SURAT KEPUTUSAN
DIREKTUR / KEPALA UKK PPM CEP - CCIT FAKULTAS TEKNIK UNIVERSITAS INDONESIA
NOMOR : 19 TAHUN 2025

TENTANG :
KURIKULUM CEP-CCIT FTUI TAHUN 2025
PROGRAM TEKNOLOGI INFORMASI (TI) DAN *CREATIVE MULTIMEDIA* (CM)

Menimbang	:	1. Telah dilaksanakan kegiatan *workshop*, diskusi, dan evaluasi secara berkala untuk melakukan perbaikan terhadap kurikulum pembelajaran program profesional;
		2. CEP-CCIT FTUI perlu menetapkan kurikulum yang akan dipergunakan sebagai acuan penyelenggaraan pendidikan program profesional hingga peserta program lulus atau habis masa studi.
Mengingat	:	1. Surat Keputusan Dekan Fakultas Teknik Universitas Indonesia Nomor: 653/D/SK/FTUI/X/2003 tanggal 1 Oktober 2003 perihal Pembentukan Pusat Komputasi dan Teknologi Informasi (Center for Computing & Information Technology) Fakultas Teknik Universitas Indonesia;
		2. Surat Keputusan Rektor Universitas Indonesia Nomor: 1369/ SK/R/UI/2009 tanggal 17 November 2009 perihal Penetapan Nama Unit Usaha di lingkungan Universitas Indonesia;
		3. Surat Keputusan Rektor Universitas Indonesia Nomor: 1020/SK/R/UI/2018 tanggal 27 April 2018 perihal Alih Bentuk *Continuing Education Program – Center for Computing and Information Technology* Fakultas Teknik Universitas Indonesia sebagai Unit Kerja Khusus Pelayanan dan Pengabdian Masyarakat Universitas Indonesia;
		4. Peraturan Rektor UI Nomor : 25 Tahun 2019 tentang UKK PPM Universitas Indonesia;
		5. Surat Keputusan Dekan Fakultas Teknik Universitas Indonesia Nomor: 265/D/SK/FTUI/II/2022 tanggal 7 Februari 2022 perihal Pengangkatan Kepala *Continuing Education Program – Center for Computing and Information Technology* Fakultas Teknik Universitas Indonesia.

M E M U T U S K A N :

Menetapkan	:	KURIKULUM CEP-CCIT FTUI TAHUN 2025 PROGRAM TEKNOLOGI INFORMASI (TI) DAN *CREATIVE MULTIMEDIA* (CM).
KESATU	:	Program Teknologi Informasi (TI) program ini 5 peminatan sebagai berikut:

     a. *Full Stack Developer* (FSD)
     b. *Internet-based System Automation* (ISA)
     c. *Cyber Security* (CS)
     d. *Artificial Intelligence and Data Analytics* (AIDA)
     e. *Digital Marketing* (DM)

KEDUA	:	Program *Creative Multimedia* (CM) program ini memiliki 2 peminatan yaitu *Multimedia Design* (MD) dan *Animation* (AN).

Surat Keputusan ini akan ditinjau dan diperbaiki kembali seperlunya, bila di kemudian hari terdapat kekeliruan dalam keputusan ini.

Ditetapkan di : Depok
Pada Tanggal : 20 Agustus 2025
Direktur (Kepala UKK PPM),

Prof. Dr. Muhammad Suryanegara. S.T., M.Sc., IPU
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F. Program Creative Multimedia *Multimedia Design* (CM MD)

Overview

Multimedia Design Curriculum intends to give graduates professional skills applicable to the labor market today and in the future, especially in the area of Graphic Design. For the crucial connection between media output and concepts, the program includes both balanced practice and theory. The curriculum incorporates integrated theory and practice. This program is available in a blended learning setting where students engage in face-to-face instruction with instructors in the computer lab.

Exit Profile of MD Curriculum

After completing all modules, the students should be able to:
• Apply knowledge and skills in the field of digital creative media.
• Express ideas and opinions effectively in a variety of communication styles, tools and media.
• Recognize and implement new approaches or methods in digital creative media projects.
• Convey and produce ideas and solutions with creative design quality.
• Participate in project-based assignments at the individual or team level.
• Complete assigned tasks while maintaining professional ethics and good social values.
• Discover new knowledge through informal sources and training.
• Able to connect knowledge and skills in digital creative media for the benefit of society.
• Utilize Generative AI tools to enhance ideation, content creation, and prototype development in multimedia design projects.

Target Students

This course is designed for students who have an interest in art, particularly graphic design and who want to work in computer technology or graphic design industries.

Entry Profile

• Students who are looking to develop their theoretical and practical knowledge of how to use ICT concepts, technologies, and techniques to the digital creative media sector.
• Students who want to acquire computer application skills and knowledge relevant to the demands of today's business, industry, and digital creative media market.
• Students who want to identify issues at various phases of the production of digital creative media and make recommendations for remedies in several dimensions.

Semester 1

Modules	Credit	Exit Profile
Art & Design Fundamental	3	After completing this course, the student will be able to: • Apply information material related to basic design knowledge • Explain the basic knowledge of fine arts • Explain the basic understanding of design as part of the scope of fine arts Apply knowledge of art history and design • Define the knowledge of Element of design with appropriate vocabulary through visual design • Present ideas and research verbally and visually according to the artworks and artifacts • Apply all new media and techniques of arts individually • Discuss through visual elements, principles, and components with studio practice by writing skills and art concepts

Course	Credits	Learning Outcomes
Photography	3	After completing this course, the student will be able to: • Able to use the appropriate camera and lens. • take advantage of available light in photography. • Able to apply basic photography techniques to realize visual concepts in the form of photos. •Able to apply photographic compositions and techniques by utilizing elements and available light to create a series of visual messages.
Typography	3	After completing this course, the student will be able to: • Demonstrate creative typographic artwork in new media. • Designing the successful layout with the knowledge of typography in digital media. • Present the purpose of graphic design by successfully combine type and visuals for efficient visual artworks.
Basic Drawing	3	After completing this course, the student will be able to: • Teach eye and hand coordination • Learn the correct layout to create a finished drawing • Beware of the old masters techniques • Develop your own sense of style • Create the correct shadowing to show mood enhancement • Successfully create your own landscape using objects indoors or outdoors • Use your own imagination to create a complete and successful drawing
Visual Communication	2	After completing this course, the student will be able to: • Exploring information material relating to the basic knowledge of communication • Explain the basic knowledge of communication • Distinguish the components of communication • Apply basic knowledge of visual communication • Present the idea of visual communication, its context and effect in preparing for final group project • Display visual messages and pictures to communicate effective messages
2D Design	3	After completing this course, the student will be able to: • Percive how to use techniques and tools of Adobe Illustrator software. • Digitalize sketches in the vector software. • Draw simple and complex shapes as vector graphics. • Execute their own ideas in the vector software and manipulate with diferent effects. • Complete projects for printing process
Design Presentation	1	After completing this course, the student will be able to: • Executing their own ideas based on the scenario created in the design work. • Understand how to use social media. • Able to expose design work to social media.
Total Credits	18	Output of Semester 1 : Junior 2D Designer and Concept Artist

Semester 2		
Modules	**Credit**	**Exit Profile**
2D Animation	3	After completing this course, the student will be able to: • Able to convey visual information dynamically • Be able to explain the role of design in related industries • Able to make an animation clip that displays objects or characters that move and have different characteristics. • Has the ability to create a short animated clip.
Video Production	3	After completing this course, the student will be able to: • Understand and perform the duties of a video editor who thinks and acts creatively, innovatively and ethically. • Mastering the basics of operating video processing software so as to be able to make video modifications • Perform different video edits to form the final result with the help of video processing software. • Develop skills and creativity to present the results of video modification
Basic 3D Modeling & Texturing	3	After completing this course, the student will be able to: • Apply 3D concept to build digital geometric model • Manipulate 3D application to create model from primitive object • Use differences tool to build differences types of geometric modelling • Define the source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources in 3D space
Audio Visual Production	3	After completing this course, the student will be able to: • Explain knowledge related to audio visual • Formulate the concept of an audio-visual event program that will be made • Able to dubbing and edit sound • Able to explain various techniques and methods in audio visual production • Able to process various data into audio visual works.
Information Architecture	2	After completing this course, the student will be able to: • Identify Information Architecture principles for mobile and web application design. • Develop and implement user needs assessments appropriate to different information systems. • Integrate information organization concepts and skills into the information architecture process. • Apply IA strategies in navigation systems, labeling systems, and taxonomies in a systematic way to design applications • Evaluate application designs from an Information Architecture perspective. • Design information structures and navigation. • Implement IA in digital application design. • Use AI tools for text, image, animation, and video creation. • Integrate IA and AI in building prototypes.

Modules	Credit	Exit Profile
UI/UX Design	4	After completing this course, the student will be able to: • Developing design needs • Able to explain and provide an initial overview of User Interface and User Experience • Able to explain and perform the data visualization process previously processed in ideation with visualization output using Low Fidelity Design • Able to explain and perform the data visualization process previously processed in ideation with visualization output using High Fidelity Design • Apply the concept of Prototyping
Design Presentation II	1	After completing this course, the student will be able to: • Executing their own ideas based on the scenario created in the design work. • Understand how to use social media. • Able to expose design work to social media.
Total Credits	19	Output of Semester 2 : UI/UX Designer and Video Editor

Semester 3

Modules	Credit	Exit Profile
Advance 3D Modeling	3	After completing this course, the student will be able to: • Made organic modeling like human • Make UV Mapping organic modelling • Web 360 as Visual Technology • Introduction to 360° Media • Tools & Technologies • Web-Based Immersive Experience
Motion Graphic	3	After completing this course, the student will be able to: • understanding After Effect workspace and tools • Made kinetic typography animation • Made animation line and shape according music beat • Made simple character animation in After effect • Made Advertising from motion graphic
Project Brief	3	After completing this course, the student will be able to: • Understand project briefs • Carrying out project briefs • Compile design briefs • Execute the design brief • Make a design strategy selected according to the design brief • Develop key information into a design strategy based on a project brief • Identify the design brief or project brief • Determine the design work visualization elements according to the objectives of the project brief • Compare and select existing design works • Organizing documents and materials related to the process of completing design work • Integrate the entire design process • Develop potential project scope and objectives

Professional Ethics	2	After completing this course, the student will be able to: • Understand, understand, and explain the profession, code of conduct, and professional ethics in the multimedia field • State the characteristics of a professional in the field of multimedia • Explain the difference between "around the computer" and "through the computer" audits • Describe the scope of copyright law • Describe the tasks for various professions in the multimedia field • Be able to explain the types of multimedia professions in Indonesia • Know the institutions that carry out certification in the field of multimedia • Know the procedures and requirements for taking the certification exam for each type of profession
Digital Drawing	3	After completing this course, the student will be able to: • Digital drawing smoothly • Undersand about types of body proportion • Drawing character with good proportion, cartoon style and animal or plant • Drawing characters of various ages (from infants, toddlers, children, adolescents, young adults, adults, and the elderly) • Drawing expressions the character properly • Drawing poses character • Drawing character with the detail attributs • Drawing backgrounds in detail • Initial Sketching • AI-Assisted Generation • Refinement and Retouching • Engine Integration
Printing Technology	2	After completing this course, the student will be able to: • Understand Design and planning for media production • Perform printing image generation • Understand Print finishing and converting • Using paper and ink • Knowing Flexography • Identifying Printing Process • Understand Offset Printing and Screen Printing Techniques • Doing Digital Prepress • Understand and carry out Quality control techniques • Estimate expenses
Public Presentation	1	After completing this course, the student will be able to: • more open minded for criticism and suggestions • more accustomed to appearing in public • explain what they made • proud of what they made
Total Credits	17	Output of Semester 3 : Motion Graphic artist and Concept Artist

Semester 4		
Modules	**Credit**	**Exit Profile**
Production Management	2	After completing this course, the student will be able to: • understand function planning and production control in general and various types production process • coordinate work results according to planning schedule • planning the creative brief pipeline
Portfolio Preparation	2	After completing this course, the student will be able to: • grouping their work or portfolio according to technique • create a portfolio according to their field • arrange their work according to the job applied for
Creative Business	2	After completing this course, the student will be able to: • utilizing technology in the Creative Industries • have mindset to be creativepreneurship • be an creative independent worker/ Freelancer • understand how to work in the creative industry • find out about the broad opportunities in creative industry
Capstone Project	6	After completing this course, the student will be able to: • how does the creative industry work • know which industries need animation workers • compete to be the winner when participating in the competition • know how to talk to clients on a project
Integrity Design	2	After completing this course, the student will be able to: • Apply integrity, responsibility, and ethical considerations in creative design, multimedia, and animation projects • Produce innovative design and multimedia outputs that meet competition standards and industry expectations • Participate effectively in local or international creative competitions, showcasing problem-solving, creativity, and teamwork • Obtain recognized professional certifications in design, animation, or multimedia tools to strengthen career readiness • Conduct teaching, mentoring, or workshop activities to share knowledge and skills in creative disciplines • Combine technical proficiency, pedagogical practice, and professional certification to build a strong creative portfolio • Assess personal growth, performance in competitions, and teaching experience as part of continuous professional development
Total Credits	12	Output of Semester 4 : Graphic or Multimedia Designer