

Entrepreneurship					
Course Code UBU60003	Student Workload 60 hours	Credits (according to ECTS) 3	Semester Sem. 2	Frequency each even-semester	Duration 16 meetings
1	Types of courses <i>compulsory (university level)</i>	contact hours 42 hours	independent study 18 hours	class size 40 students	
2	Prerequisites for participation				
3	<p>Learning outcomes</p> <p>IF-PLO-2 Graduates have the ability to be scientific, work collaboratively, have a professional attitude, and have good adaptation skills when working in groups or as an individual.</p> <p>IF-PLO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements.</p> <p>IF-PLO-9 Mastering the general concept, principles, and communication skills both in oral and written relating to technical and non-technical aspects.</p>				
4	<p>Subject aims</p> <p>Students are able to understand about the scope of entrepreneurship.</p> <p>Students are able to understand the meaning of entrepreneurship as an orientation.</p> <p>Students are able to understand and are able to arrange business planning according to their interests.</p> <p>Students are able to understand and be able to think creatively.</p> <p>Students are able to understand and have entrepreneurial motivation.</p> <p>Students are able to have the knowledge and spirit of leadership.</p> <p>Students are able to understand and have the ability to communicate.</p>				
5	<p>Teaching methods</p> <p>lectures, case study, class discussion, presentation</p>				
6	<p>Assessment methods</p> <p>assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment</p>				
7	<p>This module is used in the following degree programs as well</p> <p>Informatics Engineering (IE), Information Systems (IS), Information Technology (IT), Information Technology Education (ITE), Computer Engineering (CE)</p>				
8	Responsibility for module				

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Other information

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2. Chandra P.E. 2008. Crazy Way to Be an Entrepreneur. Elex Media Computindo. Gramedia group. Jakarta.
3. Hendro, Chandra W.W. 2006. Be a Smart and Good Entrepreneur. CLA Publishing. Jakarta
4. Irmim S, Suharyo AP. 2004. The Best Personal. Seyma Media. Hapless
5. Kennedy, J.E, R Darmawan Soemanagara. 2006. Marketing Communication. Bhuana Popular Science. . Gramedia group. Jakarta.
6. Kiyosaki, R.T. Sharon L. Lechter. 2002. Rich Kid Smart Kid. Gramedia Main Library. Jakarta
7. Machfoedz, M, Mahmud Machfoedz. 2006. Entrepreneurship, Methods, Management, and Implementation. BPFE. Yogyakarta
8. Musrofi, M. 2008. Creative Manager, Creative Entrepreneur. Elex Media Computindo. Gramedia group. Jakarta.
9. Overton, R. 2004. Are You An Entrepreneur? Elex Media Computindo. Gramedia group. Jakarta.
10. Seng, A. W. 2006. Japanese Business Secrets. The Giant Of The Nippon Ruled the World. Wisdom, Mizan Publika. Jakarta
11. Seng, A. W. 2007. Chinese Business Secrets Key to Successful Mastering International Trade. Wisdom, Mizan Publika. Jakarta
12. Suharyadi, Arissetantyo Nugroho, Purwanto S.K, Maman Faturohman. 2008. Entrepreneurship Builds Successful Businesses From a Young Age. Salemba Four. Jakarta.
13. Yahya, H, Baban Sarbana. 2006. Who Dares to Be an Entrepreneur? Elex Media Computindo. Gramedia group. Jakarta.