

Description of Course Unit

Course unit title	Engineering Economics
Course unit code	VS191204
Type of course unit (compulsory, optional)	compulsory
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	First cycle Bachelor
Year of study when the course unit is delivered (if applicable)	
Semester/trimester when the course unit is delivered	2
Number of ECTS credits allocated	3.2
Name of lecturer(s)	Destri Susilaningrum, Fausania Hibatullah
Learning outcomes of the course unit	<p>Students are able to :</p> <ul style="list-style-type: none"> - Explain the basic concepts Engineering Economics, Cash flow and time value of money - Calculate the value of money based on interest rates with various payment methods - Compare several ways of selecting alternative investments - Calculate the rate of return on capital - Make a Benefit Cost Ratio Analysis - Calculate Breakeven Analysis - Calculate the Depreciation Value
Mode of delivery (face-to-face, distance learning)	Face to face
Prerequisites and co-requisites (if applicable)	-
Course content	<ol style="list-style-type: none"> 1. Introduction of Engineering Economics 2. The Several Payment of methodes 3. selection of investment alternatives (Minimum Attractive Rate of Return (MARR); Equivalent Uniform Annual Cost (EUAC) dan Present Worth (PW)) 4. The Rate of Return 5. The Benefit Cost Ratio Analysis 6. The Breakeven Analysis 7. The Depreciation value of investment
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Haryono. "Diktat Ekonomi Teknik" ,. Surabaya: Jurusan Statistika FMIPA ITS. 1984 2. Pujawan, I. N. "Ekonomi Teknik", Edisi ke 2. Surabaya: Penerbit Guna Widya. 2010 3. Grant, E.L.W.G.Ireson, and R.S. Leaven Worth, "Principles of Engineering, " 7th, Ed., Wiley, New york, 1982.
Planned learning activities and teaching methods	Problem Based Learning, Blended Learning
Language of instruction	Indonesian Language
Assessment methods and criteria	Quiz, Midterm Exam and Final Exam.