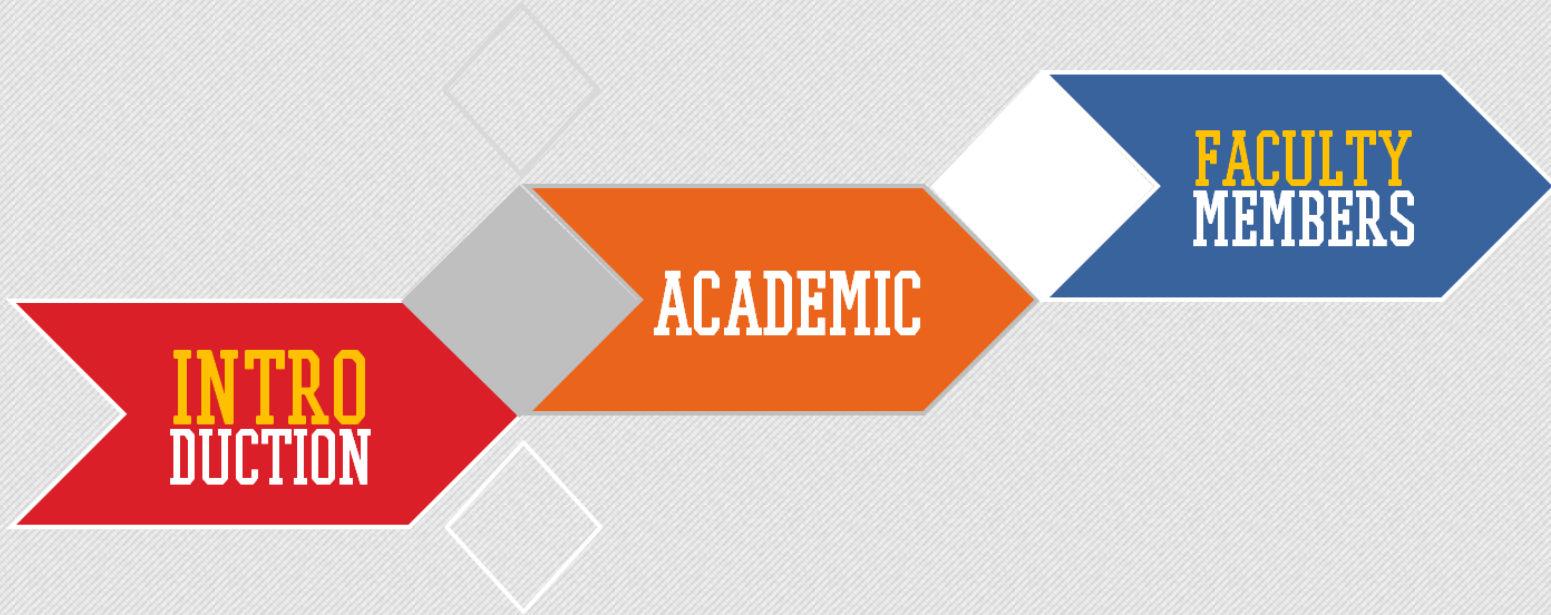




# Orientasi Mahasiswa Baru Binus Online Learning

Computer Science



# Introduction

VISI, MISI, TUJUAN, Profil CS.PJJ

SELAMAT DATANG

**BINUSIAN 21**

## Vision & Mission Strategic Objective

# A world-class university

in continuous pursuit of innovation and enterprise



# Vision & Mission

## Binus Online Learning



### VISION

Fostering and Empowering the society in building and serving the nation through nurturing exemplary character, advancing knowledge and promoting innovation (creative, process, technology)



### MISSION

- Educating Nusantara through holistic online education approach
- Answering nation's issues through applied research and advanced technology development
- Fostering BINUSIAN through self-enrichment approach
- Empowering community continuously

# Pengelola BINUS Online Learning



Rector	Prof. Dr. Ir. Harjanto Prabowo, MM
Director	Dr. E.A. Kuncoro, SE., MM
Deputy Director	Agus Putranto, S.Kom., MT., M.Sc
Academic and Product Development Manager	Viany Utami Tjhin, S.Kom., M.M., M.Com(IS)
Operational Manager	Vini Mariani, S.Kom., MM
Head of Program Sistem Informasi	Titan, S.Kom., MMSI
Head of Program Management	Dr. Hartiwi Prabowo, SE, MM (Pjs)
Head of Program Teknik Informatika	Bambang Dwi Wijanarko, S.Si., M.Kom
Head of Program Akuntansi	Aries Wicaksono, S.Kom, M.Ak



# Computer Science - Distance Learning Program

## VISION

A distance learning program of choice in Computer Science which focuses on developing creative software solutions for industry, is recognized internationally, champions innovation and delivers graduates with international qualifications

## MISSION

Educating students with fundamental and advance knowledge, skill and practice in software development by providing an excellent learning environment and promoting research and collaboration with global industry

Providing IT professional services with emphasis in application of knowledge in terms of society development

Preparing students for becoming smart and good ICT professionals, leaders and entrepreneurs in global market or for continuing in advanced studies

Sharing application of knowledge related to computer science for Indonesian and international community to improve quality of life

Promoting students & lecturers to be creative and value-addings talents in computer science by creating suitable environment in order to be able to compete in international level



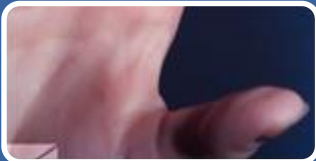
# Program Objectives



To provide students with a solid foundation of mathematical, algorithm principles, **COMPUTER SCIENCE KNOWLEDGE** and ethical that will be needed in IT practice



To provide students with skills to apply design and development principles in the **CONSTRUCTION of SOFTWARE SYSTEM** applied in database technology, intelligence system, networking and multimedia development



To prepare students with abilities to keep up-to-date with the latest **INFORMATION TECHNOLOGY TRENDS**, developments and industries



To prepare students with abilities in **PROBLEM SOLVING** and good communication skills to be Able to work as an individual or in a team in an IT environment



# Graduate Competency



Mampu **Membuat Rancangan Aplikasi** piranti lunak untuk memecahkan masalah terstruktur dan semi terstruktur

Mampu merancang solusi **Aplikasi Piranti Lunak** dalam bidang informatika

Mampu melakukan pengkajian **Tren Teknologi Informasi** dan Komunikasi terbaru

Mampu **Mengimplementasikan Aplikasi** berbasis *network computing*

Mampu **Merancang Proses** untuk mengevaluasi utilitas stem Informasi Manajemen

Mampu **Mengembangkan Konseptual, Perangkat Lunak** untuk menganalisis interaksi manusia-komputer

## Requirements:

- Pass the thesis
- GPA  $\geq 2.00$
- Pass all of the requirements of quality controlled examination courses
- Submit the hardcover of thesis
- No due in graduation fee

# 79%

## of BINUS UNIVERSITY's Graduates Work Before Graduation



# Prospective Career of the Graduates



- Information System Manager (IS Manager)
- Information Technology Manager (IT Manager)
- Information System Development Project Manager
- Database dan E-Business Manager
- IT/IS Consultant
- Programmer
- System Support
- System Engineer
- Database Administrator
- Web Developer/Designer
- Business Intelligence Analyst
- Application Architecture
- Big Data Architecture



# ... Academics Things ...

Curriculum



# Model Pembelajaran

WEEK	1/2	1	2	3	4	5	4/5	4/5	6/7	6	7	8	9	10	9/10	9/10
SESI	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
MODE	VC1								VC2							
		SL1	SL2	SL3	SL4	SL5				SL6	SL7	SL8	SL9	SL10		
		FD1	FD2	FD3	FD4	FD5				FD6	FD7	FD8	FD9	FD10		
		TK 1	TP1			TK 2				TK 3	TP2			TK 4		
						KUIS1								KUIS2		
							VCT 1	VCT 2							OS1	OS2
	vc1	vc2						vc3	vc4						vc5	vc6



Catatan: Ujian dilaksanakan pada minggu ke-11

VC = kuliah tatap muka Video Conference (Dosen);  
SL = Self Learning;  
TK = tugas kelompok;

OS = kuliah tatap muka OnSite onsite (Tutor)  
FD = forum diskusi  
TP = tugas personal.  
VCT = Video Conference (tutor)

**SMA-S1**  
**Matakuliah Tahun #1**

**SMA-S1**  
**2018/2019**



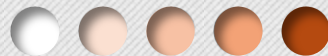
Kode	Matakuliah (Semt 1)	SKS
MATH6077	Discrete Mathematics	4
COMP6112	Algorithm and Programming	4/2
ENGL6163	English Professional	4
COMP6124	Program Design Methods	4
CHAR6019	Character Building: Pancasila	2

Kode	Matakuliah (Semt 2)	SKS
CHAR6020	Character Building: Kewarganegaraan	2
COMP6118	Data Structures	4/2
MATH6078	Linear Algebra	2
COMP6123	Object Oriented Programming	2/4
COMP6149	Human and Computer Interaction	2/2



**SMA-S1**  
**Matakuliah Tahun #2**

**SMA-S1**  
**2019/2020**



Kode	Matakuliah (Semt 3)	SKS
COMP6125	Advanced Object Oriented Programming	2/4
MATH6079	Calculus	4
COMP6127	Algorithm Design and Analysis	4
COMP6199	Software Engineering	6
COMP6148	Programming Language Concepts	2

Kode	Matakuliah (Semt 4)	SKS
CHAR6021	Character Building: Agama	2
COMP6274	Multimedia Systems	2/1
ISYS6213	Database Systems	4/2
COMP6275	Artificial Intelligence	4
CPEN6097	Computer Networks	2/2
ISYS6218	Database Design	2/1

**SMA-S1**  
**Matakuliah Tahun #3**

**SMA-S1**  
**2020/2021**

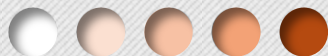


Kode	Matakuliah (Semt 5)	SKS
ISYS6238	Database Administration	2/2
COMP6276	Compilation Techniques	4
COMP6282	Web Programming	2/1
COMP6278	Object Oriented Analysis and Design	2/2
COMP6285	Operating System	2/2

Kode	Matakuliah (Semt 6)	SKS
ENTR6081	Entrepreneurship	4
COMP6283	Object-Oriented Database	2/2
COMP6277	Geographic Information System	2/2
COMP6287	Framework Layer Architecture	2/2
COMP6284	Code Reengineering	4

**SMA-S1**  
Matakuliah Tahun #4

**SMA-S1**  
**2021/2022**



Kode	Matakuliah (Semt 7)	SKS
ISYS6219	Data Warehouse	2/1
RSCH6003	Research Methodology	2
LANG6031	Indonesian	2
COMP6299	Pattern Software Design	2/2
ISYS6281	Data Mining	2/2

Kode	Matakuliah (Semt 8)	SKS
COMP6334	Probability and Statistics	2
COMP6288	Thesis	6

Courses which are labeled as “quality controlled examination” have a minimum grade to be passed. Max. Length of Study are 7 years!!!

No	Kode	Mata Ujian	Grade Min	Semt	Periode
1	CHAR6019	Character Building : Pancasila	B	2	2
2	ENTR6051	Enterpreunership	C	6	1
3	COMP6112	Algorithm and Programming	C	1	1
4	COMP6124	Program Design Methods	C	1	2
5	COMP6118	Data Structures	C	2	1
6	COMP6199	Software Engineering	C	3	2
7	ISYS6213	Database Systems	C	4	1
8	ISYS6218	Database Design	C	4	2



# whats happening in 2020

- Japan will build a robotic moon base
- China will connect Beijing to London via high-speed rail
- Cars will drive themselves
- Biofuels will be cost-competitive with fossil fuels
- The 'flying car' will be airborne
- We'll control devices via microchips implanted in our brains
- All new screens will be ultra-thin OLEDs
- Commercial space will take us to the moon and asteroids (and we'll be mining them)
- Universal translation will be commonplace in mobile devices

@indonesia

# whats happening in 2018

- Indonesia to Host 2018 Asian Games
- Kiamat Smartphone Dimulai Tahun 2018
- **wearable devices bangkit**



# Road Map Penelitian

## Computer Science BOL

### 2018 - 2019 : Penelitian Dasar

- Affective Computing
- Web Project
- Mobile Project
- Machine Learning
- Applied AI
- Humanized Big Data

### 2019 - 2020: Penelitian Terapan

- Social Media Project
- Intelligent App,
- Mass App & Service
- Adaptive Security
- Internet of Thing

### 2020 - 2021 : Penelitian Produk

- Marketplace,
- Augmented Reality,
- Voice Browsing,
- Virtual Assistant
- Smart Robot

### 2021 - 2022 : Penelitian Pasar

- Wearable device,
- Augmented Human,
- Conversations system
- Blockchain Technology



# Internasionalisasi

- Mahasiswa Binus Online Learning diwajibkan mengikuti minimal 2 seminar dan atau konferensi internasional yang diadakan BINUS University selama masa kuliahnya sebagai salah satu persyaratan mengumpulkan berkas skripsi.
- Dengan cara\*
  - Datang langsung dan mengisi daftar hadir pada hari H, atau
  - Mengikuti seminar melalui video conference
    - ✓ Untuk video conference tempat terbatas
    - ✓ Ketentuan selengkapnya akan diberitahukan di setiap acara



## Grading Scheme

Grade	Interval Nilai	Bobot
A	90-100	4
A-	85-89	3.67
B+	80-84	3.33
B	75-79	3
B-	70-74	2.5
C	65-69	2
D	50-64	1
E	0-49	0

### ○ Komponen Nilai :

- 10% Abs
- 10% KF
- 15% TK
- 20% TP
- 15% Kuis
- 30% UAS



## PAGI KERJA

## MALAM ONLINE

Hari	Kegiatan
Senin	Kerjakan Tugas sebelum membaca materi kuliah
Selasa	Baca materi Kuliah dan Diskusi Forum
Rabu	Perbaiki Tugas yang telah dikerjakan dan Diskusi Forum
Kamis	Posting segera mungkin (sebelum jumat)
Jumat	Membuat <b>Rangkuman Diskusi</b> untuk pengayaan pengetahuan
Sabtu	
Minggu	



# #praktikuMandiri





## CS PJJ – Faculty Member





**Terima Kasih**

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