



UNIVERSITAS DIAN NUSWANTORO
DIAN NUSWANTORO UNIVERSITY

Alamat / Address : Jl. Imam Bonjol No. 207 Semarang 50131

Telp. / Phone : (024) 3517261, 3520165, Fax. (024) 3569684

Homepage : <http://www.dinus.ac.id> ; E-mail : sekretariat@dinus.ac.id

TRANSKRIP AKADEMIK
ACADEMIC TRANSCRIPT

(Excellent Accreditation by BAN-PT Republic of Indonesia, number: 107/SK/BAN-PT/AK-ISK/PT/III/2022)

Nomor / Number : TA.A11.026552.09195

Fakultas / Faculty: Ilmu Komputer / Computer Science

Program Studi / Study Program : Teknik Informatika / Informatics

Program Pendidikan / Education Program : Sarjana / Undergraduate

Nama : DIVA JUAN NUR TAQARRUB

Nomor Pokok Mahasiswa : A11202012560

Tempat / Tanggal Lahir : SEMARANG, 25 Juni 2002

Tanggal Lulus : 3 Juli 2024

Mata Kuliah Courses	Sem. Sem.	SKS Credit	Nilai Grade	Mata Kuliah Courses	Sem. Sem.	SKS Credit	Nilai Grade
01 BAHASA INDONESIA <i>The Indonesian Language</i>	1	2	A	23 REKAYASA PERANGKAT LUNAK LANJUT <i>Advanced Software Engineering</i>	3	3	AB
02 DASAR DASAR KOMPUTASI <i>Fundamental of Computing</i>	1	2	A	24 SISTEM BASIS DATA <i>Database Systems</i>	3	3	A
03 DASAR PEMROGRAMAN <i>Basic Programming</i>	1	4	A	25 SISTEM INFORMASI <i>Information Systems</i>	3	3	B
04 KALKULUS 1 <i>Calculus 1</i>	1	4	A	26 STRUKTUR DATA <i>Data Structures</i>	3	4	A
05 MATEMATIKA DISKRIT <i>Discrete Mathematics</i>	1	3	B	27 KECERDASAN BUATAN <i>Artificial Intelligence</i>	4	3	A
06 ORGANISASI DAN ARSITEKTUR KOMPUTER <i>Organization and Architecture of Computer</i>	1	3	B	28 OTOMATA DAN TEORI BAHASA <i>Automata and Theory of Languages</i>	4	3	B
07 PEMROGRAMAN BERBASIS WEB <i>Web Based Programming</i>	1	2	A	29 PEMROGRAMAN BERORIENTASI OBJEK <i>Object-Oriented Programming</i>	4	4	B
08 PENDIDIKAN AGAMA ISLAM <i>Islamic Religion Education</i>	1	2	A	30 PROBABILITAS & STATISTIK <i>Probability & Statistics</i>	4	3	A
09 PENGANTAR TEKNOLOGI INFORMASI <i>Introduction to Information Technology</i>	1	2	B	31 PROYEK PERANGKAT LUNAK <i>Software Project</i>	4	3	A
10 ALGORITMA DAN PEMROGRAMAN <i>Algorithm and Programming</i>	2	4	A	32 SISTEM OPERASI <i>Operating Systems</i>	4	3	A
11 BASIS DATA <i>Databases</i>	2	3	A	33 ETIKA PROFESI <i>Professional Ethics</i>	5	2	AB
12 DASAR KEWIRAUSAHAAN <i>Entrepreneurship</i>	2	2	A	34 FISIKA 2 <i>Physics 2</i>	5	4	B
13 FISIKA 1 <i>Physics 1</i>	2	4	AB	35 MANAJEMEN PROYEK <i>Project Management</i>	5	3	A
14 LOGIKA INFORMATIKA <i>Logic for Informatics</i>	2	3	AB	36 PENAMBANGAN DATA <i>Data Mining</i>	5	3	A
15 PEMROGRAMAN WEB LANJUT <i>Advanced Web Programming</i>	2	2	A	37 TECHNOPRENEURSHIP <i>Technopreneurship</i>	5	2	B
16 PENDIDIKAN PANCASILA <i>State Ideology Education</i>	2	2	B	38 BAHASA INGGRIS <i>English</i>	6	2	AB
17 RANGKAIAN LOGIKA DIGITAL <i>Digital Logic Circuits</i>	2	2	BC	39 INTERAKSI MANUSIA DAN KOMPUTER <i>Human and Computer Interaction</i>	6	3	A
18 REKAYASA PERANGKAT LUNAK <i>Software Engineering</i>	2	3	A	40 KALKULUS 2 <i>Calculus 2</i>	6	4	AB
19 JARINGAN KOMPUTER <i>Computer Networks</i>	3	3	B	41 KOMPUTER GRAFIK <i>Computer Graphics</i>	6	3	A
20 MATRIKS DAN RUANG VEKTOR <i>Matrices and Vector Spaces</i>	3	3	A	42 KRIPTOGRAFI <i>Cryptography</i>	6	3	A
21 PEMROGRAMAN PERANGKAT BERGERAK <i>Mobile Programming</i>	3	3	A	43 LITERASI INFORMASI <i>Information Literacy</i>	6	2	B
22 PENDIDIKAN KEWARGANEGARAAN <i>Citizenship Education</i>	3	2	A	44 SISTEM TERDISTRIBUSI <i>Distributed Systems</i>	6	3	A



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Nama
Name

: DIVA JUAN NUR TAQARRUB

Nomor Pokok Mahasiswa

: A11202012560

Tempat / Tanggal Lahir
Place and date of birth

: SEMARANG, 25 Juni 2002

Tanggal Lulus
Date of Graduation

: 3 Juli 2024

Mata Kuliah Courses	Sem. Sem.	SKS Credit	Nilai Grade	Mata Kuliah Courses	Sem. Sem.	SKS Credit	Nilai Grade
45 GAME PROGRAMMING Game Programming	7	3	A	49 TUGAS AKHIR 1 Thesis 1	7	2	A
46 JAMINAN KUALITAS PERANGKAT LUNAK Software Quality Assurance	7	3	BC	50 BIMBINGAN KARIR Career Guidance	8	2	A
47 KERJA PRAKTEK Internship	7	2	A	51 TUGAS AKHIR 2 Thesis 2	8	4	A
48 METODOLOGI PENELITIAN Research Methodology	7	2	A				
Indeks Prestasi Kumulatif (IPK) / Grade Point Average (GPA) : 3.67							
Jumlah SKS / Total of Credit : 144							
Gelar / Degree : Sarjana Komputer (S.Kom)							
Jumlah (SKS x Bobot) / Total of (Credit x Weight) : 528.5							
Predikat / Predicate : Dengan Pujian / Cum Laude							
Judul Tugas Akhir : IMPLEMENTASI BEHAVIOUR TREE TERHADAP BOSS AI DALAM GAME 2D PLATFORMER ETERNAL TWILIGHT							
Title of Thesis : BEHAVIOR TREE IMPLEMENTATION OF BOSS AI IN 2D PLATFORMER GAME ETERNAL TWILIGHT							

Transkrip ini tidak berlaku jika ada koreksi dari siapapun / This transcript is invalid if there are any correction whatsoever

Keterangan / Remark

Bobot / Weight: A = 4 ; AB = 3.5 ; B = 3 ; BC = 2.5 ; C = 2 ; D = 1 ; E = 0

Kategori Kelulusan / Passing Categories

IPK / GPA: 2.76 - 3.00 Memuaskan / Satisfying

3.01 - 3.50 Sangat Memuaskan / Very Satisfying

3.51 - 4.00 Dengan Pujian / Cum Laude

Rektor
Rector

Prof. Dr. Ir. Edi Noersasongko, M.Kom
NPP : 0686.11.1990.001



Semarang, 7 Agustus 2024

Dekan
Dean

Dr. Abdul Syukur
NPP : 0686.11.1992.017