



Universitas Negeri Surabaya
Faculty of Economics and Business,
Bachelor of Science in Office Administration Education Study
Program

Document
Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date
Instructional Media	8721003047		T=3 P=0 ECTS=4.77	3	July 18, 2024
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator	
	Brillian Rosy, S.Pd., M.Pd.	
Learning model	Case Studies				
Program Learning Outcomes (PLO)	PLO study program which is charged to the course				
	Program Objectives (PO)				
	PLO-PO Matrix				
		P.O			
Short Course Description	Study of the meaning, types/classification, functions, basics of media development, as well as being able to select, design and produce learning media by utilizing the surrounding environment (contextual) and ICT. Lectures are carried out with discussions, presentations, media creation project assignments (props and ICT-based), and reflection.				
References	Main :				
	<ol style="list-style-type: none"> 1. Carol Bertram, Peter Ranby, Mike Adendorff, Yvonne Reed, Nicky Roberts. 2017. Using Media in Teaching. South African Institute for Distance Education. 2. Thomas C Reeves. 1998. The Impact of Media and Technology in School. The University of Georgia. 3. Jolly T Holden et al. 2010. An Instructional Media selection-Guide for Distance Learning. USDLA. United States of America. 4. I Wayan Santyasa. 2007. Landasan Konseptual Media Pembelajaran. Universitas Pendidikan Ganesha. 5. Rudi Susilana, Capi Riyana. 2013. Media Pembelajaran. Bandung: CV Wacana Prima. 6. I Gde Wayan Sudarta, I Made Tegeh. 2009. Desain Multimedia Pembelajaran. Teknologi Pendidikan Universitas Pendidikan Ganesha. 7. Apri Nuryanto. Media Pembelajaran. Universitas Negeri Yogyakarta. 8. Sadiman, A. S, dkk. (2006). Media Pendidikan. Jakarta: PT. Raja Grafindo Perkasa. 9. Fenrich, Peter. 1997. Practical Guidelines For Creating Instructional: Multimedia Application. San Diego USA: The Dryden Press. 10. Heinich, R., Molenda. 1999. Instructional Media and Technologies for Learning. USA. 11. Smadino, Sharon E., Deboral. Lowter, James D. Russell. 2011. Instructional Technology & media for learning (Teknologi Pembelajaran dan media untuk belajar). Jakarta: Kencana Prenada media Group. 				
	Supporters:				
Supporting lecturer	Durinta Puspasari, S.Pd., M.Pd. Brillian Rosy, S.Pd., M.Pd. Novi Trisnawati, S.Pd., 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	Able to describe the basic concepts of learning media	1.Explain the meaning of media in general 2.Explain the role and function of Media in: Education, educational technology and teaching	Criteria: Full marks are obtained if the answer is correct	Approach: Student centered approach. Method: Lecture, question and answer, and assignment Model: Problem Based Learning and Cooperative 4 X 50			0%
2							0%
3	Classification of learning media	Classification of learning media	Criteria: 20	lecture question and answer recitation 2 X 45			0%
4							0%
5							0%
6	Media selection techniques	Media selection techniques	Criteria: 20	recitation 2 X 45			0%
7	Learning media and learning communication processes	Learning media and learning communication processes	Criteria: 20	recitation 2 X 45			0%
8							0%
9	Design techniques and strategies for using learning media in the teaching and learning process	Design techniques and strategies for using learning media in the teaching and learning process	Criteria: 20	recitation 1 X 1			0%
10	Development and use of high technology-based media	Development and use of high technology-based media	Criteria: 20	1. Distance learning with e-learning devices 2. Multimedia in learning 3. Interactive learning materials 1 X 1			0%
11	Development and use of high technology-based media	Development and use of high technology-based media	Criteria: 20	recitation 1 X 1			0%
12	Graphic media practice	Graphic media practice	Criteria: 20	recitation 1 X 1			0%
13							0%
14							0%
15							0%

16	FINAL EXAMS			3 X 50			0%
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Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

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.