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</td><td colspan="5">**Universitas Negeri Surabaya**
Faculty of Engineering
, Undergraduate Culinary Education Study Program</td><td>**Document Code**</td></tr>
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Universitas Negeri Surabaya
Faculty of Engineering
, Undergraduate Culinary Education Study Program

Document Code

SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Computer application		8321102144	Compulsory Study Program Subjects	T=2	P=0	ECTS=3.18	3	March 14, 2023

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	Ita Fatkhur Romadhoni	Nugrahani Astuti, M.Pd	Dr. Hj. Sri Handajani, S.Pd., M.Kes.

Learning model	**Project Based Learning**

Program Learning Outcomes (PLO)	**PLO study program which is charged to the course**	
	PLO-9	Able to design, carry out, analyze and implement research results in the field of Culinary Education
	PLO-12	Able to apply the principles of adaptive and normative knowledge that support the field of culinary education
	Program Objectives (PO)	
	PO - 1	Students are able to utilize science and technology through mastering computers to solve problems
	PO - 2	Students master computer programs that support problem solving in the culinary field
	PO - 3	Students are able to make strategic decisions based on information and data analysis, and provide guidance in choosing various alternative solutions to dynamic problems in the work environment
	PO - 4	Students have the character of being responsible, creative, active, confident, and dedicated to developing computer-based skills
	PO - 5	Students are able to implement culinary computer applications in the culinary field
	PLO-PO Matrix	

P.O	PLO-9	PLO-12
PO-1		
PO-2		
PO-3		
PO-4		
PO-5		

PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
PO-1																
PO-2																
PO-3																
PO-4																
PO-5																

Short Course Description	This Culinary Computer Applications course aims to implement concepts, methods and techniques for using supporting applications in the culinary field. The applications studied include Prezi as a presentation media, Uizziz as an online-based interactive learning media, Powtoon as an audio-visual presentation media, Edpuzzle as an interactive media. Apart from that, students are expected to be able to collect reference sources using Mendeley, carry out simple video editing in the culinary field, create simple Android-based applications, and be able to use SPSS for the purposes of analyzing scientific work.

References	**Main :**

1. Christian Korunka, Peter Hoonakker. 2016. The Impact of ICT on Quality of Working Life. Netherlands: Springer
2. YeaRimDang. 2021. Why? Computer - Komputer. Elex Media Komputindo
3. Computer Applications In Business - SBPD Publications. (2021). (n.p.): SBPD Publications.
4. Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (n.p.): Machine Learning Mastery.
5. Dutta, S. (2018). Computer Storage Fundamentals. India: Bpb Publications.
6. Pemanfaatan Teknologi Digital dalam Berbagai Aspek Kehidupan Masyarakat. (2021). (n.p.): Media Sains Indonesia.
7. Pengantar Teknologi Informasi (Dalam Perkembangan Data Science). (2021). (n.p.): umsu press.

Supporters:	

1. Mauludi, S. (2018). Socrates café: bijak, kritis, & inspiratif seputar dunia & masyarakat digital. Indonesia: PT Elex Media Komputindo.
2. Handbook of Research on Scripting, Media Coverage, and Implementation of E-Learning Training in LMS Platforms. (2023). United States: IGI Global.
3. Rusyfian, Zurrahma (2016). Prezi : solusi presentasi masa kini. Bandung : Informatika Bandung
4. sugiarto (2019)/. Mudahnya membuat soal online dengan Quizizz / Akhmad Sugiarto. Jobang : Kunf
5. anggraini, Lya Dewi (2021). (Modul Pembuatan Video Kreatif: Premier Pro, Canva & powtoon. Bandung : Jejak Publiser
6. Aprinastuti, Christiyanti (2023). Special Book For Media tutorial ICT-Based Learning/. Yogyakarta : Stiletto Book
7. Ramadhan, Arief (2023). Mengelola Referensi Karya Ilmiah dengan Mendeley. Jalarta : Gudang Penerbit
8. Rahman, Su (2020). Buku Pintar Video Editing. Jakarta : Elex Media Komputindo
9. Suharto, Agus (2022). Tutorial Mudah Membuat Aplikasi Android Dengan MIT APP INVENTOR (AI2). Indramayu : Adanu Abimata
10. Pranowo Galih (2013). Belajar Trik Tersembunyi Dari Coreldraw X6. Yogyakarta : 2013

Supporting lecturer	Ita Fatkhur Romadhoni, S.Pd., M.Pd. Andika Kuncoro Widagdo, M.Pd.

Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)
		Indicator	Criteria & Form	Offline (*offline*)	Online (*online*)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)

| 1 | Students are able to use the Prezi application | 1. Open Prezi
2. Get to know the Prezi menus
3. Get to know the Prezi toolbox | **Criteria:**
1. Slide Material – In accordance with the CP in KM and the depth of the material by referring to the guidelines of SK 033_H_KR_2022 Copy of the Head of the Agency's Decree concerning Amendments to SK 008 concerning Learning Achievements
2. Slide Design – Not using many sentences or images that make it difficult for the audience to understand the main message of a slide.
3. Slide Sequence – From the first slide to the last, it contains a series of ideas that are systematic, logical and don't jump around.
4. Font Size – Use a simple and clear font, so that it is easy for the audience sitting from the front to the back row to read.
5. Image Suitability – Choose images or photos that are relevant, proportional and strengthen the ideas in a slide.
6. Color Contrast – Use text in a color that contrasts with the slide background. For example, black writing for a slide with a white background

Forms of Assessment:
Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance | discussion, and questions and answers
2 X 50 | Presentation of project results
2 X 50 | **Material:** Prezzy
Reader: *Rusyfian, Zurrahma (2016). Prezi: today's presentation solution. Bandung: Informatics Bandung* | 5% |

2	Understand the benefits of the Prezi application	Operate the Prezi application in the culinary field	**Criteria:** 1. Slide Material – In accordance with the CP in KM and the depth of the material by referring to the guidelines of SK 033_H_KR_2022 Copy of the Head of the Agency's Decree concerning Amendments to SK 008 concerning Learning Achievements 2. Slide Design – Not using many sentences or images that make it difficult for the audience to understand the main message of a slide. 3. Slide Sequence – From the first slide to the last, it contains a series of ideas that are systematic, logical and don't jump around. 4. Font Size – Use a simple and clear font, so that it is easy for the audience sitting from the front to the back row to read. 5. Image Suitability – Choose images or photos that are relevant, proportional and strengthen the ideas in a slide. 6. Color Contrast – Use text in a color that contrasts with the slide background. For example, black writing for a slide with a white background **Forms of Assessment**: Participatory Activities, Project Results Assessment / Product Assessment	discussion and question and answer, independent practice 2 X 50	see the 2 X 50 video tutorial	**Material:** Prezzy **Reader:** *Rusyfian, Zurrahma (2016). Prezi: today's presentation solution. Bandung: Informatics Bandung*	5%
3	Understanding Quizizz Presentation slides	1. Quizizz slide design principles 2. Designing Quizizz Slides 3. Choosing a Quizizz Scheme 4. Determining Visual Communication on Quizizz	**Criteria:** Able to create attractive and informative Quizizz designs in accordance with SOP **Forms of Assessment**: Participatory Activities, Project Results Assessment / Product Assessment, Tests	discussion, Practice 2 X 50		**Material:** Quizizz **Reader:** *sugiarto (2019)/. It's easy to create questions online with Quizizz / Akhmad Sugiarto. Jobang: Kunf*	5%
4	Understanding Quizizz	1. how to make questions using Quizizz 2. Tools on Quizizz 3. Design interactive quizzes with Quizizz	**Criteria:** able to produce presentation material using Quizizz 100% works! **Form of Assessment**: Assessment of Project Results / Product Assessment, Practices / Performance	discussion, Practice 2 X 50		**Material:** Quizizz **Reader:** *sugiarto (2019)/. It's easy to create questions online with Quizizz / Akhmad Sugiarto. Jobang: Kunf*	5%

5	Understanding the Powtoon Application	1. Powtoon app concept 2. Powtoon application tools 3. How to design video animations with powtoon	**Criteria:** able to produce animated videos using powtoon 100% works! **Forms of Assessment** : Project Results Assessment / Product Assessment, Portfolio Assessment, Practice / Performance	discussion, exercises and practice 2 X 50		**Material:** Powtoon **Library:** *anggraini, Lya Dewi (2021). (Creative Video Making Module: Premier Pro, Canva & powtoon. Bandung : Print Publiser*	5%
6	Implementing the Powtoon application	1. Open Powtoon 2. Get to know the Powtoon menus 3. Get to know the Powtoon toolbox 4. Dubbing sound 5. Extracting videos	**Criteria:** Able to design learning videos well in accordance with SOPs in the culinary sector **Form of Assessment** : Project Results Assessment / Product Assessment, Portfolio Assessment	discussion, question and answer, independent practice 2 X 50		**Material:** Powtoon **Library:** *anggraini, Lya Dewi (2021). (Creative Video Making Module: Premier Pro, Canva & powtoon. Bandung : Print Publiser*	5%
7	Get to know the Edpuzzle learning media application	1. Pay close attention to the Edpuzzle application 2. Differentiate the Edpuzzle application from Powtoon 3. Selecting videos for Edpuzzle 4. Set the number of questions in the Edpuzzle video	**Criteria:** Able to create interactive videos using Edpuzzle properly according to SOP! **Form of Assessment** : Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Edpuzzle **Library:** *Aprinastuti, Christiyanti (2023). Special Book For Media tutorial ICT-Based Learning/. Yogyakarta : Stiletto Book*	5%
8	MIDTERM EXAM	MIDTERM EXAM	**Criteria:** MIDTERM EXAM **Form of Assessment** : Portfolio Assessment	Presentation 2 X 50		**Material:** Development of project results **References:** *Computer Applications In Business - SBPD Publications. (2021). (np): SBPD Publications.*	0%
9	Get to know Mendeley	1. Open Mendeley 2. Get to know Mendeley menus 3. Get to know the Mendeley toolbar 4. Processing reference sources 5. Adding reference sources manually 6. Do citations	**Criteria:** Able to make references using Mendeley correctly according to SOP! **Forms of Assessment** : Project Results Assessment / Product Assessment, Practical Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Mendeley **Reference:** *Ramadhan, Arief (2023). Managing Scientific Work References with Mendeley. Jalarta: Publisher's Warehouse*	5%
10	Practicing Mendeley applications	1. Open Mendeley 2. Get to know Mendeley menus 3. Get to know the Mendeley toolbar 4. Processing reference sources 5. Adding reference sources manually 6. Do citations	**Criteria:** Able to use Mendeley correctly according to SOP! **Form of Assessment** : Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Mendeley **Reference:** *Ramadhan, Arief (2023). Managing Scientific Work References with Mendeley. Jalarta: Publisher's Warehouse*	5%

11	Do video editing	1. Students are able to use several video editing applications 2. Students are able to produce learning videos	**Criteria:** able to make cooking video tutorials properly and correctly according to SOP **Forms of Assessment** : Project Results Assessment / Product Assessment, Portfolio Assessment, Practice / Performance	discussion, and questions and answers, independent practice 2 X 50		**Material:** Video Editing **Bibliography:** *Rahman, Su (2020). Smart Video Editing Book. Jakarta: Elex Media Komputindo*	5%
12	Make cooking tutorial videos	Students are able to make cooking tutorial videos	**Criteria:** able to make interesting cooking tutorial videos **Form of Assessment** : Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Video Editing **Bibliography:** *Rahman, Su (2020). Smart Video Editing Book. Jakarta: Elex Media Komputindo*	5%
13	Understanding Android applications	Create android application design with MIT	**Criteria:** Able to design android applications that are useful for learning **Form of Assessment** : Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Android Applications **Library:** *Introduction to Information Technology (In the Development of Data Science). (2021). (np): umsu press.*	10%
14	Understand packaging and brochure design	Create snack food packaging designs using Corel Draw	**Criteria:** Able to create attractive packaging designs for consumers **Form of Assessment** : Project Results Assessment / Product Assessment, Test	discussion, and questions and answers, independent practice 2 X 50		**Material:** Packaging Design **References:** *Dutta, S. (2018). Computer Storage Fundamentals. India: Bpb Publications.*	5%
15	Producing projects in the culinary field	Create snack food packaging designs using Corel Draw	**Criteria:** Able to create attractive packaging designs for consumers **Forms of Assessment** : Project Results Assessment / Product Assessment, Practical Assessment, Tests	discussion, and questions and answers, independent practice 2 X 50		**Material:** Presentation of marketing content results **Literature:** *Introduction to Information Technology (In the Development of Data Science). (2021). (np): umsu press.*	9%
16	Producing projects in the culinary field	Create snack food packaging designs using Corel Draw	**Criteria:** Able to create attractive packaging designs for consumers **Forms of Assessment** : Project Results Assessment / Product Assessment, Portfolio Assessment, Practical Assessment	discussion, and questions and answers, independent practice 2 X 50		**Material:** Presentation of marketing content results **Literature:** *Introduction to Information Technology (In the Development of Data Science). (2021). (np): umsu press.*	11%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	5.84%
2.	Project Results Assessment / Product Assessment	50.85%
3.	Portfolio Assessment	9.51%
4.	Practical Assessment	9.17%
5.	Practice / Performance	7.51%
6.	Test	7.17%
		90.05%

Notes

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.