

KARTU MATA KULIAH COURSE CARD



NAMA (Name) : JOEL ROBERT JUSTIAWAN
NIM (Student Number) : 2101629672
FAKULTAS / SEKOLAH (Faculty/School) : School of Computer Science
PROGRAM STUDI (Study Program) : Teknik Informatika (Computer Science)
PROGRAM (Program) : Game Application and Technology
JENJANG PENDIDIKAN (Education Level) : Strata 1 (Undergraduate)
SEM / TAHUN (Sem/Year) : Semester Ganjil 2017/2018 (Odd Semester 2017/2018)
TGL PROSES (Process Date) : 17-10-2017
WAKTU PROSES (Process Time) : 21:49:08

KODE MATA KULIAH Course Code	NAMA MATA KULIAH Course Name	SKS Credit	KELAS Class	JENIS UJIAN Exam Type	
				MID MID	FIN FIN
EESE0001	EESE 1	0/0	LA04		
MATH6025	Discrete Mathematics	4/0	LA04		
MATH6030	Linear Algebra	2/0	LA04		
GAME6001	Introduction to Game Technology	2/0	LA04		
STAT6026	Probability and Statistics	2/0	LA04		
ENGL6130	English for Business Presentation	2/0	LA04		
COMP6047	Algorithm and Programming	4/2	BB04		
CHAR6013	Character Building: Pancasila	2/0	LB04		

Mohon diperhatikan :

- Kartu ini harus dibawa bersamaan dengan Binusian Card Flazz pada saat ujian berlangsung
This card has to be brought with BINUSIAN Card Flazz during the exam
- Kartu ini harus disimpan sampai keluar evaluasi nilai semester yang bersangkutan sebagai bukti kehadiran ujian
This card has to be kept until the score was published, as a prove for your attendance
- Kartu ini tidak boleh dalam keadaan rusak ataupun basah
This card can't be damaged or wet
- Kartu ini harus dicetak dengan ukuran kertas A4 dan menggunakan tinta berwarna (Colour)
This card has to be printed with A4 paper size and using Colored Ink
- Hasil pencetakan kartu mata kuliah harus jelas (foto terlihat jelas dan tulisan terbaca)
This printed version has to be clear (Photo and Writing)
- Segala bentuk pemalsuan KMK akan dikenakan sanksi sesuai dengan peraturan yang berlaku
Every attempt to make a false Course Card will be given penalty according to the rules

Tanda Tangan Pemegang
Signature