

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 | | | | | |
| Human Resource Development | | t 86203020 | 94 | | | T=2 | P=0 | ECTS=3.18 | 2 | July 18, 2024 | |
| AUTHOR | RIZATIO | DN | SP Devel | P Developer | | Cours | Course Cluster Coordinator | | | Study Program Coordinator | |
| | | | | | | | | | Dr. Utari Dewi, S.Sn., M.Pd. | | |
| Learning model | j C | Case Studies | | | | • | | | | | |
| Program | | PLO study program that is charged to the course | | | | | | | | | |
| Learning Outcom | | Program Objectives (PO) | | | | | | | | | |
| (PLO) | F | PLO-PO Matrix | | | | | | | | | |
| P.O | | | | | | | | | | | |
| | P | 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 Descript | | | | | | | | als, objectives, ation to PSDM | | | |
| References | | Main : | | | | | | | | | |
| | | 1. Sedarmayanti.2017.Perencanaan dan Pengembangan SDM.Refika Aditama | | | | | | | | | |
| s | | Supporters: | | | | | | | | | |
| | | | | | | | | | | | |
| Supporting lecturer Dr. H. Lamijan Hadi Susarno, M.Pd. | | | | | | | | | | | |
| Week- | Final abilities of each learning stage (Sub-PO) | | Eva | Evaluation | | Help Learning, Learning methods, Student Assignments, [Estimated time] | | Learning materials [References | Assessment Weight (%) | | |
| | | | Indicator | Criteria & Fo | | ine (ine) | Oı | nline | (online) |] | |
| (1) | | (2) | (3) | (4) | (| 5) | | (| (6) | (7) | (8) |
| 1 | imple | lewing the ementation of r recruitment | Designing a workforce recruitment plan in an organization | | Group discus collab learnii 2 X 50 | ssion, orative ng | | | | | 0% |

| | | Т | | | |
|----|---|--|---|--|----|
| 2 | Reviewing the implementation of labor recruitment | Designing a workforce recruitment plan in an organization | Group discussion, collaborative learning 2 X 50 | | 0% |
| 3 | Describe a specific profession | Identify professions, | Group discussion, collaborative learning 2 X 50 | | 0% |
| 4 | Describe a specific profession | Identify professions, | Group discussion, collaborative learning 2 X 50 | | 0% |
| 5 | Describes career planning for certain professions | Planning career planning | Group discussion, collaborative learning 2 X 50 | | 0% |
| 6 | Describes career planning for certain professions | Planning career planning | Group discussion, collaborative learning 2 X 50 | | 0% |
| 7 | Understanding job performance appraisal | Identify work performance assessments based on the results of data collection on a person's profession | Group discussion 2 X 50 | | 0% |
| 8 | Understanding job performance appraisal | Identify work performance assessments based on the results of data collection on a person's profession | Group discussion 2 X 50 | | 0% |
| 9 | Sub summative exam | | 2 X 50 | | 0% |
| 10 | Examining human resource development planning in a business entity | Analyzing human resource development management based on information (data processing) | Group discussion 2 X 50 | | 0% |
| 11 | Examining human resource development planning in a business entity | Analyzing human resource development management based on information (data processing) | Group discussion 2 X 50 | | 0% |
| 12 | Examining human resource development planning in a business entity | Analyzing human resource development management based on information (data processing) | Group discussion 2 X 50 | | 0% |
| 13 | Establishing student learning criteria in higher education | Design several alternative self- development efforts (soft skills games) | group discussion 2 X 50 | | 0% |

| 14 | Establishing student learning criteria in higher education | Design several alternative self- development efforts (soft skills games) | group discussion 2 X 50 | | 0% |
|----|---|--|---|--|----|
| 15 | Designing self- development as students and graduates | Designing self- development as students and graduates | Group discussion, collaborative learning 2 X 50 | | 0% |
| 16 | UAS | UAS | 2 X 50 | | 0% |

Evaluation Percentage Recap: Case Study

| No | Evaluation | Percentage | • |
|----|------------|------------|---|
| | | 0% | |

Notes

- 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.
- 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.