



PELAKSANA PUSAT  
KAMPUS MERDEKA

INFINITE  
LEARNING

MSIB  
Master of Science in Information System

Kampus  
Merdeka  
INDONESIA JAYA

# MSIB CERTIFICATE

Number: 715/IL-SIB/I/2024

THIS CERTIFICATE PROUDLY PRESENTED TO:

# IRVAN AL RASYID

10822130 - Sekolah Tinggi Manajemen Informatika dan Komputer Jakarta STI&K - Sistem Informasi

For completing:

## MSIB BATCH 5

This certificate is awarded for completing  
**Independent Study Program Batch 5 on Android Mobile Application Development**  
at Infinite Learning From August 2023 to December 2023

Batam, 02 January 2024



Ari Nugrahanto, B.ED, M.Sc

Program Director



Nara Dewa

Director

# Transcripts

## Hard Skills

NO	SKILLS	SCORE	DESCRIPTION
1	Advance Android Features	93.5	Ability to program using 'List View', ability to program using 'Time Table Apps', ability to program using 'Timers in Android', ability to program using 'showing and hiding UI elements', ability to program using 'Brain Trainer', ability to use programming using 'try and catch', ability to download web content. Ability to download images. Ability to use programming using 'Advance String Manipulation', ability to use programming using 'Brain Trainer', ability to do JSON Data, and ability to use programming using 'Geolocation and Maps'.
2	Kotlin Programming	79	Ability to use the Kotlin programming language in using programming basics such as 'variables', 'data types', 'arrays', 'if statements', 'functions', ability to use 'set', 'list' and 'map' collections, ability to use control flow such as 'if expression', 'when expression', 'loops', ability to use 'classes and objects', 'data class', 'lamda', ability to use Kotlin programming to make game application 'Hero'.

<b>NO</b>	<b>SKILLS</b>	<b>SCORE</b>	<b>DESCRIPTION</b>
3	User Experience (UX) & User Interface (UI)	85.15	Understand the ability of the user experience research process and implement it in the user interface. Ability to collect data and research, create user personas and wireflow for the user experience process. Ability to design wireframes, high fidelity prototypes and testing for user interface implementation. Ability to understand colors, typography, layouting, component creation, icons, design systems in creating responsive and modern website designs.
4	Cloud Computing	85	Basic introduction to theory and knowledge about Computer Architecture, servers/desktop/laptops, client/server computing, networking and databases. Knowledge and understanding of the basics of cloud computing. Knowledge of application theory about Cloud Architecture: scaling up/out, load balancing, fault tolerance, loose coupling, monolithic/microservice
5	Digital Marketing	82.06	Understand the basic concepts of digital marketing through personal branding techniques to enhance digital existence. Ability to make marketing plans by utilizing supporting social media.

NO	SKILLS	SCORE	DESCRIPTION
6	Android Programming	89	Basic skills and understanding of Android Studio. Knowing and able to formatting text. Know and be able to create buttons. Know and be able to create a text field. Able to create Display Messages. Able to create images. Ability to make Lay Out from Android Studio Know and be able to make fading animations and other animations from Android Studio. Ability to create Audio Controlling and audio volume seeking. Ability to create grid layouts. Ability to make basic phrases.
7	Cybersecurity	85	Understand the introduction of basic theory about cybersecurity, knowing what cyber security needs, knowing the importance of personal data that can be targeted, knowing the impact that occurs if one is careless on cyber security. Know the cyber attacker profile, types of software and hardware vulnerabilities, concepts and attack techniques that can be carried out by cyber attackers, know how to protect devices, networks and data from cyber attacks.

## Soft Skills

NO	SKILLS	SCORE	DESCRIPTION
8	Professional Skills Collaboration, Communication and Adaptation	83.33	Basic skills in communicating verbally or the ability to speak. Good body language skills, facial expressions, eye gaze, hand movements, and several other gestures. Ability to write to convey ideas or ideas, solutions and detailed explanations of a project. Ability and understanding of listening techniques properly and carefully so that there are no misunderstandings in communicating. Presentation skills.
9	Project Management	83.05	Understand the basic concepts of project management using the Agile framework (SCRUM) and be able to plan a simple project. Have the ability to anticipate problems that often arise in the implementation of a project. Have the ability to make simple presentations and schedule a project management.

SCORE	GRADE
85-100	A
80-84,99	A-
75-79,99	B+

SCORE	GRADE
70-74,99	B
65-69,99	B-
60-64,99	C+
55-59,99	C
45-54,99	D
0-44,99	E

SCORE	GRADE
85-100	A
80-84,99	A-
75-79,99	B+
70-74,99	B
65-69,99	B-
60-64,99	C+
55-59,99	C
45-54,99	D
0-44,99	E

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