

| NO. | KODE MK   | MATA KULIAH                        | BEBAN SKS |   |   | SEMESTER |
|-----|-----------|------------------------------------|-----------|---|---|----------|
|     |           |                                    | T         | P | J |          |
| 1   | ITSM21001 | PENDIDIKAN AGAMA                   | 2         |   | 2 | 1        |
| 2   | ITSM21002 | MATEMATIKA                         | 3         |   | 3 | 1        |
| 3   | ITSM21003 | BAHASA INGGRIS                     | 2         |   | 2 | 1        |
| 4   | MKIF11001 | PAKET PROGRAM OFFICE               | 2         | 1 | 3 | 1        |
| 5   | MKIF11002 | SISTEM OPERASI                     | 2         | 1 | 3 | 1        |
| 6   | MKIF11003 | PEMROGRAMAN I                      | 2         | 1 | 3 | 1        |
| 7   | MKIF11004 | PENGANTAR SISTEM INFORMASI         | 2         | 1 | 3 | 1        |
| 8   | MKIF11005 | ALGORITMA PEMROGRAMAN I            |           |   | 3 | 2        |
| 9   | MKIF11006 | KALKULUS DASAR                     |           |   | 3 | 2        |
| 10  | MKIF11007 | KOMPUTER DAN MASYARAKAT            |           |   | 3 | 2        |
| 11  | MKIF11008 | SISTEM DIGITAL                     |           |   | 3 | 2        |
| 12  | MKIF11009 | PEMROGRAMAN II                     |           |   | 3 | 2        |
| 13  | MKIF11010 | KOMPUTER GRAFIS                    |           |   | 3 | 2        |
| 14  | MKIF11011 | FISIKA DASAR                       |           |   | 3 | 3        |
| 15  | MKIF11012 | ALGORITMA PEMROGRAMAN II           |           |   | 3 | 3        |
| 16  | MKIF11013 | KALKULUS LANJUTAN                  |           |   | 3 | 3        |
| 17  | MKIF11014 | ANALISA DAN DESAIN PERANGKAT LUNAK |           |   | 3 | 3        |
| 18  | MKIF11015 | LOGIKA MATEMATIKA                  |           |   | 2 | 3        |
| 19  | MKIF11016 | ARSITEKTUR DAN ORGANISASI KOMPUTER |           |   | 3 | 3        |
| 20  | MKIF11017 | JARINGAN KOMPUTER                  |           |   | 3 | 3        |
| 21  | MKIF11018 | PENGANTAR KECERDASAN BUATAN        |           |   | 3 | 4        |
| 22  | MKIF11019 | DIGITAL BUSINESS                   |           |   | 3 | 4        |
| 23  | MKIF11020 | KECAKAPAN ANTAR PERSONAL           |           |   | 3 | 4        |
| 24  | MKIF11021 | PEMROGRAMAN BERORIENTASI OBJEK     |           |   | 3 | 4        |
| 25  | MKIF11022 | TEORI BAHASA AUTOMATA              |           |   | 3 | 4        |
| 26  | MKIF11023 | UX DESIGN                          |           |   | 2 | 4        |
| 27  | MKIF11024 | DATA MINING                        |           |   | 3 | 4        |
| 28  | ITSM21021 | KEWIRUSAHAAN                       | 2         |   | 2 | 5        |
| 29  | ITSM21022 | ILMU SOSIAL BUDAYA DASAR           | 2         |   | 2 | 5        |
| 30  | ITSM21023 | SEJARAH DAN KEBUDAYAAN MELAYU      | 2         |   | 2 | 5        |
| 31  | MKIF11023 | SISTEM INFORMASI                   | 2         | 1 | 3 | 5        |
| 32  | MKIF11025 | SISTEM BASIS DATA                  | 2         | 1 | 3 | 5        |

|    |           |                                          |   |   |   |   |
|----|-----------|------------------------------------------|---|---|---|---|
| 33 | MKIF11026 | STRUKTUR DATA                            | 2 | 1 | 3 | 5 |
| 34 | MKIF11027 | PEMROGRAMAN WEB                          | 2 | 1 | 3 | 5 |
| 35 | MKIF12009 | STATISTIKA                               | 2 |   | 2 | 5 |
| 36 | MKIF12021 | MANAJEMEN PROYEK                         | 3 |   | 3 | 5 |
| 37 | ITSM20001 | METODE PENELITIAN                        |   |   | 3 | 6 |
| 38 | ITSM21024 | ETIKA PROFESI                            |   |   | 3 | 6 |
| 39 | ITSM21025 | HUKUM DAN KEBIJAKAN TEKNOLOGI INFORMASI  |   |   | 3 | 6 |
| 40 | MKIF11028 | KOMPUTER APLIKASI BISNIS                 |   |   | 3 | 6 |
| 41 | MKIF11029 | INTERAKSI MANUSIA DAN KOMPUTER           |   |   | 3 | 6 |
| 42 | MKIF11030 | KEAMANAN DATA DAN INFORMASI              |   |   | 3 | 6 |
| 43 | MKIF11031 | ANALISA DAN PERANCANGAN SISTEM INFORMASI |   |   | 3 | 6 |
| 44 | MKIF11032 | PRAKTIK INDUSTRI                         |   |   | 3 | 6 |
| 45 | MKPIF001  | ANALISIS JEJARING SOSIAL                 |   |   | 3 | 7 |
| 46 | MKPIF002  | STRATEGI ALGORITMA                       |   |   | 3 | 7 |
| 47 | MKPIF003  | TEKNOLOGI BLOCKCHAIN                     |   |   | 3 | 7 |
| 48 | MKPIF004  | TECHNOPRENEURSHIP                        |   |   | 3 | 7 |
| 49 | MKPIF005  | SISTEM MEDIA INTERAKTIF                  |   |   | 3 | 7 |
| 50 | MKPIF006  | DATA SCIENCE                             |   |   | 3 | 7 |
| 51 | MKPIF007  | VISUALISASI DATA                         |   |   | 3 | 7 |
| 52 | ITSM0024  | KULIAH KERJA NYATA (KKN)                 |   |   | 4 | 7 |
| 53 | ITSM0027  | TUGAS AKHIR / SKRIPSI                    |   |   | 6 | 7 |

**TOTAL SKS**

**155**

