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CREATIVE **ECHNOLOGY**

Informatika

Program Sarjana (S1)



Bidang Keahlian

- Digital Graphics & **Technology**
- Network & Cyber **Technology**
- **Mobile App & Software** Engineering



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Gelar Akademik S.Kom



Masa Studi 4 Tahun



Jumlah SKS 144



🌺 Mata Kuliah Unggulan

- Application Software Engineering
- Mobile Programming
- · Server Technology
- · Network & Security Management
- · 3D Modelina
- Adobe Learning
- · Computer Graphics
- · Digital Video Processing

🔐 Pilihan Karir

- Web Master
- · Software & Database Engineer
- · Vulnerability Assesment Analyst
- · Data Scientist
- Mobile App Developer
- · Front End Developer
- · Back End Developer
- Network & Security Engineer
- Technopreuner
- · IOT (Internet Of Things) Developer
- · Network Penetration Tester
- · Cloud Engineer
- · R & D (Research and Development)

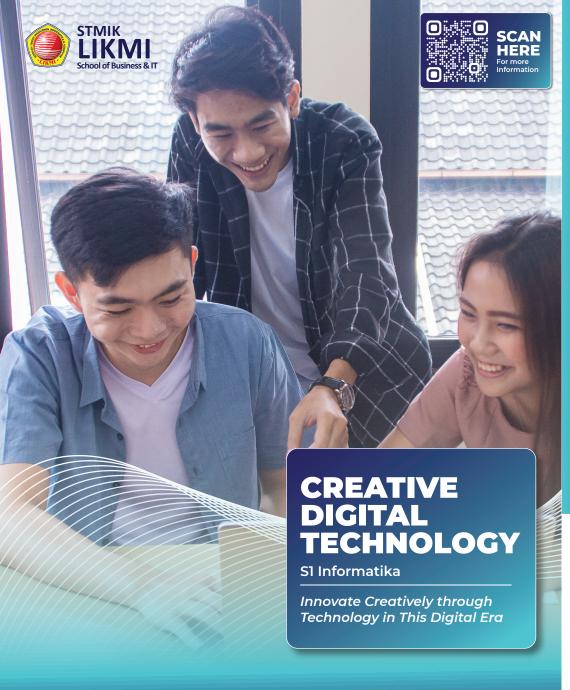


Fasilitas

- · e-Learning
- LIKML Net Mobile
- · Digital Library
- · SMARTPAGES (Papan Pengumuman Digital)
- · LIKMI Hall
- · Multimedia Learning System
- · Software untuk pembelajaran
- · e- KTM
- · Internship Portal
- · Stock Exchange Corner

Final Assignment (Project based)

To Complete this degree, the final assignment would be project-based, allowing to you to engage with your learning in more concrete ways. A hands-on project will let you apply what you've learned to an in-dept exploration of a topic, making sure your assessment is meaningfull and effective.



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