



KEMENTERIAN PENDIDIKAN, KEBUDAYAAN, RISET, DAN TEKNOLOGI
MINISTRY OF EDUCATION, CULTURE, RESEARCH, AND TECHNOLOGY
UNIVERSITAS NEGERI SURABAYA
STATE UNIVERSITY OF SURABAYA

TRANSKRIP SEMENTARA

N I M / Student ID : 21091397026

N a m a / Name : AU IZALDI FACHRIL RAHMADANI

Fakultas / Faculty : Vokasi / Vocational Faculty

Program Studi : D4 Manajemen Informatika
Study Program

| No | Nama Matakuliah | SKS | Nilai | NK |
|--|--|-----|-------|-------|
| Matakuliah Dasar Keahlian <i>Basic Skill Courses</i> | | | | |
| 1 | Pemrograman Berorientasi Objek | 2 | A- | 7.5 |
| 2 | Pengantar Manajemen Proses Bisnis | 2 | A- | 7.5 |
| 3 | Sistem Digital / <i>Digital System</i> | 2 | A- | 7.5 |
| 4 | Prak. Pemrograman Berorientasi Objek | 2 | A- | 7.5 |
| Matakuliah Pengembangan Kepribadian Inti <i>Core Personality Development Courses</i> | | | | |
| 5 | Pendidikan Agama Islam / <i>Islamic Religion Education</i> | 2 | A | 8 |
| 6 | PENDIDIKAN JASMANI DAN KEBUGARAN / <i>Physical Education and Fitness</i> | 2 | A- | 7.5 |
| 7 | Pendidikan Pancasila / <i>Pancasila</i> | 2 | B+ | 7 |
| 8 | Pendidikan Kewarganegaraan / <i>Citizenship Education</i> | 2 | B | 6 |
| 9 | Bahasa Indonesia / <i>Indonesian</i> | 2 | A- | 7.5 |
| 10 | LITERASI DIGITAL / <i>Digital Literacy</i> | 2 | A | 8 |
| Matakuliah Pengembangan Kepribadian Institusional <i>Institutional Personality Development Courses</i> | | | | |
| 11 | Statistika / <i>Statistics</i> | 2 | A | 8 |
| Matakuliah Keilmuan dan Ketrampilan <i>Subject Matter and Skill Courses</i> | | | | |
| 12 | Grafika Komputer / <i>Computer Grafis</i> | 2 | A | 8 |
| 13 | Arsitektur dan Organisasi Komputer / <i>Computer Organization and Architecture</i> | 2 | A | 8 |
| 14 | Sistem Informasi Pemerintahan | 3 | A- | 11.25 |
| 15 | Praktikum Pemrograman Visual / <i>Practical Visual Programming</i> | 2 | A- | 7.5 |
| 16 | Praktikum Manajemen Basis Data | 2 | A- | 7.5 |
| 17 | Matematika I / <i>Mathematics 1</i> | 2 | A- | 7.5 |
| 18 | Pemrograman Dasar / <i>Basic Programming</i> | 2 | B+ | 7 |
| 19 | Manajemen Basis Data / <i>Database Management System</i> | 2 | A- | 7.5 |
| 20 | Pemrograman Web Lanjut / <i>Advanced Web Programming</i> | 2 | A | 8 |
| 21 | Metodologi Penelitian / <i>Research Methodology</i> | 3 | A | 12 |
| 22 | Sistem Informasi Manajemen / <i>Management Information System</i> | 3 | A- | 11.25 |

| No | Nama Matakuliah | SKS | Nilai | NK |
|---|---|-----|-------|------|
| Matakuliah Keilmuan dan Ketrampilan <i>Subject Matter and Skill Courses</i> | | | | |
| 23 | Bahasa Inggris / <i>English Language</i> | 2 | A- | 7.5 |
| 24 | Prak. Pemrograman Dasar / <i>Basic Programming (lab.work)</i> | 1 | B+ | 3.5 |
| 25 | Praktikum Grafika Komputer / <i>Praktical Computer Grafis</i> | 1 | A | 4 |
| 26 | Pemrograman Visual / <i>Visual Programming</i> | 2 | A- | 7.5 |
| 27 | Pengantar Teknologi Informasi / <i>Introduction to Information Technology</i> | 2 | A | 8 |
| Matakuliah Keahlian Berkarya <i>Working Skill Courses</i> | | | | |
| 28 | Prak. Pemrograman Web Lanjut / <i>Advanced Web Programming (lab.work)</i> | 2 | A | 8 |
| 29 | Prak. Pengembangan Aplikasi Permainan | 2 | A | 8 |
| 30 | Prak. Pemrograman Framework / <i>Framework Programming Practicum</i> | 2 | A | 8 |
| 31 | Pemrograman Web / <i>Web Programming</i> | 2 | A- | 7.5 |
| 32 | PRAK. PEMROGRAMAN WEB / <i>Web Programming (lab.work)</i> | 2 | A- | 7.5 |
| 33 | Pemrograman Framework / <i>Framework Programming</i> | 2 | A | 8 |
| 34 | KEwirausahaan / <i>Entrepreneurship</i> | 2 | A | 8 |
| 35 | Pengembangan Aplikasi Permainan | 2 | A | 8 |
| Matakuliah Keilmuan dan Ketrampilan <i>Subject Matter and Skill Courses</i> | | | | |
| 36 | Prak. Struktur Data / <i>Data Structure (lab.work)</i> | 1 | A | 4 |
| 37 | Matematika II / <i>Mathematics 2</i> | 2 | B+ | 7 |
| 38 | Prak. Analisis Dan Disain Perangkat Lunak | 1 | A | 4 |
| 39 | Analisis Dan Disain Perangkat Lunak | 2 | A | 8 |
| 40 | Sistem Operasi / <i>Operation System</i> | 2 | A- | 7.5 |
| 41 | Interaksi Manusia dan Komputer / <i>Human-Computer Interaction</i> | 2 | A | 8 |
| 42 | Matematika Diskrit / <i>Discrete Mathematics</i> | 2 | A- | 7.5 |
| 43 | Struktur Data / <i>Data Structure</i> | 2 | A | 8 |
| 44 | Prak. Sistem Operasi / <i>Operating System (lab.work)</i> | 1 | A- | 3.75 |
| Ekuivalensi Hasil Penilaian / Grade Conversion A = 4.00 C+ = 2.50 2,76 - 3,00 = Memuaskan/ A- = 3.75 C = 2.00 Satisfactory B+ = 3.50 D = 1.00 3,01 - 3,50 = Sangat Memuaskan/ B = 3.00 E = 0.00 Very Satisfactory B- = 2.75 3,51 - 4,00 = Pujian/ Cum Laude | | | | |

Judul Skripsi / Thesis

Disetujui Tgl, / /
Dosen Penasihat

Asmuningsih, S.Kom., M.Kom.
NIP 197701102008121003

Disahkan Tgl, / /
Koordinator Program Studi

Dodik Arwin Dermawan, S.ST., S.T., M.T.
NIP 197801082000121001

Jumlah SKS / Total Credit (C) : 86

IP/ GPA : 3,82

Jumlah SKS x N / Total Credit x Grade : 328,75

Predikat/ Predicate : Pujian/ Cumlaude