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

SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Animation Basics		8620302014		**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	**Project Based Learning**

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	Study of theory and mastery of skills regarding 2D and 3D animation-based media. Introduction to the development of the animated film industry. Study the principles of animation, basic techniques for creating animation manually and 2D/3D animation techniques using computers, with an emphasis on computer animation. Designing an animation work begins with writing storytelling, screenplay, storyboard. Use of two-dimensional animation software such as Adobe After Effect, Macromedia Flash as learning media, video bumpers or 3D modeling of characters in games. Mastery of 3-dimensional animation software such as 3D Studio Max, ZBrush, or other 3D software that is currently popular. Introduction to the development of 3D Augmented Reality and Virtual Reality technology, Creation of experimental and functional three-dimensional animation works. Compositing animated audio and video into authoring publications in DVD or digital format, as well as the results of the final assignment being published in the form of a gallery exhibition presentation in the form of a work title.

References	**Main :**

1. Patmore, C., 2003, The Complete Animation Cource: the Principles, Practice and Techniques of Successful Animation, Barrons Educational Series Inc
2. Whitaker, H., 2006, Timing For Animation (Pengaturan Waktu Untuk Film Animasi), Bayumedia
3. Milic, L., & McConville, Y., 2006, The Animation Producers Handbook, Open University Press
4. Ablan, D., 2002, Digital Cinematography & Directing, New Riders

	Supporters:

Supporting lecturer	Dr. Alim Sumarno, M.Pd. Irena Yolanita Maureen, S.Pd., M.Sc., Ph.D. Dr. Utari Dewi, S.Sn., 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	Has the ability to describe RPS and an introduction to animated films and animation technology	1.Students are able to: Describe RPS 2.Make a study contract 3.Explain the introduction to animated films	**Criteria:** Completeness of resume, usefulness of resume results	Presentation, group discussion and reflection 3 X 50			0%
2	Have the ability to know the development of the animated film industry	Students can explain the development of the animated film industry		Presentation, group discussion 3 X 50			0%
3	Have the ability to develop stories	a. Explain the history of the development of media technology. b. Categorize types of media for learning. c. Mention inventors and figures who contributed to the development of animation media technology		Presentation, group discussion and reflection 3 X 50			0%
4	Have the ability to develop Storytelling	1. Understanding storytelling 2.Storytelling development		Presentation, group discussion and reflection 3 X 50			0%
5	Character development	1.Create 2D characters 2.Create a supportive environment		Presentation, group discussion and reflection 3 X 50			0%
6	Introduction to the Hollywood Formula	Hollywood based film development		Presentation, group discussion and reflection 3 X 50			0%
7	Screenplay Writing	1.Explain the format and types of screenplay 2.Describes the concept of storyboard design		Presentation, group discussion and reflection 3 X 50			0%
8	Have skills in Cinematography	a. Explanation of cinematography b. Image/shot taking techniques		Presentation, group discussion and reflection 3 X 50			0%
9	UTS (theory and presentation of initial work)			3 X 50			0%
10	Have the ability to develop 3D animation	Introduction to 3D animation production		Presentation, group discussion and reflection 3 X 50			0%
11	Have the ability to develop 3D animation	Introduction to 3D animation production	**Criteria:** Score 4 if very good Score 3 if good Score 2 if adequate Score 1 if poor	Presentation, group discussion and reflection 2 X 50			0%
12	Have the ability to develop 3D animation	Introduction to 3D animation production	**Criteria:** Score 4 if very good Score 3 if good Score 2 if adequate Score 1 if poor	Presentation, group discussion and reflection 2 X 50			0%

No	Sub-PO	Learning materials	Assessment Criteria	Forms of learning			Assessment weight
13	Have the ability to develop 3D animation	Introduction to 3D animation production	**Criteria:** Score 4 if very good Score 3 if good Score 2 if adequate Score 1 if poor	Presentation, group discussion and reflection 2 X 50			0%
14	Have the ability to develop 3D animation	Introduction to 3D animation production	**Criteria:** Score 4 if very good Score 3 if good Score 2 if adequate Score 1 if poor	Presentation, group discussion and reflection 2 X 50			0%
15	Have the ability to develop 3D animation	Introduction to 3D animation production	**Criteria:** Score 4 if very good Score 3 if good Score 2 if adequate Score 1 if poor	Presentation, group discussion and reflection 2 X 50			0%
16	UAS	UAS		2 X 50			0%

Evaluation Percentage Recap: Project Based Learning

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.