RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH (MK)	KODE	Rumpun MK	BOBOT (sks)			SEMESTER	Tgl Penyusunan
Digital Humanities	7920202321	Mata Kuliah Wajib Program Studi	T=2	P=0	ECTS=3.18	4	21 Januari 2025

OTORISASI	Pengembang RPS	Koordinator RMK	Koordinator Program Studi
	Zulidyana Dwi Rusnalasari, Ayu Saraswati, Kenya Permata Kusumadewi	Prof Pratiwi Retnaningdyah, Ph.D	Dr. Ali Mustofa, S.S., M.Pd.

Model Pembelajaran	Project Based Learning

Capaian Pembelajaran (CP)	CPL-PRODI yang dibebankan pada MK	
	CPL-3	Mengembangkan pemikiran logis, kritis, sistematis, dan kreatif dalam melakukan pekerjaan yang spesifik di bidang keahliannya serta sesuai dengan standar kompetensi kerja bidang yang bersangkutan
	CPL-6	Mampu memahami, menganalisis, dan menginterpretasikan karya sastra dan non-sastra dalam berbagai genre dan moda komunikasi
	CPL-10	Mampu menghasilkan karya akademik atau non-akademik dengan baik dalam bentuk lisan maupun tulisan untuk beragam audiens dan tujuan
	Capaian Pembelajaran Mata Kuliah (CPMK)	
	CPMK - 1	Being able to examine concepts and theories of society and culture to analyze sociocultural phenomena.
	CPMK - 2	Being able to compose a reflective essay and an analytical essay of max 800 words on Indonesian cultural daily phenomena.
	CPMK - 3	Being able to respond to texts on Indonesian cultural issues orally.
	CPMK - 4	Being able to respect in cooperation in thought, expression, and intellectual engagement when writing compose a reflective essay and an analytical essay of max 800 words on Indonesian cultural daily phenomena.
	Matrik CPL - CPMK	

CPMK	CPL-3	CPL-6	CPL-10
CPMK-1	✔		
CPMK-2		✔	
CPMK-3			
CPMK-4			✔

Matrik CPMK pada Kemampuan akhir tiap tahapan belajar (Sub-CPMK)

CPMK	Minggu Ke															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
CPMK-1	✔															
CPMK-2																
CPMK-3																
CPMK-4																

Deskripsi Singkat MK	This course includes an area of scholarly activity at the intersection of computing or digital technologies and the humanities disciplines. It includes the systematic use of digital resources in the humanities and the analysis of their application. This course is designed to make students competent and perform in Indonesian digital society and culture in general. It covers discussion on the concepts of individuals, family, community, society, Indonesian cultural identity, rural-urban society, youth culture, virtual society and its culture. This course also gives opportunities for the students to apply concepts/theories to analyze phenomena and make an ethnographic report. This course uses problem-based and project-based methods of learning.

Pustaka	Utama :

1. Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.
2. Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:
3. JOHANNA DRUCKER WITH DAVID. KIM IMAN SALEHIAN & ANTHONY BUSHONG.INTRODUCTION TO DIGITAL HUMANITIES, Concepts, Methods, and Tutorials for Students and Instructors

Pendukung :	
1. 1. Journals 2. Handouts 2. The Importance of Digital Tools in the Humanities 3. "Community Engagement in the Digital Humanities" by Ethan Knecht in Digital Humanities Quarterly (2015)	

Dosen Pengampu	Prof. Dra. Pratiwi Retnaningdyah, M.Hum., M.A., Ph.D. Dr. Zulidyana Dwi Rusnalasari, M.Hum. Ayu Saraswati, M.Hum. Uci Elly Kholidah, S.S., M.A.

Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bantuk Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]		Materi Pembelajaran [Pustaka]	Bobot Penilaian (%)
		Indikator	Kriteria & Bentuk	Luring (offline)	Daring (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Being able to define the concepts of society and culture.	Explain 2 concepts in Indonesian Society and Culture	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	Offline: The strategies used in the session are: lecturing, sharing discussion 2 X 50		**Materi:** Concepts of Society and Culture and related concepts **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Concepts of Society and Culture and related concepts **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Introduction to Digital Humanities What is Digital Humanities? Definition, scope, and history of Digital Humanities Key debates and challenges in the field Interdisciplinary Nature of Digital Humanities Intersection of humanities, computing, and data science **Pustaka:**	4%

2	Being able to identify the relationship between individual, family, community, and society	Logical explanation of the relationship between invdividual, family, community/society	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif, Penilaian Hasil Project / Penilaian Produk	Offline: The strategies used in the session are: lecturing, sharing discussion 2 X 50		**Materi:** Relating Individual, Family, community, and society **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Interdisciplinary Nature of Digital Humanities Intersection of humanities, computing, and data science **Pustaka:** *The Importance of Digital Tools in the Humanities*	4%
3	Being able to define the construction process of Indonesian cultural identity.	Elaborate the construction process	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	·Offline: The strategies used in the session are: lecturing, sharing discussion 2 X 50		**Materi:** Constructing Indonesian Cultural Identity **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Digital Tools and Technologies Text Analysis and Natural Language Processing (NLP) Text mining, sentiment analysis, and word frequency analysis **Pustaka:** *The Importance of Digital Tools in the Humanities*	4%
4	Being able to compare rural and urban societies in terms of social-cultural aspects	Compare 5 aspects of urban dan rural societies	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	·Offline: The strategies used in the session are: lecturing, sharing discussion 2 X 50		**Materi:** Comparing Rural and urban societies **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Digital Archives and Databases Building, managing, and using digital archives **Pustaka:** *The Importance of Digital Tools in the Humanities*	4%

5	Being able to produce a concise academic work on a certain issue concerning the materials.	Find and solve problems of youth culture.	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	·Offline: The strategies used in the session are: problem-based, sharing discussion 2 X 50		**Materi:** Solving and presenting problems of youth culture (1) **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Visualization in Humanities Research Data visualization techniques: timelines, maps, and network graphs **Pustaka:** *The Importance of Digital Tools in the Humanities*	4%
6	1.Being able to deliver an oral presentation on the given task using appropriate English. 2.Being able to respond to others' presentation in English using an appropriate manner.	Problems and solution of youth culture. Group Presentation. Accurate grammar and oral fluency	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	·Offline: The strategies used in the session are: problem-based: Presentation, sharing discussion 2 X 50		**Materi:** Solving and presenting problems of youth culture (2) **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Digital Mapping and GIS (Geographic Information Systems) Spatial humanities and mapping cultural phenomena **Pustaka:** *The Importance of Digital Tools in the Humanities*	6%
7	Being able to produce a concise academic work on a certain issue concerning the materials.	Find and solve problems of Virtual society and culture.	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	·Offline: The strategies used in the session are: problem-based, sharing discussion 2 X 50		**Materi:** Solving and presenting problems of virtual society and culture (1) **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Methods in Digital Humanities Data in the Humanities Collecting, cleaning, and managing humanities data **Pustaka:** *The Importance of Digital Tools in the Humanities*	4%

			Kriteria:			Materi:	
8	1. Being able to deliver an oral presentation on the given task using appropriate English. 2. Being able to respond to others' presentation in English using an appropriate manner.	Problems and solution of Virtual society and culture. Group Presentation. Accurate grammar and oral fluency	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif, Penilaian Hasil Project / Penilaian Produk	Offline: The strategies used in the session are: problem-based: Presentation, sharing discussion 2 X 50		**Materi:** Solving and presenting problems of virtual society and culture (2) **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* **Materi:** Digital Editions and Scholarly Publishing Creating and analyzing digital scholarly editions **Pustaka:** *The Importance of Digital Tools in the Humanities*	6%
9	Being able to create reflective notes on students' understanding of the materials	Answer questions on reflection. Accurate grammar and oral fluency	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif	Offline: The strategy used in the session is: reflective practice 2 X 50		**Materi:** Mid-term: Refleksi **Pustaka:** *1. Journals 2. Handouts* **Materi:** Ethical Considerations in Digital Humanities Privacy, bias, and cultural sensitivity in digital projects **Pustaka:** *The Importance of Digital Tools in the Humanities*	10%
10	Being able to produce a concise academic work on a certain issue concerning the materials.	Demonstrate a problem orientation & grouping	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Aktifitas Partisipasif, Penilaian Hasil Project / Penilaian Produk	·Offline: The strategies used in the session are: lecturing, sharing 2 X 50		**Materi:** Producing an ethnographic report (1): Problem-orientation & grouping **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Applications and Case Studies Digital Humanities in Literature Textual analysis of novels, poetry, and plays **Pustaka:**	5%

11	Being able to produce a concise academic work on a certain issue concerning the materials.	Draft of Plan an ethnographic study	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Penilaian Hasil Project / Penilaian Produk	· Offline: Group project to plan ethnographic study 2 X 50		**Materi:** Producing an ethnographic report (2): Planning an ethnographic study **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Cultural Heritage and Digital Preservation Digitization of cultural artifacts and their accessibility **Pustaka:** *The Importance of Digital Tools in the Humanities*	5%
12	Being able to produce a concise academic work on a certain issue concerning the materials.	Draft of research instrument	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Penilaian Hasil Project / Penilaian Produk	Offline: Group project to make instruments 2 X 50		**Materi:** Producing an ethnographic report (3): Designing research instrument **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Digital History Computational approaches to historical data and archives **Pustaka:** *The Importance of Digital Tools in the Humanities*	5%
13	Being able to produce a concise academic work on a certain issue concerning the materials.	Show log book of field study (1)	**Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Penilaian Hasil Project / Penilaian Produk	· Offline: Group project to conduct a field study 2 X 50		**Materi:** Producing an ethnographic report (4): Conducting a field study and monitoring **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Media Studies and Digital Culture Analyzing digital media and the transformation of cultural forms **Pustaka:** *The Importance of Digital Tools in the Humanities*	6%

| 14 | Being able to produce a concise academic work on a certain issue concerning the materials. | Show log book of field study (2) | **Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use

Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk | Offline: Group project to conduct a field study 2 X 50 | | **Materi:** Producing an ethnographic report (5): Conducting a field study and monitoring
Pustaka: *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.*

Materi: Producing an ethnographic report (5): Conducting a field study and monitoring
Pustaka: *Sudikan S. Y & Indarti T.2021. Etnografi (Studi Budaya – Penelitian Interdisipliner) Jilid 1. Sidoarjo: Tankali*

Materi: Critical Perspectives The Politics of Digital Humanities Equity, inclusion, and the digital divide
Pustaka: *The Importance of Digital Tools in the Humanities* | 6% |
| 15 | Being able to produce a concise academic work on a certain issue concerning the materials. | Draft of ethnographic report | **Kriteria:** Criteria: 1.Quality of idea 2. Organization 3. Language use

Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk | · Offline: Group project to make an ethographic report 2 X 50 | | **Materi:** Producing an ethnographic report (6): Writing an ethnographic report
Pustaka: *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.*

Materi: The Future of Humanities in the Digital Age Speculative approaches to DH research and emerging trends
Pustaka: *1. Journals 2. Handouts* | 7% |

| 16 | 1. Being able to deliver an oral presentation on the given task using appropriate English. 2. Being able to respond to others' presentation in English using an appropriate manner. 3. Being able to create reflective notes on students' understanding of the materials | Presentation and reflection | **Kriteria:** Criteria: 1. Quality of idea 2. Organization 3. Language use **Bentuk Penilaian** : Penilaian Hasil Project / Penilaian Produk | Offline: Group project to present and reflect the ethnographic report | | **Materi:** Producing an ethnographic report (7): Presentation & reflection **Pustaka:** *Kuntjara, Esther. 2006. Penelitian Kebudayaan: Sebuah Panduan Praktis . Yogyakarta:Graha Ilmu Refika Aditama.* **Materi:** Producing an ethnographic report (7): Presentation & reflection **Pustaka:** *Soelaiman, M. Munandar. 2001. Ilmu Sosial Dasar: T eori dan Konsep Ilmu Sosial ed. 4 . Bandung:* | 20% |

Rekap Persentase Evaluasi : Project Based Learning

No	Evaluasi	Persentase
1.	Aktifitas Partisipasif	43.5%
2.	Penilaian Hasil Project / Penilaian Produk	56.5%
		100%

Catatan
1. **Capaian Pembelajaran Lulusan Prodi (CPL - Prodi)** adalah kemampuan yang dimiliki oleh setiap lulusan prodi yang merupakan internalisasi dari sikap, penguasaan pengetahuan dan ketrampilan sesuai dengan jenjang prodinya yang diperoleh melalui proses pembelajaran.
2. **CPL yang dibebankan pada mata kuliah** adalah beberapa capaian pembelajaran lulusan program studi (CPL-Prodi) yang digunakan untuk pembentukan/pengembangan sebuah mata kuliah yang terdiri dari aspek sikap, ketrampilan umum, ketrampilan khusus dan pengetahuan.
3. **CP Mata kuliah (CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPL yang dibebankan pada mata kuliah, dan bersifat spesifik terhadap bahan kajian atau materi pembelajaran mata kuliah tersebut.
4. **Sub-CPMK Mata kuliah (Sub-CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPMK yang dapat diukur atau diamati dan merupakan kemampuan akhir yang direncanakan pada tiap tahap pembelajaran, dan bersifat spesifik terhadap materi pembelajaran mata kuliah tersebut.
5. **Indikator penilaian** kemampuan dalam proses maupun hasil belajar mahasiswa adalah pernyataan spesifik dan terukur yang mengidentifikasi kemampuan atau kinerja hasil belajar mahasiswa yang disertai bukti-bukti.
6. **Kreteria Penilaian** adalah patokan yang digunakan sebagai ukuran atau tolok ukur ketercapaian pembelajaran dalam penilaian berdasarkan indikator-indikator yang telah ditetapkan. Kreteria penilaian merupakan pedoman bagi penilai agar penilaian konsisten dan tidak bias. Kreteria dapat berupa kuantitatif ataupun kualitatif.
7. **Bentuk penilaian:** tes dan non-tes.
8. **Bentuk pembelajaran:** Kuliah, Responsi, Tutorial, Seminar atau yang setara, Praktikum, Praktik Studio, Praktik Bengkel, Praktik Lapangan, Penelitian, Pengabdian Kepada Masyarakat dan/atau bentuk pembelajaran lain yang setara.
9. **Metode Pembelajaran:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, dan metode lainnya yg setara.
10. **Materi Pembelajaran** adalah rincian atau uraian dari bahan kajian yg dapat disajikan dalam bentuk beberapa pokok dan sub-pokok bahasan.
11. **Bobot penilaian** adalah prosentasi penilaian terhadap setiap pencapaian sub-CPMK yang besarnya proposional dengan tingkat kesulitan pencapaian sub-CPMK tsb., dan totalnya 100%.
12. TM=Tatap Muka, PT=Penugasan terstruktur, BM=Belajar mandiri.

RPS ini telah divalidasi pada tanggal 30 November 2024