FORM PENGAJUAN SKRIPSI
FAKULTAS TEKNOLOGI INFORMASI
ARS UNIVERSITY

A. PROFIL CALON PESERTA BIMBINGAN SKRIPSI

Nama Lengkap	**Dadang Dilan**
NIM	16900001
Program Studi	Sistem Informasi
Kelas Kuliah	Pagi
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Usulan Dosen Pembimbing	1. Rudi Ramdhani 2. Iedam

B. PROPOSAL PENELITIAN

1. JUDUL

Enhancing the Graphical Information System Models with Advanced Visualization Techniques

2. TOPIK

IS Quality Assurance

3. LATAR BELAKANG PENELITIAN

Our research focuses on supporting understanding of complex information spaces, such as design repositories maintained by CASE tools. Due to the growing size and complexity of modern information systems, critical design information is often distributed via multiple diagrams at many different levels of abstraction. This slows search performance and results in errors that later cause omissions and inconsistencies in the final designs. We examine how advanced visualisation techniques help understanding these complex relationships between information elements and thus reduce cognitive overload. We implement an application through which a user can maintain a sense of location and direction by getting assistance what information exists within an information space and how information elements connect to each other. The ideas are applicable also in other domains where the information space contains hierarchical and/or network structure.

4. TUJUAN DAN MANFAAT PENELITIAN

The main contribution of the research is to introduce some new visualisation aspects for ISD methods and tools. Our general interest was towards CASE environments, which offer effective visualisations, i.e. they are fast to interpret, rich in distinctions, and decrease the number of errors. We started our studies by examining literature and current applications focusing on cognitive and information visualisation aspects. We found that issues of human cognition and human information processing still need more attention in the IS research (paper 1). We also build evaluation criteria for applications that visualise information (RQ1, paper 2). This criterion includes features such as overview map, support for different search strategies, interaction, focus+context, visual layout and structure, natural metaphor and navigation aids, and customisability. According to our evaluation, current applications do not utilise possible visualisation solutions comprehensively. We also found that current CASE tools and

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environments still fall short in representing design information, especially showing interrelationships between design elements (papers 3 and 4). We give suggestions how to improve representation in CASE tools and in general (RQ2).
5. RUANG LINGKUP
This paper investigates the scientific work within the field of Human-Computer Interaction (HCI) with focus on cognitive aspects. Our review analyses and synthesises the main contributions of the field and takes a critical view for some of the influencing methods and theories related to cognition. Moreover, we survey the research methods used in HCI literature dealing with cognition related concepts. Based on the literature review, HCI is the most distinctive field in IS research that deals with cognitive aspects. We studied the structure of two major IS literature classification systems (ACM and MISQ) and showed the common categories related to HCI. The results indicate that empirical, nonempirical work is almost evenly emphasised, and that most of the empirical research has been experimental. Despite a trend of applying cognitive task analysis and other user-centred system design methods, issues of human cognition and human information processing still need more attention in the IS research

Keterangan:
- *Melampirkan KHS Terakhir*

Bandung, 3 Maret 2020

Dadang Dilan

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NO	KODE	NAMA MATA KULIAH	NILAI	A.M	SKS	BOBOT
1	018	Aplikasi Basis Data	A	4.00	4	16
2	019	Pengantar Organisasi Komputer	A	4.00	3	12
3	102	Pendidikan Agama **	B	3.00	2	6
4	105	Bahasa Inggris II	A	4.00	2	8
5	215	Web Programming I (P)	B	3.00	4	12
6	307	Struktur Data	B	3.00	4	12
7	703	Dasar Manajemen & Bisnis	A	4.00	2	8
8	713	Character Building *	A	4.00	3	12
9	068	Pendidikan Kewarganegaraan **	A	4.00	2	8
10	253	Bahasa Indonesia **	A	4.00	2	8
11	389	Perancangan Web	A	4.00	3	12
12	825	E-Commerce **	A	4.00	2	8
13	087	Pemodelan Sistem Berbasis Objek *	B	3.00	4	12
14	272	Entrepreneurship **	A	4.00	3	12
15	101	Pendidikan Pancasila **	A	4.00	2	8
16	104	Bahasa Inggris I	A	4.00	2	8
17	159	Pengantar TIK ***	A	4.00	3	12
18	207	Logika Dan Algoritma*	A	4.00	4	16
19	706	Dasar Akuntansi & Praktik**	B	3.00	4	12
20	730	Algoritma & Pemrograman (P)	A	4.00	4	16
21	116	Web Programming II	A	4.00	4	16
22	935	Praktek Kerja Lapangan	A	4.00	4	16
23	126	Pengantar Manajemen Proyek Sistem Informasi	A	4.00	2	8
24	547	Analisa Perancangan Sistem Informasi*	A	4.00	4	16
25	714	Metodologi Penelitian *	A	4.00	3	12
26	781	Pemrograman Visual II	A	4.00	4	16
27	804	Interaksi Manusia & Komputer	A	4.00	3	12
28	996	Jaringan Komputer	B	3.00	4	12
29	176	Teknik Pemrograman	B	3.00	3	9
30	240	Sistem Informasi Manajemen**	A	4.00	3	12
31	328	Sistem Operasi	C	2.00	3	6
32	347	Statistika Deskriptif	A	4.00	3	12
33	646	Pemrograman Visual I	A	4.00	4	16
34	816	Organisasi Komputer	A	4.00	3	12
35	602	Data Mining *	A	4.00	4	16
36	618	Penelitian Sistem Informasi**	A	4.00	4	16
37	772	Etika Profesi Teknologi Informasi & Komunikasi**	A	4.00	3	12
38	936	Sistem Penunjang Keputusan	B	3.00	4	12
39	938	Analisa Proyek Sistem Informasi	A	4.00	3	12
40	956	Rekayasa Perangkat Lunak	A	4.00	4	16

JUDUL SKRIPSI :

KETERANGAN :

SKS : Satuan Kredit Semester
HM : Huruf Mutu
AM : Angka Mutu
M : Mutu

Jumlah SKS yang diambil	128
Jumlah SKS yang lulus	128
Jumlah Mutu	477
Indeks Prestasi Kumulatif (IPK)	3,73

Bandung,

Pembantu Ketua I
ARS University

Ketua
ARS University