



Kementerian Pendidikan dan Kebudayaan

UNIVERSITAS TADULAKO

TRANSKRIP AKADEMIK (ACADEMIC TRANSCRIPT)

Nama/Name

: NURMAYAPADA

Tempat Lahir/ Place Of Birth

: PALU

No. Stambuk/ Student Number

: F55116044

Tanggal Lahir/ Date Of Birth

: 23 Agustus 1998/
August 23rd 1998

Fakultas/Faculty

: Teknik/(Engineering)

Studi/ Study Program

: TEKNIK INFORMATIKA/
(Informatics Engineering)

No	Mata Kuliah/Courses	SKS/ Credit	Nilai/Grade		K x N/ C x G	Keterangan/ Remarks
			Angka/ Number	Huruf/ Letter		
1	2	3	4	5	6	7
1	PENDIDIKAN AGAMA / Religious Education	3.0	3.00	B	9	
2	Pend. Agama Islam / Religious Education of Islam	2.0	3.75	A-	7.5	
3	PANCASILA / Pancasila	2.0	4.00	A	8	
4	PENDIDIKAN KEWARGANEGARAAN / Civics Education	2.0	4.00	A	8	
5	Pendidikan Karakter dan Anti Korupsi / Character Building and Anticorruption Education	2.0	3.75	A-	7.5	
6	BAHASA INDONESIA / Indonesian Language	2.0	3.75	A-	7.5	
7	BAHASA INGGRIS / English	2.0	3.50	B+	7	
8	MATEMATIKA DASAR / Basic Mathematics	3.0	4.00	A	12	
9	KAJIAN LINGKUNGAN HIDUP / Enviromental Assesment	2.0	3.50	B+	7	
10	PENGANTAR TEKNOLOGI INFORMASI / Introduction to Information Technology	3.0	3.50	B+	10.5	
11	DASAR PEMROGRAMAN / Basic Programming	4.0	3.50	B+	14	
12	SISTEM DIGITAL / Digital Systems	3.0	4.00	A	12	
13	Interaksi Manusia Komputer / human computer interaction	2.0	2.75	B-	5.5	
14	KALKULUS / Calculus	3.0	4.00	A	12	
15	Kalkulus II / Calculus II	3.0	4.00	A	12	
16	Probabilitas dan Statistik / Probability and Statistics	2.0	2.50	C	5	
17	STATISTIKA DAN PROBABILITAS / Statistics and Probability	2.0	2.00	C	4	
18	Sistem Digital / Digital Systems	2.0	4.00	A	8	
19	Praktikum Sistem Digital / Digital Systems Practice	1.0	4.00	A	4	
20	MATEMATIKA DISKRIT / Discrete Mathematics	3.0	2.50	C	7.5	
21	REKAYASA PERANGKAT LUNAK / Software Engineering	4.0	3.50	B+	14	
22	BASIS DATA / Databases	4.0	3.75	A-	15	
23	ORGANISASI DAN ARSITEKTUR KOMPUTER / Organization and Computer Architecture	3.0	3.00	B	9	
24	MIKROKONTROLER / Microcontroller	4.0	3.50	B+	14	
25	JARINGAN KOMPUTER / Computer Networks	3.0	3.75	A-	11.25	
26	Struktur Data / Data Structure	3.0	3.50	B+	10.5	
27	Praktikum Struktur Data / Data Structure Practice	1.0	2.75	B-	2.75	
28	PEMROGRAMAN JARINGAN / Network Programming	4.0	2.50	C	10	
29	SISTEM INFORMASI / Information Systems	3.0	3.50	B+	10.5	
30	KECERDASAN BUATAN / Artificial Intelligence	4.0	3.50	B+	14	
31	Praktikum Interaksi Manusia Komputer / Human-Computer Interaction Practice	1.0	2.75	B-	2.75	
32	PEMROGRAMAN WEB I / Web Programming I	3.0	4.00	A	12	
33	KRIPTOGRAFI / Cryptography	2.0	3.00	B	6	
34	PERANCANGAN DAN ANALISIS ALGORITMA I / Design And Analysis of Algorithms I	3.0	4.00	A	12	
35	PEMROGRAMAN WEB II / Web Programming II	3.0	4.00	A	12	
36	PERANCANGAN DAN ANALISIS ALGORITMA II / Design And Analysis of Algorithms II	3.0	4.00	A	12	
37	KEAMANAN SISTEM KOMPUTER / Computer Security	3.0	3.00	B	9	
38	PENGOLAHAN CITRA DIGITAL / Digital Image Processing	3.0	3.75	A-	11.25	
39	NEUROFUZZY / Neurofuzzy	3.0	4.00	A	12	
40	SISTEM PENDUKUNG CERDAS / Smart Support Systems	3.0	3.75	A-	11.25	
41	KEWIRAUSAHAAN / Entrepreneurship	2.0	4.00	A	8	
42	APPLICATION PROGRAMMING INTERFACE (API) / Application Programming Interface (API)	4.0	3.50	B+	14	
43	PENGENALAN POLA / Pattern Recognition	3.0	2.75	B-	8.25	

No	Mata Kuliah/ <i>Courses</i>	SKS/ <i>Credit</i>	Nilai/ <i>Grade</i>		K x N/ <i>C x G</i>	Keterangan/ <i>Remarks</i>
			Angka/ <i>Number</i>	Huruf/ <i>Letter</i>		
1	2	3	4	5	6	7
44	METODE PENELITIAN / <i>Research Methods</i>	3.0	3.75	A-	11.25	
45	Pemrograman Web I / <i>Web Programming I</i>	2.0	4.00	A	8	
46	Praktikum Pemrograman Web I / <i>Web Programming I Practice</i>	1.0	4.00	A	4	
47	DATA WAREHOUSE / <i>Data Warehouse</i>	3.0	4.00	A	12	
48	ROBOTIKA / <i>Robotics</i>	3.0	3.75	A-	11.25	
49	MACHINE LEARNING / <i>Machine Learning</i>	3.0	4.00	A	12	
50	COMPUTER VISION / <i>Computer Vision</i>	3.0	3.50	B+	10.5	
51	TOPIK KHUSUS RISET TEKNOLOGI INFORMASI / <i>Special Topics on Information Technology Research</i>	4.0	4.00	A	16	
52	KERJA PRAKTEK / <i>Internship</i>	3.0	4.00	A	12	
53	DATA MINING / <i>Data Mining</i>	3.0	3.00	B	9	
54	PEMROGRAMAN KENDALI OTOMATIS / <i>Automatic Controller Proramming</i>	3.0	4.00	A	12	
55	KULIAH KERJA NYATA / STRATEGI PENGEMBANGAN KEPERIBADIAN DAN KEMASYARAKATAN (SPKK) / <i>Community Service</i>	4.0	4.00	A	16	
	Jumlah	152			543.5	

DENGAN JUDUL PROPOSAL : /

INDEKS PRESTASI

Grade Point of Academic

=

Jumlah (K x N)

Total SKS

Total (K x N)

Total SKS

= 3.58

Ketua Jurusan

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Palu, 29 Januari 2020
Ketua Program Studi

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Wakil Dekan Bidang Akademik

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