

# SEBARAN MATA KULIAH PROGRAM STUDI TEKNIK INFORMATIKA

| SEMESTER 1                    | SKS | SEMESTER 2                 | SKS | SEMESTER 3                      | SKS | SEMESTER 4             | SKS | SEMESTER 5                  | SKS | SEMESTER 6                   | SKS | SEMESTER 7                  | SKS | SEMESTER 8        | SKS | TOTAL JUMLAH SKS |
|-------------------------------|-----|----------------------------|-----|---------------------------------|-----|------------------------|-----|-----------------------------|-----|------------------------------|-----|-----------------------------|-----|-------------------|-----|------------------|
| Bhs Inggris 1(2)              | 2   | Bhs Inggris 2 (2)          | 2   | Managemen proyek software       | 3   | PKL 1(2)               | 2   | PKL 2(2)                    | 2   | Kukerta (4)                  | 4   | IMK (3)                     | 3   | Skripsi (6)       | 6   | 144              |
| Pend Kewarga negaraan (2)     | 2   | Pancasila (2)              | 2   | Statistik (3)                   | 3   | Orkom Arkom (3)        | 3   | Data Mining (3)             | 3   | Dataware housing(3)          | 3   | Artificial Intelligence (3) | 3   | Entepneurship (2) | 2   |                  |
| Logika Informatika (2)        | 2   | Bhs Indonesia Keilmuan (2) | 2   | Dasar Manajemen Industri (3)    | 3   | Sistem Operasi (3)     | 3   | Metode Penulisan Ilmiah (2) | 2   | Kecakapan Antar Personal (3) | 3   | Riset TI (2)                | 2   | Etika Profesi (2) | 2   |                  |
| Dasar Elektronika (3)         | 3   | Agama (2)                  | 2   | Animasi 3D (3)                  | 3   | Fisika (Instrumen) (3) | 3   | Komunikasi Data (3)         | 3   | Teknik I/O (3)               | 3   | MK. Pilihan                 | 3   |                   |     |                  |
| Kalkulus 1(2)                 | 2   | Kalkulus 2 (2)             | 2   | Matematika Diskrit (3)          | 3   | MK. Pilihan            | 3   | MK. Pilihan                 | 3   | MK. Pilihan                  | 3   | MK. Pilihan                 | 3   |                   |     |                  |
| Algoritma & Struktur Data (3) | 3   | Sistem Basis Data (3)      | 3   |                                 |     |                        |     | Metode Numerik (3)          | 3   | Logika Dasar(2)              | 2   | RPL (3)                     | 3   |                   |     |                  |
| Pemrograman 1 (C++) (3)       | 3   | Pemrograman 2 (Java) (3)   | 3   | Pemrograman 3 (PHP + Mysql) (3) | 3   | Grafika Komputer (3)   | 3   | administrasi basis data(3)  | 3   |                              |     |                             |     |                   |     |                  |
| Teknik digital (2)            | 2   | Aljabar Linear (3)         | 3   | Information Retrieval (2)       | 2   | Jaringan Komputer (3)  | 3   | Mobile Computing (3)        | 3   |                              |     |                             |     |                   |     |                  |
|                               | 19  |                            | 19  |                                 | 20  |                        | 22  |                             | 22  |                              | 18  |                             | 14  |                   | 10  |                  |

**KETERANGAN WARNA**

|                 |
|-----------------|
| MK. Universitas |
| MK. Fakultas    |
| MK. Pilihan     |
| MK. BARU        |

**KETERANGAN KONSENTRASI MK.**

|              |   |                            |                  |   |                           |                          |   |                      |
|--------------|---|----------------------------|------------------|---|---------------------------|--------------------------|---|----------------------|
| <b>Mikro</b> | 1 | Pemrograman Mikrokontroler | <b>Game Tech</b> | 1 | Modelling dan desain Game | <b>Jaringan Komputer</b> | 1 | Keamanan Jaringan    |
|              | 2 | Digital Image Processing   |                  | 2 | Game Tech                 |                          | 2 | Jaringan Komputer 2  |
|              | 3 | Interfacing                |                  | 3 | Pemrograman Game 1        |                          | 3 | Pemrograman Jaringan |
|              | 4 | Embedded System            |                  | 4 | Pemrograman Game 2        |                          | 4 | Kriptografi          |