	Universitas Negeri Surabaya Faculty of Education, Educational Technology Undergraduate Study Program		**Document Code**

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Gamification	8620302224		**T=2**	**P=0**	**ECTS=3.18**	5	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	....	....	Dr. Utari Dewi, S.Sn., M.Pd.

Learning model	Case Studies

Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**
	Program Objectives (PO)
	PLO-PO Matrix
	P.O
	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

Short Course Description	This course discusses the history of educational games. Examples of educational games. Outline of software development methods (scrum/agile/waterfall). Work together in teams to find case studies and create educational game designs. Evaluate educational games for training/learning purposes. Lectures are carried out using blended learning. The assessment is carried out by means of question and answer and in writing.

References	**Main :**

1. Matthew Farber. 2014. Gamify Your Classroom: A Field Guide to Game-based Learning
2. Maureen, Irena, dkk. 2020. Handout Gamifikasi. Surabaya: Teknologi Pendidikan FIP Unesa
3. Radion, K. 2009. Ultimate Game Design. Yogyakarta: Andi.
4. Yuniar Supardi. 2014. Semua Bisa Menjadi Programmer Android – Case Study . Jakarta: PT Elex Media Komputindo

	Supporters:

Supporting lecturer	

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	Introduction to animation and games	1.Explain and understand animation and games 2.Explain and understand various examples of animation and games 3.Explain and understand the definition of animation and games	**Criteria:** 1.False = 0 2.True = 1	Approach: Scientific Model: Cooperative Method: Discussion, presentation 3 X 50			0%
2	Understand the history of animation and games	1.Explain and understand the history of animation and games 2.Explain and understand the development of animation and games 3.Explain and understand the origins of animation and games	**Criteria:** 1.true = 1 2.false = 0	Approach: Scientific Method: Discussion, assignment Model: Cooperative 3 X 50			0%
3	Classification of Animation and Games	1.Explain and understand the classification of animation and games based on genre 2.Explain and understand the classification of animation and games based on the type of platform used 3.Explain and understand the classification of animation and games based on categories 4.Task: provide examples along with the advantages and disadvantages of each classification	**Criteria:** 1.True = 1 2.false = 0	Approach: Scientific Method: Discussion, assignment Model: Cooperative 3 X 50			0%
4	Building Character in the Game	1.Explain and understand the characters in the game 2.Explain and understand examples of characters in the game 3.Explains techniques for creating game characters 4.Design game characters	**Criteria:** 1.True = 1 2.false = 0	Approach: Scientific Method: Discussion, assignment Model: Practice 3 X 50			0%

5	Story Board Games	1.Explain and understand story board games 2.Explain and understand examples of story board games 3.Design story boards	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Model: Problem-based learning Method: Discussion, Presentation, Practicum 3 X 50			0%
6	Students know techniques in 3D modeling such as modeling, materials, lighting	Game Assets	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Model: Problem-based learning Method: Discussion, Presentation, Practicum 3 X 50			0%
7	Game creation tools	1.Explain and understand tools for making games 2.Explain and understand examples of tools for making games 3.Explain and understand the advantages and disadvantages of various tools for making games 4.Task: determine tools to build a game	**Criteria:** 1.True = 1 2.false = 0	Approach: Scientific Model: Problem-based learning Method: Discussion, Presentation, Practicum 3 X 50			0%
8	UTS			3 X 50			0%
9	Game graphics	1.Explain and understand graphics in games 2.Explain and understand examples of graphics in games 3.Explain and understand 2D graphics in games 4.Explain and understand 3D graphics in games 5.Designing graphics in game projects	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Method: Discussion, Assignment Model: Cooperative Project Based Learning 3 X 50			0%

10	Collision Detection	1. Explain and understand collision detection in games 2. Explain and understand examples of collision detection 3. Designing space portioning 4. Designing Bounding Boxes 5. Designing Bounding Spheres	**Criteria:** 1. True = 1 2. False = 0	Approach: Scientific Method: Discussion, Assignment Model: Practice Project Based Learning 3 X 50			0%
11	Game Handling Inputs	1. Explain and understand input handling in the game 2. Explain and understand examples of input handling 3. Utilizes various types of input handling	**Criteria:** True = 1 False = 0	Project Based Learning 3 X 50			0%
12	Game Audio	1. Explaining and understanding audio in games 2. Explain and understand audio examples 3. Understand the various audio formats used in games 4. Utilizing various audio techniques in game creation	**Criteria:** 1. True = 1 2. False = 0	Approach: Scientific Method: Discussion, Assignment Model: Practice Project Based Learning 3 X 50			0%
13	Gaming AI	1. Explaining and understanding AI in games 2. Understand the types of AI used in games 3. Understand the use of AI to produce responsive games 4. Able to use AI to produce intelligent behaviors on npc	**Criteria:** 1. True = 1 2. False = 0	Approach: Scientific Method: Discussion, Assignment Model: Practice Project Based Learning 3 X 50			0%

14	Game Scripting	1. Explain and understand scripting in the game 2. Understand the function of Microsoft.Net as an intermediary for C# and Unity 3. Reviewing C# 4. Implementing C# in Unity for game creation	Criteria: 1. True = 1 2. False = 0	Approach: Scientific Method: Discussion, Assignment Model: Practice Project Based Learning 3 X 50			0%
15	Game GUI	1. Explain and understand the game GUI 2. Understand different types of game GUIs 3. Able to build game GUI	Criteria: True = 1 False = 0	Project Based Learning 3 X 50			0%
16	UAS	UAS		2 X 50			0%

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.