# STRUKTUR KURIKULUM

# CURRICULUM STRUCTURE

## Daftar Mata Kuliah (List of Subjects)

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| Semester 1 |  | *1st Semester* |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DPH1E4 | Implementasi Algoritma | 4 |  | 1 | DPH1E4 | Algorithm Implementation | 4 |
| 2 | DCH1B3 | Konfigurasi Perangkat Keras Komputer | 3 |  | 2 | DCH1B3 | Hardware Configuration | 3 |
| 3 | DUH1A2 | Literasi TIK | 2 |  | 3 | DUH1A2 | ICT Literacy | 2 |
| 4 | DPH1F3 | Logika Matematika Terapan | 3 |  | 4 | DPH1F3 | Applied Mathematical Logic | 3 |
| 5 | DPH1G3 | Pengantar Desain Web | 3 |  | 5 | DPH1G3 | Introduction to Web Design | 3 |
| 6 | HUH1X2 | Pendidikan Agama & Etika | 2 |  | 6 | HUH1X2 | Religion and Ethics | 2 |
| 7 | DIH1B2 | Alat Bantu Gambar Digital untuk Antarmuka Aplikasi | 2 |  | 7 | DIH1B2 | Digital Drawing Tools for Interface Application | 2 |
| Jumlah SKS | 19 |  | **Total Credits** | 19 |

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| Semester 2 |  | *2nd Semester*  |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DPH1H4 | Implementasi Struktur Data  | 4 |  | 1 | DPH1H4 | Data Structure Implementation | 4 |
| 2 | DPH1I4 | Pemrograman Berbasis Web | 4 |  | 2 | DPH1I4 | Web Programming | 4 |
| 3 | DCH1C3 | Instalasi & Penggunaan Sistem Operasi | 4 |  | 3 | DCH1C3 | Installation and Use of Operating System | 4 |
| 4 | DIH1C3 | Perancangan Antarmuka Aplikasi | 3 |  | 4 | DIH1C3 | User Interface Design | 3 |
| 5 | DMH1F4 | Perancangan Basis Data | 4 |  | 5 | DMH1F4 | Database Design | 4 |
| 6 | DPH1K2 | Proyek Tingkat I (Aplikasi Web) | 2 |  | 6 | DPH1K2 | Project I (Web Application) | 2 |
| Jumlah SKS  | 21 |  | **Total Credits**  | 21 |

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| Semester 3 |  | *3rd Semester*  |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DCH2A4 | Instalasi Jaringan Komputer | 4 |  | 1 | DCH2A4 | Computer Network | 4 |
| 2 | DIH2A3 | Multimedia Dasar | 3 |  | 2 | DIH2A3 | Introduction to Multimedia | 3 |
| 3 | DPH2D4 | Pemrograman Berorientasi Obyek | 4 |  | 3 | DPH2D4 | Object Oriented Programming | 4 |
| 4 | LUH1B2 | Bahasa Inggris | 2 |  | 4 | LUH1B2 | English Language | 2 |
| 5 | DPH2E3 | Matematika Informatika Terapan | 3 |  | 5 | DPH2E3 | Applied Mathematics for Informatics | 3 |
| 6 | HUH1G3 | Pancasila & Kewarganegaraan | 3 |  | 6 | HUH1G3 | Pancasila and Civics | 2 |
| 7 | DIH2B2 | Pemodelan Digital untuk Visualisasi 3D | 2 |  | 7 | DIH2B2 | Digital Drawing for 3D Visualization | 2 |
| Jumlah SKS  | 21 |  | **Total Credits**  | 21 |

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| Semester 4 |  | *4th Semester*  |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DMH1A2 | Olahraga (Pendidikan Jasmani dan Kesehatan) | 2 |  | 1 | DMH1A2 | Sport and Physical Education | 2 |
| 2 | DPH2F3 | Rekayasa Perangkat Lunak | 3 |  | 2 | DPH2F3 | Software Engineering | 3 |
| 3 | DIH2C3 | Multimedia Terapan | 3 |  | 3 | DIH2C3 | Applied Multimedia  | 3 |
| 4 | DUH2A2 | Kewirausahaan | 2 |  | 4 | DUH2A2 | Technopreneur | 2 |
| 5 | DPH2G4 | Pemrograman untuk Perangkat Bergerak Dasar | 4 |  | 5 | DPH2G4 | Basic Mobile Programming  | 4 |
| 6 | DPH2H2 | Proyek Tingkat II (Aplikasi Desktop/Bergerak)) | 2 |  | 6 | DPH2H2 | Project II (Desktop/Mobile Application) | 2 |
| 7 | DIH2D3 | Pengantar Pengembangan Aplikasi Permainan (Game) | 3 |  | 7 | DIH2D3 | Introduction to Game Development | 3 |
| 8 | DMH2A2 | Kerja Praktek | 2 |  | 8 | DMH2A2 | Job Training | 2 |
| Jumlah SKS  | 21 |  | **Total Credits**  | 21 |

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| Semester 5 |  | *5th Semester*  |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DMH1B2 | Pengembangan Profesionalisme | 2 |  | 1 | DMH1B2 | Profesional Development | 2 |
| 2 | DPH3C4 | Pemrograman untuk Perangkat Bergerak Lanjut | 4 |  | 2 | DPH3C4 | Advanced Mobile Programming | 4 |
| 3 | LUH1A2 | Bahasa Indonesia  | 2 |  | 3 | LUH1A2 | Indonesian Language | 2 |
| 4 | DPH3D4 | Pemrograman Berbasis Sensor | 4 |  | 5 | DPH3D4 | Sensor Programming | 4 |
| 5 | DPH3E3 | Manajemen Proyek IT (Pembangunan Perangkat Lunak) | 3 |  | 6 | DPH3E3 | Project Management (Software Engineering) | 3 |
| 6 | DPH3F3 | Pengujian Perangkat Lunak | 3 |  | 7 | DPH3F3 | Application Testing and Deployment | 3 |
| Jumlah SKS  | 18 |  | **Total Credits**  | 18 |

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| Semester 6 |  | *6th Semester*  |
| No | **Kode** | **Nama** | **SKS** |  | **No** | **Code** | **Name** | **Credit** |
| 1 | DMH3A6 | Magang | 6 |  | 1 | DMH3A6 | Internship  | 6 |
| 2 | DPH3B4 | Proyek Akhir | 4 |  | 2 | DPH3B4 | Final Project | 4 |
| Jumlah SKS  | 10 |  | **Total Credits**  | 10 |