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| **CEP CCIT FAKULTAS TEKNIK**  **UNIVERSITAS INDONESIA** | No. Form | 034/UN2.F4.D2.1.2/AKM/2016 – Form 01 |
| Revisi | 00 |
| Tanggal | 7 Juni 2022 |
| Halaman | 1 dari 1 |
| **FORMULIR KONSULTASI ISAS/PROJECT/PROYEK** | | |

**Tugas : ~~ISAS~~/PROJECT/~~PROYEK~~ (coret salah satu)**

Data Siswa

Nama : Muhamad Atsil Rifqi Riyansyah

Praba Arya Elmahdi

Zia Shafira Monique Nandika

Kelas : 2SE1

Nama Staf Pengajar : Mr. M. hudya Ramadhana

**Data ISAS/PROJECT/PROYEK**

Judul : Jamal Gaming

Bahasa Penulisan : Bahasa Inggris

Deskripsi Singkat Mengenai Topik :

Jamal Gaming is a store for Top up, the meaning of top up itself can be understood as a refill. for example, for e-wallet or digital wallets, or for games. but, in this project authors make Top Up for games.

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|  | **Materi Konsultasi** | **Tanda Tangan Staf Pengajar** | **Tanggal** |
| 1. | Jamal Gaming (Home Page) | 1. | 1. 7 Juni 2022 |
| 2. | Isi (Isi Web Keseluruhan) | 2. | 2. 9 Juni 2022 |
| 3. | Finishing | 3. | 3. 13 Juni 2022 |

Catatan Staf Pengajar :

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