



Universitas Negeri Surabaya
Faculty of Social and Legal Sciences
Communication Science Bachelor Study Program

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																																																			
New Media	7020103045		T=3 P=0 ECTS=4.77	4	August 27, 2023																																																																			
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator																																																																				
	Herma Retno Prabayanti, S.E., M.Med.Kom		Dr. Anam Miftakhul Huda, S.Kom., M.I.Kom.																																																																				
Learning model	Project Based Learning																																																																							
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																																							
PLO-9	Able to produce message content for various communication purposes using various types of communication channels, both conventional channels and digital channels, which are beneficial to society and in accordance with applicable legal, social and ethical norms.																																																																							
Program Objectives (PO)																																																																								
PO - 1	Able to analyze the development of communication technology according to communication science theory																																																																							
PO - 2	Able to describe and integrate new media developments from time to time																																																																							
PLO-PO Matrix																																																																								
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>P.O</td> <td colspan="5">PLO-9</td> </tr> <tr> <td>PO-1</td> <td colspan="5"></td> </tr> <tr> <td>PO-2</td> <td colspan="5"></td> </tr> </table>					P.O	PLO-9					PO-1						PO-2																																																						
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PO-2																																																																								
PO Matrix at the end of each learning stage (Sub-PO)																																																																								
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td rowspan="2">P.O</td> <td colspan="16">Week</td> </tr> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td> </tr> <tr> <td>PO-1</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>PO-2</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>					P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	PO-1																	PO-2																
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PO-2																																																																								
Short Course Description	This course discusses how new technologies influence and shape cultural practices in society. This includes discussion of the basic concepts of cyberspace and cyberculture both in theoretical and technological contexts such as virtual communities, identity, cyborgs as well as several special themes such as popular cyberculture, cybersubculture, cyberfeminism, and cyberbodies.																																																																							
References	<p>Main :</p> <ol style="list-style-type: none"> Flew, Terry. 2014. New Media. Oxford University Press. Victoria. Giddings, Seth. 2011. The New Media and Technocultures Reader. Routledge. New York Gane, Nicholas. 2008. New Media: The Key Concepts. Bloomsbury Academic. UK. Rogers, Everett M, 1996, Communications Technologies , The Free Press Collier Mc Millan Publishing, London Siapera, Eugenia.The Handbook of Global Online Journalism. London ; Willey Blackwell Irwansyah dkk.2014.Demokrasi dalam Ruang Virtual. Jakarta : Ikatan Sarjana Komunikasi Indonesia Steven G. Jones. Virtual Culture. London: Sage <p>Supporters:</p> <ol style="list-style-type: none"> Dhiman, 2023, Key Issues and New Challenges in New Media Technology in 2023: A Critical Review, Journal of Media & Management, Volume 5(1): 1-4, 2023 SRC/JMM-184. 																																																																							
Supporting lecturer	Herma Retno Prabayanti, S.E., M.Med.Kom. Jauhar Wahyuni, M.I.Kom. Wahyu Mahesa Miarta, S.H., M.Sc. Gilang Gusti Aji, S.I.P., M.Si.																																																																							
Week-	Final abilities of each learning	Evaluation	Help Learning, Learning methods, Student Assignments, [Estimated time]	Learning materials [References]	Assessment Weight (%)																																																																			

	stage (Sub-PO)	Indicator	Criteria & Form	Offline (offline)	Online (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Explaining the Development of Communication Technology and New Media	1. Explain the development of communication technology. Explain the presence of new media 2.-understand the lecture contract	Criteria: value 20 Form of Assessment : Participatory Activities	· 3 X 50 Discussion Lectures		Material: the emergence of new media in the digital era Reader: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	2%
2	able to describe the Characteristics and Impact of New Media	1. Explain the definition of new media 2.Explain the characteristics of New Media 3.Explain the impact of new media	Criteria: Mom's score is 80 Form of Assessment : Participatory Activities	· Lecture · Discussion 3 X 50		Material: characteristics and impact of new media References: <i>Giddings, Seth. 2011. The New Media and Technocultures Reader. Routledge. New York</i>	2%
3	able to describe the Characteristics and Impact of New Media	1. Explain the definition of new media 2.Explain the characteristics of New Media 3.Explain the impact of new media	Criteria: Mom's score is 80 Form of Assessment : Participatory Activities	· Lecture · Discussion - assignment 3 X 50		Material: characteristics and impact of new media References: <i>Giddings, Seth. 2011. The New Media and Technocultures Reader. Routledge. New York</i>	3%
4	Able to describe media fragmentation and convergence from time to time	1. explanation of Media Fragmentation and Convergence 2.- describes media fragmentation and convergence based on current year cases	Criteria: maximum value 80 Form of Assessment : Participatory Activities	3 X 50 case study discussion lecture		Material: media fragmentation and convergence References: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	2%
5	Able to describe media fragmentation and convergence from time to time	1. explanation of Media Fragmentation and Convergence 2.- describes media fragmentation and convergence based on current year cases	Criteria: maximum value 80 Form of Assessment : Participatory Activities	3 X 50 discussion lectures		Material: media fragmentation and convergence References: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	3%
6	Explaining Cyber Culture and Communities that are formed due to new media	1. Explaining Cyber Culture Describing the character of cyber society (Manuel Castel) 2.Able to integrate Cyber Culture and Community formed by new media	Criteria: maximum value 100 Form of Assessment : Participatory Activities	· Discussion Presentation on 3 X 50 contextual case studies		Material: cyber society Reference: <i>Dhiman, 2023, Key Issues and New Challenges in New Media Technology in 2023: A Critical Review, Journal of Media & Management, Volume 5(1): 1-4, 2023 SRC/JMM-184.</i>	3%

7	Able to integrate Cyber Culture and Community formed by new media	<ol style="list-style-type: none"> Explaining Cyber Culture Describing the character of cyber society (Manuel Castel) Able to integrate Cyber Culture and Community formed by new media 	Criteria: maximum value 100 Form of Assessment : Participatory Activities, Practice/Performance	- Discussion Presentation on 3 X 50 contextual case studies		Material: cyber society Reference: <i>Dhiman, 2023, Key Issues and New Challenges in New Media Technology in 2023: A Critical Review, Journal of Media & Management, Volume 5(1): 1-4, 2023 SRC/JMM-184.</i>	3%
8	<ol style="list-style-type: none"> Able to explain the development of Communication Technology in the context of at least 3 social media on the development of New Media Able to describe the development of communication technology in the context of at least 3 social media in the development of new media able to describe the Characteristics and Impact of New Media Decoding Media Fragmentation and Convergence Able to integrate Cyber Culture and Community formed by new media 	- able to answer questions correctly	Criteria: max value 100 Form of Assessment : Project Results Assessment / Product Assessment, Test	written test 3 X 50		Material: development of communication technology References: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i> Material: media convergence Bibliography: <i>Gane, Nicholas. 2008. New Media: The Key Concepts. Bloomsbury Academic. UK. Rogers, Everett M, 1996, Communications Technologies , The Free Press Collier Mc Millan Publishing, London Siapera, Eugenia. The Handbook of Global Online Journalism. London ; Willey Blackwell Irwansyah et al. 2014. Democracy in Virtual Space. Jakarta: Indonesian Communication Scholars Association Steven G. Jones. Virtual Culture. London: Sage</i>	20%
9	able to integrate the creative industry with the development of new media	able to integrate the creative industry with the development of new media	Criteria: able to integrate the creative industry with the development of new media Form of Assessment : Participatory Activities	lectures and case studies		Material: creative industries References: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	3%
10	able to integrate the creative industry with the development of new media	able to integrate the creative industry with the development of new media	Criteria: able to integrate the creative industry with the development of new media Form of Assessment : Participatory Activities	lectures and case studies		Material: creative industries References: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	3%

11	able to differentiate games, industry and culture in new media	<ol style="list-style-type: none"> 1.understanding games in new media 2.understand the industry in new media 3.understand new media culture 4.able to differentiate games, industry and culture in new media 	Criteria: able to differentiate games, industry and culture in new media Form of Assessment : Participatory Activities	Discussion and case studies		Material: Games; Technology, industry and culture Bibliography: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	4%
12	able to differentiate games, industry and culture in new media	<ol style="list-style-type: none"> 1.understanding games in new media 2.understand the industry in new media 3.understand new media culture 4.able to differentiate games, industry and culture in new media 	Criteria: able to differentiate games, industry and culture in new media Form of Assessment : Participatory Activities	Discussion and case studies		Material: Games; Technology, industry and culture Bibliography: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	4%
13	able to analyze global economic growth in new media	able to analyze global economic growth in new media	Criteria: able to analyze global economic growth in new media Form of Assessment : Participatory Activities	case study analysis and discussion		Material: The Global Knowledge Economy Bibliography: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	4%
14	able to integrate law, ethics and policy in the development of new media	<ol style="list-style-type: none"> 1.understand the ITE Law 2.able to integrate law, ethics and policy in the development of new media 	Criteria: maximum 80 Form of Assessment : Participatory Activities	lectures and discussions		Material: Internet Law, Policy and Governance Reference: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	4%
15	able to integrate law, ethics and policy in the development of new media	<ol style="list-style-type: none"> 1.understand the ITE Law 2.able to integrate law, ethics and policy in the development of new media 	Criteria: maximum 80 Form of Assessment : Project Results Assessment / Product Assessment	lectures and case study discussions		Material: Internet Law, Policy and Governance Reference: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	10%
16	able to integrate law, ethics and policy in the development of new media	<ol style="list-style-type: none"> 1.understand the ITE Law 2.able to integrate law, ethics and policy in the development of new media 	Criteria: maximum 80 Form of Assessment : Project Results Assessment / Product Assessment	lectures and case study discussions		Material: Internet Law, Policy and Governance Reference: <i>Flew, Terry. 2014. New Media. Oxford University Press. Victoria.</i>	30%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	38.5%
2.	Project Results Assessment / Product Assessment	50%
3.	Practice / Performance	1.5%
4.	Test	10%
		100%

1. **Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
7. **Forms of assessment:** test and non-test.
8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
9. **Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
11. **The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
12. TM=Face to face, PT=Structured assignments, BM=Independent study.