

LAPORAN PENINGKATAN VISI KEILMUAN PRODI

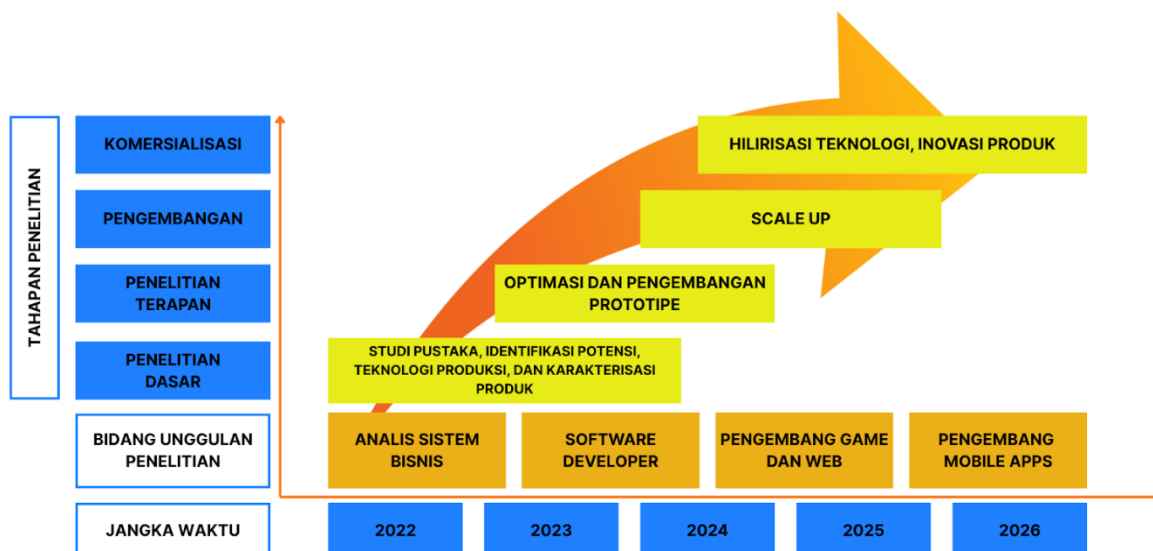
INTRODUCTION



Gambar 1. Roadmap Penelitian Sebelumnya

Setelah melalui serangkaian kegiatan seperti rapat internal, Focus Group Discussion (FGD), pelaksanaan Program Dosen Praktisi Mengajar, peninjauan kerja sama, serta survei kepada para stakeholder melalui tautan <https://forms.gle/LNizLHpaw4gTK6eW6>, maka disusunlah roadmap terbaru pengembangan visi keilmuan Program Studi Rekayasa Perangkat Lunak sebagaimana ditampilkan pada Gambar 2.

Roadmap ini merupakan hasil evaluasi mendalam terhadap implementasi roadmap sebelumnya (2022–2026), serta merespons berbagai masukan dari pemangku kepentingan yang mencakup dosen, mahasiswa, alumni, mitra industri, dan pengguna lulusan.



Gambar 2. Roadmap Penelitian Terbaru

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

Koordinator Program Studi

Sarjana Terapan Manajemen Informatika



Dodik Arwin Dermawan, S.ST., S.T., M.T.

NIP 197801082000121001