.

Mata Kuliah Lintas Prodi:

- 1. Digital Graphic Design (DKV)
- 2. Psikologi Kerja (Psi)
- 3. Manajemen Stratejik (Manj.)
- 4. Presentasi dan Negosiasi (Fikom)

MBKM

Magang Industri: Lely Hiryanto



Studi Independen: Irvan Lewenusa

Penelitian: Prodi

Kewirausahaan: Manatap D. Lauro

Membangun Desa: Tri Sutrisno

Mengajar ke Sekolah: Viny Christanti









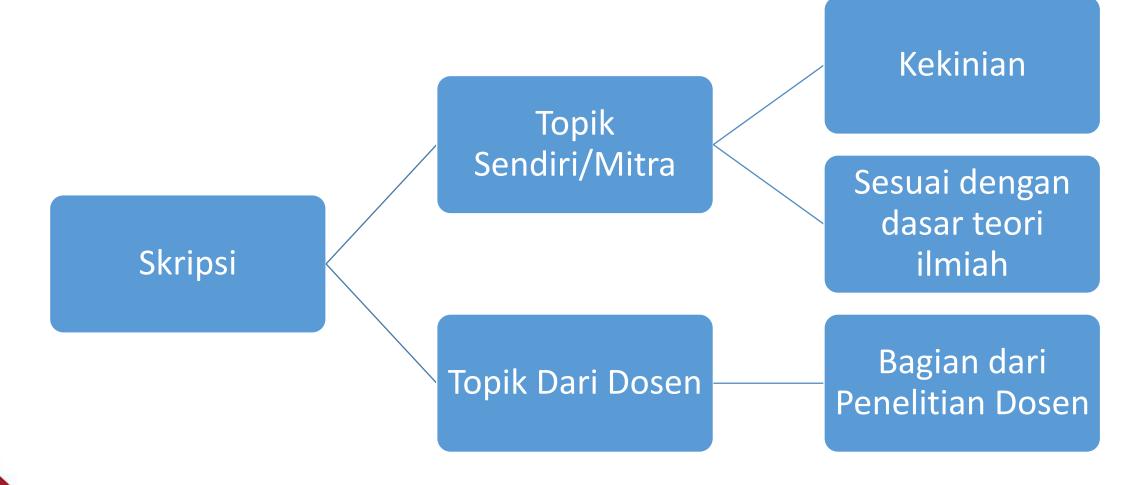
Surat Keterangan Pendamping Ijazah

No				Data Kualifikasi Bahasa Indonesia				
1.	b.II	NFORMA	SI TA	MBAHAN				
2.	F	Penalaran dan Keilmuan						
			1.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : November 2020				
			2.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : November 2020				
			3.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : November 2020				
			4.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : November 2020				
			5.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : Juni 2021				
			6.	Mengikuti Kegiatan / Forum Ilmiah (Seminar, Lokakarya Workshop, Pameran, atau yang sejenis Periode : April 2020				

	16	Periode : Agustus 2021	Periode : August 2021					
	Bakat dan Mi	nat	Interest and Talent					
	Kewirausaha	an	Entrepreneurship					
) <u>.</u>	Organisasi K	emahasiswaan dan Kepemimpinan	Student Organization and Leadership					
	1.	Mengikuti Latihan Kepemimpinan (LK) Periode : November 2017	Participating in a Leadership Training Periode : November 2017					
6.	Bidang Kepe	dulian Sosial	Social Stewardship					
7.	Lain Yang Dia	akui Universitas	Other					
	1. PRADIKTI Periode : Agustus 2017		Student Orientation Periode : August 2017					
	2.	Kegiatan Jati Diri Periode : Maret 2022	Self Development Activity Periode : March 2022					
	Skripsi/TA/Te	sis/Disertasi						

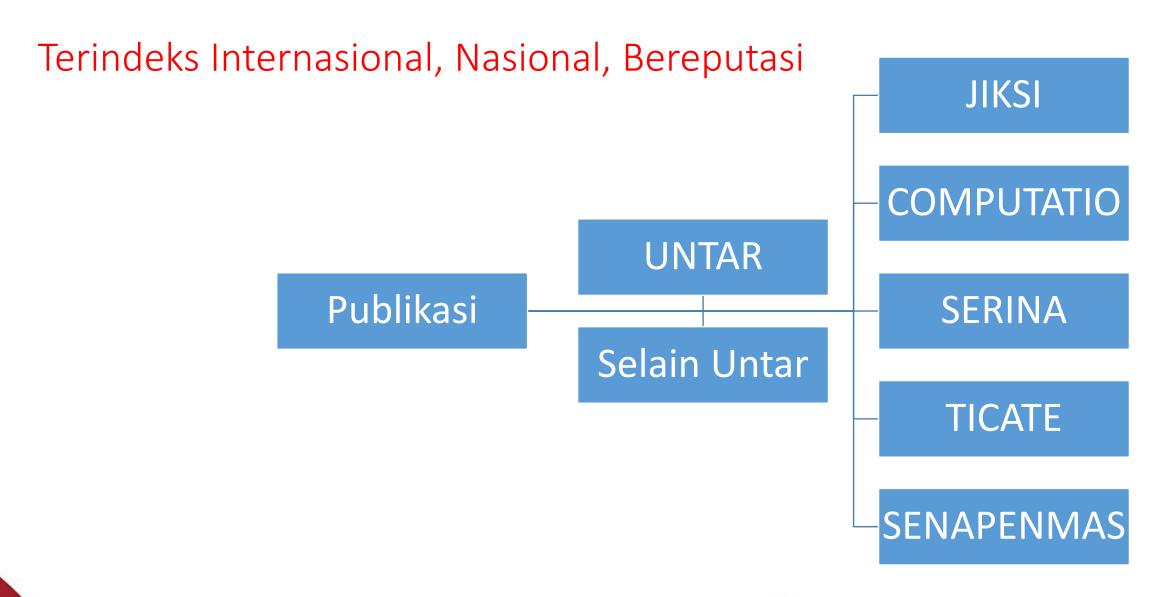
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Tugas Akhir yang di Publikasi



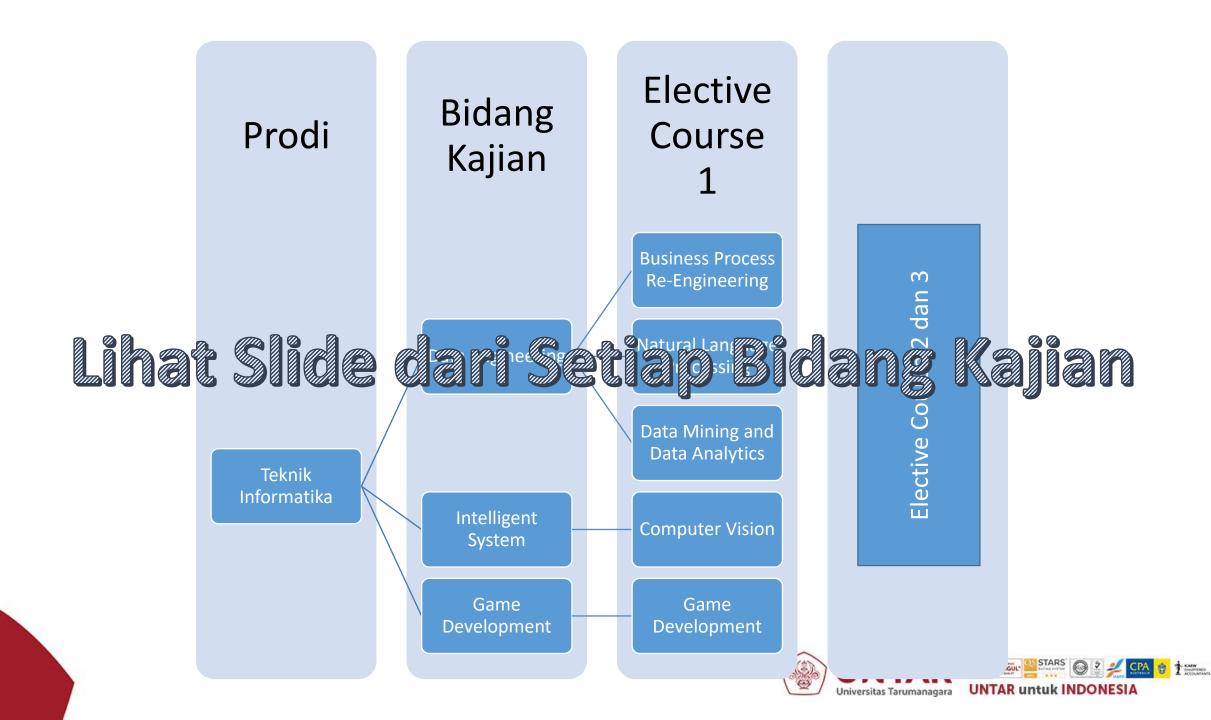












Terima Kasih





















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Game Development

We Play, We Create







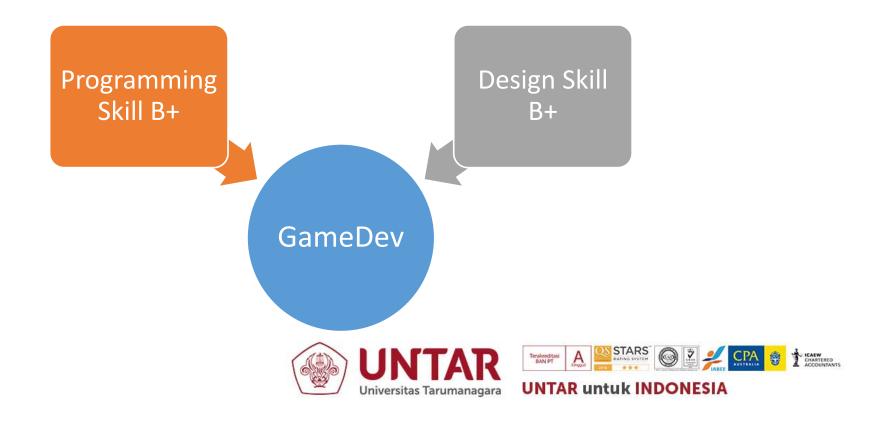




I AM A GAMER NOT BECAUSE I DONT HAVE A LIFE

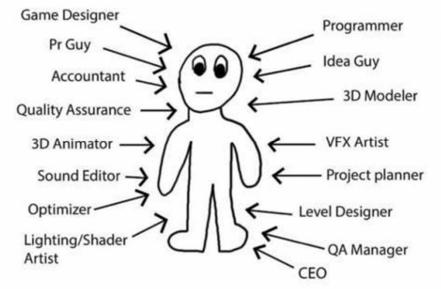


Persyaratan



Bikin Game Itu Gampang?

Indie Game Developer











Kelas GameDev seperti apa?

Kamu Nanya?





Class Path

Game Design

- Bagaimana membuat gameplay yang menarik
- Lebih banyak melihat kemampuan kreativitas
- Dibuka Semester Ganjil

Game Development

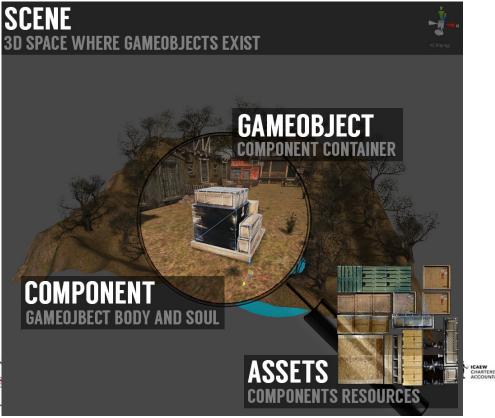
- Membuat game dari dasar sampai advanced
- Lebih banyak implementasi teknikal
- Dibuka Semester Genap













Field Study

Room Escape







VR & AR Showcase









And Many More..

Don't Spoil the Fun





Out Class

Play Again? Insert Coin to Continue





Events









5 Alasan Kenapa Cewe Ga Minat Game Developer

Alasan nomor 2 Bakal Bikin Lo Tercengang





Setelah Lulus Game Developer, Lalu Apa?

Gunakah?







Bukan Otaku

Apalagi Wibu..





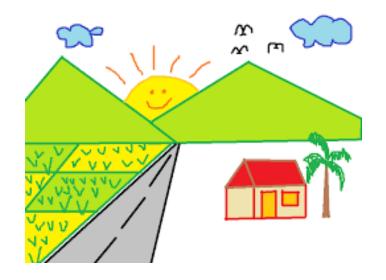


Apa Kata Ortu Nanti..

Ikutin Aja Kata Hati Elo







Ga Bisa Gambar...

Dosennya juga ga bisa koq..







Jarang Main Game

Kalopun main, palingan kendi krush







Come and Join Us

Game Development FTI UNTAR IG: gamedevuntar





















UNTAR untuk INDONESIA

Data Science

Sosialisasi Bidang Kajian Teknik Informatika Fakultas Teknologi Informasi









Cluster Computing Edge Computing

High-Performance Computing

Mathematics, Statistics, & Algorithms

Big Data **Data Mining** Machine Learning Deep Learning **Natural Language Processing**

DATA SCIENCE

Software Development

Programming:

- Python, Java
- Fullstack

Database:

- Oracle
- MySQL

Domain Knowledge (Applications)

e-Business

Social Media

Environment

Climate

Natural Disaster

Automation (IoT)

Cyber Security

Healthcare

Game















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Topik dan Dosen Pembimbing

Topik	Dosen Pembimbing	Mata Kuliah Pendukung (TIDAK BOLEH DIKONVERSI)
Data Mining for Environment and Remote Sensing Cases	Dyah, Janson	Big Data Data Mining*, Machine/Deep Learning
Machine Learning for Climate, Air Pollution, and Disaster Cases	Teny	Big Data Machine Learning*
Natural Language Processing: chatbot and social media	Viny	Big Data Natural Language Processing*
Big Data for e-Business cases	Bagus, Desi	Big Data, Data Mining*, Business Process Re-Engineering
Automation with IoT	Manatap, Tony	Distributed Systems, Operating Systems, dan Big Data Data Mining*
Cluster/Edge Computing	Lely	Distributed Systems, Operating Systems, dan Big Data Data Mining* and Machine Learning

^{*} Mata kuliah yang sudah diambil dan lulus sebelum semester skripsi





























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INTELLIGENCE SYSTEMS (IS)

SOSIALISASI BIDANG KAJIAN IS 25 November 2022

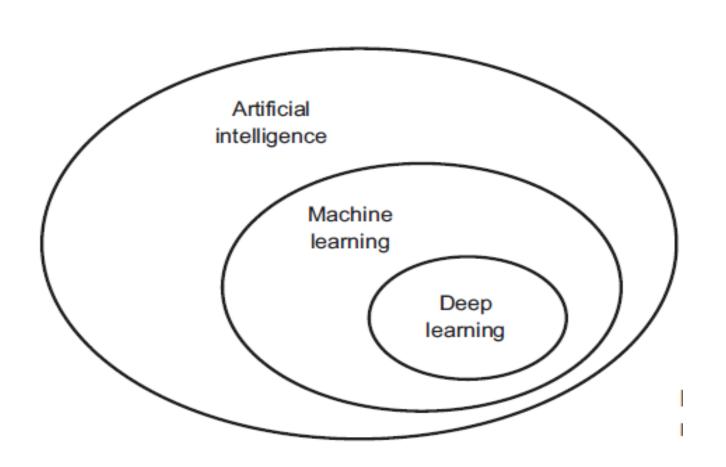






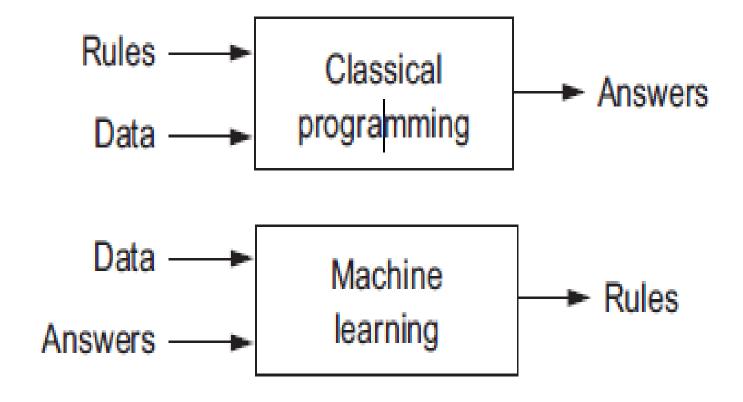


Artificial Intelligence (AI), Machine Learning (ML), dan Deep Learning (DL)



- AI: bekerja berdasarkan Basis Pengetahuan
- ML : Al simbolik (Basis Pengetahuannya : Rule)
- DL: Bagian dari ML (Basis Pengetahuannya: dalam bentuk lapisan2)

Classical Programming and Machine Learning

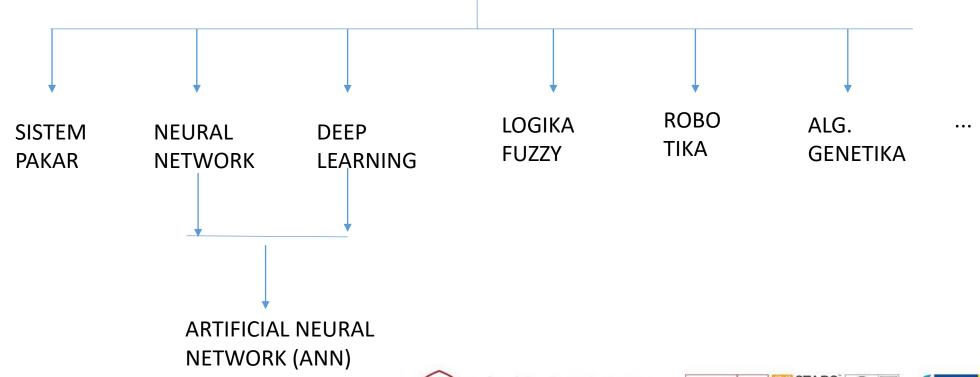






Artificial Intelligence (AI) (Kecerdasan Buatan)

AI (basis pengetahuan)







APLIKASI IS

- 1.Pengenalan Pola
- 2.Klasifikasi
- 3.Prediksi





MATA KULIAH IS

MATKUL WAJIB

1. Artificial Intelligence (4 sks)

Matkul Pilihan Wajib (Peminatan IS)

1. Computer Vision (4 sks)

Matkul Pilihan (Bebas)

- 1. Artificial Neural Network (4 sks)
- 2. Machine Learning (4 sks)





TOPIK SKRIPSI TERKAIT

IBU CHAIRISNI

1. DEEP LEARNING

IBU LINA 1. PENGENALAN POLA

IBU TENY

1. MACHINE LEARNING

- PEMROSESAN TEKS

- DISTRIBUTED SYSTEMS



