

Matriks Kesesuaian Penelitian vs Roadmap

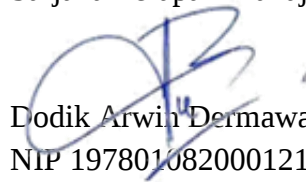
Tahun	Road Map Penelitian	Judul Penelitian
2022	Analisis Sistem Bisnis	- Sistem Multi Agen untuk Pelayanan Drone pada Groundbase Docking Station - Smart Victims Detection in Natural Disaster using Deep Learning - Implementasi Agile Education for Study Program Operational Plan Development - Website Development to Support the Implementation of Hangtuh 7 Elementary School Promotion - The Implementation of Augmented Reality for Water Introduction - Sentiment Analysis User Regarding Hotel Reviews - Perbandingan Hasil Evaluasi Google Classroom di Masa Pandemi - Pengembangan Aplikasi Belajar SMP Math Edu berbasis Mobile dengan Agile
2023	Software Developer	- Classification Based on Texture Analysis for Synthetic Hazy Image - Perancangan dan Pembuatan Game "Wisata Masa Depan" - Penggunaan Pengembangan VR Scratch sebagai Media Pembelajaran - Implementasi MVC dengan Codeigniter pada Sistem Admin Pegawai - Measuring IS-based Village Service Performance - Using AREK Model for Disability Sports - Furriend: Pengembangan Usaha Pet Shop Berbasis Website

2024	Pengembang Game dan Web	- Website-Based Performance Reporting Information System - Optimizing Resource Availability with Container Technology - - Montal App: Mental Monitoring for Disability - Trends on Heart Detection using YOLO - Water Quality Identification using Ensemble ML - Development of Repository System to Support Accreditation - Toward Sustainable Biodiversity Conservation: AkarJaga App - The Influence of Student Stress & Mobile Tech Acceptance - Development of Gresik–Mojokerto Railway Infrastructure - Qur'an Recitation VR - Shooter Flag Finder: Game Edukasi Python - Pengembangan Game 2D CyberQuest: Perakitan CPU - Mobile-Driven Disease Identification for Rice Plants - Sustainable Aquaculture with IoT & Solar - Effective Mental Health Detection: DASS-21 - Waste Bank Efficiency: Web-based System
2025	Pengembang Mobile Apps	- Studi Kebutuhan SMK Pariwisata di Arab Saudi - The Effect of VR-Based Learning Media on Digital Economy Understanding - Strengthening Visitor Engagement at Innovation Exhibitions with VR-Ethnosport

Menyetujui

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