



bangkit

Google goto traveloka

Students Team Meeting

April 06, 2022

Before we start

- Since this session is mandatory:
 - Don't forget to fill **the attendance Form**
 - Link is Provided in the YT description section
- To ask question, please use the **YT live chat section**
- Please be mindful and polite. **Live chat is only for Q&A**

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Rewards System & First Challenge



Kampus
Merdeka
INDONESIA JAYA



Introducing Bangkit Reward System

Make your milestone, get points,
and merchandise!

Bangkit 2022 Rewards System



Objective

- Recognize your achievements and contributions
- Motivate you to continue making progress in Bangkit

Rewards Item

- Limited in quantity
- Allocated on a “first-come, first-served” basis

What milestones are rewarded?

- Progress towards Graduation
- Certification Preparation
- Activity & Career Fair Preparation
- Capstone Project - Product
- Capstone Project - Company
- Story



How it looks on your students dashboard

Point Histories (Last update: 04-04-2022 08.30 WIB)

Your current total point: **0 Pts**

500 Milestone 1 Checkpoint

-500 Phone Credit Redeem - Milestone 1

373 students get Milestone Bonus #1

24 students redeem phone/internet credit

Check the details on your [Rewards Guideline](#)

Points Distribution



Study Progress

- Monthly checkpoint (4 months)
- Students completing all mandatory classes before Capstone period

Certification Prep

- Certification preparation Finish

Story

- Students with post link to Social media
- Students submitting a valid story about themselves/their friends
- Students with Story chosen for Bangkit Blog/Newsletter

Activity & Career Fair Preparations

- Winners of 5 Soft skills Challenges
- Early-bird Valid Submitters of Soft skills Challenges
- Top performing students in English courses, quizzes & tests
- Most Active Students in the ILT session (Tech, Softskills, and English)
- Graduate with Distinction

Points Distribution



Capstone Project - Product/Public

- Active team member of the :
 - First 50 Teams to submit Capstone Team Member & Theme
 - First 50 Teams to submit Capstone Project Plan
 - First 50 Teams to submit Capstone Project Final Deliverables
- Active team members specifically mentioned by Mentors for active discussion during mentoring session
- Each active Member(s) of
 - Best Capstone Team Presenters
 - 50 Capstone Team Semifinalists
 - 15 Best Capstone Projects
 - 15 Teams willing to continue to Incubation Process

Capstone Project - Company

- Active team members of:
 - First Teams to register at Company-based Capstone & submit one-pager proposal
 - First Teams to submit Company-based Capstone plan
 - First Teams to submit Company-based deliverables
 - Teams that complies to Company-based Capstone plan & timeline/milestones
- Active team members specifically mentioned by Company for great contribution
- Active team members of the Best team for each company's projects

Make Your milestone



Among them...

Share your story (500 Pts)

Email us at story@bangkit.academy

Post your experience on Social Media (50pts)
reporting form available on students.bangkit.academy

Fatiha Agyal Shahwiya • 2nd
Machine Learning Student at Bangkit Academy 2022 | Final Year Astronomy S...
2d • 1

It is an honor for me to have a chance to learn at **Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka**. After a month since it was started, I've learned a lot of things. It is not always about the hard skill I've gained, but also the way my mindset has grown, the feelings throughout the journey. Thank you for the first month of the learning experiences! I'll make the next month be better and better.

#learningeveryday #programming #google #bangkit2022

Fatiha Agyal Shahwiya

Bangkit 2022

one month recap!

Kennick Tandrian • 1st
Designer | Educator | Tech Enthusiast
18h • 1

One Month in Bangkit 2022!

The past month in **Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka** was a real roller coaster! Many people, including myself, might be startled by how rigorous this program is, but we should be proud of how far we've come!

Many of us don't even know how to build a website when we first start this program. After a month in Bangkit 2022, we were able to understand JavaScript programming, create our own RESTful APIs, write API test code, and test our backend server, as well as touch the fundamentals of Google Cloud. It was a huge leap!

Apart from that, I attended several Instructor-Led Training and Guest Speaker sessions with some fantastic speakers, including Mr. **Sandhika Galih** from Web Programming UNPAS, Ms. **Nurina Putri** from UMN, Mr. **Johanes Glenn** from Google Cloud Indonesia, and Ms. **Marjorie Florentino** from the University of the Philippines.

I am now on Week 6 of Bangkit 2022, and each week is proving to be more challenging than the last. I am looking forward to further challenges in the upcoming month!

After all, diamonds are formed under high pressure, right? Hang on, peeps!

#bangkit2022 #cloudcomputing #google #indonesia #kampusmerdeka

Bangkit 2022 Rewards System



Want to get rewards?

Achieve more to get more 😊 !



Bangkit 2022 Rewards System



Item	Maximum Redeem	Availability	Points Needed
Jacket	1		6000
Digital Tumbler	1		4000
Bangkit Pouch with Charger and Headset	1		3000
Tshirt	1	Limited / less than 3.000 First-come-first-serve basis	2000
Notebook	1		1000
Mug	1		1000
Pouch	1		600
Pin	1		500
Keychain (Gantungan Kunci)	1	3.000	500
Stickerset	1		200
50k Phone/Internet Credit	4	During Bangkit Study/Capstone Period (Mar, Apr, May, June)	500

Rewards Timeline



Feb - June 2022	July 2022	August - September 2022
Accumulate your Points	Redeem your Points in the Bangkit Store	Receive merchandise shipped to your home address



Time Management Video Challenge



Ready to Win
Bangkit Merchandises?

Join Time Management
Video Challenge

Make a video of you, sharing 3 main things you have improved upon taking Time Management Class, then post on Youtube!

Post the YT link on Students' Dashboard Feeds

Deadline: Sunday, April 17, 2022



Have Fun Making the Video. Just Be YOU!

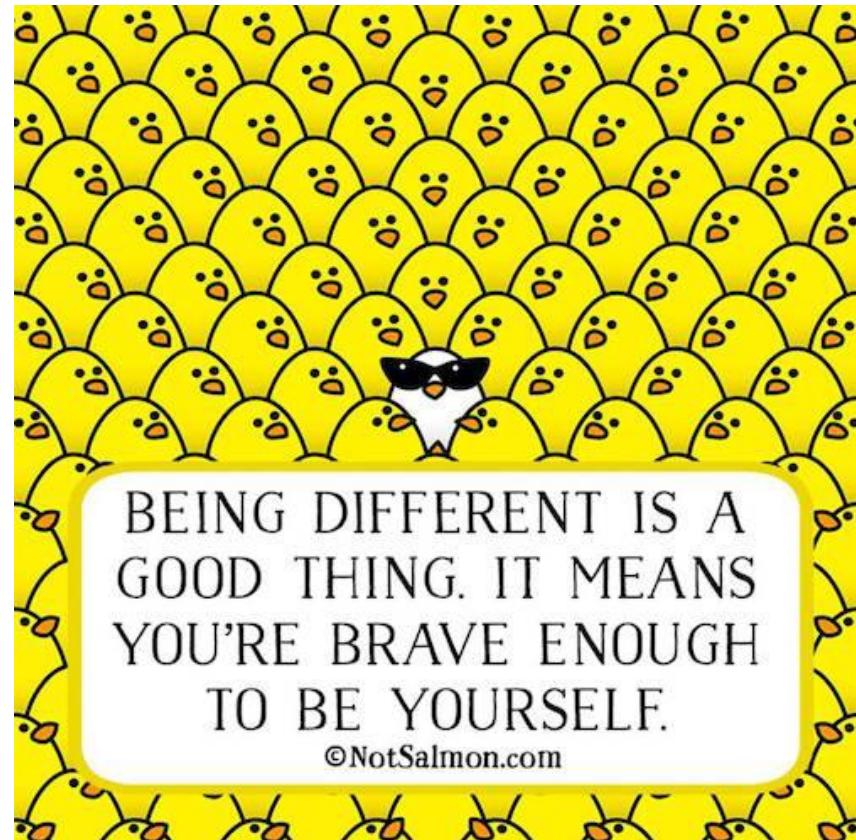
Let's join the Challenge!

- Be creative
- Authentic
- Reflective upon your experience

We will announce the **top winners**
by April 20!



Top Winners: 2000 Points
50 early submitters: 100 Points



2

Feedback Rules

ILT Feedback Rules

We received ~20% of irrelevant and not constructive feedback, such as:

Are you satisfied with this ILT session? (1-5)	Why you rate that satisfaction level? How was your learning experience? Please describe
1	Good
1	I love this experience
2	fun! 😊
2	As always, I'm learning new things.
3	Very Good and so exciting
3	it was fun and I learn a new thing in this session
3	Thank God I have a good understanding of the introduction of html, css, and javascript.

Are you satisfied with this ILT session? (1-5)	Why you rate that satisfaction level? How was your learning experience? Please describe
1	I'm feeling happy
2	It was great but I feel a bit tired
2	I can't focus because I had a bad fever
2	Not really good because situation at home is not really conducive
3	Sadly I have a trouble when attending meeting, like connection and blackout
3	to be honest I'm not feeling well today
3	that was great, but actually I little bit felt sleepy.

ILT Feedback Rules



Feedback responses are anonymous, and we value **honest, fair, and constructive feedback**.

How to provide appropriate feedback?

- Read the questions **carefully**, and give responses without a rush.
- Give a rating/response according to **the conditions of the ILT session, not based on your own problems** (bias response, ex: *you are dizzy, sleepy, had a fever, had an internet connection problem, you haven't studied before, you don't understand but are shy to ask Instructors, had a problem with your focus/concentration*).
- Please note that the scale for pace question:
 - **1 (too slow) - 5 (too fast)** and
 - **1 (strongly disagree) - 5 (strongly agree)**.Differentiate each of these scales. The higher the scale, the more you **agree** with the statement—vice versa.
- If you rate the session low (rating 1-3), please **provide relevant and constructive feedback** for future improvement.

ILT Feedback Rules



How it Looks

Are you satisfied with this ILT session? *

1 2 3 4 5

Not at all satisfied Very satisfied

Why you rate that satisfaction level? How was your learning experience? Please describe *

Your answer

Make sure you fill correct score & describe properly (example below)

Are you satisfied with this ILT session?	Why you rate that satisfaction level? How was your learning experience? Please describe
2	The lesson pretty solid, but i think a little bit boring and too slow, so i hope next time there will be some ice breaking or a minute rest in the middle of session.
3	I am not excited, the instructor were not engaging the student to participate actively.

ILT Feedback Rules



Your feedback will help us to improve our ILT session

 Therefore, please ensure you fill the form correctly

3

Capstone Project Briefing

Indonesia's Traveloka finds strength in local markets amid the pandemic

January 14, 2021 | Interview



Traveloka president Henry Hendrawan says his online travel unicorn has rebounded by focusing on local markets—and finance—fueling growth.



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INSIDER

HOME > RETAIL

How e-commerce is transforming Indonesia's retail landscape

Michael O'Neill Oct 20, 2020, 9:21 PM



Founder and CEO of Indonesian e-commerce firm Tokopedia, William Tanuwijaya, poses for a photograph at Tokopedia headquarters in Jakarta REUTERS/Willy Kurniawan

TRANSPORT POLICY MATTERS

Mobility insights from the International Transport Forum at the OECD

Menu

Home How Indonesia's Gojek is redefining "on-demand"

How Indonesia's Gojek is redefining "on-demand"

Aug 8, 2019 International Transport Forum All Transport apps, regulation, sharing economy, taxis, urban transport

By Will Duncan

Following our look into [transport innovation in the Global South](#), we take Indonesia's Gojek as a case study to examine Southeast Asia's bustling on-demand transport market.



Photo: findracadabra/Shutterstock

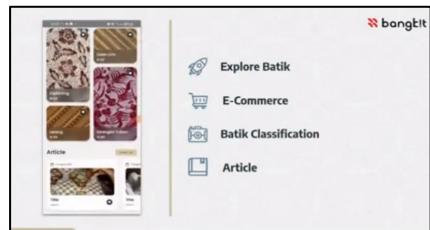
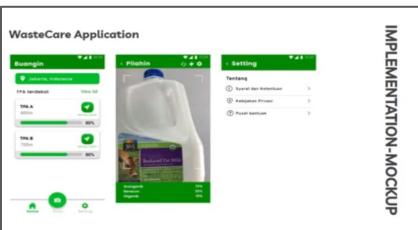
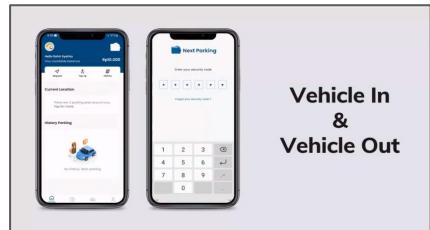
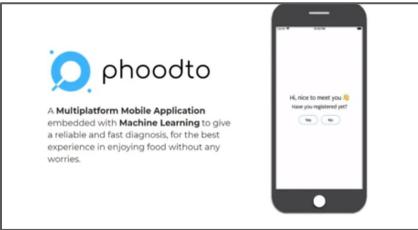
Follow ...

2021 Capstone

480+ Projects
2800+ Participants

13 Themes
100+ Mentors

15 Best Projects Incubated
By Bangkit and Kedaireka (MoECRT)
6 months, up to 10k USD



Results from 15 Incubation Projects



Projects Name	Theme	Incubating Host	Mentors
Artesia	Modern Tourism using AR	UGM	Google & Cermati
Jagawana	Preserving forest using ML		
ADIL	Developing robust law	ITS	Google & Smartfren Telecom
Kaki Keenam	Helping SMEs	ITB	Google & GoTo Financial
Next Parking	Modem parking gateway	Gunadarma	LinkAja & Telkom
CitiZEN	Vehicle reporting system	Tel-U	VOOX & Qlassku
Naratik	Preserving batik	Udinus	Tokopedia & Glints
Samapta	Post-disaster assistance	UI	
Phoodto	Dietary assistance		Google & Tokopedia
Bacara	Giving accessibility to deafs	ITHB	NBS & Google
Buangin	Managing waste using ML	Udayana	Gojek & Kulkul Tech
Q-Hope	Efficient hospital registration	Binus	Traveloka
BACA	Teaching preschoolers		
Usahaq	Helping SMEs	Brawijaya	Accenture, Cimory Group
OBUCE	Reducing Obesity	IPB	AWS & Bobobox

After 5 months of incubation (Aug - Dec 2021) the results are...

7 Teams among them are considered to be:

- prospective
- willing to move forward
- have passed the MVP phase
- ready to source funding & other support

Who are they?

7 Best from All Incubation Projects



JAGAWANA

Illegal Logging Prevention System in Indonesia Using Machine Learning and IoT



BACARA

Sign-Language Translator App



Machine Learning-Based Applications to Democratize Healthcare in Indonesia

7 Best from All Incubation Projects



Comprehensive and relevant
legislation documentation platform



Application to help preschool children
to read and write



Reinventing Parking Experience
with New Innovations

Showcase from 1 of our 7 Best Teams



Did you know that the price fraud of hand-drawn batik is still rife? Customer trust is decreasing & batik SMEs are increasingly having trouble marketing their products?

Even **80% of the 1,794 Batik SMEs in Indonesia**, still haven't digitized their business

Data source: [Balai Besar Kerajinan dan Batik](#)



Digital Business Enabler For Home Industry of Batik

Our services come in a Mobile Applications with AI features. This will help users to avoid fraud.

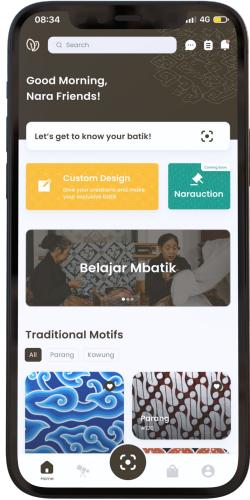
At the same time, Naratik helps to increase the livelihood of batik home industry by supporting them towards digitalization.

★ Now Naratik is entering the 2nd incubation phase by Startup Kampus by Achmad Zaky Foundation ★

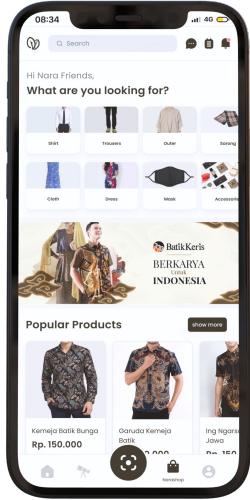
Showcase from one of our 7 Best Teams



Functionalities



NaraShop



NaraLens

Connects consumers with batik home industry Utilizes ML to help users differentiate from various regions



Nara Auction

Provides service for ancient batik auctions

Click here to see [their first launch of “Nara Auction feature:](#)

2022 Aim



Holistic approach on capstone
based on industry needs
(industry-relevant)

**Improve Operational Aspects &
Equipped with a Steering Committee**

More Mentoring available
(mentor & mentoring sessions)

More Capstone modality available
(with industry support)

2022 Capstone Modality



Product-based Capstone (similar with 2021)

Paper, Research, or Usecase Based with aspiration to be **business-startups** (preferred) or **social entrepreneurship**

Mentored by industry & faculty

Data Gathering or use existing datasets
no promise of Bangkit/partner's dataset

No limit on #teams joining

NEW

Company-based Capstone (new in 2022)

Full specs driven by company partner (solving industry partner's problem)

Mentored by host industry partner

Data, Resources & Access are from Industry Partner

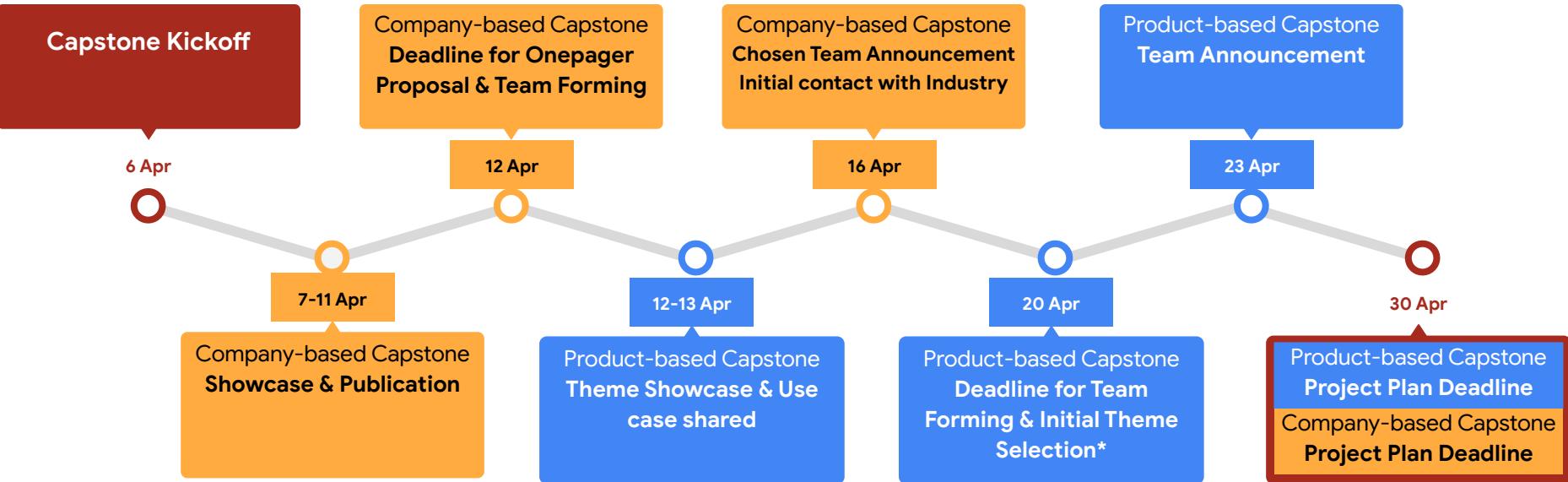
Only limited #teams can join

Capstone Objectives



- Demonstrate your capabilities on **problem solving**
- Experience **teamwork and collaborations**
- Learn how to manage a **real project**
- Practice to **implement your learning** to real-world situations
- **Tackle real-world problems** with technology

Capstone Team Publication & Flow



If you apply to company-based capstone and got rejected by April 16th, **then you need to recreate product capstone team and submit it by April 20th.**

Invalid teams and those who are not submitting team members, will be grouped by Bangkit Team

*team forming for product-based capstone are proposal based and **team members** may be changed/rejected by Bangkit team

Bangkit Team decision is final and unalterable

Capstone Teams: Form your Team!



Product-based Capstone (similar with 2021)

Group of 6 persons
Team Forming is proposal and may changed

2-3 ML Students,
Up to 2 each MD & CC

Max. 3 team members from the same university
(We encourage more team members from same university, but not too much)

All Top-50 Teams on Bangkit 2021 are self-made

Company-based Capstone (new in 2022)

Group of 3-10 persons
Team Forming is self-made and final
(Bangkit team won't modify your team)

Teams will be formed according to
Industry Requirements / Scope

No restriction in team forming. Feel FREE to have
members from any University

**Rejected Company-Based groups will have to join
product-based capstone**

Product-based Capstone Team Forming



Valid Groups

3 ML, 1 MD, 2 CC, 3 from each two Universities

ML Univ A	ML Univ A	ML Univ A	MD Univ B	CC Univ B	CC Univ B
--------------	--------------	--------------	--------------	--------------	--------------

2 ML, 2 MD, 2 CC, all from different universities

ML Univ A	ML Univ B	MD Univ C	MD Univ D	CC Univ E	CC Univ F
--------------	--------------	--------------	--------------	--------------	--------------

3 ML, 2 MD, 1 CC, 3 from Univ A, 3 from other 3 Universities

ML Univ A	ML Univ A	ML Univ A	MD Univ B	MD Univ C	CC Univ D
--------------	--------------	--------------	--------------	--------------	--------------

Invalid Groups

4 ML (Should be 3), All 6 from same Univ (max 3)

ML Univ A	ML Univ A	ML Univ A	ML Univ A	MD Univ A	CC Univ A
--------------	--------------	--------------	--------------	--------------	--------------

3 MD (max. 2) , No CC (min. 1)

ML Univ A	ML Univ B	ML Univ A	MD Univ A	MD Univ B	MD Univ C
--------------	--------------	--------------	--------------	--------------	--------------

1 ML (min. 2)

3 MD (max. 2)

ML Univ A	MD Univ A	MD Univ B	MD Univ B	CC Univ C	CC Univ D
--------------	--------------	--------------	--------------	--------------	--------------

2022 Themes for Product-based Capstone



Economic & Social Resilience
(including food security, infrastructure, &
regional development)

Character-Building & Community
Empowerment

Environmental Conservation,
Disaster Resilience and Climate
Change

Healthcare

Mobility & Smart City

Tourism, Creative, and Digital
Economy

Education, Training, Upskilling & Research
(including competitive Human Resources)

Women Empowerment and Child
Protection

More themes to come...

Note: Themes only applies for Product-based Capstone,
Company-based Capstone Theme is fully defined by Industry

Capstone Deliverables



Items	Product-based Capstone (similar with 2021)	Company-based Capstone (new in 2022)
Team	✓	✓
1-pager Proposal		✓
Project Plan	✓	✓
Mentoring Report	✓	✓
Midterm Checkpoint	✓	
Checkpoints (defined by company)		✓ (as agreed)
Github Repo/Commits	✓	(optional, as agreed)
Documentation	✓	(optional, as agreed)
Slides & Presentation video	✓	✓
Incubation Proposal	✓	
360 Feedback	✓	✓
Future Development	(optional)	(optional, as agreed)

Capstone Teams: Benefit



Product-based Capstone
(similar with 2021)

Company-based Capstone
(new in 2022)

Reward Points

Incubations (for top 15)

Reward Points

Post Program Offering
(Internship, Employment, Project Acquisition,
etc)

4

Student Monthly Recap

Plagiarism Concern



Saya mengerjakan sendiri submission ini dengan banyak sumber referensi kasus yang mirip dari internet mungkin ada siswa lain yang memang memakai sumber yang sama menurut saya hampir tidak mungkin seseorang membuat suatu aplikasi tanpa referensi dari internet. Saya juga melanjutkan aplikasi ini dari submission 2 yang sebagian besar kode sudah ditulis disubmission tersebut dan tidak terdeteksi sebagai plagiat. Semoga pengajuan banding ini bisa diterima. Terima kasih.

Selamat sore tim Dicoding, saya ingin mengajukan banding perihal Submission 3 yang dianggap plagiat. Menurut saya submission ini tidak plagiat karena saya hanya melanjutkan proyek yang saya gunakan untuk submission 2 yang tidak kena plagiat. Lalu saya mengikuti checklist dicoding dengan melihat kembali materi dan melihat beberapa referensi di github maupun youtube. Untuk catatan, apakah karena saya upload di repo GitHub sehingga terdeteksi plagiat oleh sistem?

kami mengerjakan tugas ini berkelompok dan apabila ada yang error dalam program diperbaiki oleh teman saya. serta kami mencari masalah setiap error bersama - sama, karena ada beberapa source saya yang salah dan diperbaiki teman teman saya karena dia tahu letak kesalahan tersebut

Plagiarism Concern



⚠️ Consequences ⚠️

All Students who did plagiarism **will be reported**
to their University Supervisor & Bangkit Univ Partner PIC (if applicable)



- 1st Violation: **3 days** account freeze
- 2nd Violation: **10 days** account freeze
- 3rd Violation: **30 days** account freeze + Learning progress will be reset to zero for the relevant course

- Any attempt: **Account Ban or Freeze**

For complete guidance on plagiarism, please find [our code of conduct in the students portal](#)

Timeline

		Bangkit 2022				
Week of		Soft skills	English	Android	Cloud	Machine Learning
Week 8	04.Apr	Assignment SS 3	English - 2 Expressing Opinion	Intermediate Android (up to Pengantar Services)	Qwiklabs Quests (Create and Manage Cloud Resources, Perform Foundational Infrastructure Tasks in Google Cloud, Perform Foundational Data, ML, and AI Tasks in Google Cloud)	TF Developer Professional Certificate (Course 2 Convolutional Neural Network - end of the course)
		Preread SS 4 Adaptability			Architecting with Google Compute Engine (Course 2 Essential Google Cloud Infrastructure: Foundation)	
		ILT SS 4			Qwiklabs Quests (Set Up and Configure a Cloud Environment in Google Cloud, Deploy and Manage Cloud Environments with Google Cloud)	TF Developer Professional Certificate (Course 3 Natural Language Processing)
Week 9	11.Apr			Intermediate Android (up to Teori Google Maps API)	Qwiklabs Quests (Build and Secure Networks in Google Cloud, Monitor and Log with Google Cloud Operations Suite)	TF Developer Professional Certificate (Course 4 Time Series)
					Architecting with Google Compute Engine (Course 3 Essential Google Cloud Infrastructure: Core Services , Course 4 Elastic Google Cloud Infrastructure: Scaling and Automation)	Structuring Machine Learning Project (end of the Course)

For complete timeline, please refer to our [students portal](#)

ILT Feedback Recap

as of 01/04/2022



Category		Complete Survey (100%)	Not everyone filling in (<100%)	Filled more than 25 (>100%)
ILT-Tech (CC/MD/ML)	CC	03, 08, 10, 14, 15, 17, 24, 33,	02, 04, 07, 09, 11, 12, 13, 19, 20, 21, 22, 23, 25, 26, 27, 28, 29, 31, 32, 34, 35, 36, 37, 38	01, 05, 06, 16, 18, 30, 39
	MD	01, 05, 07, 14, 15, 20, 22, 25, 27, 29, 30, 32	02, 03, 04, 06, 08, 10, 11, 12, 13, 16, 18, 19, 21, 23, 26, 31, 34, 35, 36	09, 17, 24, 28, 33
	ML	05, 06, 19, 23, 31, 32, 40, 43, 44	01, 07, 08, 09, 10, 11, 12, 14, 15, 17, 20, 21, 22, 24, 26, 27, 28, 29, 33, 34, 35, 36, 37, 38, 39, 41, 42, 45, 47, 48, 49	02, 03, 04, 13, 16, 18, 25, 30, 46
ILT-Softskills	CC	05, 07, 08, 18, 22, 24	01, 03, 04, 09, 10, 12, 13, 14, 15, 16, 17, 19, 20, 21, 25, 26, 27, 28, 29, 32, 34, 35, 36, 37, 38	02, 06, 11, 23, 30, 31, 33, 39
	MD	01, 18, 24, 25,	02, 03, 04, 06, 08, 09, 11, 12, 13, 15, 16, 19, 20, 21, 23, 26, 27, 28, 30, 31, 32, 34, 35, 36	05, 07, 10, 14, 17, 22, 29, 33
	ML	02, 06, 07, 09, 31, 32, 34, 40	01, 03, 04, 05, 08, 10, 12, 13, 15, 16, 17, 18, 19, 20, 21, 24, 25, 26, 27, 29, 33, 35, 37, 38, 39, 42, 43, 45, 46, 48, 49	11, 14, 22, 23, 28, 30, 36, 41, 44, 47

Student Progress Recap

(as of 04/04/2022)



Bangkit Cohort Progress	Android		Cloud		Machine Learning		Overall	
	Num	Pct	Num	Pct	Num	Pct	Num	Pct
Withdraw	22	2%	46	5%	21	2%	89	2.87%
Lagging Behind	189	21%	161	17%	111	9%	461	15%
On Ideal Schedule	177	20%	96	10%	437	36%	710	23%
Ahead of Schedule	512	57%	672	69%	656	53.55%	1840	59%
SubTotal-Active	878	97.56%	929	95.28%	1204	98.29%	3011	97.13%
Total	900	100.00%	975	100.00%	1225	100.00%	3100	100.00%

Congrats to Machine Learning Students. You guys progress the most so far



Student Progress Recap



however..

If your progress is behind study timeline, remember:
it's never too late to speed up your run!



Monthly Reward Requirements



- ✓ **Student** - Not withdrawing
- ✓ **Student** - Attending all ILT, mandatory sessions (no permission/abstract)
- ✓ **Student** - Active in consultation, no red-flags from Facil
- ✓ **Student** - Submit all ILT Soft-skills Assignments within deadline
- ✓ **Student** - Nominal progress for the previous 4 weeks
- ✓ **Group** - Filling all feedback forms (**100% complete**, not exceeded)

Reward Cutoff for the 2nd Milestone : 1 April 2022, 23:59 WIB

3rd Milestone

Achieve your 3rd Milestone! Benefit:

- ✓ **Get 3rd Milestone rewards** - 500 points
- ✓ **Get expert courses** (not mandatory) - The list of courses will be announced in the 3rd team meeting

Week of		Bangkit 2022				
		Soft skills	English	Android Milestone Target	Cloud Milestone Target	Machine Learning Milestone Target
Week 8	04.Apr	Assignment SS 3	English - 2 Expressing Opinion	Milestone 3: 1. Graduate from Intermediate Android 2. Graduate from Mobile UX 3. Submit Softskill Assignment 3 - Critical Thinking 4. Submit Softskill Assignment 4 - Adaptability	Milestone 3: 1. Complete all Architecting with Google Compute Engine Specialization 2. Earn 13 badges from Qwirklabs quest 3. Graduate from Preparing for ACE Certification (Course) 4. Submit Softskill Assignment 3 - Critical Thinking 5. Submit Softskill Assignment 4 - Adaptability	Milestone 3: 1. Complete all TF Developer Professional Certificate specialization 2. Complete all TF Data and Deployment specialization 3. Submit Softskill Assignment 3 - Critical Thinking 4. Submit Softskill Assignment 4 - Adaptability
		Preread SS 4 Adaptability	ILT SS 4			
Week 9	11.Apr	ILT SS 4		Cut off : 8 May 2022	Cut off : 8 May 2022	Cut off : 8 May 2022
Week 10	18.Apr	ILT SS 4 - extd				
		Assignment SS 4				
Week 11	25.Apr	Preread SS 5 Idea Generation & MVP Planning	ILT SS 5			

Team Meeting Summary



- ✓ Please avoid plagiarism at ALL COST !

- ✓ Achieve your monthly milestone

- ✓ Do more milestone to get more points

- ✓ Make sure you understand all capstone informations. When in doubt, ask!

When your journey gets tougher..



Remember **why** you are here..



“ I want to be
an **Android Developer**
who gives back by **teaching.** ”

Mochamad Arya Bima Agfian

Bangkit 2022 Cohort, Mobile Development
Computer Science, Universitas Padjadjaran



When your journey gets tougher..



Remember **who** you want to be..



“

I want to be a **Geoscientist**
who applies Machine Learning
to manage Papua natural resources.

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Bangkit 2022 Cohort, Machine Learning
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**Never give up!
Because great things take time**

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Q&A