



UNIVERSITAS NEGERI PADANG
Faculty of Engineering
Department of Electronics Engineering

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Bachelor of Engineering

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STAFF HANDBOOK

Name	Bayu Ramadhani Fajri, M. Ds.		
Position	Teaching Staff		
Academic career	Initial Academic Appointment	Institution	Year
		Universitas Negeri Padang	2018
Academic Background	1. Master Degree	Institut Teknologi Bandung	2016
	2. Diploma 4 Degree	Institut Teknologi Bandung	2013
Employment	Position	Employer	Period
	1. Coordinator of the D4 Animation Study Program	Universitas Negeri Padang	01 Jun 2020-Present
	2. LP3M functional (Pusdiklat Data & Information Coordinator)	Universitas Negeri Padang	06 Jan 2020-Present
Research and development projects over the last 5 years	<ol style="list-style-type: none"> Project title: Perancangan Media Interaktif Pengenalan Gerak Tari Topeng Malangan. Period: 2017 Partner: - Project title: Perancangan Media Interaktif Pengenalan Bahasa Isyarat BISINDO Berbasis Augmented Reality. Period: 2019 Partner: Grahita Kusumastuti Project title: Perancangan Jobsheet Interaktif CNC Berbasis Augmented Reality, Period: 2019 Partner: Febri Prasetya. 		

Industry collaborations over the last 5 years			
Patents and proprietary rights	Title	Year	
	1. HKI - Application Augmented Reality isyARat BISINDO (No. EC00201992088)	2019	
	2. HKI - Application Mobile Learning Mini Server LENTERA (No. EC00202006049)	2020	
	3. HKI - Application e-Sertifikat LP3M UNP (No. EC00202022813)	2020	
Important publications over the last 5 years	Selected recent publications from a total of approx.		
	1. Bayu Ramadhani Fajri, Irfansyah. (2015). Interactive Media Introduction to Motion Dance and Visual Meaning of Topeng Malangan. INTERNATIONAL CONFERENCE ON NEW MEDIA 2015 (CONMEDIA). https://osf.io/preprints/inarxiv/xuskw/		
	2. Bayu Ramadhani Fajri, Grahita Kusumastuti. (2019). Perceptions of 'Hearing' People on Sign Language Learning. 5th International Conference on Education and Technology (ICET 2019). https://download.atlantis-press.com/article/125926527.pdf		
	3. Bayu Ramadhani Fajri, Agariadne Dwinggo Samala, Fadhli Ranuharja. (2020). MEDIA INTERAKTIF PENGENALAN BAHASA ISYARAT BISINDO. Jurnal Teknologi Informasi Dan Pendidikan. Vol.13, No. 1. ISSN: 2620-6390. http://tip.ppi.unp.ac.id/index.php/tip/article/view/293		
	4. Bayu Ramadhani Fajri, Agariadne Dwinggo Samala, Fadhli Ranuharja. (2020). Perancangan Media Interaktif Gerak Tari Topeng Patih pada Wayang Topeng Malangan Menggunakan Sensor Kinect. Jurnal Inovasi Vokasional dan Teknologi. Vol.20, No. 2. ISSN: 2549-9815. http://invotek.ppi.unp.ac.id/index.php/invotek/article/view/715		
	5. Febri Prasetya, Bayu Ramadhani Fajri, Fadhli Ranuharja. (2020). Development Design Augmented Reality-Based Jobsheet in CNC Programming Subjects. International Journal of Innovation, Creativity and Change. Vol.10, No. 11. https://www.ijicc.net/index.php/volume-10-2019/149-vol-10-iss-11		
Activities in specialist bodies over the last 5 years	Organization	Role	Period