POLITEKNIK
NEGERI JEMBER

Computer Engineering Study Program's Material Study

2021

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BK1	Sosial dan Humaniora	To understand and resolve humanitarian and social problems based on religious beliefs, related to education and social and community interactions.

Sub Material

BK1.1	Pendidikan Agama
BK1.2	Pancasila
BK1.3	Pendidikan Kewarganegaraan
BK1.4	Praktek Kerja Lapang 1
BK1.5	Tugas Akhir

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BK2	Communication, Literacy and Enterpreneurship	To improve verbal and visual communication skills as well as digital data literacy by implementing entrepreneurial activities related to the role of graduates in society as an economic driver on a micro scale / MSMEs.

Sub Material

BK2.1	Basic English
BK2.2	Applied English
BK2.3	Interpersonal Skill
BK2.4	Literasi Digital
BK2.5	Bahasa Indonesia
BK2.6	Teknik Penulisan Ilmiah
BK2.7	Kewirausahaan

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BK3	Computer Network	To understand and train hard skills in solving network problems including planning, development, implementation, maintenance, problem solving, network and cloud security and monitoring activities using the latest technology.

Sub Material

BK3.1	Sistem Operasi
BK3.2	Jaringan Komputer
BK3.3	Routing dan Switching
BK3.4	Keamanan Jaringan
BK3.5	Komputasi Awan
BK3.6	Jaringan Berbasis Software
BK3.7	Workshop Administrasi Sistem
BK3.8	Workshop Infrastruktur Jaringan Komputer
BK3.9	Workshop Jaringan WAN
BK3.10	Workshop Komputasi Awan

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BK4	Internet of Things	To understand and train hard skills in solving management problems of microcomputer devices connected to the internet network as a form of IoT device implementation which includes planning,design and development activities, assembly, acquisition, data processing, maintenance, and supervision.

Sub Material

BK4.1	Sistem Kontrol Elektronik
BK4.2	Mikrokomputer
BK4.3	Sistem Otomasi
BK4.4	Internet of Things
BK4.5	Workshop Elektronika Terapan
BK4.6	Workshop Sistem Tertanam
BK4.7	Workshop Sistem Komputer Kontrol
BK4.8	Sistem Pertanian Digital

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BK5	Pengembangan Perangkat Lunak	To understand and train hard skills in solving problems in software development activities including planning, design and development, implementation of program logic and proceduralization, compilation, database management, and connectivity and communication between devices, both desktop, mobile, and web-based.

Sub Material

BK5.1	Logika dan Algoritma Pemrograman
BK5.2	Manajemen Basis Data
BK5.3	Workshop Pemrograman Dasar
BK5.4	Workshop Pemrograman Web
BK5.5	Workshop Aplikasi Mobile

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