

MENDESAIN SLIDE PRESENTASI YANG EFEKTIF

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UNIVERSITAS
KRISTEN
MARANATHA





*Slide presentasi yang baik merupakan **kebutuhan utama** dalam kegiatan mengajar.*

*Menjadikan materi mudah **dipahami & diingat**, lebih **bernilai & punya daya tarik**, sekaligus meningkatkan **kredibilitas pembicara**.*

1.

PRINSIP DASAR

efektifitas

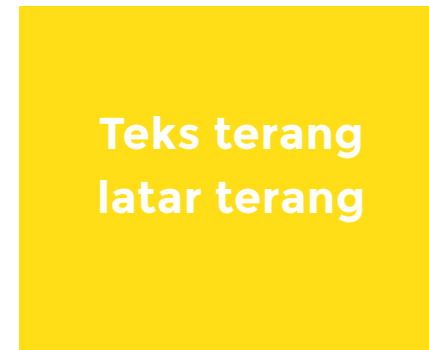
How to Make a BAD PowerPoint Slide.

- When I first decided to make this slide (I thought I would), "How can I make a **BAD** PowerPoint slide?"
- As it happens, it was pretty hard to make a terrible PowerPoint slide. I've had some experience with making good PowerPoint slides and every time I break a rule, I have a good slide.
- However, I must say that I am slightly amused at how bad this PowerPoint slide is turning out right now.
- It was pretty easy, almost without any effort, to create an object, with a size of text that absolutely nobody would notice, centered "random" for a PowerPoint slide and not see a single image in place of text anywhere.
- I am purposely focusing on only breaking text-related PowerPoint rules. I want this PowerPoint slide to represent "the worst" case scenario for text-related PowerPoint errors.
- Do you think anybody will ever read this? I am going to take this PowerPoint slide and turn it into an image, save it down considerably, and post this to the website. By the time that process is all said and done, this text will probably be nothing more than a slide that no one sees.
- I wonder if you read this correctly. I don't think I have ever used the word "bottom" so far quite honestly, I didn't even know I was recognized as a word. I used the word "bottom" and I just started typing and that came out. That is because I am using Microsoft PowerPoint and I don't know what's going on. Because that is the only thing that I used on this terrible PowerPoint slide, a spelling error.
- I don't like how I have been typing for an hour now and I have only been a few minutes. I've not accomplished anything but just writing whatever comes to my mind. I wonder if there are any Microsoft properties to be writing. I think I read somewhere that there are some special characters, however, I don't want to mislead the thousands who read this extremely long and unneeded text.
- I think I am done with writing this slide. I've given up on typing and if I go much further off topic, there may enter a state of thought from which there have escaped.
- I hope you have enjoyed reading one of the **BAD** PowerPoint slides ever made. I'm not sure, but I don't think anybody will ever have the technology to understand I'm doing to do to this slide. If for whatever reason that technology is developed and someone of an advanced race is reading this... I am truly sorry. But sorry, because the technology



WARNA

- ▷ Komunikasi jelas, terlihat, terbaca.
- ▷ **Background** dan **text** cukup berbeda.
- ▷ Waspada! Proyektor perlu **kontras lebih tinggi**.



TEKS

- ▷ Teks jangan terlalu panjang.
- ▷ Hindari bullet points terlalu banyak.
- ▷ Proyektor: **Sans Serif** lebih terbaca dibandingkan **Serif**.

Serif : Times New Roman

Sans Serif : Arial

TEKS

- ▷ Hindari huruf jenis **Script** dan **Decorative**.
- ▷ Gunakan **maksimal 2 jenis huruf** dalam 1 slide (judul dan teks).
- ▷ Tarik perhatian ke kata kunci, buat teks **bold**, **berwarna** atau *italic*.

FONTS TO AVOID

Comic Sans

The quick brown fox
jumps over the lazy dog.

ROSEWOOD

**THE QUICK BROWN FOX
JUMPS OVER THE LAZY DOG.**

Brush Script

*The quick brown fox jumps over
the lazy dog.*

Papyrus

The quick brown fox jumps
over the lazy dog.

GAMBAR

- ▷ Perhatikan **bentuk gambar** (*open* atau *closed*) dan potongannya.
- ▷ Cari gambar berkualitas.
- ▷ Gambar jangan ditarik (*stretch*).



GAMBAR

- ▷ Bersihkan *watermark*.
- ▷ Jangan terlalu banyak gambar dalam 1 slide.
- ▷ Jangan gunakan *animated graphic*.



Things Not To Do In
PowerPoint

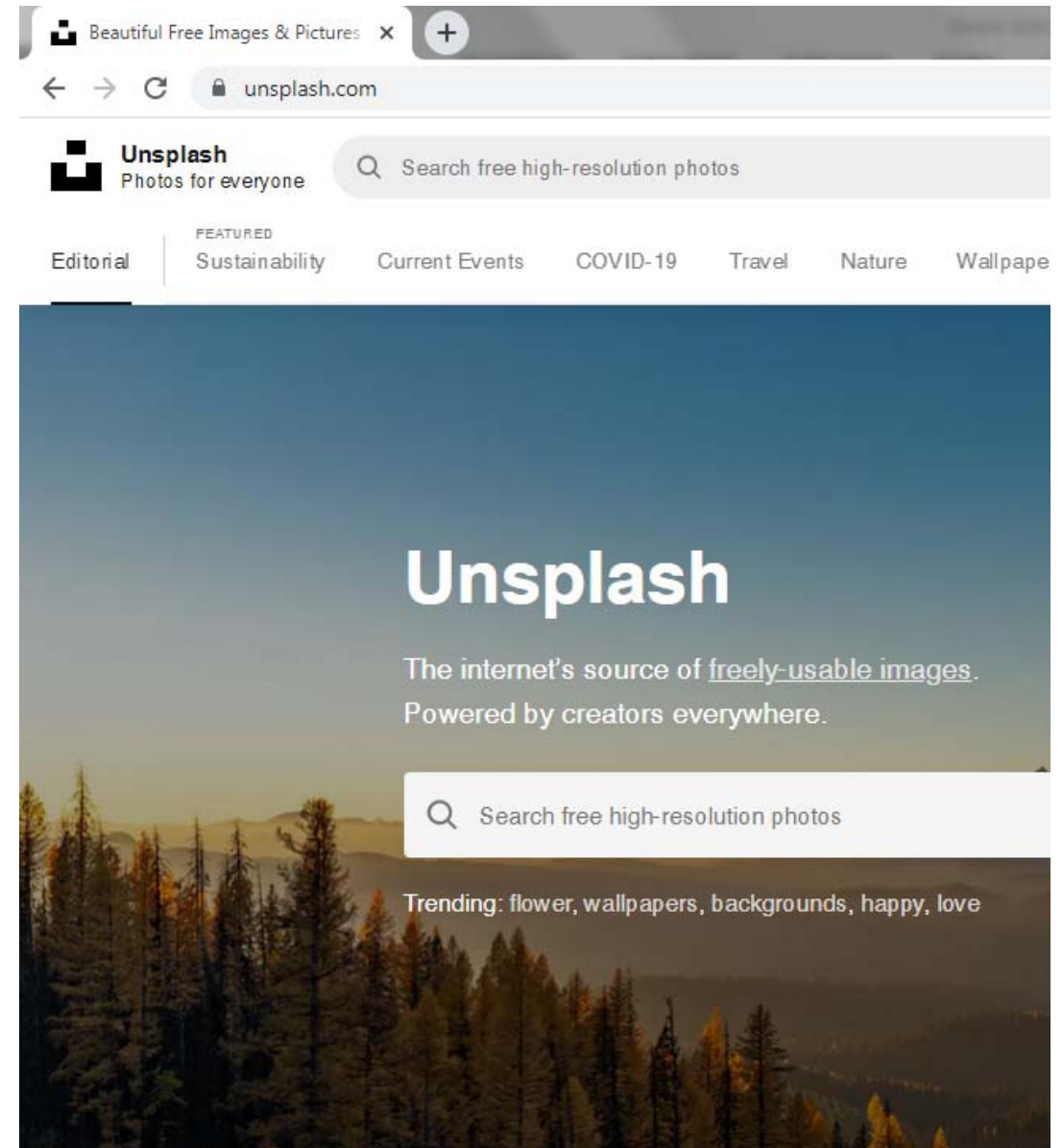


By
Mr. Williams



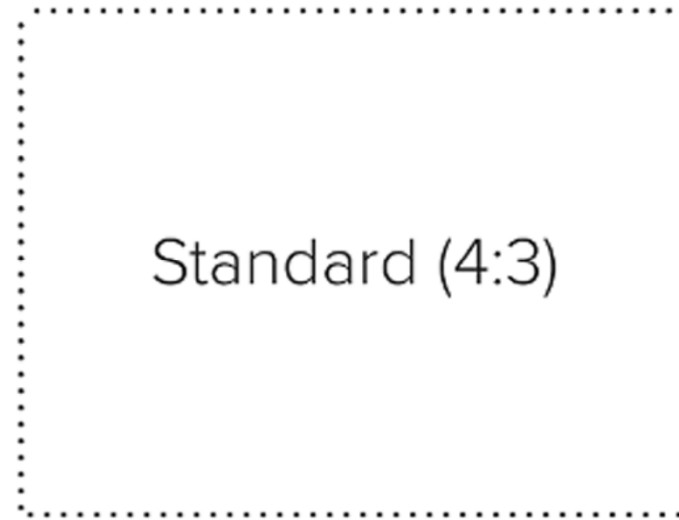
Sumber Gambar

- ▷ Unsplash
- ▷ Realistic Shots
- ▷ Pixabay
- ▷ Life of Pix
- ▷ Gratisography
- ▷ Free Nature Stock
- ▷ Magdeleine
- ▷ Snapwire Snaps
- ▷ dan masih banyak lagi...



DETAIL

- ▶ Jangan **salah ketik** huruf dan tanda baca.
- ▶ Judul dan teks cenderung di bagian **atas** slide.
- ▶ Perhatikan perbandingan ukuran slide.



2.

PRINSIP DESAIN

layout

WHITE SPACE (negative space)

- ▷ Membentuk **kontras**, **hirarki** dan **arah mata**.
- ▷ Memisahkan bagian dan memberi jarak untuk 'ruang napas'.
- ▷ Kecilkan huruf.



Huge Market Opportunity for a Luxury Brand

- Upgrades to visual merchandising in supermarkets and hypermarkets in order to grab customer attention is resulting in the high demand for luxury watches in recent years. Additionally, development of digital channels has become a new strategy among key players to lure more customer attention toward purchase of watches.
- Women's luxury watches dominated the global luxury watch market owing to inclination of women toward fashion and luxury. Men's luxury watches are expected to show the fastest growth during the forecast period due to the rising trend of fashion among men.
- On the basis of distribution channel, the market has been segmented into two types - online retail channel and offline retail channel. Online distribution channel of the global luxury watches market showed the fastest growth rate owing to the rising penetration of different apps and presence of different brand options. Convenience that consumers derive from online shopping has also resulted in the high growth rate of the global luxury watch market.
- The global luxury watch market is mainly driven by the emerging fashion trends amongst the population. In addition, blend of traditional and modern style of watches has resulted in the rise in demand for luxury watches. Moreover, watches with smart technology are also propelling the growth rate of the market.

Huge Market Opportunity for a Luxury Brand

- Upgrades to visual merchandising in supermarkets and hypermarkets in order to grab customer attention.
- Development of digital channels has become a new strategy among key players.
- Women's luxury watches dominated the global market.
- Men's luxury watches are expected to show the fastest growth.
- Two types of channels - online retail and offline retail, with online showing the fastest growth rate.
- Convenience from online shopping has also resulted in the high growth rate.
- Emerging fashion trends are also driving the demand, such as the blend of traditional and modern style, in addition to watches with smart technology.

Huge Market Opportunity for a Luxury Brand

- Visual merchandising & digital channels
- Women's dominates & men's will grow the fastest
- Retail channels: Online (fastest growth) & offline
- Emerging fashion trends are also driving the demand
 - Blend of traditional & modern
 - Smart watch technology

Huge Market Opportunity for a Luxury Brand

- Upgrades to visual merchandising in supermarkets and hypermarkets in order to grab customer attention is resulting in the high demand for luxury watches in recent years. Additionally, development of digital channels has become a new strategy among key players to lure more customer attention toward purchase of watches.
- Women's luxury watches dominated the global luxury watch market owing to inclination of women toward fashion and luxury. Men's luxury watches are expected to show the fastest growth during the forecast period due to the rising trend of fashion among men.
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Our Lecture on
INTERNATIONAL
CONFERENCE

THE INTERNATIONAL
SEMINAR ON
NUSANTARA HERITAGE

ISI Denpasar - Bali
Indonesia



Sandy Rismantojo, S.Sn., M.Sc.

Title
*"Status#3" The Artpiece
Representing The Cultural
Assimilation Between
Padangpariaman and China*

THE 29TH **ASEASUK**
(ASSOCIATION FOR
SOUTH EAST ASIAN
STUDIES IN UNITED
KINGDOM)
CONFERENCE

University of London
United Kingdom



Berti A. Bahaduri, S.Kr., M.Ds.

*Member of
the Association of
Southeast Asian Studies.*

Title
*Identifying Visual Traits for
Indonesian Women in Shampoo
Commercial*

PROXIMITY

- ▷ Dekatkan konten yang berhubungan.
- ▷ Atur jarak antara baris.
- ▷ Pisahkan area teks dengan gambar.





Presentasi = Promosi Diri

Promosi diri

Kemampuan, wawasan, pengalaman, ide
atau gagasan

Semakin banyak membaca sumber,
semakin baik kemampuan yg ada

Organisir agar hasil pemikiran

Dapat disampaikan dengan tenang

Tidak tergesa-gesa

Dapat diterima dan dimengerti peserta

Presentasi = Promosi Diri

Promosi diri

- ⦿ Kemampuan, wawasan, pengalaman, ide atau gagasan

**Semakin banyak membaca sumber,
semakin baik kemampuan yg ada**

Organisir agar hasil pemikiran

- ⦿ Dapat disampaikan dengan tenang
- ⦿ Tidak tergesa-gesa
- ⦿ Dapat diterima dan dimengerti peserta





SEE

no evil



HEAR

no evil



SPEAK

no evil



SEE

no evil



HEAR

no evil



SPEAK

no evil

ALIGNMENT

- ▷ Susun baris teks secara rapi agar mudah dibaca.
- ▷ Teks cenderung **rata kiri**.
- ▷ Hindari **rivers** jika text dlm bentuk **justified**.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

iHeart App

Motivates you to reach your health and fitness goals by tracking your activity, exercise, sleep, weight, and more.

- Heart Rate Tracking
- Health & Fitness Tracking
 - 4+ Day Battery Life
 - Real Time Notifications



iHeart App

Motivates you to reach your health and fitness goals by tracking your activity, exercise, sleep, weight, and more.

Heart Rate Tracking

Health & Fitness Tracking

4+ Day Battery Life

Real Time Notifications



RULE OF THIRD

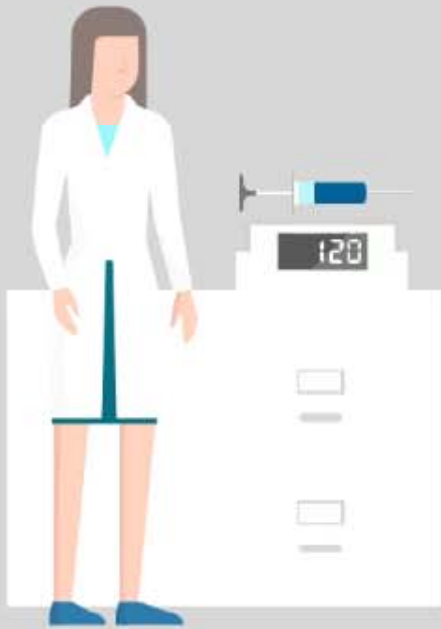
- ▷ Membagi halaman menjadi 9 bagian (**3x3**).
- ▷ Harmonis dan keren (sophistication).
- ▷ Start - middle - end.



3X3
GRID



Gravimetric measurement



Each step tracked



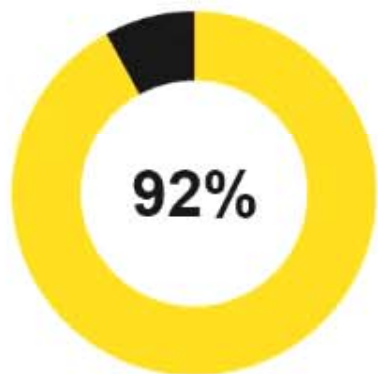
With approval,
barcode printed



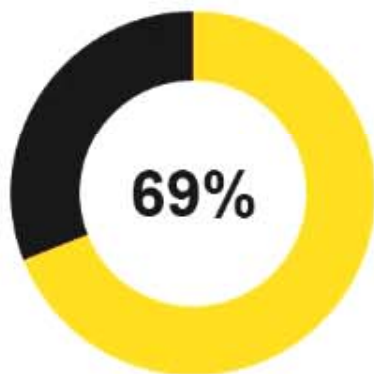
USER PROFILE



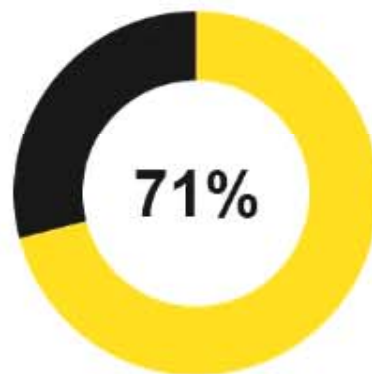
Sports earbuds for people who work out



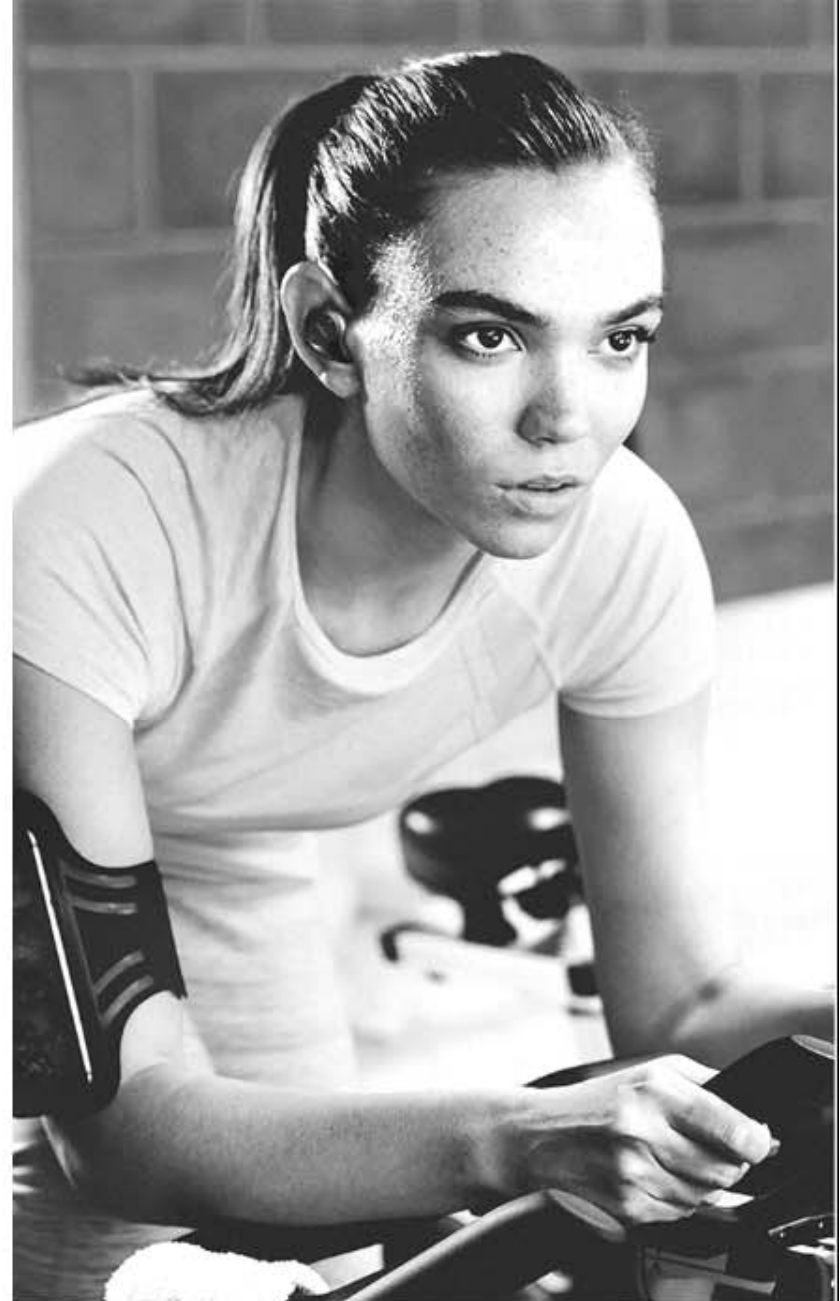
Wireless freedom of movement. Prefer wireless freedom of movement when working out.



Superior sound in music. Listen to music when working out.



Integrated in-ear heart rate monitor. Interested in using the integrated in-ear heart rate monitor in their workout.



NEW STARTER PROCESS

- COMPANY INTRODUCTION
- OFFICE LAYOUT
- INDIVIDUAL WORKSPACE



NEW STARTER PROCESS



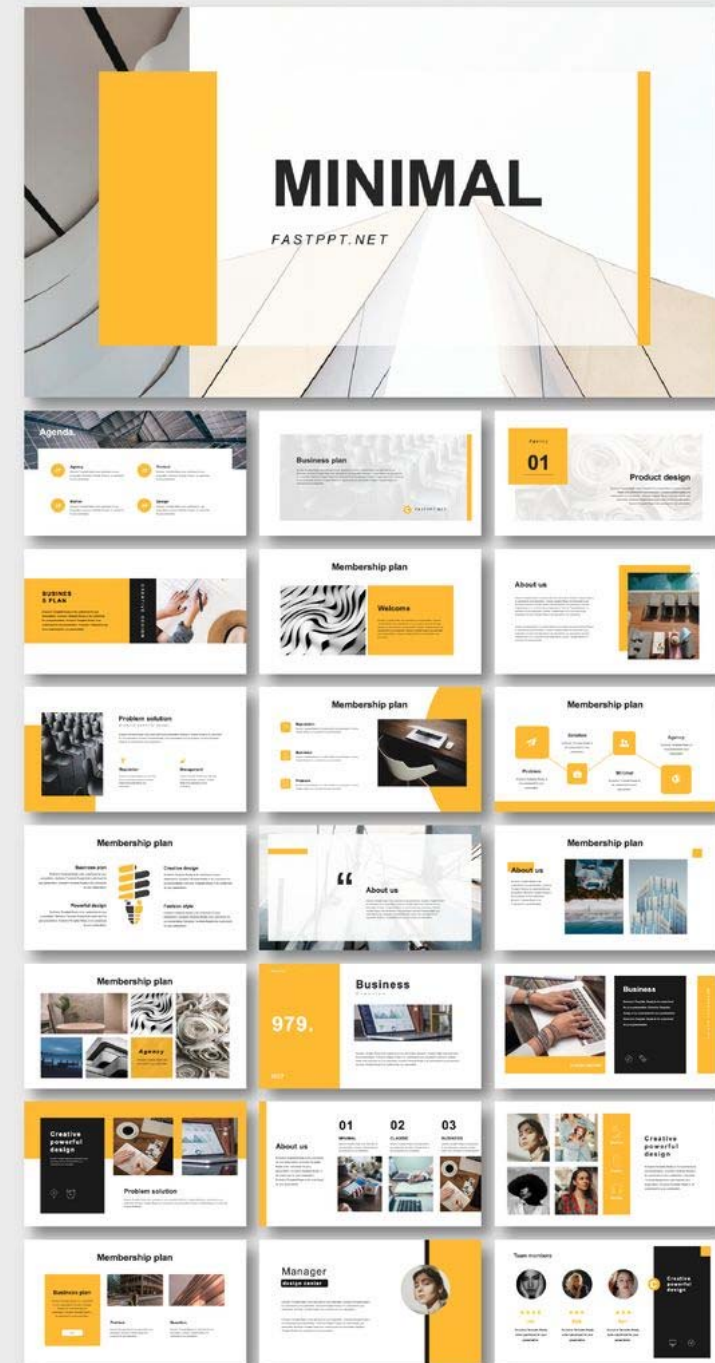
COMPANY
INTRODUCTION

OFFICE
LAYOUT

INDIVIDUAL
WORKSPACE

REPETITION

- ▷ Feel yang **sama**: warna, gaya (style), huruf.
- ▷ Gunakan palet warna (color scheme).
- ▷ Konsistensi posisi teks.





Mengenal diri sendiri

- Aspek jasmani, rohani
- Kekuatan dan kelemahan diri
- Menghindari *kuatir* dan *takut*

Dale Carnegie: “rasa kuatir dan takut menghalangi seseorang dalam meraih sukses pribadi”

*Pengenalan diri sendiri menentukan sikap dan sudut pandang dalam menghadapi permasalahan serta menjalani kehidupan. Mengalahkan rasa kuatir dan takut dapat mewujudkan impian seseorang.

Our Outreach Strategy



1

PARTNERSHIPS



2

ADVERTISING



3

COMMUNITY

Our Outreach Strategy



1

PARTNERSHIPS



2

ADVERTISING



3

COMMUNITY

GLOBAL PRESENCE

- BERLIN
- DUBAI
- SINGAPORE
- BOSTON



GLOBAL PRESENCE



DUBAI



BERLIN



SINGAPORE



BOSTON



WHERE IS YOUR ADVENTURE?

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim.

CLICK HERE



Monthly Figures – Oct 2019



CONTRAST (focal point)

- ▷ Penekanan, **fokus**, keseimbangan, perbandingan.
- ▷ Hirarki.
- ▷ Penyampaian makna.

Kontras diwujudkan dalam perbandingan judul dan teks yang berbeda satu lipat ukurannya (misalnya teks 16 pt, judul 32 pt).

Kontras juga diwujudkan dalam kontras warna dan ukuran gambar.

Exercise 2.1

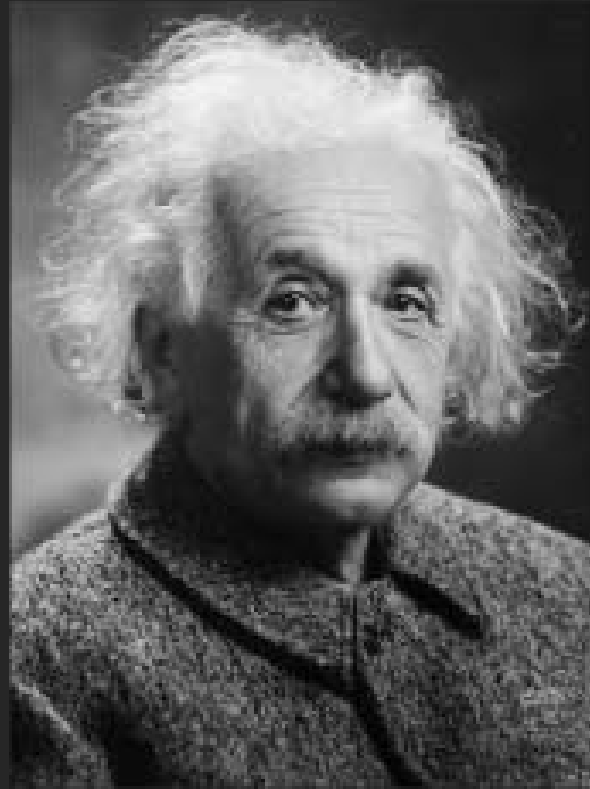
Task Analysis & User Flow

In pairs, conduct a task analysis and compare the user flow of booking a hotel room in these two websites.

Booking.com

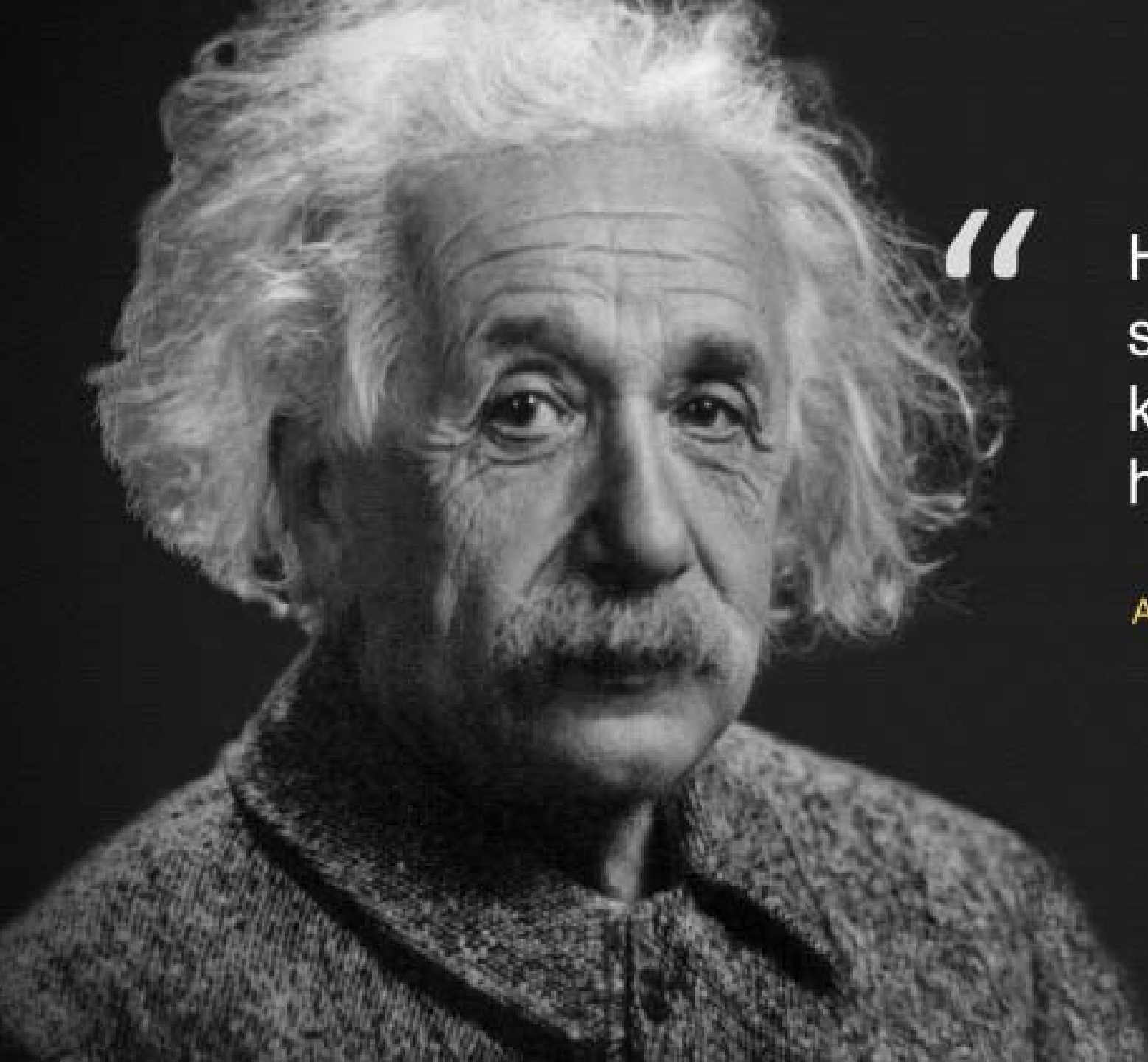
agoda





Hidup itu seperti naik sepeda. Untuk menjaga keseimbangan, Anda harus terus bergerak.

Albert Einstein



“

Hidup itu seperti naik sepeda. Untuk menjaga keseimbangan, Anda harus terus bergerak.

Albert Einstein

3.

PRINSIP PRESENTASI

menarik perhatian

Slide harus menarik!

Jangan pakai **template bawaan PPT**.

PPT dibuat tahun 1983, zaman overhead projector dan plastik transparan banyak digunakan, dengan struktur **topic** dan **subtopic** menggunakan bulletpoint.

Terlalu banyak teks!



Click to edit Master title style

- Click to edit Master text styles
 - Second level
 - Third level
 - Fourth level
 - » Fifth level

4/12/2012

TOPIC

Nigeria: Her People, Culture and Economy

SUBTOPICS

- 5th largest oil exporter to the US
- 9th largest oil producing country in the world
- 31st biggest economy in the world
- 25TH fastest growing economy in the world
- Home to 20% of black persons in the world

5/9/2012

Cover harus menarik!

Desain **slide cover** sebaik mungkin.

Tampilkan foto atau ilustrasi yang menarik,
didukung huruf judul yang besar dan tebal.

Gunakan huruf yang unik, namun jelas terbaca.





Tujuh Kebiasaan Manusia Yang Efektif

7 kebiasaan

MANUSIA
EFEKTIF



TUJUH KEBIASAAN MANUSIA YANG EFEKTIF

1 topik 1 gambar!

Gunakan gambar yang **relevan**.



Design for Social Change

- Structure new business models to diversify withholdings and manage assets
- Gravitate to situation-oriented business models
- Find new eco-friendly methodologies for entertaining consumer-oriented byproducts

Weird Assets



Time	Weird Assets
0	300
1	100
2	50
3	25
4	10
5	5
6	2
7	1
8	0

BEES love flowers and help spread plant
pollen.



1.

CUSTOMER SEGMENT

Siapa yang akan anda selesaikan masalahnya?

Apa karakteristik dari orang tersebut?

Berapa umurnya?

Apa pekerjaannya?



Jangan membaca teks!

Pembicara harus **hafal** seluruh konten yang hendak disampaikan.

Presenters often deliver verbal content that mirrors slide text.

“Benefits to the company include a decrease in absenteeism, increased productivity, and savings in employee insurance premiums.”

Benefits to the Company

- Decrease absenteeism
- Increased employee Productivity
- An obese person will have an average of \$8,315 in medical bills a year by 2018
- Compared with \$5,855 for an adult at a healthy weight.
- That's difference of \$2,460 a year!





iPad

Hasil Riset Harvard:

(psikologi kognitif)

Membaca teks sekaligus mendengarkan teks yang sama di saat bersamaan mengurangi penyerapan informasi pada otak.

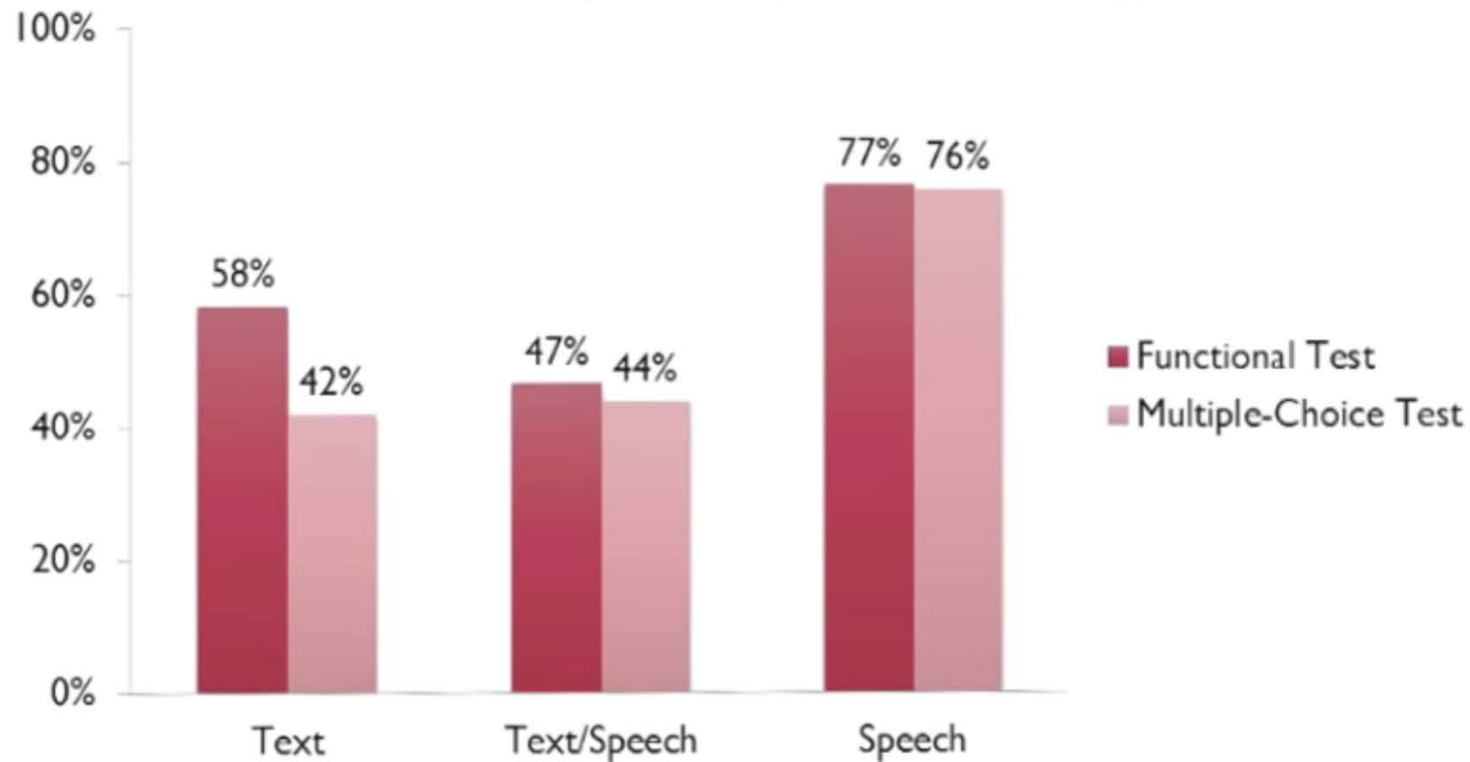
SPLIT ATTENTION

LOWER INFORMATION
RETENTION



Delivering content via simultaneous text and speech REDUCES audience comprehension.

Test Scores by Training Presentation Type



Hindari grafik atau tabel!

Langsung tampilkan data yang **dibutuhkan**.

Fokuskan perhatian pada poin terpenting.

Jika dibutuhkan, buat grafik atau tabel yang unik.

Graphs and Tables

	2006	2005	2004	2003	2002
Sales	\$128.3	\$97.2	\$74.6	\$61.9	\$68.3
Gross Margin	\$71.0 55%	\$53.2 55%	\$40.1 54%	\$25.7 42%	\$15.9 23%
Selling/Admin	\$40.2	\$31.8	\$25.9	\$27.0	\$33.8
Net R&D	\$15.4	\$12.2	\$12.4	\$27.0	\$12.0
Earnings (Loss) from Operations	\$8.0	\$(0.02)	\$(10.6)	\$(39.6)	\$(74.8)
Net Earnings (Loss)	\$8.1	\$(91.6)	\$(8.4)	\$(55.0)	\$(308.5)
Net Earnings per Share	\$0.12	\$(0.02)	\$(0.13)	\$(0.87)	\$(5.09)

Graphs and Tables

2002

-\$5.09

2003

-\$0.87

2004

-\$0.13

2005

-\$0.02

2006

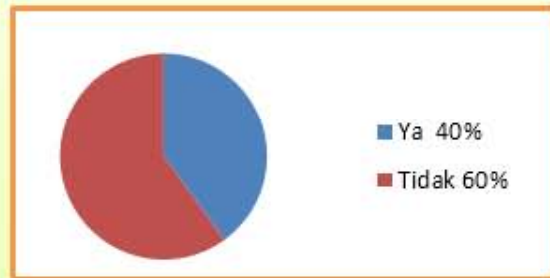
\$0.12!



BAB III ANALISIS MASALAH

3.5 Hasil Kuisisioner

1. Apakah anda mengetahui jenis kulit wajah anda?



40 % menyatakan bahwa mereka mengetahui jenis kulit wajahnya, sedangkan 60% menyatakan tidak mengetahui jenis kulit wajahnya.



Data tentang gejala / fenomena yang terjadi

47%

Pengguna internet
berbelanja secara
online

49%

Pengguna internet
Wanita berbelanja
secara online

59%

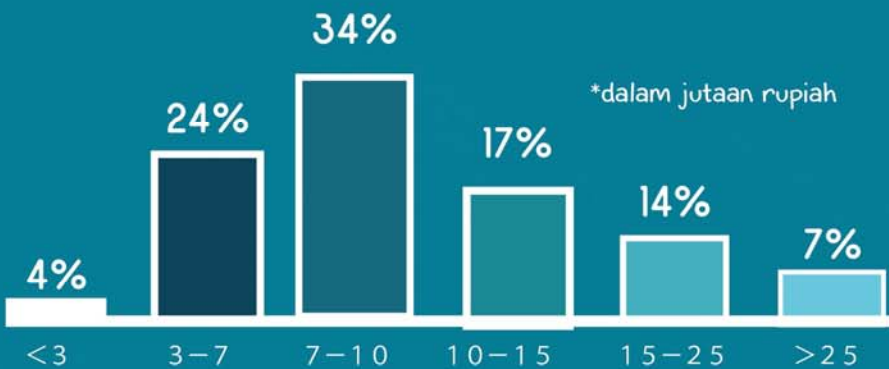
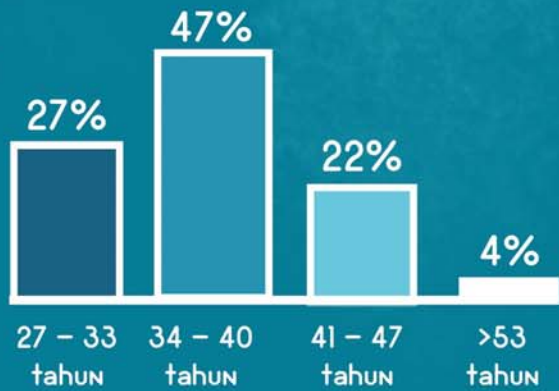
Berpendidikan
minimal Diploma

52%

Pengguna internet
yang berusia 15-34
tahun berbelanja

HASIL KUISIONER

Target: Orang tua yang memiliki anak 7 -11 tahun



34% orang tua berpenghasilan
7 - 10jt / bulan



78% Orang tua mengakui anaknya suka membaca buku

Jenis buku yang sering dibeli untuk anak

37%

buku cerita biasa

21%

komik

18%

buku edukasi

9%

buku interaktif



8 dari 10 orang tua berpendapat
buku interaktif lebih menarik
daripada buku biasa

tidak membeli
buku interaktif karena:

51%

Sulit dicari

30%

Harga yang mahal



64% Orang tua berpendapat
anaknya belum pernah mempelajari
tentang ikan hiu Indonesia

94% berpendapat hal
tersebut perlu diketahui lebih lanjut,

dan 80% tertarik membeli

dengan budget:

41%

< Rp 200k

Gelapkan layar saat bercerita!

Jangan tampilkan apapun.

Fokuskan perhatian pendengar pada pembicara.

Terima Kasih!

Silakan bertanya.



UNIVERSITAS
KRISTEN
MARANATHA

Fakultas
Seni Rupa dan Desain

Sumber Referensi

- ▷ 6 Golden Rules Of Layout Design You MUST OBEY, Satori Graphics
- ▷ Beginning Graphic Design: Layout & Composition, GCFLearnFree.org
- ▷ Slide Design for Beginners | Presentation Design Basics, Nuts & Bolts Speed Training
- ▷ Presentation Design Principles For Better PowerPoint Design, BrightCarbon
- ▷ How to Create an Awesome Slide Presentation (for Keynote or Powerpoint), Pat Flynn
- ▷ Basic Principles of Slide Design, Robert Yale
- ▷ The Assertion-Evidence Structure for PowerPoint Slide Design, Robert Yale
- ▷ Tips dan Teknik Desain Slide Presentasi, Ronapresentasi.com

Where Information Technology Meets Business

Hampir segala lini layanan bisnis telah memanfaatkan Teknologi Informasi. Pemanfaatan perangkat teknologi informasi telah memberikan dampak disrupsi yang luar biasa dalam tatanan kehidupan masyarakat di seluruh dunia, yang kita kenal REVOLUSI INDUSTRI 4.0. Masyarakat menjadi sangat tergantung pada keberadaan perangkat Teknologi. Hampir setiap pekerjaan di dunia bisnis saat ini menuntut pengetahuan teknologi. Apa pun bidangnya: akuntansi, marketing, keuangan maupun manajemen pasti membutuhkan pengetahuan yang berhubungan dengan komputer. Dengan semakin bergantungnya bisnis terhadap penggunaan teknologi, maka para ahli yang memiliki ilmu teknologi terapan di dunia bisnislah yang akan menjadi kunci di sebuah perusahaan. Sehingga kebutuhan akan tenaga dan talen dalam bidang mengintegrasikan teknologi informasi untuk keperluan dunia bisnis juga melonjak tajam.

Tawaran magang & kerja datang bukan hanya bagi lulusan, tapi saat masih menempuh perkuliahan. Akankah PELUANG EMAS ini dilewatkan?

Untuk menjawab tantangan ini, FIT (Faculty of Information Technology) di Universitas Kristen Maranatha, menerapkan pola pembelajaran berbasis proyek dan kolaborasi. Setiap mata kuliah inti dilengkapi dengan praktikum yang terintegrasi dengan teori, dan diupayakan ada studi kasus berbasis problem dalam kelompok kerja, yang menghasilkan solusi di akhir sesi perkuliahan dalam setiap semesternya.

Mari bergabung meraih PELUANG EMAS, di Era Digital 4.0 bersama kami.

Jadilah seorang Sarjana DIGITAL BUSINESS.
Where Information Technology Meets Business :

**Data Analyst dan
Business
Intelligence**

**Enterprise
Information
System**

**Digital Business
Development &
Management**

**Technopreneur-
ship**

Dapatkan info pendaftaran:

Web : <https://pmb.maranatha.edu/>
Email : cs@maranatha.edu

Hotline : (022) 2006543
WA : 081112006543

Terima kasih dan semoga menjadi inspirasi bagi Sahabat FIT, peraih masa depan gemilang.

FTI

SISTEM
INFORMASI



DIGITAL
BUSINESS



UNIVERSITAS
KRISTEN
MARANATHA

Fakultas Teknologi Informasi
Program Studi Sarjana
Sistem Informasi

Jl. Prof. drg. Surya Sumantri, M.P.H. No. 65, Bandung - 40164, Jawa Barat, Indonesia
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PROGRAM STUDI SARJANA

SISTEM INFORMASI



DIGITAL BUSINESS

Mengutamakan ilmu dan teknologi terapan termutakhir di empat bidang:

Business Intelligence, Digital Marketing, Technopreneurship, dan Enterprise Resource Planning



Gelar Akademik: **S.Kom.** (Sarjana Komputer)

Jumlah Kredit:
144 SKS

Masa Studi:
4 tahun

KOMPETENSI

- › *Data Analyst and Business Intelligence*
- › *Enterprise Information System*
- › *Digital Business Development & Management*

KONSENTRASI

- › *Enterprise Application Development*
- › *Enterprise Resource Planning (Supply Chain, Human Resource, Finance, Project Management)*
- › *Data Analytics & Business Intelligence*
- › *Technopreneurship (Digital Business) & Digital Marketing*

FAST TRACK PROGRAM

Menyelesaikan masa studi selama 5 tahun dengan meraih gelar Sarjana dan Magister

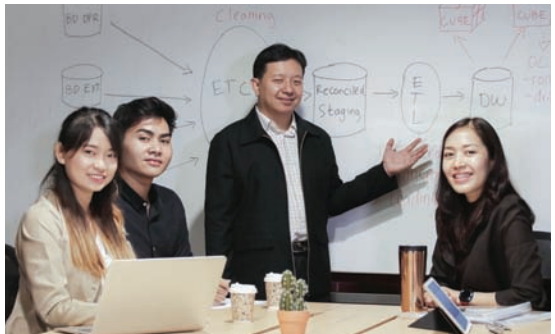
Berkesempatan untuk memiliki sertifikasi internasional bidang ERP (SAP Consultant), *Information Security (CEH)*, *Data Analytics (Tableau & Google)* dan *Digital Marketing (CDM)*

KERJA SAMA

Institusi dan vendor di tingkat nasional maupun internasional (Cisco Academy, Oracle Academy dan EC-Council Academia)

PILIHAN KARIER

E-Commerce Developer, Startup/Digital Business Owner | Digital Marketeer | Business Analyst | ERP Specialist | Consultant | Information System Auditor | Business Intelligence Engineer | Software Quality Assurance



FTI

**TEKNIK
INFORMATIKA**



CYBERNETICS SOLUTIONS: BRIDGING IT AND SOCIETY



**UNIVERSITAS
KRISTEN
MARANATHA**

Fakultas Teknologi Informasi
Program Studi Sarjana
Teknik Informatika

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PROGRAM STUDI SARJANA

TEKNIK INFORMATIKA



CYBERNETICS SOLUTIONS: BRIDGING IT AND SOCIETY

Pembelajaran seimbang antara konseptual dan praktik di laboratorium agar siap berkarya secara maksimal di dunia kerja atau usaha



Gelar Akademik: **S.Kom.** (Sarjana Komputer)

Jumlah Kredit:
144 SKS

Masa Studi:
4 tahun

KONSENTRASI

- › *Data Analyst*
- › *Network and Security Architect*
- › *Multimedia and Game Developer*

Proses pembelajaran berfokus terhadap pengembangan *software* dan ilmu *computer science*, untuk mengasah kemampuan dalam bidang:

IT Solutions - Independent Software Vendor - System Analyst

FAST TRACK PROGRAM

Menyelesaikan masa studi selama 5 tahun dengan meraih gelar Sarjana dan Magister

KURIKULUM DAN SERTIFIKASI BERTARAF INTERNASIONAL

(Oracle Academy, CISCO Academy, EC-Council Academia, Red Hat Academy, MikroTik Academy, SAP University Partnership Program, Google Android)

KERJA SAMA INDUSTRI

Kerja sama dengan industri berskala nasional maupun internasional (GDP Labs, Blibli.com, Medion, OCBC NISP, WIT, Geekseat, dan Agate)

PILIHAN KARIER

Technopreneur | *IT Solution Architect* | *Network Engineer* | *Chief Technology Officer (CTO)* | *Data Analyst* | *Mobile Developer* | *.Net Developer* | *Java Developer* | *Web Developer* | *Intelligent System Developer*





UNIVERSITAS
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PMB
- 20/21

PROMO MAGISTER ILMU KOMPUTER

Beasiswa

25%
*potongan
biaya kuliah*

Dengan syarat:

1. **Alumni** Universitas Kristen Maranatha - IPK min 3.25
2. **Non-alumni** Universitas Kristen Maranatha - IPK min 3.50

Pendaftaran online melalui

pmb.maranatha.edu

Untuk semester berikutnya potongan tetap berlaku
bila dapat mempertahankan IPK 3.50 setiap semesternya

#THECHOICEISYOURS



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UNIVERSITAS
KRISTEN
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DESAIN KOMUNIKASI VISUAL

Fakultas Seni Rupa dan Desain

Jl. Prof. drg. Surya Sumantri, M.P.H. No. 65, Bandung - 40164, Jawa Barat, Indonesia

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PROGRAM STUDI S-1

DESAIN KOMUNIKASI VISUAL



Gelar Akademik:

Jumlah Kredit:

Masa Studi:

S.Sn. (Sarjana Seni)

144 SKS

4 tahun



PILIHAN KARIER

Desainer Visual Media Periklanan | Desainer Divisi Kreatif Perusahaan | *Art Director* dan *Creative Director* | *Graphic Designer* | Ilustrator | Komikus | Animator | Fotografer dan Videografer | Desainer *Brand Fashion* | *Visual Merchandiser* | *Fashion Fotografer* | *Konseptor Game* | Desainer Karakter | Pemodel 3D

KONSENTRASI

Desain Grafis | Kreatif Periklanan | *Fashion Grafis* | *Game Grafis*

MATA KULIAH UNGGULAN

- › Mayor Konsentrasi, proyek perkuliahan yang bersifat kolaboratif dengan Program Studi S-1 Desain Interior
- › Mata Kuliah Elektif: Kebudayaan Tiongkok, Komik, Portofolio, *Motion Graphic*, Animasi & Videografi



Konsentrasi *Fashion Grafis* dan *Game Grafis* Program Studi DKV Pertama di Kota Bandung

Dilengkapi dengan laboratorium dan ruang khusus untuk konsentrasi masing-masing



Student Exchange

- › Universiti Sains Malaysia
- › Guangxi Arts University
- › Hebei Normal University
- › Keimyung University



KERJA SAMA dengan Industri

Di dalam maupun luar negeri seperti **Inspidea Malaysia**, **Sangnila Art Academy Singapura**, untuk kerja praktik dan penyaluran tenaga lulusan, juga didukung oleh asosiasi profesi untuk pelatihan bersertifikat.

PROGRAM STUDI SARJANA

ARSITEKTUR



**DESIGN, DEVELOPMENT,
AND ENTREPRENEURSHIP**



Gelar Akademik: **S.Ars.** (Sarjana Arsitek)

Jumlah Kredit:
144 SKS

Masa Studi:
4 tahun

KONSENTRASI

- › **Architectural Design**
Memiliki keterampilan dalam membuat perencanaan dan perancangan lingkungan lewat identifikasi dan analisa yang tepat
- › **Property Development**
Melihat potensi dan peluang pengembangan lingkungan binaan agar dapat menciptakan produk arsitektur yang strategis
- › **Creative Entrepreneurship**
Mampu bekerja secara mandiri, berwawasan bisnis, dan memiliki sikap serta semangat kewirausahaan kreatif

SEMI PRIVATE STUDIO

Dengan kelas yang dibatasi maksimal 12 mahasiswa, pembelajaran akan lebih fokus dan efektif

REAL PROJECT BASIS

Proyek yang dibuat berbasis kejadian nyata sehingga dapat direalisasikan

OVERSEAS STUDY

Kesempatan untuk membuka wawasan studi banding ke negara lain

FASILITAS

Perpustakaan Material Bangunan | Workshop 3D |
Laboratorium Konstruksi dan Material |
Laboratorium Fisika Bangunan | Laboratorium
Parametric Modeling

KERJA SAMA

Kota Baru Parahyangan | Pramestha | Matahari
Land | Guangxi Arts University | Big Group |
China University of Technology | ICCIS



PILIHAN KARIER

Arsitek Mandiri | Perencana Kawasan | Kontraktor |
Project Manager | *Site Manager* | *Marketing Property*

FSRD

ARSITEKTUR



**DESIGN
DEVELOPMENT
ENTREPRENEURSHIP**



**UNIVERSITAS
KRISTEN
MARANATHA**

Fakultas Seni Rupa dan Desain
Program Studi Sarjana
Arsitektur

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UNIVERSITAS
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DESAIN INTERIOR



Fakultas Seni Rupa dan Desain

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PROGRAM STUDI S-1

DESAIN INTERIOR



Gelar Akademik:

Jumlah Kredit:

Masa Studi:

S.Sn. (Sarjana Seni)

144 SKS

4 tahun



Student Exchange

China University of Technology, Taiwan | Guangxi Normal University, Guilin-China | Guangxi Arts University, Nanning-China | Universiti Sains Malaysia



PILIHAN KARIER

Konsultan Desain Interior | Kontraktor Desain Interior | Desainer Furniture | Interior Design Entrepreneur | Space Planner | Konsultan Lighting Design | Konsultan Feng Shui | Interior 3D Illustrator | Visual Merchandiser

MATA KULIAH UNGGULAN

- › Studio Desain Interior kolaborasi dengan Desain Komunikasi Visual
- › Mata Kuliah Elektif: Feng Shui, Proyek Manajemen Rumah Tinggal, Proyek Manajemen Komersial, Pemasaran dan Perdagangan untuk Produk Interior
- › Mata kuliah Minor: Minor Desain Komunikasi Visual, Minor Seni Rupa Murni, Minor Fashion Design



Join Degree 2+2

Dengan Program Studi Desain Interior, China University of Technology, Taiwan



Kurikulum Spesifik

Dilengkapi fasilitas *Workshop* Pertukangan, Perpustakaan Material, dan Peralatan Praktik Desain Tata Cahaya.

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UNIVERSITAS
KRISTEN
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SENI RUPA MURNI



Fakultas Seni Rupa dan Desain

Jl. Prof. drg. Surya Sumantri, M.P.H. No. 65, Bandung - 40164, Jawa Barat, Indonesia

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SENI RUPA MURNI



Gelar Akademik:

Jumlah Kredit:

Masa Studi:

S.Sn. (Sarjana Seni)

144 SKS

4 tahun



Fasilitas

Studio Lukis, Art Space untuk pameran karya, Workshop, Ruang Diskusi, Pemutaran Audiovisual

PILIHAN KARIER

Seniman | *Illustrator* | Pengajar Sanggar Seni Rupa | Pemilik Sanggar Seni Rupa | Penulis Seni Rupa | Kritikus Seni Rupa | Kurator Seni Rupa | Asisten Kurator Museum | Kepala Kurator Museum | *Exhibit Designer* | *Art Event Organizer* | Pemilik Galeri | Direktur Galeri | *Graphic Artist* | *Art Manager* | *Art Consultant* | *Art Therapist* | *Make-up Artist* | *Tattoo Artist* | *Decorator* | *Body Painter* | *Artist Agent* | *Desainer Panggung* | *Art Restorator* | *Art Dealer* | Pemilik/Pengelola Art Space | Pemilik Artshop | Staf Ahli Balai Lelang Seni Rupa | *Art Historian* | *Mural Artist*

KONSENTRASI

Seni Lukis

MATA KULIAH UNGGULAN

- › *Digital Painting*
- › *Art Exploration*
- › *Fantastic Art*
- › *Life Painting*
- › *Public Art*
- › Lukis Wastra
- › Lukis Kaca
- › *Chinese Calligraphy*
- › *Chinese Painting*



Pameran Kolaborasi

Setiap akhir semester dengan jejaring nasional dan internasional (Guangxi Normal University, China; Kyoritsu Woman University, Jepang).



**Kurikulum berbasis
Kerangka Kualifikasi
Nasional Indonesia**

srd.



UNIVERSITAS
KRISTEN
MARANATHA

D-III SENI RUPA DAN DESAIN

*KONSENTRASI DESAIN
BUSANA DAN MODE*


Fakultas Seni Rupa dan Desain

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PROGRAM STUDI

D-III SENI RUPA & DESAIN



Gelar Vokasi:

Jumlah Kredit:

Masa Studi:

A.Md.Sn. (Ahli Madya Seni)

116 SKS

3 thn



EVOLUSIA

Ajang menampilkan karya seluruh lulusan dan karya terbaik mahasiswa, disaksikan lebih dari 1.000 orang



PILIHAN KARIER

- › *Fashion Designer*
- › *Fashion Stylist*
- › *Fashion Illustrator*
- › Desainer Sepatu
- › Desainer Perhiasan

KONSENTRASI

Desain Busana dan Mode

MATA KULIAH UNGGULAN

- › *Sewing and Pattern*
- › *Fashion Design Studio*
- › *Footwear Design (Desain Alas Kaki)*
- › *Metal Jewellery Design*
- › *Fotografi Busana dan Mode*
- › *Desain Busana dan Mode Berkelanjutan*



From Head to Toe

Mengajarkan ilmu dan keterampilan *fashion design* dasar sampai dengan mahir dalam pembuatan busana beserta aksesoris pendukung lainnya seperti *headpiece*, perhiasan, tas, dan sepatu.



Biaya Terjangkau

Dibandingkan dengan sekolah mode swasta lain di Indonesia.