

DAFTAR MATA KULIAH KURIKULUM 2015, PROGRAM STUDI S-1 DKV UK. MARANATHA

| NO URUT | SMT | KODE | MATA KULIAH | COURSE NAME | SKS | jml mk teori (tmasuk) | jml mk single studio | jumlah mk double | jml tawaran mk elektif | jml tawaran mk minor | jml mk pengemb . Karakter |
|---------|-----|-------------------------|--|---|-----|-----------------------|----------------------|------------------|------------------------|----------------------|---------------------------|
| 1 | 1 | MK017 | PENDIDIKAN PANCASILA | PANCASILA EDUCATION | 2 | 1 | | | | | |
| 2 | 1 | MK039 | TEKNIK PENULISAN KARYA ILMIAH | WRITING TECHNIQUE | 2 | 2 | | | | | |
| 3 | 1 | AF105 | SEJARAH SENI RUPA DAN DESAIN 1 | HISTORY OF ART AND DESIGN 1 | 2 | 3 | | | | | |
| 4 | 1 | AF109 | PENGANTAR SENI RUPA DAN DESAIN 1 | INTRODUCTION TO ART AND DESIGN 1 | 2 | 4 | | | | | |
| 5 | 1 | MK024 | PENDIDIKAN KEWARGANEGARAAN | CITIZENSHIP EDUCATION | 2 | 5 | | | | | |
| 6 | 1 | AF107 | KREATIF VISUAL 1 | VISUAL CREATIVE 1 | 3 | | 1 | | | | |
| 7 | 1 | AF101 | KOMPOSISI 2D | 2D COMPOSITION | 4 | | | 1 | | | |
| 8 | 1 | AF103 | MENGGAMBAR I | DRAWING I | 4 | | | 2 | | | |
| 9 | 2 | MK060/2 | FENOMENOLOGI AGAMA/ PENDIDIKAN AGAMA KRISTEN | RELIGIOUS PHENOMENOLOGY/ CHRISTIAN RELIGION IN HIGHER EDUCATION | 2 | 6 | | | | | |
| 10 | 2 | AF106 | SEJARAH SENI RUPA DAN DESAIN 2 | HISTORY OF ART AND DESIGN 2 | 2 | 7 | | | | | |
| 11 | 2 | AF110 | PENGANTAR SENI RUPA DAN DESAIN 2 | INTRODUCTION TO ART AND DESIGN 2 | 2 | 8 | | | | | |
| 12 | 2 | AF108 | KREATIF VISUAL 2 | VISUAL CREATIVE 2 (CREATIVE PROCESS) | 3 | | 2 | | | | |
| 13 | 2 | AF112 | GRAFIS DIGITAL 1 | GRAPHIC DIGITAL 1 | 3 | | 3 | | | | |
| 14 | 2 | AF114 | PENGEMBANGAN KARAKTER | CHARACTER BUILDING | 3 | | | | | | |
| 15 | 2 | AF102 | KOMPOSISI 3D | 3D COMPOSITION | 4 | | | 3 | | | |
| 16 | 2 | AF104 | MENGGAMBAR II | DRAWING II | 4 | | | 4 | | | |
| 17 | 3 | KV205 | FOTOGRAFI DASAR | BASIC PHOTOGRAPHY | 3 | 9 | | | | | |
| 18 | 3 | KV209 | RETORIKA VISUAL | VISUAL RHETORICS | 2 | 10 | | | | | |
| 19 | 3 | AF201 | BAHASA INGGRIS | ENGLISH | 2 | 11 | | | | | 1 |
| 20 | 3 | KE201/3/5 | VIDEOGRAFI/ ANIMASI 2D/ KEBUDAYAAN TIONGGOK | VIDEOGRAPHY/ 2D ANIMATION/ CHINESE CULTURE | 3 | | 4 | | 1,2,3 | | |
| 21 | 3 | KV203 | TIPOGRAFI DASAR | BASIC TYPOGRAPHY | 3 | | 5 | | | | |
| 22 | 3 | KV207 | METODE REPRODUKSI GRAFIKA | GRAPHICS REPRODUCTION METHODS | 3 | | 6 | | | | |
| 23 | 3 | KV211 | GRAFIS DIGITAL 2 | GRAPHIC DIGITAL 2 | 3 | | 7 | | | | |
| 24 | 3 | KV201 | RANCANG KOMUNIKASI VISUAL I | VISUAL COMMUNICATION DESIGN I | 4 | | | 5 | | | |
| 25 | 4 | KV210 | SEJARAH SENI DAN DESAIN GRAFIS INDONESIA | HISTORY OF INDONESIAN ART AND GRAPHIC DESIGN | 2 | 12 | | | | | |
| 26 | 4 | MK061 | ETIKA PROFESI | PROFESSIONAL ETHICS | 2 | 13 | | | | | |
| 27 | 4 | KV206 | BAHASA RUPA | VISUAL LANGUAGE | 2 | | 9 | | | | |
| 28 | 4 | KV204 | TIPOGRAFI APLIKATIF | APPLICATIVE TYPOGRAPHY | 3 | | 8 | | | | |
| 29 | 4 | KV208 | DESAIN INTERAKTIF | DESIGN INTERACTIVE | 3 | | 10 | | | | |
| 30 | 4 | AF202/4/6/8 | MINOR DESAIN FASHION/ LUKIS/ INT/ RANCANG DKV I | FASHION/ PAINTING/ INTERIOR/ VISUAL COMMUNICATION DESIGN MINOR I | 4 | | | 7 | | 1 | |
| 31 | 4 | KV202 | RANCANG KOMUNIKASI VISUAL II | VISUAL COMMUNICATION DESIGN II | 4 | | | 6 | | | |
| 32 | 5 | KG303/KI303/KF303/KM303 | KG: KONSEP DKV/KI: NARASI VISUAL PERIKLANAN/ KF: TEORI ORNAMEN/ KM: PENGENALAN DESAIN GAME | KG: CONCEPT OF VISUAL COMMUNICATION/ KI: VISUAL NARRATION/KF: ORNAMENT THEORY/ KM: INTRODUCTION | 2 | 14 | | | | | |
| 33 | 5 | KE301/KE303 | KOMIK 1/ DESAIN 3D | SEQUENTIAL ART 1/ 3D DESIGN | 3 | | 11 | | 4,5 | | |

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|----|---|-----------------------------|---|---|---|----------|
| 34 | 5 | KG305/KI305/KF305/ KM305 | KG: FOTOGRAFI APLIKATIF/ KI: FOTOGRAFI KOMERSIL/ KF: FOTOGRAFI FASHION/KM: PROTOTYPE GAME | KG: APPLICATIVE PHOTOGRAPHY/ KI: COMMERCIAL PHOTOGRAPHY/ KF: FASHION PHOTOGRAPHY/ KM: GAME | 3 | 12 |
| 35 | 5 | KG307/KI307/KF307/ KM307 | KG: PERANCANGAN BUKU/ KI: COPYWRITING/ KF: ILUSTRASI FASHION/ KM: KARAKTER DAN ASET DALAM GAME | KG: BOOK DESIGN/ KI: COPYWRITING/ KF: FASHION ILLUSTRATION/ KM: CHARACTER AND GAME ASSETS | 3 | 13 |
| 36 | 5 | AF301/3/5/7 | MINOR DESAIN FASHION/ LUKIS/ INT/ DASAR DKV II | FASHION/ PAINTING/ INTERIOR/ BASIC VISUAL COMMUNICATION DESIGN MINOR II | 4 | 9 2 |
| 37 | 5 | KG301/KI301/KF301/ KM301 | RANCANG GRAFIS I/ RANCANG KREATIF PERIKLANAN I/ RANCANG FASHION GRAFIS I/ RANCANG GAME GRAFIS I | GRAPHIC DESIGN I/ ADVERTISING CREATIVE I/ FASHION GRAPHIC I/ GRAPHIC GAME I | 4 | 8 |
| 38 | 6 | KV302 | PSIKOLOGI KOMUNIKASI | PSYCHOLOGY OF COMMUNICATION | 2 | 15 |
| 39 | 6 | KG304/KI304/KF304/ KM304 | KG: SEJARAH DESAIN GRAFIS/ KI: SEJARAH PERIKLANAN/ KF:SEJARAH TREN DAN FASHION/ KM: SEJARAH | KG: HISTORY OF GRAPHIC DESIGN/ KI: HISTORY OF ADVERTISING/ KF: HISTORY OF FASHION TRENDS/ KM: | 2 | 16 |
| 40 | 6 | AF302 | KERJA PRAKTIK | INTERNSHIP | 3 | 17 |
| 41 | 6 | KV304 | MANAJEMEN DKV | MANAGEMENT FOR VISUAL COMMUNICATION | 3 | 18 |
| 42 | 6 | KE302/4/6 | KOMIK 2/MEDIA ALTERNATIF PERIKLANAN/ MOTION GRAPHIC | SEQUENTIAL ART 2/ ALTERNATIVE MEDIA FOR ADVERTISING/ MOTION GRAPHIC | 3 | 14 6,7,8 |
| 43 | 6 | KV306/ KM306 | KG/KI/KF: TATA LAKSANA PROYEK DKV/ KM: PERENCANAAN ADMINISTRASI INDUSTRI PERMAINAN | KG/KI/KF: PROFESSIONAL PRACTICE AND ETHICS/ KM: BUSINESS PLANNING FOR GAME INDUSTRY | 3 | 15 |
| 44 | 6 | KG302/KI302/KF302/ KM302 | RANCANG GRAFIS II/ RANCANG KREATIF PERIKLANAN II/ RANCANG FASHION GRAFIS II/ RANCANG GAME GRAFIS II | GRAPHIC DESIGN II/ ADVERTISING CREATIVE II/ FASHION GRAPHIC II/ GRAPHIC GAME II | 4 | 10 |
| 45 | 7 | KV401 | METODE PENELITIAN TUGAS AKHIR | RESEARCH METHOD FOR FINAL PROJECT | 2 | 19 |
| 46 | 7 | KV403 | PRESENTASI HASIL PENELITIAN | RESEARCH PRESENTATION | 3 | 20 |
| 47 | 7 | KE401 | PORTOFOLIO | PORTFOLIO | 3 | 16 9 |
| 48 | 7 | KG401/KI401/KF401/ KM401 | RANCANG GRAFIS III/ RANCANG KREATIF PERIKLANAN III/ RANCANG FASHION GRAFIS III/ RANCANG GAME GRAFIS III | GRAPHIC DESIGN III/ ADVERTISING CREATIVE III/ FASHION GRAPHIC III/ GRAPHIC GAME III | 4 | 11 |
| 49 | 8 | KG402/KI402/KF402/ KM402 | RANCANG GRAFIS IV/ RANCANG KREATIF PERIKLANAN IV/ RANCANG FASHION GRAFIS IV/ RANCANG GAME GRAFIS IV | GRAPHIC DESIGN IV/ ADVERTISING CREATIVE IV/ FASHION GRAPHIC IV/ GRAPHIC GAME IV | 6 | 12 |
| a | 2 | AF116 | MANDARIN LANGUAGE 1 | CHINESE LANGUAGE 1 | 3 | 9 |
| b | 3 | AF203 | MANDARIN LANGUAGE 2 | CHINESE LANGUAGE 2 | 3 | 10 |
| c | 4 | AF210 | MANDARIN LANGUAGE 3 | CHINESE LANGUAGE 3 | 3 | 11 |

49 MK yang perlu diambil, setara dengan beban 144 SKS

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|----|--|---------|----|----|
| 1 | MK PENGEMBANGAN KARAKTER | = 1 * 3 | 3 | 2 |
| 20 | MK TEORI WAJIB | | | 44 |
| | 5 MK MKU, DARI 6 TAWARAN MK | = 5 * 2 | 10 | |
| | 13 MK TEORI WAJIB SELURUH KONSENTRASI | = 9 * 2 | 18 | |
| | | = 4 * 3 | 12 | |
| | 2 MK TEORI WAJIB DIBAGI PERKONSENTRASI | = 2 * 2 | 4 | |
| 16 | MK SINGLE STUDIO | | | 48 |
| | 4 MK ELEKTIF, DARI TAWARAN 9 MK ELEKTIF | = 4 * 3 | 12 | |
| | 9 MK STUDIO SINGLE WAJIB 3 SKS | = 9 * 3 | 27 | |
| | 3 MK STUDIO SINGLE DIBAGI PERKONSENTRASI | = 3 * 3 | 9 | |
| 12 | MK STUDIO DOUBLE | | | 50 |
| | 1 MK STUDIO DOUBLE DIBAGI PERKONSENTRASI | = 1 * 6 | 6 | |
| | 6 MK STUDIO DOUBLE WAJIB SELURUH KONSENTRASI | = 6 * 4 | 24 | |
| | 3 MK STUDIO DOUBLE DIBAGI PERKONSENTRASI | = 3 * 4 | 12 | |
| | 2 MK MINOR BERJENJANG, DARI 12 TAWARAN MINOR | = 2 * 4 | 8 | |