



FACULTY OF COMPUTER SCIENCE

S1 - PROGRAM **INFORMATION SYSTEMS**

"Where Information Technology meets Business"

Program Description

The development of Information Technology (IT) has brought about a significant change in many aspects of life, especially in the area of business. Because of IT, work becomes faster, has better values, and brings positive influence to companies.

Along with the increase of trust towards IT, the need for human resources who are competent in the field are expected to not only master IT as it is but also master the business logic used in business organizations. They are expected to translate the needs of organizations in a computerized system to increase the running of organizations.

The undergraduate program in Information System of Soegijapranata Catholic University finds business solutions by taking advantage of information technology's development. Graduates will make not only soft equipments or take advantages of business applications, but also adopts the business process to offer solutions to companies.

Curriculum

Information System's curriculum focuses on competences for experts in organizing digital data professional consultants that can bridge businesses with IT and the ever growing entrepreneurial area in IT. Students can complete the study with 144 credits in 7 semesters (3.5 years).



Teaching Staff

All of the teaching staff has a qualified doctoral or master's degree.

Facilities

Entrepreneur cells are groups of students which are formed during the course of their study to develop students' entrepreneurial skills, provide business opportunities related to Information Technology, and produce academic essays in the form of articles and books that can inspire people to maximize IT in business.

Career Opportunities

- Business software programmer, profesional Information System consultant
- Online entrepreneur
- Game Developer and Entrepreneur

Cooperation

The program has established strong 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 scale.

