

### 1. Course Identity

<b>Course Name/Block</b>	Digital Economics		
<b>Faculty</b>	Business and Economics	<b>Study Program</b>	Economics
<b>Code</b>	SIE942	<b>Credit</b>	3
<b>Group</b>	Economics Study Program	<b>Course Status</b>	Elective
<b>Semester</b>	6	<b>Availability</b>	Limited
<b>Learning Method</b>	in Class	<b>Media</b>	Blended
<b>Course Group</b>	Elective Course	<b>Prerequisite</b>	Descriptive Statistics

### 2. Course Description

Digital Economics is a course which studies human interaction concept among individuals or even organizations with economics activities and digital-based business which related to internet and technology development. Interaction is defined as activities related to entertainment business (movie, music, games, etc), health system, education, financial service, and banking. Changes in interaction caused by internet and technology development can divert from its efficiency, in which it can be beneficial or disadvantaging the society.

This course is a elective course with 3 Credits, which is implemented in 14 meetings, individual and group assessment, Midterm exam and Final Exam as the measurement of CLO.

### 3. GLO

GLO Code	GLO Formulation	CLO Code	CLO Formulation
J	Able to apply the knowledge and skill in financial economics for analyzing financial industrial practice.	J7	Able to apply the concept and theory of digital economics to analyze global changes of market and society's condition.

### 4. Materials and Main References

<b>Materials</b>	<ol style="list-style-type: none"> <li>1. Introduction: Platform, Internet of Things, Economics Growth</li> <li>2. Technology and Human Interaction</li> <li>3. Disruptive Innovation</li> <li>4. Changes from Owning to Sharing</li> <li>5. Esteem Economy</li> <li>6. Shifting to Suburban</li> <li>7. Insuretech</li> <li>8. Fintech</li> <li>9. Online Game</li> <li>10. Advertising</li> <li>11. Online Shopping and Factory Outlet</li> <li>12. Lean Startup and Innovation Ecosystem</li> <li>13. Crowdfunding, Digitization and Content Industries</li> <li>14. Digital Currency</li> </ol>
<b>Main Reference</b>	<ol style="list-style-type: none"> <li>1. Kasali, Rhenald. 2018. The Great Shifting Series On Disruption. Jakarta: PT. Gramedia.</li> </ol>

2. FUNCAS Social and Economic Studies, 5. 2018. Economic Analysis of The Digital Revolution. Madrid: FUNCAS.
3. Pratama, I Putu Eka. 2015. E-Commerce, E-Business dan Mobile Commerce, Berbasis Open Source–Teori dan Praktek. Jakarta: Informatika.
4. Viki, T., Gons, T.E. 2019. The Corporate Stratup Formula Sukses Perusahaan Mapak Mengembangkan Ekosistem Inovasi. Jakarta : PT. Elex Media Komputindo

Date:	Date:	Date:
Approved by the Head of Study Program	Checked by the Coordinator of Course	Prepared by Lecturer/ Coordinator
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