



Peluang dan Tantangan Industri 4.0

By Nadia Alatas

PT CYBERTREND INTRABUANA

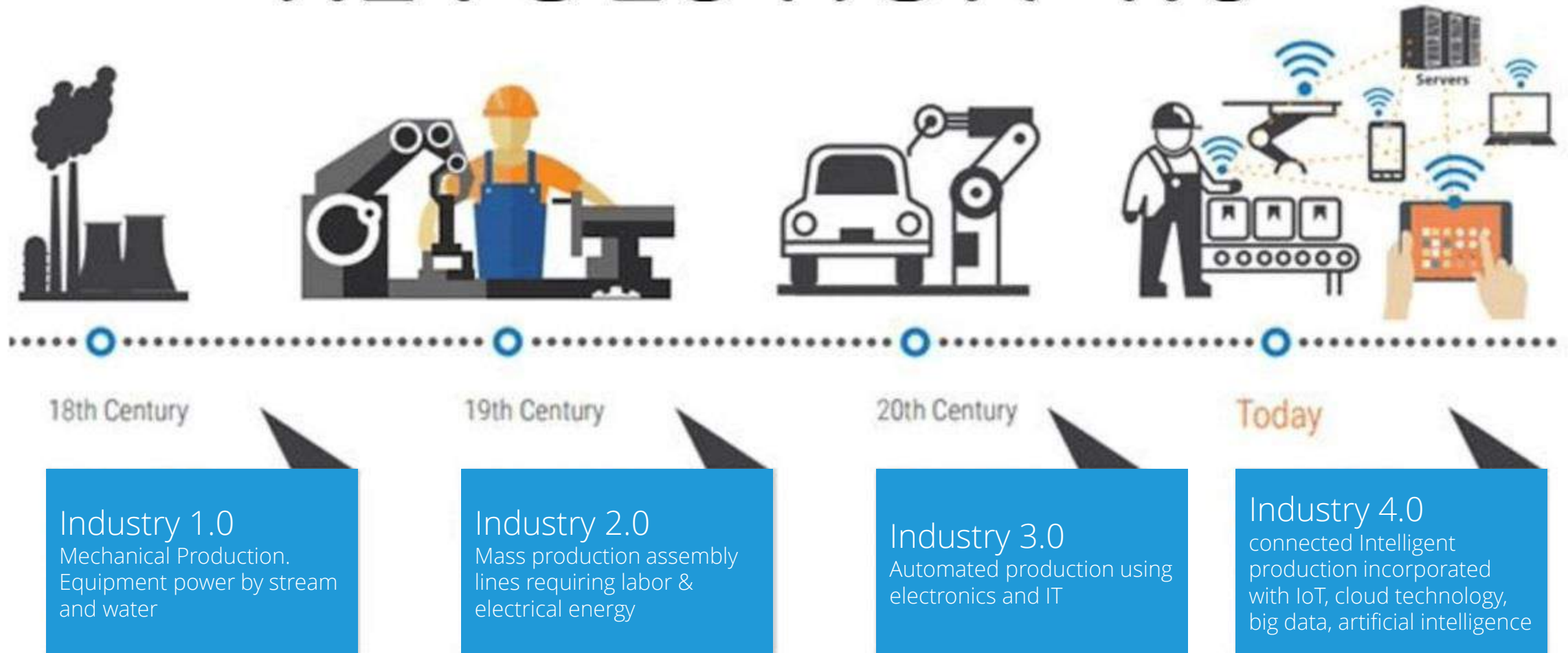


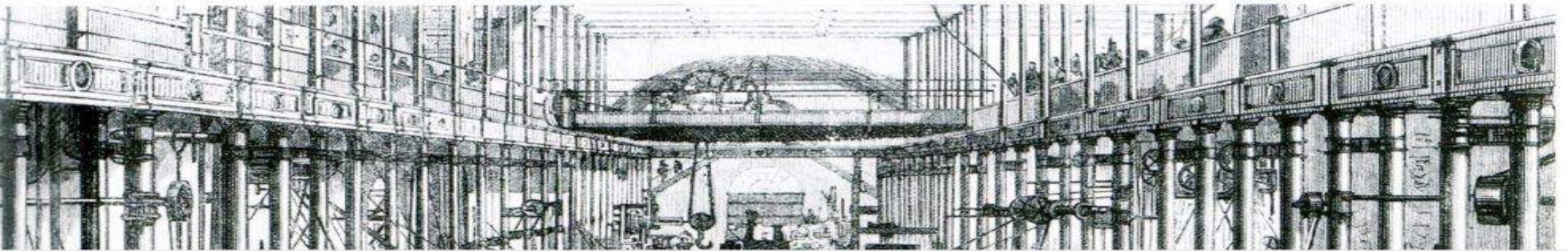
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INDUSTRI 4.0

- Era DIGITAL di segala Bidang
- Proses **transformasi digital** dari rangkaian *value chain*
- Digunakan oleh berbagai sektor industri, bukan hanya manufaktur.
- Otomatisasi dengan teknologi cyber

THE INDUSTRIAL REVOLUTION 4.0

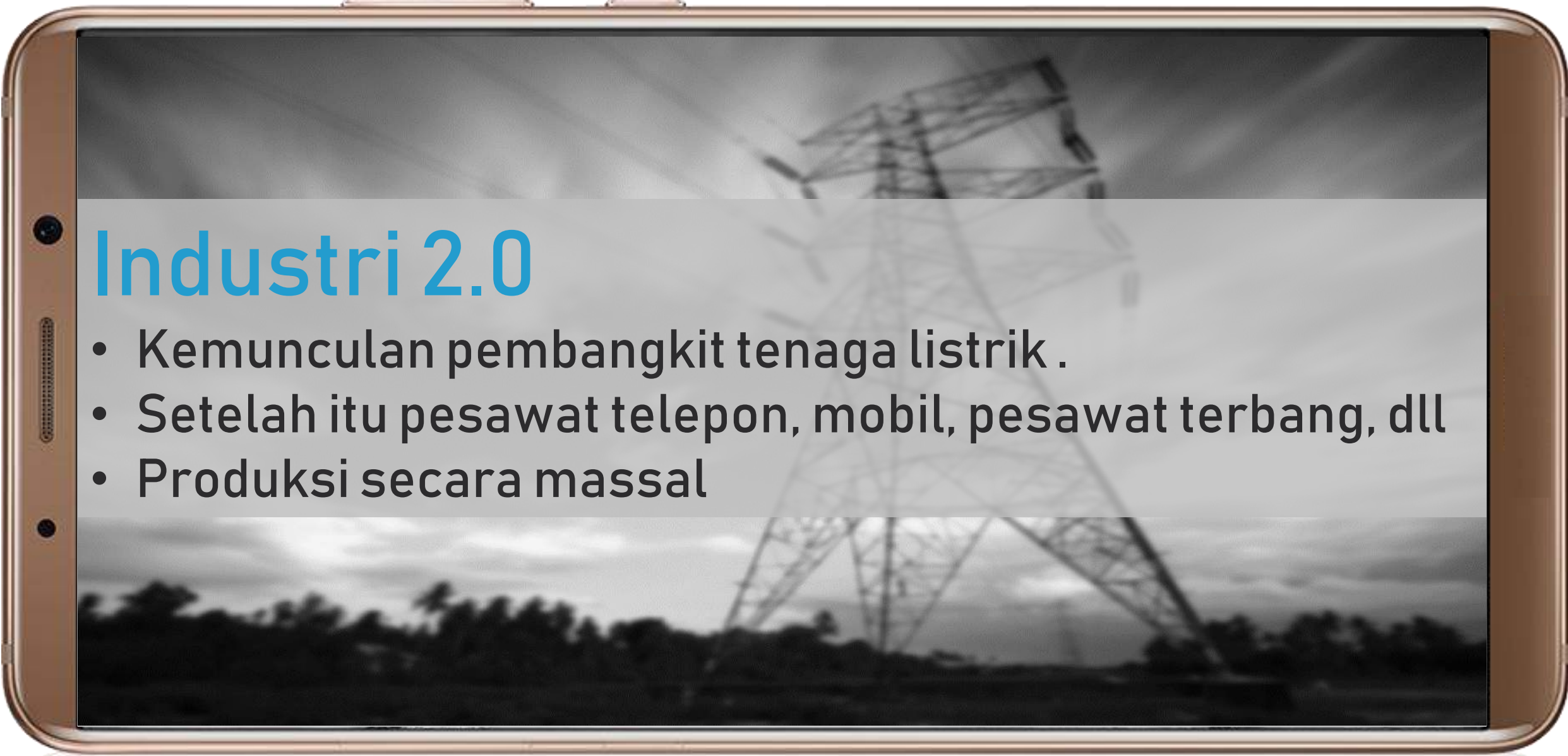




Industri 1.0

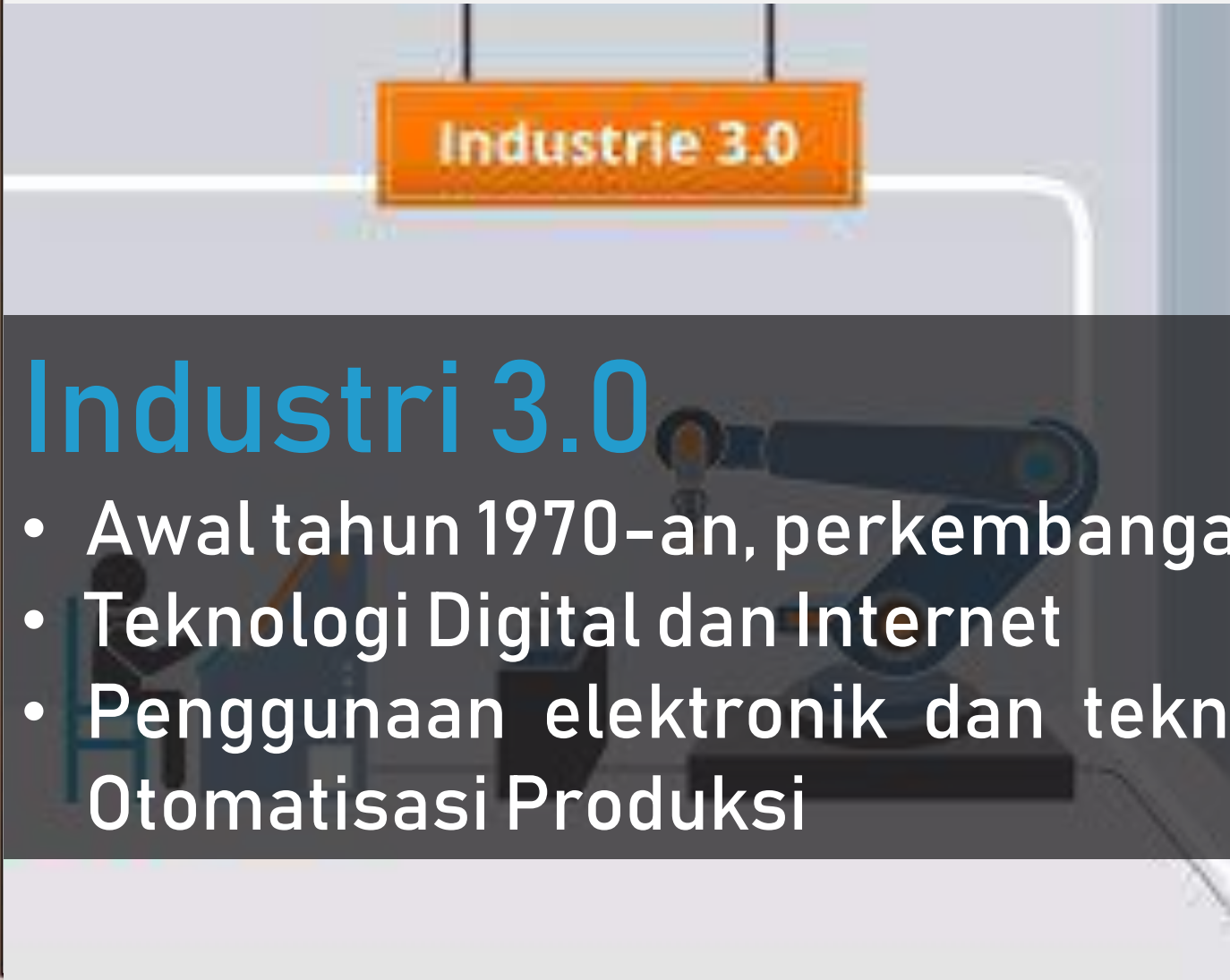
- Ketika tenaga manusia dan hewan digantikan oleh kemunculan mesin.
- Mesin Uap – Abad 18





Industri 2.0

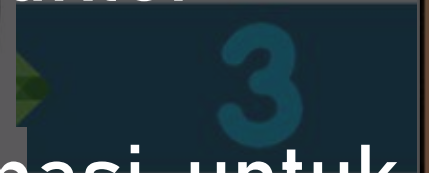
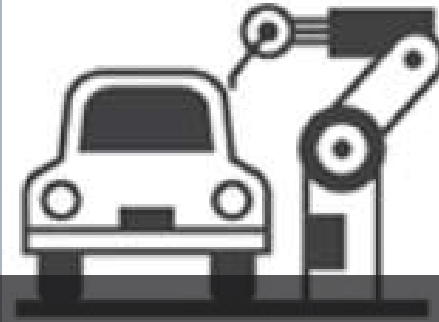
- Kemunculan pembangkit tenaga listrik .
- Setelah itu pesawat telepon, mobil, pesawat terbang, dll
- Produksi secara massal

An orange rectangular sign with the text "Industrie 3.0" in white, hanging from a chain in a factory setting.

Industrie 3.0

Industri 3.0

- Awal tahun 1970-an, perkembangan semikonduktor
- Teknologi Digital dan Internet
- Penggunaan elektronik dan teknologi informasi untuk Otomatisasi Produksi



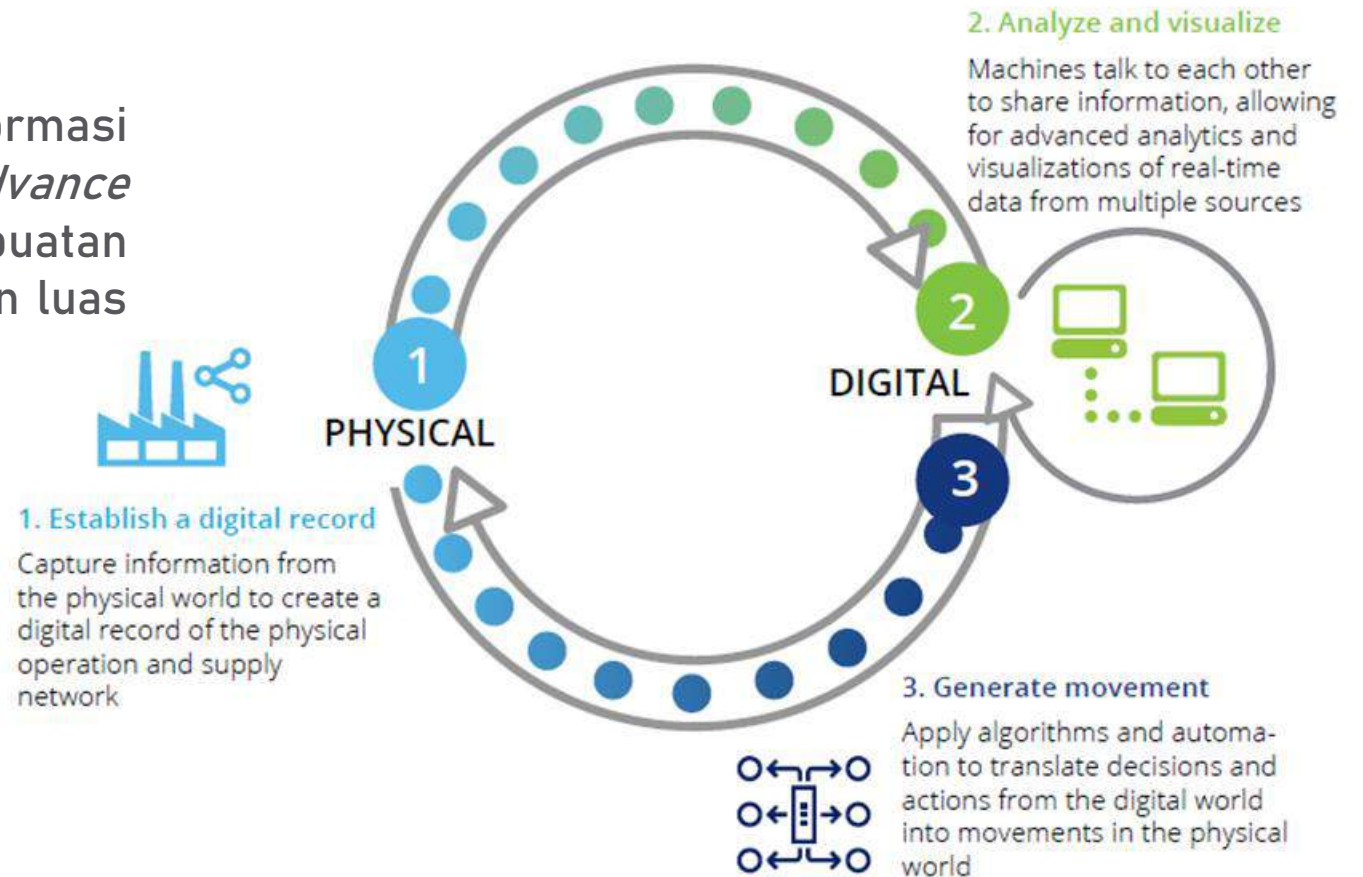
Computer and
automation

Industri 4.0

- Sistem Cyber-Physical
- Konektivitas manusia, mesin dan data, semua sudah ada di mana-mana. Istilah ini dikenal dengan nama internet of things. Industri Internet.
- Inovasi Disruptif yang dapat mengancam keberadaan perusahaan-perusahaan yang sudah lama ada.

Arus Informasi: Siklus Digital dan Fisikal

- 1 Physical ke Digital: Tangkap sinyal dan data dari dunia fisik untuk membuat rekaman digital
- 2 Digital ke Digital: Eksplorasi informasi menggunakan analisa tingkat lanjut (*advance analytics*), machine learning, kecerdasan buatan untuk mendapatkan informasi berwawasan luas dan bermakna untuk proses bisnis.
- 3 Digital ke Physical: Memberikan informasi secara otomatis dan lebih efektif untuk menghasilkan informasi yang berguna untuk proses pengambilan keputusan dan aksi yang diperlukan.

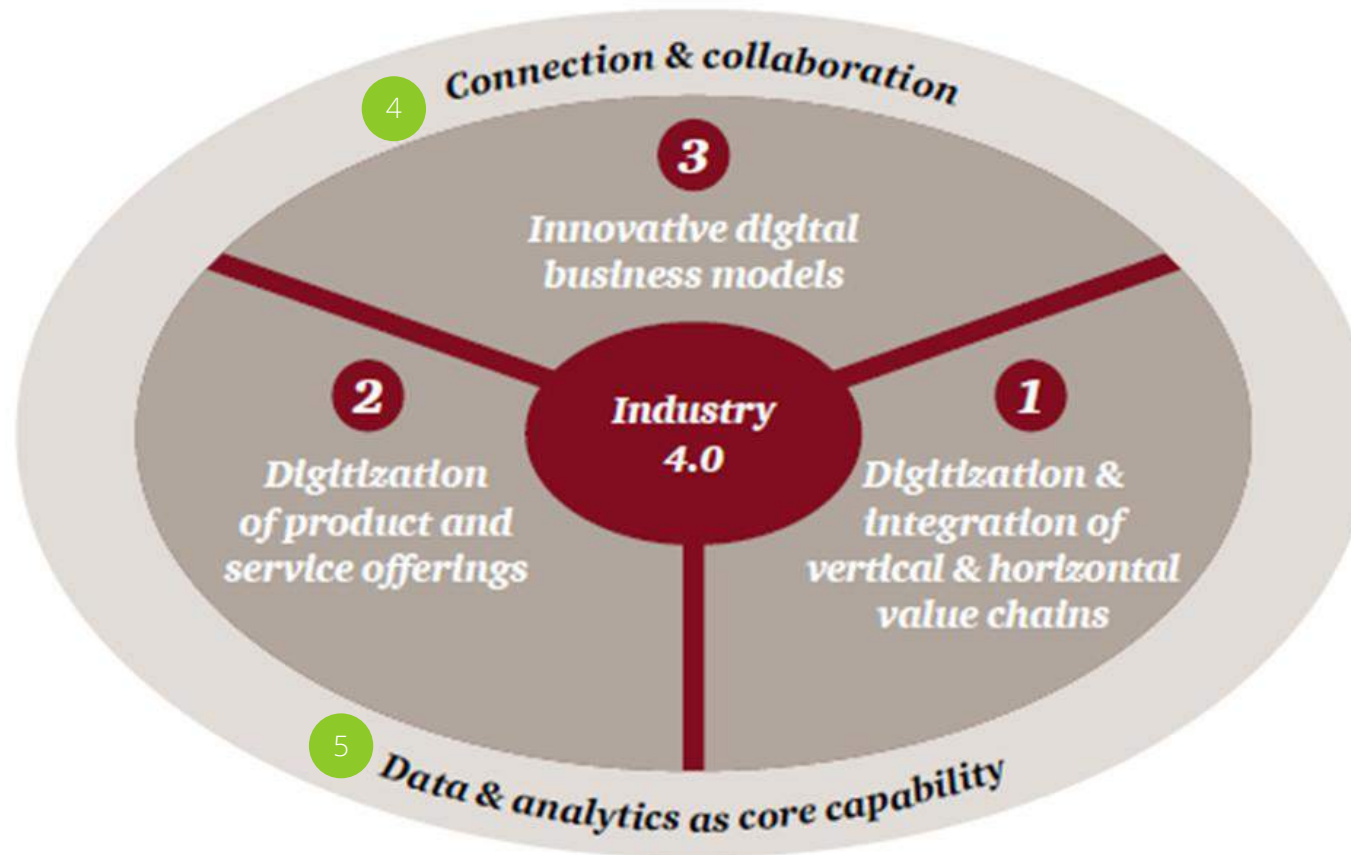


Kerangka Kerja Industri 4.0

- 1 Digitalisasi, integrasi secara vertikal dan horisontal
- 2 Digitalisasi proses offering produk dan jasa
- 3 Digitalisasi proses offering produk dan jasa

4 Koneksi dan kolaborasi

5 Data & Analitiks



Mengapa Industri 4.0 Begitu Penting:

Industri 4.0 telah Menyentuh banyak aspek dalam kehidupan kita sehari-hari

Industri 4.0 mengintegrasikan dunia digital dan fisik

Dapat meningkatkan operasi bisnis, produktivitas dan pertumbuhan pendapatan. Memberikan nilai tambah dan *customer experiences*

Menghubungkan Ekosistem : Mendorong Keputusan Yang Lebih Baik.

Organisasi akan dituntut untuk Dinamik, Inovative dan mampu Berdaptasi terhadap dinamika tekanan dan tuntutan pasar

A background pattern of a network graph with numerous nodes and connecting lines, rendered in a light blue-grey color against a white background.

DUNIA AKAN MENJADI DIGITAL

Era digital berpotensi untuk mengubah setiap aspek kehidupan sehari-hari, dari membentuk kembali bagaimana orang membuat keputusan, meningkatkan pengalaman pelanggan (*customer experiences*), dan menciptakan model bisnis baru untuk mengoptimalkan rantai nilai untuk tingkat efisiensi yang belum pernah terjadi sebelumnya.



NOKIA
Connecting People



Di tahun 2002 : menguasai 35% pangsa market handphone dunia



Di tahun 2006 : 73.6% pangsa market smartphone dunia

Jatuh Pada Masa Kejayaan



Nokia stock price 2007-2011

RIWAYAT SANG KORBAN

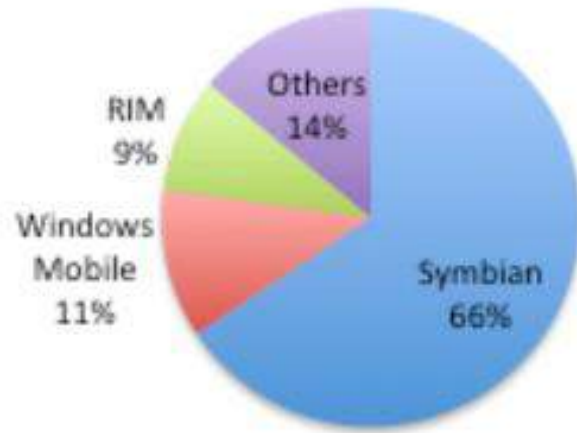
- 1871: Didirikan, awalnya memproduksi ban, kabel dan sepatu boot
- 1987: Meluncur handphone pertama, “Mobira Cityman” berat hampir 1kg
- 1992: Menjual non-mobile divisi dan meluncurkan handphone GSM pertama Nokia 1011
- 2000: Stock Market 186 milyar USD
- 2003 : Handhone 1100 diluncurkan dan terjual 250 juta unit dan menjadi Handphone terpopuler
- 2011 : Mengganti OS Symbian menjadi Windows platform

iPhone, Android

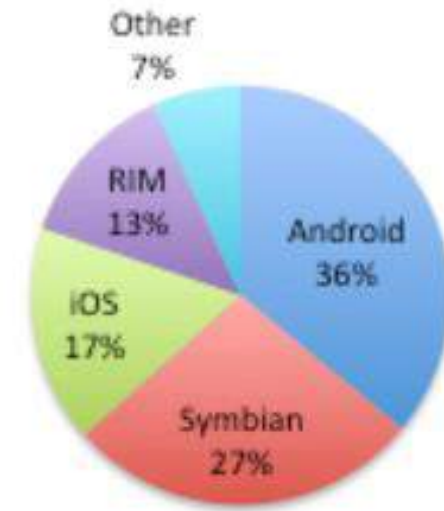


Pergeseran Kekuatan: Smartphone

Worldwide smartphone market share
2007



Worldwide smartphone market share
2011



Pergeseran Kekuatan : Industri Mobile

Industri Mobile SEBELUM 2007

Hardware
Terbatas
Mobile OS
"Mobile" Internet
Fungsionalitas yang telah
ditentukan sebelumnya

Industri Mobile SETELAH 2007

Software
Fungsionalitas Lengkap
Real OS
Internet
App Store

A close-up portrait of Stephen Elop, a middle-aged man with short, light brown hair and glasses. He is wearing a dark suit jacket over a white shirt. The background is a blurred view of a window looking out onto a city street with trees and buildings.

**Stephen Elop,
CEO Nokia 2011**

Elop's Memo :

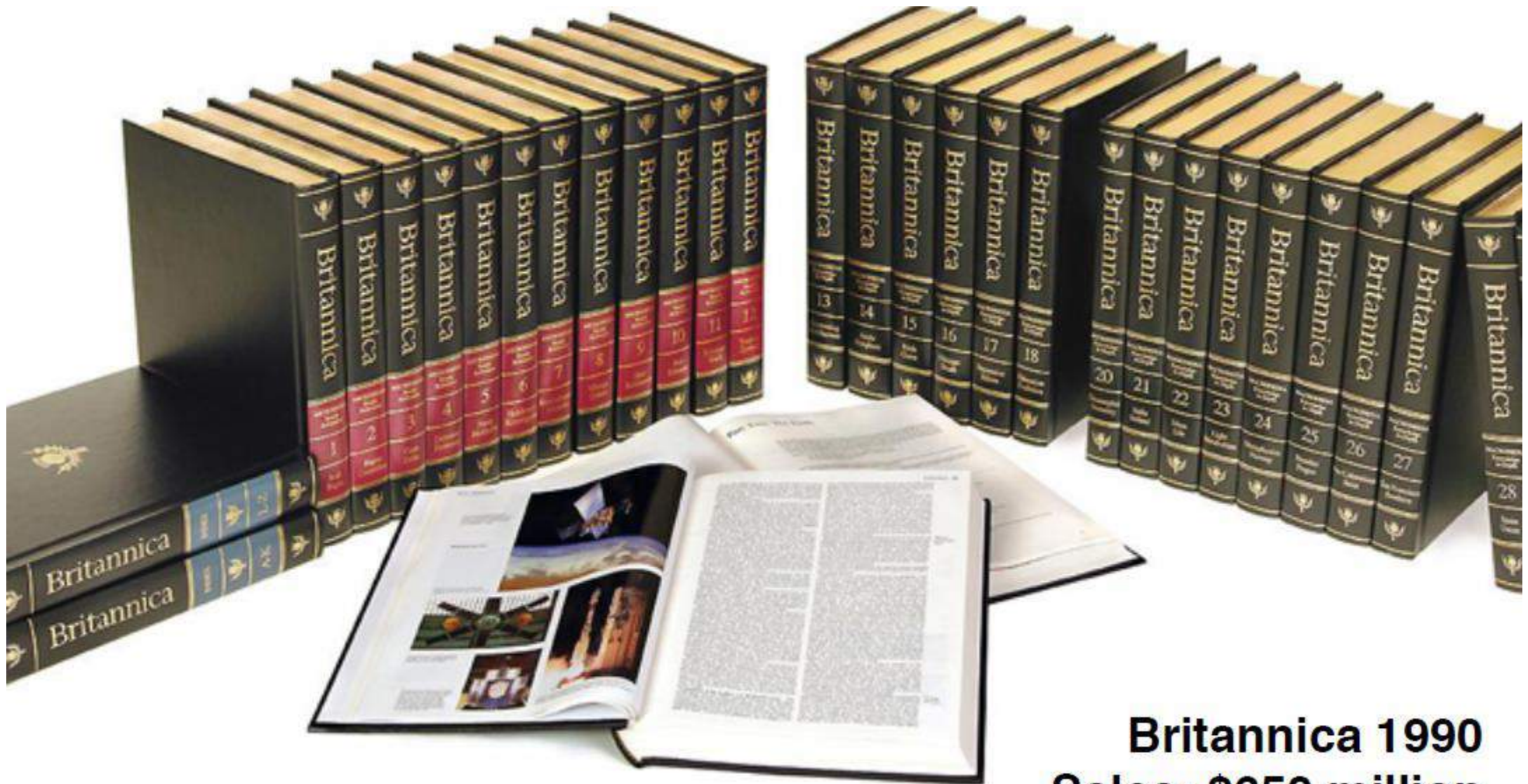
Bagaimana kita sampai ke titik ini? Mengapa kita tertinggal ketika dunia di sekitar kita berevolusi? Inilah yang saya coba pahami.

Saya percaya setidaknya sebagian dari itu disebabkan oleh sikap kami di dalam Nokia. Kami menuangkan bensin pada platform pembakaran kami sendiri.

Saya percaya kita tidak memiliki akuntabilitas dan kepemimpinan untuk menyelaraskan dan mengarahkan perusahaan melalui gangguan ini.

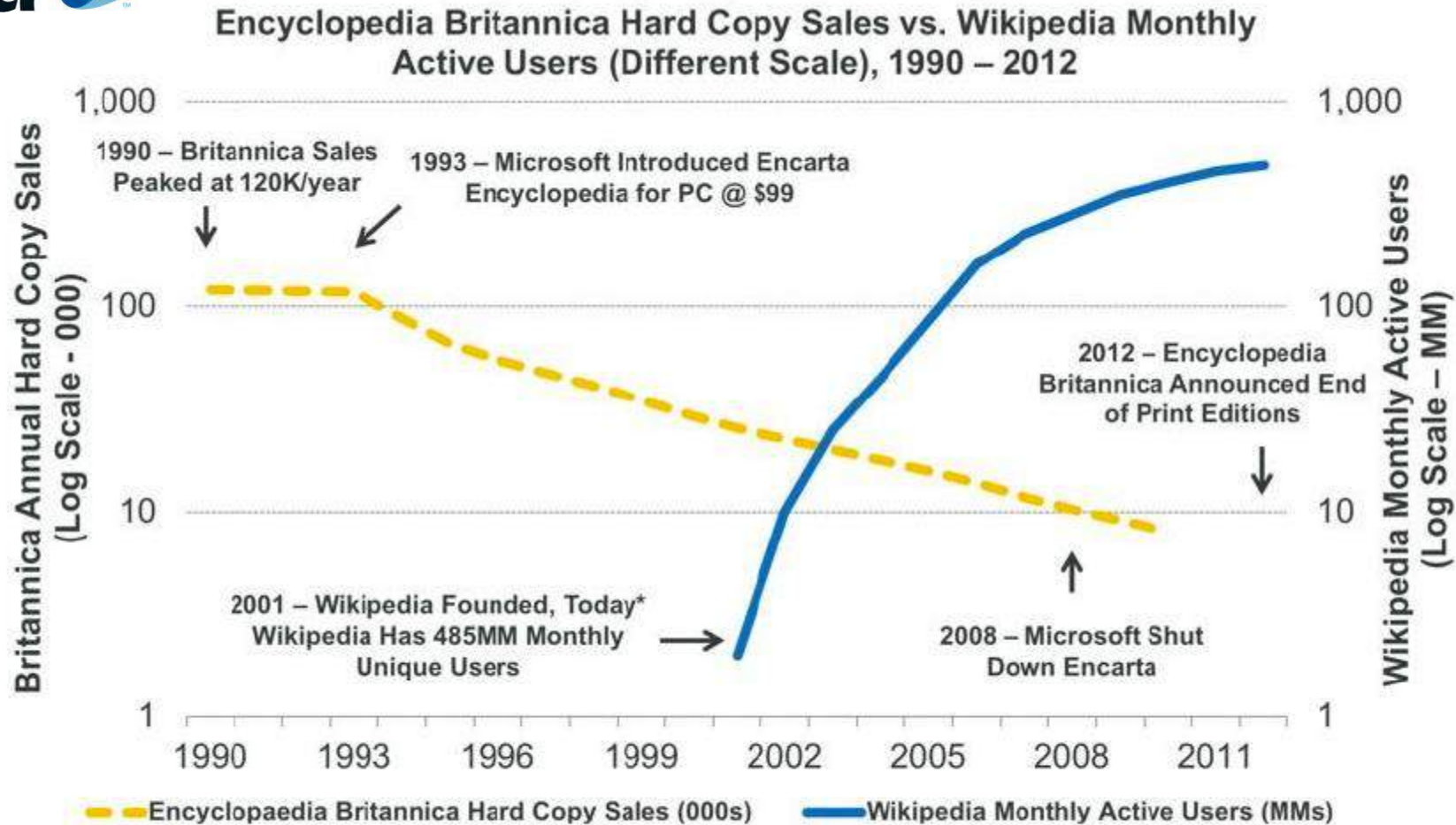
Kami mengalami serangkaian kesalahan. Kami belum memberikan inovasi dengan cukup cepat. Kami tidak berkolaborasi secara internal.

Nokia, platform kami terbakar.



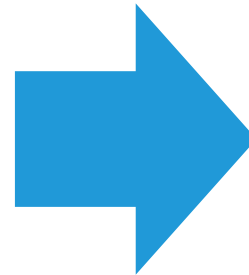
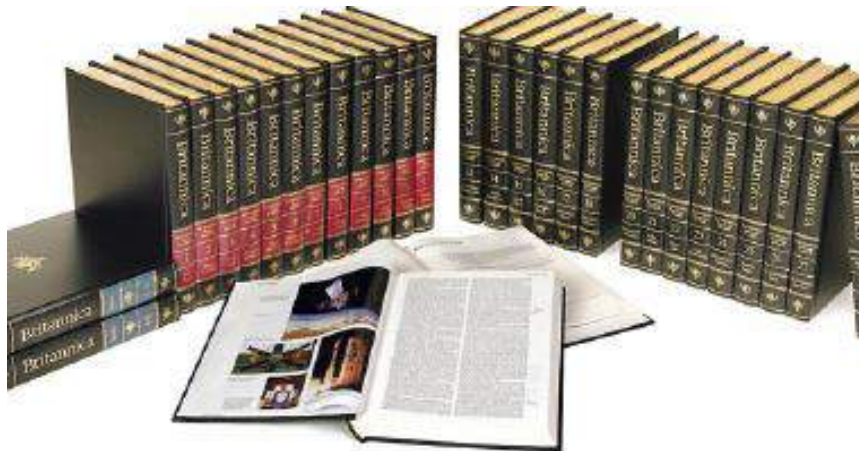
Britannica 1990
Sales: \$650 million





Then

Buku Cetakan, Dijual di Toko Buku



Now

Online, Dapat diakses dimana saja
Informasi terbaru secara
real-time, crowd-sourced





Di Januari 2010, Blockbuster beroperasi dengan mempunyai 5,200 toko diseluruh dunia

September 2010, Blockbuster dinyatakan Bangkrut







Inovasi Disruptif

“Inovasi disruptif (disruptive innovation) adalah inovasi yang membantu menciptakan pasar baru, mengganggu atau merusak pasar yang sudah ada, dan pada akhirnya menggantikan teknologi terdahulu tersebut. Inovasi disruptif mengembangkan suatu produk atau layanan dengan cara yang tak diduga pasar, umumnya dengan menciptakan jenis konsumen berbeda pada pasar yang baru dan menurunkan harga pada pasar yang lama. ”

Beberapa Contoh Yang Lain:

- (Warung Telekomunikasi) adalah bisnis yg menguntungkan, namun saat ini Wartel sudah tidak kita jumpai lagi, karena semua orang memiliki hand phone
- 20 tahun lalu Telepon Umum masih terbilang alat yg sangat membantu, namun saat ini yg tersisa hanya bangkainya saja
- 10 thn lalu Blackberry merajai Chating di Indonesia, semua orang selalu meminta pin BB, namun sekarang sudah dilibas oleh Android dgn Whatsapp dan Line
- 10 tahun yang lalu Yahoo adalah raksasa dunia internet, tapi sekarang habis terlindas oleh Google.
- 10 tahun lalu anda pesan hotel dan ticket pesawat lewat travel agent, fakta hari ini, ribuan travel agent berguguran tergantikan oleh Traveloka, Agoda, Pegipegi dll..
- Beberapa bandara di dunia sudah tidak dilayani oleh karyawan, tetapi sudah pakai mesin otomatis dari saat check in, sampai lepas landas
- Tidak perlu puyeng untuk pergi kemana-mana, bisa dengan GOJEK, GRAB dsb
- Tidak perlu mahal untuk nginap di hotel, ada AirBnb

Karakteristik Business Digital

- Segala hal yang bisa jadi digital, akan jadi digital
- Pergeseran ke subscription based business models
- Dari memiliki, menjadi menggunakan. On Demand
- Siklus produk yang lebih pendek
- Ultra personalisasi
- Informasi yang Transparan, Reputasi dan Kepercayaan
- Disintermediasi
- Proses menjadi *data-centric*
- Proses secara mobile

Dekade Transformasi Business Digital

Defined Industry Boundaries

Single-purpose Products

Producers and Consumers

Buying Economy

Hierarchical Structure

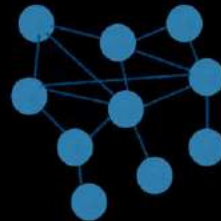
Broadcasting

HIERARCHAL



20th Century

NETWORK



21th Century

Platforms, ecosystems

Connected Smart Products

User as producer, co-creation

On Demand Economy

Network Structure

Streaming

2010

2020

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What do you want to learn?



A Spotify advertisement with a pink and blue background. On the right side, there's a silhouette of a person with long hair, looking down. The Spotify logo is in the top left corner. The main text reads "3 months of Premium for €0,99". Below that, it says "Get three months of offline, ad-free music." At the bottom, in smaller text, it says "Limited offer. €4,99/mo. terms apply. Only €0,99/month after. Offer ends June 26, 2017."

Spotify

3 months of Premium for €0,99

Get three months of offline, ad-free music.

Limited offer. €4,99/mo. terms apply. Only €0,99/month after. Offer ends June 26, 2017.

Teknologi dan Inovasi Disruptif

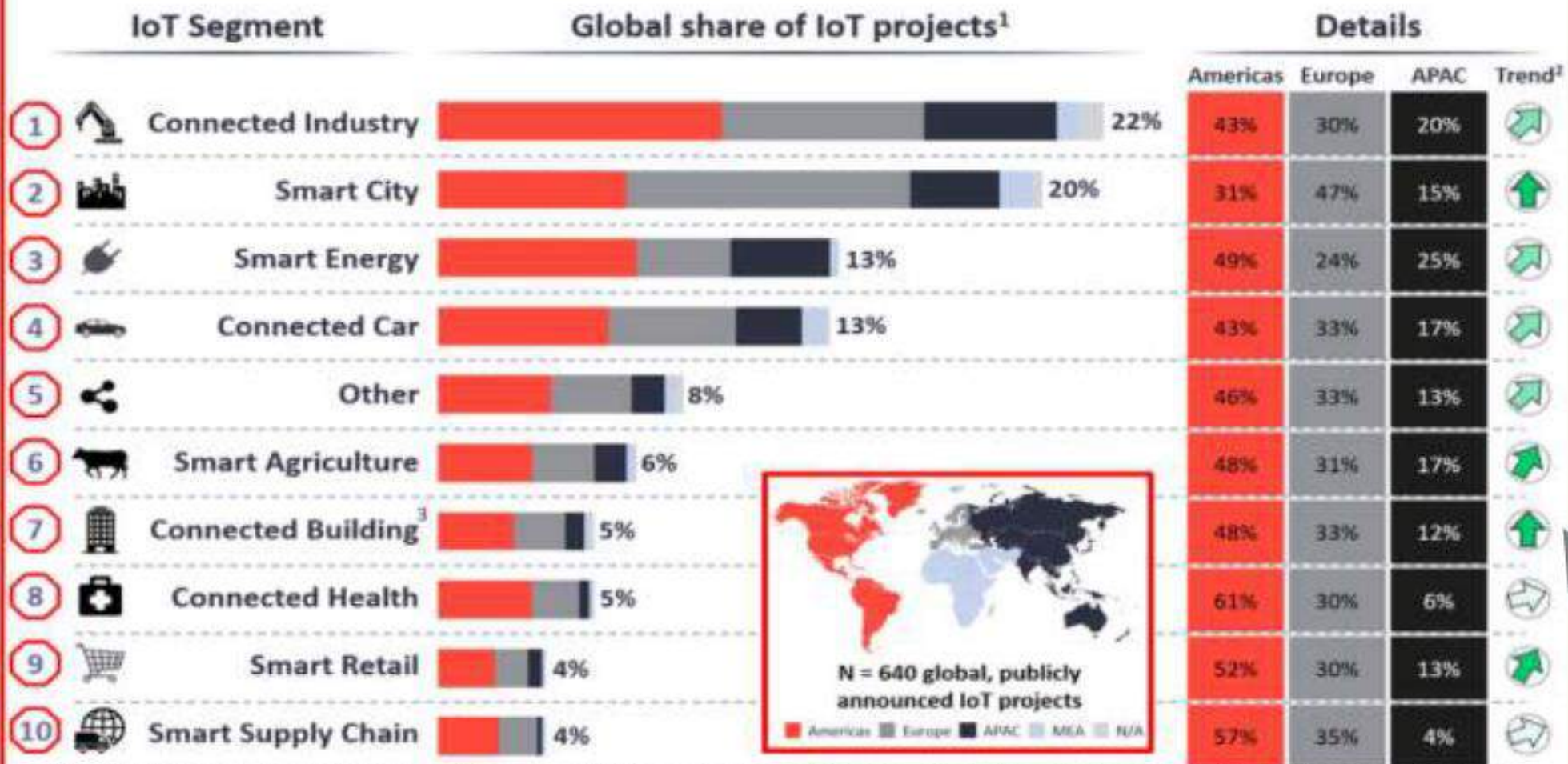


... Didorong oleh kombinasi teknologi yang mengganggu dan inovasi sosial...



Internet of things

Berbagai macam perangkat yang ditanamkan didalamnya software, sensor, perangkat elektronik, sensor yang memungkinkan alat2x tersebut terhubung dan bertukar data, menciptakan peluang untuk integrasi langsung ke dunia fisik ke dalam sistem berbasis computer dan internet.



1. Based on 640+ publicly known enterprise IoT projects. (Not including consumer IoT projects e.g., Wearables, Smart Home) 2. Trend based on IoT Analytics's Q2/2016 IoT Employment Statistics Tracker 3. Not including Consumer Smart Home Solutions Source: IoT Analytics 2016 Global overview of 640 enterprise IoT use cases (August 2016)

From digital first to mobile first.
From Mobile first to **AI first**



DIGITAL



MOBILE



AI

A THIRD OF THE TOTAL SPEND
WASTED IN HEALTHCARE,
COULD BE SAVED
THROUGH BIG DATA ANALYTICS



Meet Pepper & Zora (in Ostend, Belgium)



PEPPER

"it is another way of making contact and maybe it is reassuring that it is a robot for some people," she said. "The baby was really sure. He did not mind putting his hands on it. It did not frighten him so I think it will be important. Especially for children."

(Pepper speaks 19 languages btw)



ZORA





Philips HUE light system



Smart farming



Smart City .

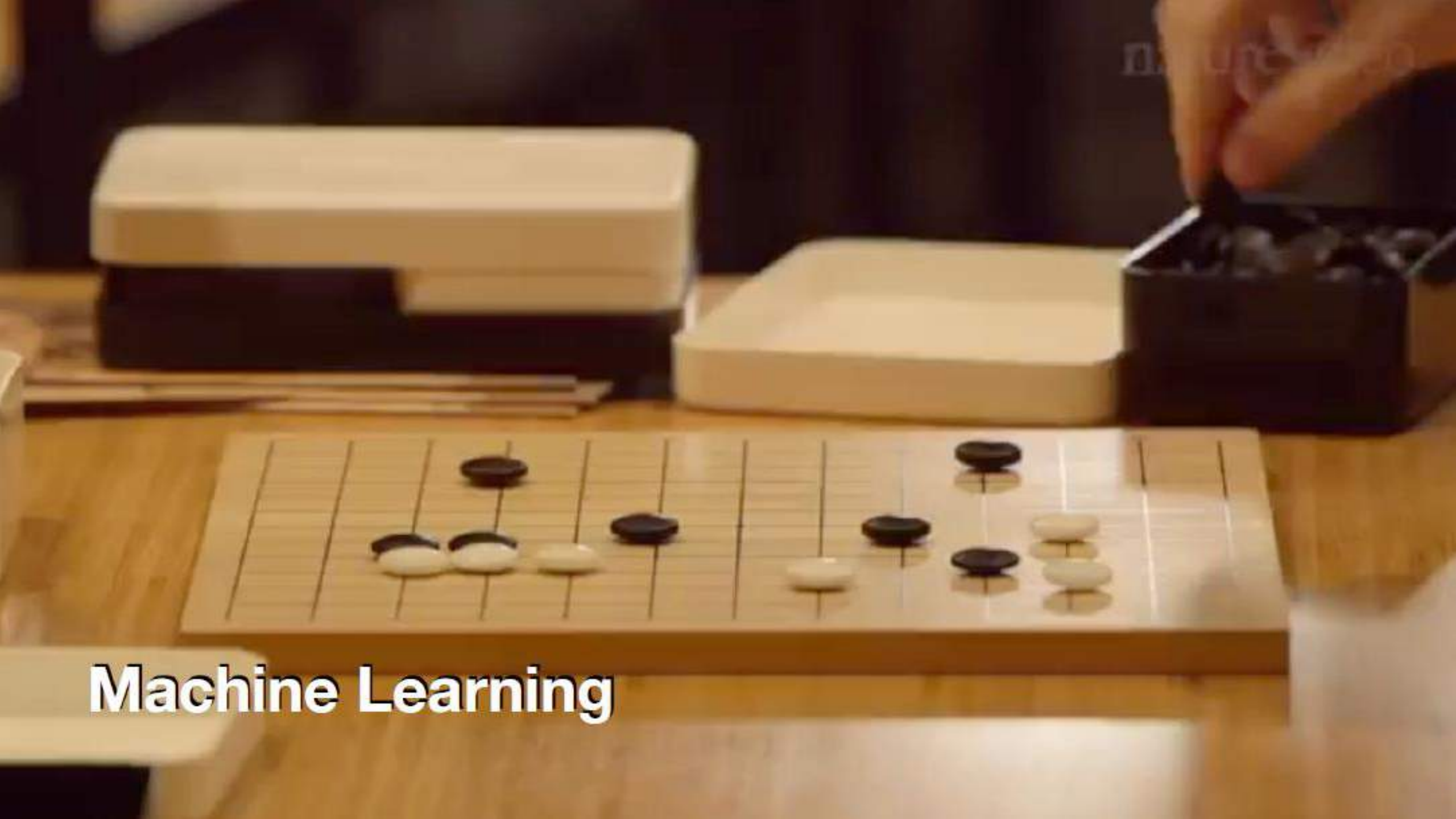




**Augmented reality – overlaying digital
over the physical**



Microsoft HoloLens

A close-up photograph of a Go board game setup on a wooden table. In the foreground, a light-colored wooden Go board is partially visible, showing several black and white stones placed on its intersections. A hand is visible in the upper right corner, placing a black stone into a black container. In the background, there are two white rectangular boxes, one of which is open, and a stack of wooden sticks. The text "Machine Learning" is overlaid in the bottom left corner.

Machine Learning

MACHINE LEARNING :-

adalah subset kecerdasan buatan (AI) di mana algoritma belajar dengan contoh dari data historis untuk memprediksi hasil dan menemukan pola yang tidak mudah ditemukan oleh manusia.

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artificial intelligence



RESEARCH

Artificial intelligence seeks out new anticancer drugs

26 JULY 2018

A combination of machine learning methods yields promising results for drug discovery



RESEARCH

AI tool could save on animal tests

24 JULY 2018

Algorithm could also help unravel poisoning or environmental contamination cases

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Rapid volatile impurity analysis in pharmaceutical products using SIFT-MS

20 September, 3:00PM (UK time)

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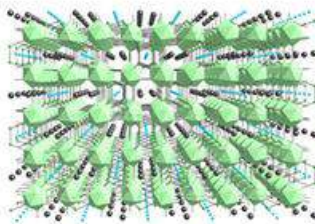
MOST POPULAR



US approves first RNA interference drug



Life on other planets



RESEARCH

AI teaches itself to identify materials - and predict new ones too

22 JUNE 2018

Neural network trained up on 50,000 crystal structures shows promise rapidly navigating chemical element combinations

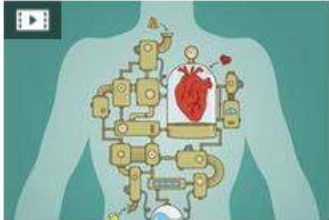


RESEARCH

Machine learning masters molecules

14 MAY 2018

Deep learning algorithms set to transform time-consuming molecular screening programs

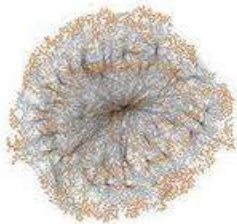


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Why biocatalysis is so on trend

13 MARCH 2018 | SPONSORED BY ZYMTRONIX

Biocatalysis has come a long way from just beer – there's an enzyme for nearly everything



RESEARCH

AI-invented syntheses are a hit in their lab debut

2 MARCH 2018

First proof that routes devised by an algorithm work in practice could make organic chemistry accessible to non-experts



NEWS

Canada to boost science with C\$950m supercluster strategy

1 MARCH 2018

Five collaborative research hubs are predicted to create more than 50,000 jobs

<

50

>



7 Applications of Machine Learning in Pharma and Medicine

Last updated on July 19, 2018 by Daniel Faggella

1 – Disease Identification/Diagnosis

2 – Personalized Treatment/Behavioral Modification

3 – Drug Discovery/Manufacturing

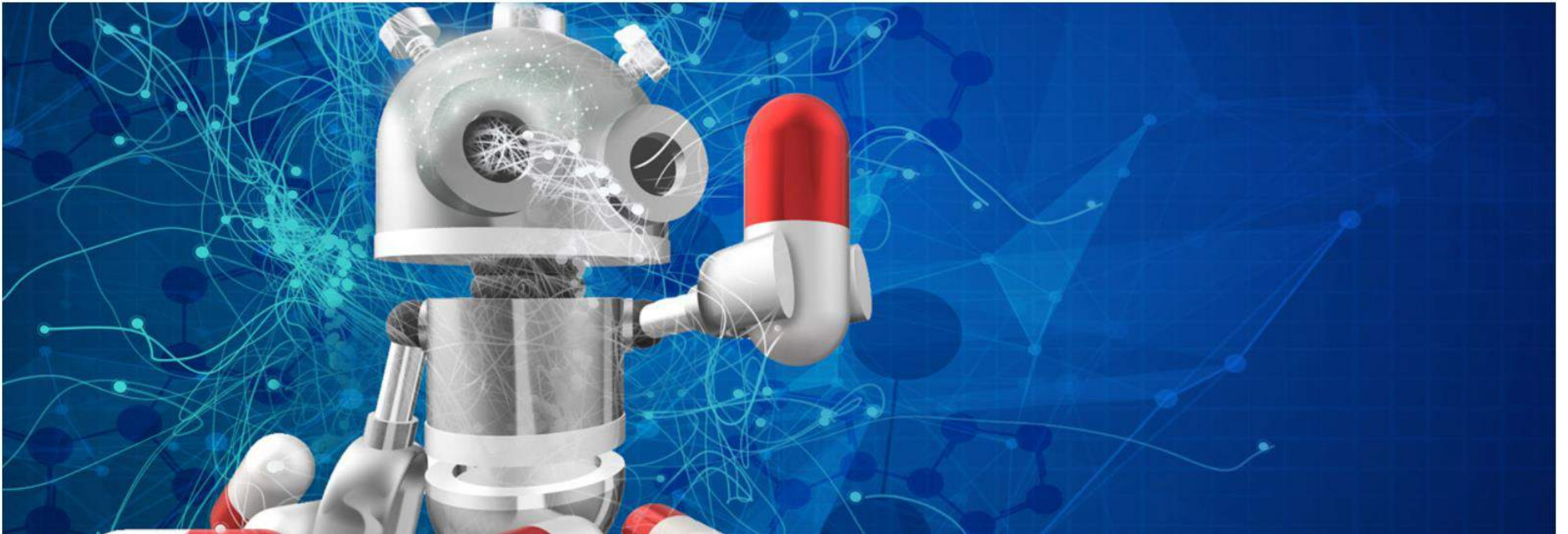
5 – Radiology and Radiotherapy

4 – Clinical Trial Research

6 – Smart Electronic Health Records

7 – Epidemic Outbreak Prediction

Artificial Intelligence in Drugstore Retail



PHS Scientific House
PHARMAHEALTHSCIENCES

International Journal of Pharma Research and Health Sciences

Available online at www.pharmahealthsciences.net



Review Article

Pharmaceutical Applications of Artificial Intelligence

Prital Sable*, Vineeta V Khanvikar

Bharati Vidyapeeth's College of Pharmacy, Navi Mumbai, Maharas



Journal of Pharmacovigilance

Editorial

Open Access

Agrawal, J Pharmacovigil 2018, 6:2
DOI: 10.4172/2329-6887.1000e173

Artificial Intelligence in Drug Discovery and Development

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Powerful Machine Learning

Cluster of thousands of fast machines

Big Data – a lots of Data



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Google Cloud Machine Learning provides **modern machine learning services**, with **pre-trained models** and a platform to generate **your own tailored models**. Our neural net-based ML platform has better training performance and **increased accuracy** compared to other large scale deep learning systems. Our services are fast, scalable and easy to use. Major Google applications use Cloud Machine Learning, including Photos (image search), the Google app (voice search), Translate, and inbox (Smart Reply). Our platform is now available as a cloud service to bring **unmatched scale and speed** to your business applications.



home > tech

Artificial intelligence (AI)

Japanese company replaces office workers with artificial intelligence

Insurance firm Fukoku Mutual Life Insurance is making 34 employees redundant and replacing them with IBM's Watson Explorer AI

Justin McCurry in Tokyo

Thursday 5 January 2017 09:57 GMT



34,492



i Fukoku Mutual Life Insurance believes it will increase productivity by 30% Photograph: Toru Hanai/REUTERS

A future in which human workers are replaced by machines is about to become a reality at an insurance firm in [Japan](#), where more than 30 employees are being laid off and replaced with an [artificial intelligence](#) system that can calculate

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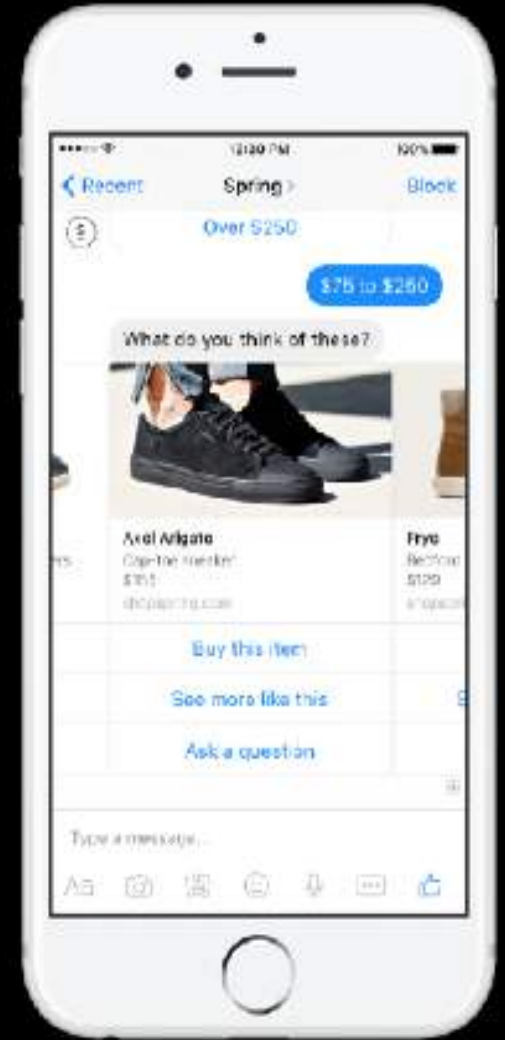


**Interact with business services and experts
like you do with your friends**

**Facebook released an API
for chatbots**

**Wit.ai Bot Engine for natural
language assistance**

**900 million people use
Messenger**





**Hand-picked doctors,
supported by cutting
edge AI technology**

Babylon reckons that 85% of consultations do not need to be in person



**Amazon Echo
Device that you can
speak with**

**And listens to all your
conversations**

**Receive Our Instruction
and Do Action as
Requested**

Yang Sebenarnya Terjadi:

NETFLIX DID NOT KILL BLOCKBUSTER.
RIDICULOUS LATE FEES DID.

UBER DID NOT KILL THE TAXI BUSINESS.
LIMITED ACCESS AND FARE CONTROL DID.

APPLE DID NOT KILL THE MUSIC INDUSTRY.
BEING FORCED TO BUY FULL-LENGTH ALBUMS DID.

AMAZON DID NOT KILL OTHER RETAILERS.
POOR CUSTOMER SERVICE AND EXPERIENCE DID.

AIRBNB ISN'T KILLING THE HOTEL INDUSTRY.
LIMITED AVAILABILITY AND PRICING OPTIONS ARE.

TECHNOLOGY BY ITSELF IS NOT THE DISRUPTOR.
NOT BEING **CUSTOMER-CENTRIC** IS THE BIGGEST
THREAT TO ANY BUSINESS.





Indonesia's Fourth Industrial Revolution

Making Indonesia 4.0



Indonesia Mempunyai Banyak Faktor Keuntungan Sebagai Pendorong Daya Saing Yang Kuat

Making
Indonesia

Making Indonesia 4.0

Jumlah Populasi Usia Kerja

+++

Permintaan Kebutuhan Domestik

+++

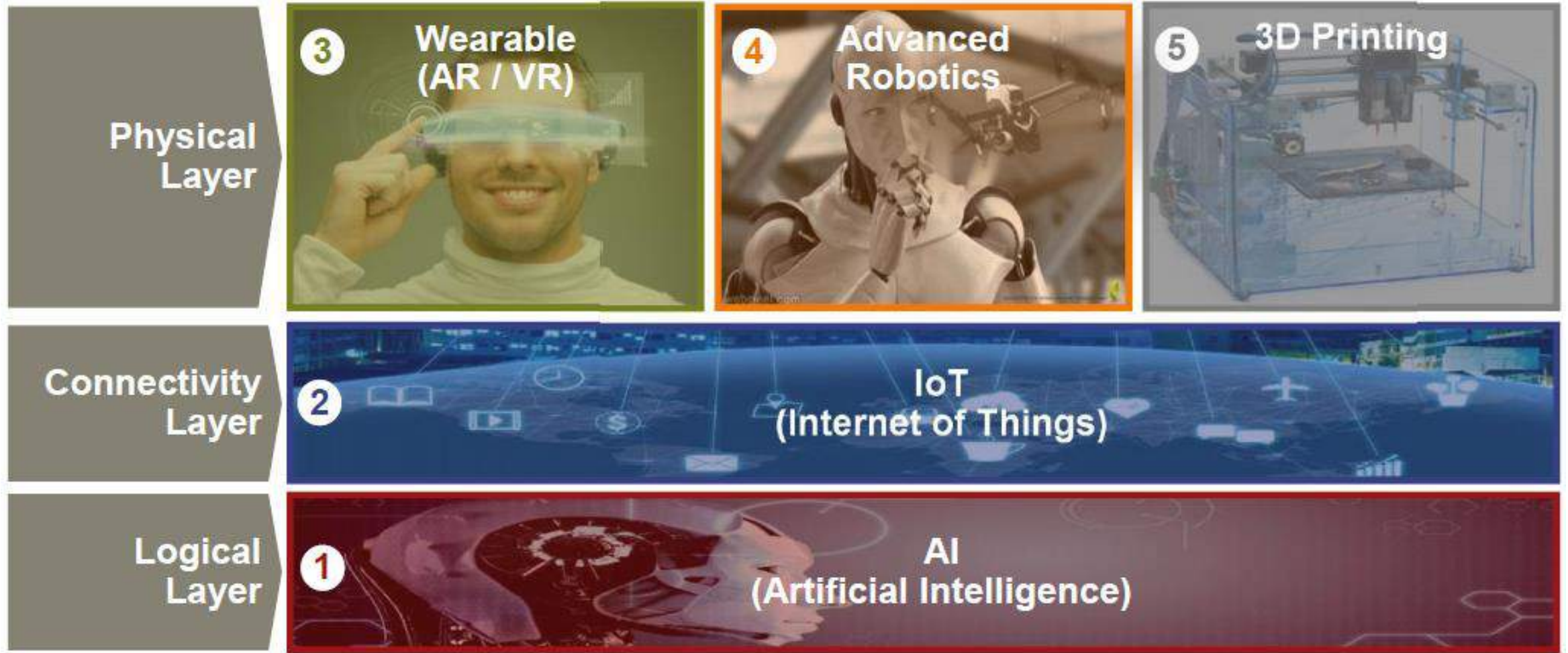
Negara Yang Kaya atas Sumber Daya Alam

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Perekonomian Terbesar di ASEAN

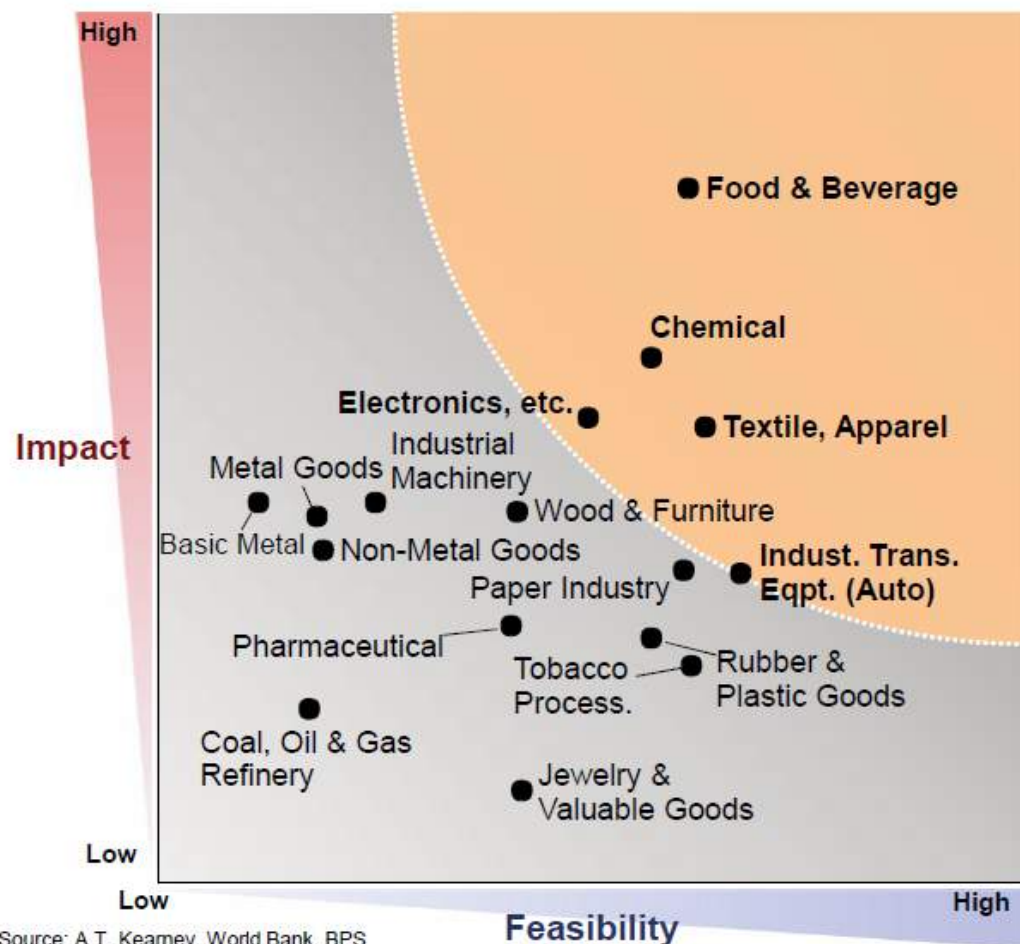
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Lima Teknologi Kunci dari Industri 4.0



5 Sector Focus dari Kementerian Perindustrian

Sector Prioritization Matrix



Top 5 Sectors

Food & Beverage



Textile & Apparel



Automotive



Electronics



Chemical



~60%
mfg. GDP

~65% mfg.
exports

~60% mfg.
workers

Source: A.T. Kearney, World Bank, BPS

JAN
2018

DIGITAL IN INDONESIA

A SNAPSHOT OF THE COUNTRY'S KEY DIGITAL STATISTICAL INDICATORS



TOTAL
POPULATION



265.4
MILLION

URBANISATION:

56%

INTERNET
USERS



132.7
MILLION

PENETRATION:

50%

ACTIVE SOCIAL
MEDIA USERS



130.0
MILLION

PENETRATION:

49%

UNIQUE
MOBILE USERS



177.9
MILLION

PENETRATION:

67%

ACTIVE MOBILE
SOCIAL USERS



120.0
MILLION

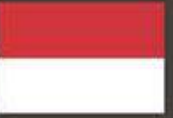
PENETRATION:

45%

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POPULATION & ECONOMIC INDICATORS

ESSENTIAL DEMOGRAPHICS AND KEY ECONOMIC INDICATORS



TOTAL
POPULATION



265.4
MILLION

FEMALE
POPULATION



49.7%

MALE
POPULATION



50.3%

ANNUAL CHANGE IN
POPULATION SIZE



+1.1%

MEDIAN
AGE



30.5
YEARS OLD

POPULATION LIVING
IN URBAN AREAS



56%

GDP PER
CAPITA



\$11,632

LITERACY
(TOTAL)



94%

FEMALE
LITERACY



92%

MALE
LITERACY



96%

JAN
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DEVICE USAGE

PERCENTAGE OF THE ADULT POPULATION* THAT CURRENTLY USES EACH KIND OF DEVICE [SURVEY-BASED]



MOBILE PHONE
(ANY TYPE)



91%

SMART
PHONE



60%

LAPTOP OR
DESKTOP COMPUTER



22%

TABLET
COMPUTER



8%

TELEVISION
(ANY KIND)



95%

DEVICE FOR STREAMING
INTERNET CONTENT TO TV



2%

E-READER
DEVICE



1%

WEARABLE
TECH DEVICE



1%

JAN
2018

INTERNET USE

BASED ON REPORTED INTERNET USER DATA, AND USER-CLAIMED MOBILE INTERNET USE



TOTAL NUMBER
OF ACTIVE
INTERNET USERS



132.7
MILLION

we
are
social

INTERNET USERS AS A
PERCENTAGE OF THE
TOTAL POPULATION



50%



TOTAL NUMBER
OF ACTIVE MOBILE
INTERNET USERS



124.8
MILLION

global
web
index

MOBILE INTERNET USERS
AS A PERCENTAGE OF
THE TOTAL POPULATION

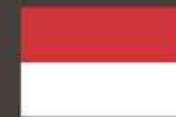


47%

JAN
2018

SOCIAL MEDIA USE

BASED ON THE MONTHLY ACTIVE USERS REPORTED BY THE MOST ACTIVE SOCIAL MEDIA PLATFORM IN EACH COUNTRY



TOTAL NUMBER
OF ACTIVE SOCIAL
MEDIA USERS



130.0
MILLION

ACTIVE SOCIAL USERS
AS A PERCENTAGE OF
THE TOTAL POPULATION



49%

TOTAL NUMBER
OF SOCIAL USERS
ACCESSING VIA MOBILE



120.0
MILLION

ACTIVE MOBILE SOCIAL
USERS AS A PERCENTAGE
OF THE TOTAL POPULATION



45%

we
are
social



we
are
social

JAN
2018

INSTAGRAM USAGE ANALYSIS

AN OVERVIEW OF MONTHLY ACTIVE INSTAGRAM USERS, BROKEN DOWN BY GENDER



TOTAL NUMBER OF
MONTHLY ACTIVE
INSTAGRAM USERS



53.00
MILLION

ACTIVE INSTAGRAM
USERS AS A PERCENTAGE
OF TOTAL POPULATION



20%

FEMALE USERS AS A
PERCENTAGE OF ALL
ACTIVE INSTAGRAM USERS



49%

MALE USERS AS A
PERCENTAGE OF ALL
ACTIVE INSTAGRAM USERS



51%

we
are
social



we
are
social

So, Apa yang Perlu Disiapkan ?



DIGITAL DARWINISM

Ketika teknologi dan inovasi berevolusi lebih cepat dari kemampuan kita untuk menyerap, beradaptasi dan berinovasi dengan menggunakan perkembangan itu.

So... Be Ready ...

Iteration

DOING THE

SAME THINGS

BETTER

Innovation

Doing New
THINGS

Disruption

Doing New
THINGS THAT
MAKE THE OLD
ONES OBSOLETE.

Sukses tergantung dari pada proses iterasi, inovasi dan disruptif secara seimbang.

Disruptif pada Dunia Ketenagakerjaan

20 common occupations least at risk (probability < 0.1)

1. First line supervisors of mechanics, installers and repairers, production workers
2. Dentists, orthodontists and prosthetists
3. Child, family and school social workers
4. Physicians and surgeons
5. Teachers and instructors
6. Mental health counselors
7. Human resource managers
8. Recreation workers
9. Training and development managers
10. Computer systems analysts and computer systems administrators
11. Registered nurses
12. Mechanical engineers
13. Pharmacists
14. Logisticians
15. Psychologists
16. Sales managers, Marketing managers
17. Training and development specialists
18. Public relation and fundraising managers
19. Chief executives
20. Architects

20 common occupations highly at risk (probability > 0.9)

1. Telemarketers
2. Insurance underwriters, Insurance claims clerks, Insurance appraisers
3. Cargo and freight agents
4. Packaging and filling machine operators
5. Procurement clerks
6. Bookkeeping, accounting and auditing clerks
7. Real estate brokers
8. Counter and rental clerks
9. Cashiers
10. Dental laboratory technicians
11. Electromechanical equipment assemblers
12. Administrative assistants
13. Counter attendants
14. Office clerks
15. Receptionists and information clerks
16. Postal service clerks
17. Paralegals and legal assistants
18. Couriers and messengers
19. Accountants and auditors
20. Truck and tractor operators

A large group of graduates in black gowns are celebrating, with many throwing their caps into the air. The caps are scattered across the upper half of the image against a clear blue sky. The graduates are in the lower half, looking up and cheering with their arms raised.

Mahasiswa Indonesia Harus
Mempersiapkan Diri Dari Sekarang

Life Long Learner : Revolusi Mental Terpenting



1

Semua Orang Bisa Pintar



a

The Power of Growth Mindset

- Selalu semangat untuk belajar, latihan, usaha untuk menuju perbaikan dan penguasaan pengetahuan
- Semangat belajar sesuatu yang baru

b

Channel Kesempatan Yang Banyak, Berlimpah

- Belajar tidak harus selalu dari pendidikan formal
- Banyak online courses dari segala hal yang ingin kita pelajari

c

Jangan takut gagal dan menyerah

- Belum berhasil, berarti kita mendapat pelajaran baru untuk bekal kita bangkit ...



Pernah Ditolak 12 Penerbit Buku, JK Rowling Sekarang Jadi Penulis Terkaya di Dunia

It matters **not** what someone
is **born**, but what they **grow to be**.

- J.K. Rowling

Goalcast

2

Kenali dirimu



a

Apa yang jadi tujuan dan passion

- Kita pasti semangat mengerjakan karena sesuatu yang kita suka

b

Skill apa yang diperlukan

- Asah kemampuan kognitif
- Social Emotional Skills
- The Future Work

c

Pelajari Cara Belajar Yang Tepat

- Visual, Audio atau Kinestetik
- How to take notes, summarize, how to organize your time and tasks, dsb

3

Mengasah Soft Skill



a

Focus

- Fokus terhadap apa yang menjadi tujuan dan passion

b

Bangun Kebiasaan

- Build Habit(Charles Dulhig framework)

c

Delay Gratification

- Kemampuan menahan diri untuk mendapatkan imbalan/kepuasan SEKARANG JUGA demi mendapatkan imbalan/kepuasan berlebih pada saat NANTI
- Walter Mischel : Marshmallow Test

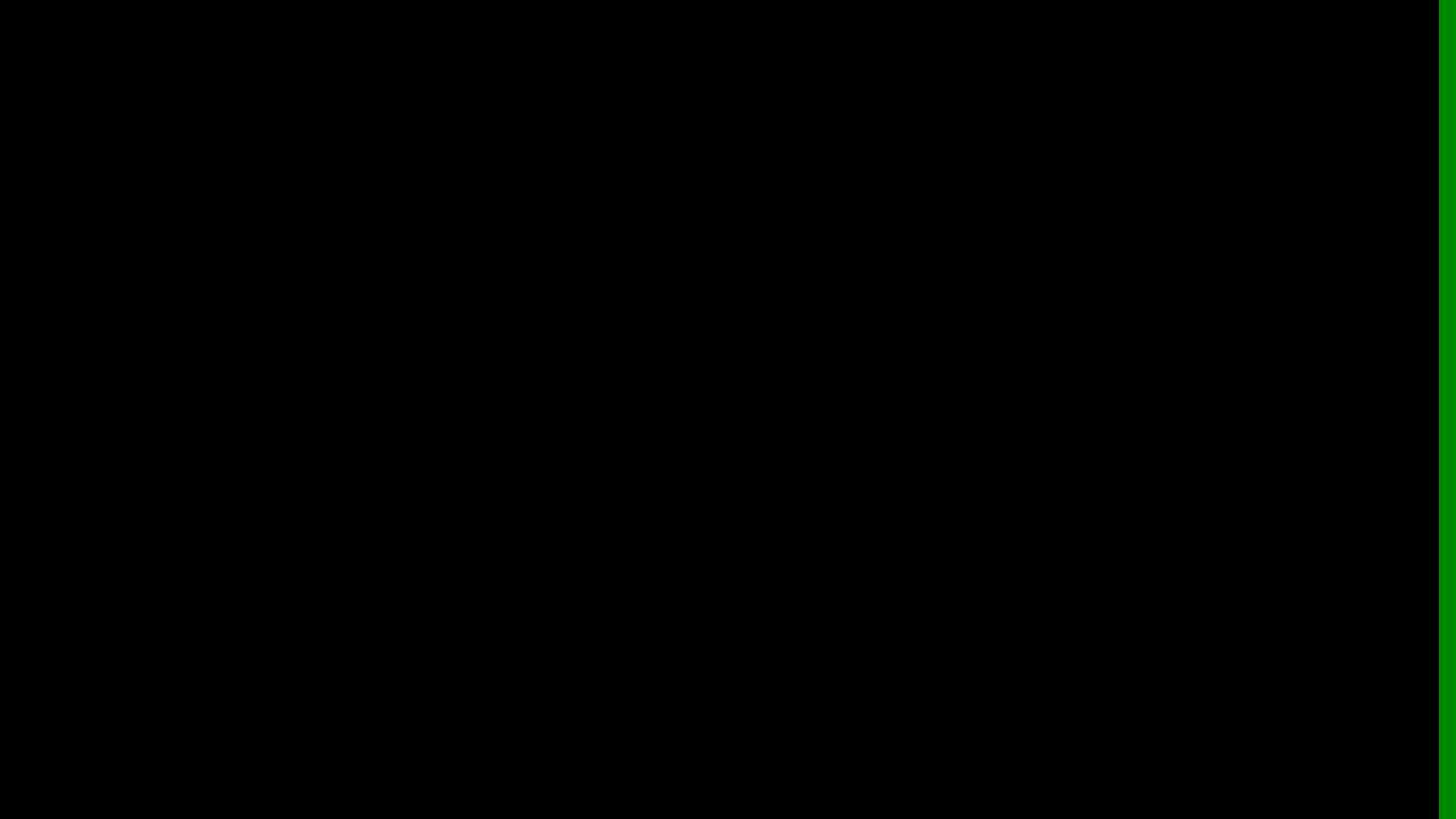
d

Welas Asih/Kasih Sayang

- Teladan Rasullulah

Delay Gratification

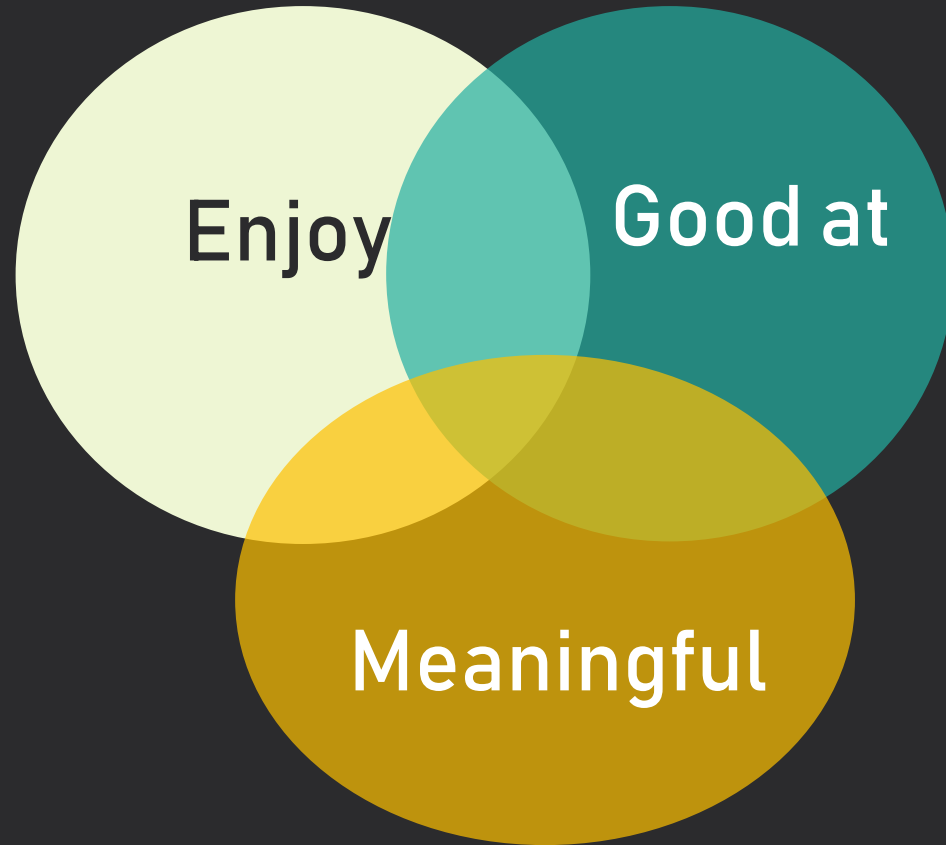




Beberapa usulan inisiatif yang bisa dilakukan oleh kampus :

1. Penyelarasan materi pembelajaran dan praktek dengan kebutuhan industry
2. Kerja Sama Erat dengan Dunia Industri
3. Program Magang dalam waktu yang cukup
4. Penerapan bahasa asing
5. Komuniti mahasiswa dengan minat tertentu sesuai dengan perkembangan industry
6. Kompetisi Idea Business dan Kolaborasi dengan Industri
7. Pengiriman mahasiswa/i ke univ. luar untuk mempelajari perkembangan penerapan industry 4.0 yang telah sukses

Bahagia dan Sukses jika :



Rasulullah Shallallahu'alaihi Wasallam bersabda:
حَيْرُ النَّاسِ أَنْفَعُهُمْ لِلنَّاسِ

“Sebaik-baik manusia adalah yang paling bermanfaat bagi manusia” (HR. Ahmad, ath-Thabrani, ad-Daruqutni)

Meraih Kebahagiaan dan Sukses bukanlah
perjalanan sendiri
namun
Menjadi bagian dari tujuan besar
bersama yang lain

Terima Kasih

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