

A. Lampiran Identitas Diri (BIO DATA Dosen – Andry Chowanda)

1	Nama Lengkap (dengan gelar)	Andry Chowanda, S.Kom., MM.
2	Jabatan Fungsional	Asisten Ahli (150)
3	Jabatan Struktural	-
4	NIP/NIK/Identitas lainnya	D3557/0900793514
5	NIDN	0308038701
6	Tempat dan Tanggal Lahir	Purworedjo, 8 Maret 1987
7a	Alamat Rumah	Perum. Taman Surya V Blok OO1/15 Jakarta Barat
9	Nomor Telepon/Faks/ HP	085939118930
10	Alamat Kantor	Universitas Bina Nusantara, Jl. K.H. Syahdan No.9, Kemanggisan, Jakarta 11480
11	Nomor Telepon/Faks	021) 53696969
12	Alamat e-mail	achowanda@binus.edu
13	Lulusan yang Telah Dihasilkan	S-1= 55 orang; S-2= 0 orang; S-3= 0 orang
14.	Mata Kuliah yg Diampu	1. Artificial Intelligence
		2. Natural Language Processing
		3. Computer Vision
		4. Data Structure

B. Riwayat Pendidikan

	S-1	S-2	S-3
Nama Perguruan Tinggi	Universitas Bina Nusantara	BINUS Business School	Nottingham University
Bidang Ilmu	Teknik Informatika	Business Management	Computer Science
Tahun Masuk-Lulus	2005-2009	2009-2011	2012-2017
Judul Skripsi/Thesis/Disertasi	Analisis Dan Perancangan Sistem Basis Data Pembelian, Penjualan Dan	Analisa IT Blueprint Pada PT. Astra International, Tbk.	Towards Emotional and Socially Realistic Game Companions with Personality
Nama Pembimbing/Promotor	Ashari Imamuddin, S.Kom., M.Kom.	Richard Kartawijaya, MBA.	Michel Valstar, Ph.D., Peter Blanchfield, Ph.D, Martin Flinham, Ph.D.

C. Pengalaman Penelitian Dalam 5 Tahun Terakhir

No.	Tahun	Judul Penelitian	Pendanaan	
			Sumber*	Jml (Juta Rp)
1	2015-2016	Towards Emotional and Socially Realistic Game Companions with Personality	European Union Horizon 2020	50.000.000
2	2014	Building emotionally realistic social game-agents companions	University of Nottingham	20.000.000
3	2014	Pengembangan Aplikasi Panduan Wisata Berbasis Web Dengan Menggunakan Konsep Wiki	HIBAH BINUS, BINUS University	9.000.000
4	2012	Developing Multi-media Speaking Material for University Students by Integrating Local Tourism Attraction	HIBAH BINUS, BINUS University	9.000.000
5	2013	Social Interaction with Virtual Characters in a Game Environment	University of Nottingham	20.000.000
6	2012	Pengembangan Metode dan Algoritma Pengembangan Obyek Dalam Ruangan Sebagai Alat Bantu Bagi Penyandang Tuna Netra dan Penyandang Low Vision	HIBAH BINUS, BINUS University	9.000.000

**Tuliskan sumber pendanaan: PDM, SKW, Pemula, Fundamental, Hibah Bersaing, Hibah Pekerti, Hibah Pascasarjana, Hikom, Stranas, Kerjasama Luar Negeri dan Publikasi Internasional, RAPID, Unggulan Stranas, atau sumber lainnya.*

D. Pengalaman Pengabdian Kepada Masyarakat Dalam 5 Tahun Terakhir

No.	Tahun	Judul Pengabdian Kepada Masyarakat	Pendanaan	
			Sumber*	Jml (Juta Rp)
1	2012	Instruktur TFI Seminar Binus Funtastic" Topic : How to Design an Attractive and Interactive Casual Game Using Adobe Flash	TFI BINUS	-
2	2012	Instruktur TFI kepada Yayasan Usaha Mulia - Cipanas "Computer Training" Topic Photochop	TFI BINUS	-
3	2017	Instruktur kepada orangtua calon mahasiswa dengan topik "Introduction to Computer Science Program"	BINUS	-

E. Pengalaman Penulisan Artikel Ilmiah dalam Jurnal Internasional

No.	Judul Artikel Ilmiah	Volume/ Nomor/Tahun	Nama Jurnal
1	Deep Learning for Visual Indonesian Place Recognition with Convolutional Neural Networks	2017/Under Review	Pertanika Journal of Science and Technology (SCOPUS)
2	Development of Indoor Object Recognition Tool For People with Low Vision and Blindness	2017	ComTech
3	Gamification of Learning: Can Games Motivate Me to Learn History?	7/3/2016	ComTech
4	Unlock Screen Application Design Using Face Expression on Android Smartphone	52/2016	MATEC (SCOPUS)
5	Topic switch models for dialogue management in virtual humans	10011/2016	LNCS Springer (SCOPUS)
6	Playing with social and emotional game companions	10011/2016	LNCS Springer (SCOPUS)
7	Computational models of emotion, personality, and social relationships for interactions in games	2016	ACM DL (SCOPUS)
8	Towards Automatic Customer Purchase Behaviours Prediction through a Social Media Lens Using Hidden Markov Model	S/24/2016	Pertanika Journal of Social Sciences and Humanities (SCOPUS)
9	Erisa: Building emotionally realistic social game-agents companions	8637/2014	LNCS Springer (SCOPUS)

F. Pengalaman Presentasi Oral pada Seminar Internasional

No	Nama Pertemuan Ilmiah / Seminar	Judul Artikel Ilmiah	Waktu dan Tempat
4	The 13th International IVA Seminar, Doctoral Consortium	Social Interaction with Virtual Characters in a Game Environment	2013/Edinburgh The UK
2	The 14th International IVA Seminar, Doctoral Consortium (SCOPUS)	Erisa: Building emotionally realistic social game-agents companions	2014/Boston USA
3	The 15th International IVA Seminar, Doctoral Consortium	Play SMILE Game with ERISA: A User Study on Game Companions	2015/Amsterdam The Netherlands
4	The 16th International IVA Seminar, Doctoral Consortium (SCOPUS)	1. Playing with social and emotional game companions 2. Topic switch models for dialogue management in virtual humans	2016/Los Angeles USA
5	The 2016 International Conference on Autonomous Agents & Multiagent Systems	Computational models of emotion, personality, and social relationships for interactions in games	2016/ Singapore

G. Pengalaman Penulisan Buku

No	Judul Buku	Tahun	Jumlah Halaman	Penerbit
1	BlackBerry® Technology How to Make Your Own BlackBerry Application	2010	138	-

H. Penghargaan yang Pernah Diraih dalam 10 tahun Terakhir (dari pemerintah, asosiasi atau institusi lainnya)

No.	Jenis Penghargaan	Institusi Pemberi Penghargaan	Tahun
1	Scholarship Award from International Office and School of Computer Science The University of Nottingham	The University of Nottingham	2012

Jakarta, 31 Maret 2017

Tanda Tangan

(Andry Chowanda, S.Kom., MM.)