

Entrepreneurship					
Course Code UBU60003	Student Workload 60 hours	Credits (according to ECTS) 3	Semester 4	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	Learning outcomes IS-ILO-4 Graduates can develop professional careers in computer science based on quality aspects, data-driven decision making, be responsible, and make continuous improvements.				
4	Subject aims <ul style="list-style-type: none"> • Students are able to understand about the scope of entrepreneurship. • Students are able to understand the meaning of entrepreneurship as an orientation. • Students are able to understand and are able to design business plan according to their interests. • Students are able to think creatively. • Students are able to understand and have entrepreneurial motivation. • Students are able to have the knowledge and spirit of leadership. • Students are able to understand and have the ability to communicate in business context. 				
5	Teaching methods lectures, case study, class discussion, presentation				
6	Assessment methods assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
7	This module is used in the following degree programs as well Information Systems (IS), Information Technology (IT), Information Technology Education (ITE), Informatics Engineering (IE), Computer Engineering (CE)				
8	Responsibility for module				
9	Other information <ol style="list-style-type: none"> 1. Alma, B. 2009. Entrepreneurship for Students and general. Alfabeta. Bandung 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. Bhuna 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.