



FACULTY OF COMPUTER SCIENCE

S1 - PROGRAM **GAME TECHNOLOGY**

Program Description

The prospect of the creative game industry and animation is very promising. This creative industry has contributed 7 percent to the national product.

In line with the development and a wider use of technology, as well as the government's support for a creative industry, the game business in Indonesia is growing very rapidly. People from various age groups and sex enjoy many game products. Even in the area of medical science, games are used as a media to treat patients. Therefore, human resources in the area needs to be prepared to capture this opportunity.

The Faculty of Computer Science, through the Game Technology undergraduate program strives to produce games in various gadgets (BlackBerry, Android, iPad, Laptop, Netbook, Game Online, etc). In addition, our curriculum is designed to prepare students with entrepreneurship skills so that students can establish their own game business. Thus, since the beginning, students have the independence to decide on their own future.

Curriculum

The curriculum focuses on the competition of making games and entrepreneurship creative game industry. Students can finish their studies with 144 credits and in 3.5 years.

Facilities

Game Club: This game lover club is established to create students' self-development for games, make opportunities in creative game industries, or produce essays for articles in books and journals.



Career Opportunities

- Programmer in Game and Animation industries
- Outsourcing Animation Industries and World Games
- Entrepreneurs in Games and Animation



Cooperation

The program has cooperation with more than 50 universities inside and outside the country with regards to exchange students and collaborative research. The students have a chance to gather a wider knowledge in the area of Game Development within the national and international scales.

Teaching Staff

All of the teaching staff has a qualified doctoral or masters degree.



