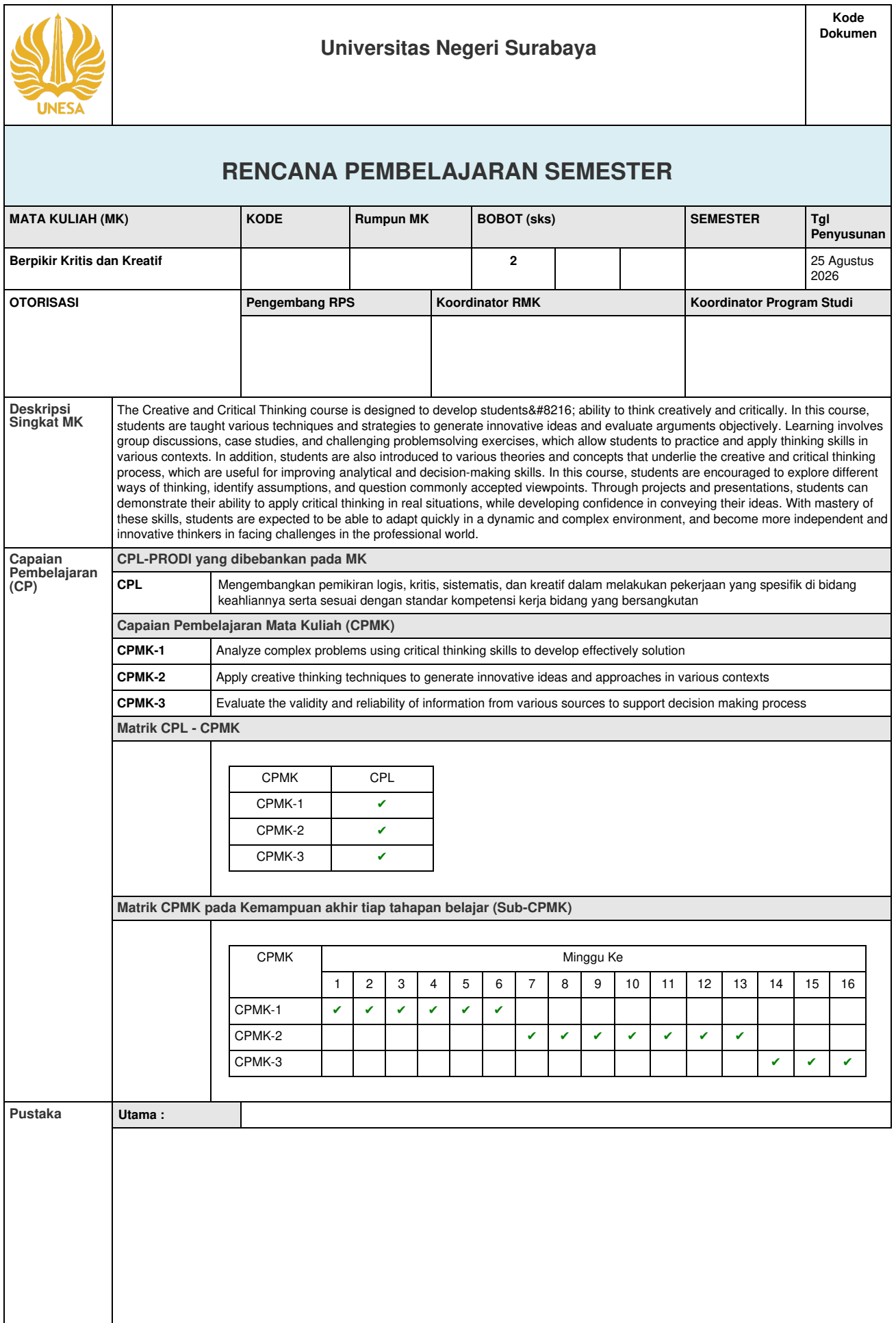




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Pendukung :

- Schoolar
- SINTA

Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bentuk Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]		Materi Pembelajaran	Bobot Penilaian (%)
		Indikator	Kriteria & Bentuk	Luring (offline)	Daring (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Students understand the importance of thinking critically and creatively in everyday life and academic settings.	Participation, ability to connect concepts to real life	Engagement, relevance of input	Interactive lecture, group discussion			3%
2	Students understand the importance of thinking critically and creatively in everyday life and academic settings.	Participation, ability to connect concepts to real life	Engagement, relevance of input	Interactive lecture, group discussion			3%
3	Students understand the importance of thinking critically and creatively in everyday life and academic settings.	Participation, ability to connect concepts to real life	Engagement, relevance of input	Interactive lecture, group discussion			3%
4	Students can identify characteristics of critical and creative thinkers.	Ability to distinguish key traits and give examples	Accuracy, clarity, insight	discussion			3%
5	Students can identify characteristics of critical and creative thinkers.	Ability to distinguish key traits and give examples	Accuracy, clarity, insight	discussion			3%
6	Understand the thinking process as a skill that can be developed.	Ability to identify steps of the thinking process	Logical sequence, clarity	discussion			3%
7	Understand the thinking process as a skill that can be developed.	Ability to identify steps of the thinking process	Logical sequence, clarity	discussion			4%
8	UTS	UTS	UTS	UTS			20%
9	Analyze arguments and distinguish between strong and weak reasoning.	Identification of argument structure	Accuracy, reasoning clarity	Critical analysis, small group work			4%
10	Apply questioning techniques to explore issues from multiple perspectives.	Quality of questions posed	Depth, open-mindedness	questioning, discussion			4%

11	Apply questioning techniques to explore issues from multiple perspectives.	Quality of questions posed	Depth, open-mindedness	questioning, discussion			4%
12	Practice creative problem solving in structured settings.	Ability to generate and compare solutions	Ability to generate and compare solutions	Case simulation, problem-solving games			4%
13	Practice creative problem solving in structured settings.	Ability to generate and compare solutions	Ability to generate and compare solutions	Case simulation, problem-solving games			4%
14	Explore logical fallacies and how to avoid them.	explore logical fallacies and how to avoid them.	explore logical fallacies and how to avoid them.	Discussion			4%
15	Explore logical fallacies and how to avoid them.	explore logical fallacies and how to avoid them.	explore logical fallacies and how to avoid them.	Discussion			4%
16	UAS	UAS	UAS	UAS			30%

Catatan

1. **Capaian Pembelajaran Lulusan Program Studi (CPL-Prodi)** adalah rumusan kemampuan yang harus dimiliki oleh lulusan program studi yang mencakup sikap, penguasaan pengetahuan, keterampilan umum, dan keterampilan khusus sesuai dengan jenjang kualifikasi, yang diperoleh melalui proses pembelajaran.
2. **CPL-Prodi yang dibebankan pada Mata Kuliah** adalah bagian dari CPL-Prodi yang dipilih dan relevan untuk dikembangkan melalui suatu mata kuliah, sebagai dasar perumusan capaian pembelajaran mata kuliah.
3. **Capaian Pembelajaran Mata Kuliah (CPMK)** adalah kemampuan yang dirumuskan secara spesifik dan diturunkan dari CPL-Prodi yang dibebankan pada mata kuliah, serta menggambarkan kompetensi yang harus dicapai mahasiswa setelah menyelesaikan mata kuliah.
4. **Sub-CPMK** adalah kemampuan akhir yang direncanakan pada setiap tahap pembelajaran, sebagai penjabaran lebih rinci dari CPMK, bersifat terukur dan dapat diamati sesuai dengan materi pembelajaran.
5. **Indikator Penilaian** adalah pernyataan spesifik dan terukur yang digunakan untuk menilai ketercapaian Sub-CPMK, baik dari proses maupun hasil belajar mahasiswa, yang didukung dengan bukti penilaian.
6. **Kriteria Penilaian** adalah tolok ukur yang digunakan untuk menentukan tingkat ketercapaian hasil belajar mahasiswa berdasarkan indikator penilaian, guna menjamin penilaian yang objektif, konsisten, dan adil. Kriteria penilaian dapat bersifat kuantitatif dan/atau kualitatif.
7. **Bentuk Penilaian** meliputi penilaian tes dan non-tes sesuai dengan karakteristik capaian pembelajaran.
8. **Bentuk Pembelajaran** meliputi kuliah, responsi, tutorial, seminar atau bentuk lain yang setara, praktikum, praktik studio, praktik bengkel, praktik lapangan, penelitian, dan pengabdian kepada masyarakat.
9. **Metode Pembelajaran** merupakan cara penyampaian pembelajaran yang digunakan untuk mencapai capaian pembelajaran, antara lain Small Group Discussion, Project Based Learning, Case Based Learning, Collaborative Learning, Discovery Learning, Self-Directed Learning, serta metode lain yang relevan.
10. **Materi Pembelajaran** adalah bahan kajian yang disusun secara sistematis dalam bentuk pokok dan sub-pokok bahasan untuk mendukung pencapaian Sub-CPMK.
11. **Bobot Penilaian** adalah persentase kontribusi setiap komponen penilaian terhadap nilai akhir mata kuliah, yang ditetapkan secara proporsional sesuai tingkat kompleksitas dan ketercapaian Sub-CPMK, dengan total keseluruhan sebesar 100%.
12. TM = Tatap Muka, PT = Penugasan Terstruktur, BM = Belajar Mandiri.