



**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
Video/Television Media Development	8620304088	Compulsory Study Program Subjects	T=4	P=0	ECTS=6.36	4	April 8, 2022
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator	
	Khusnul Khotimah, S.Pd., M.Pd		Dr. Alim Sumarno, M.Pd			Dr. Utari Dewi, S.Sn., M.Pd.	

Learning model	Project Based Learning
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Program Learning Outcomes (PLO)	PLO study program which is charged to the course															
	PLO-4	Develop yourself continuously and collaborate.														
	PLO-7	Able to apply scientific principles to produce designs, media, technology, as well as evaluation of learning and training programs based on information and communication technology														
	Program Objectives (PO)															
	PO - 1	Able to apply a scientific, critical and innovative attitude in scientific learning of educational technology in developing video/television media														
	PO - 2	Able to apply educational technology knowledge as a Learning Technology Developer in developing video/television media														
	PO - 3	Have the ability to solve learning problems using project-based learning through the development of video/television media														
	PO - 4	Have the ability to develop video/television media as an outcome of Learning Technology developers														
	PLO-PO Matrix															
	<table border="1" style="margin: auto;"> <thead> <tr> <th>P.O</th> <th>PLO-4</th> <th>PLO-7</th> </tr> </thead> <tbody> <tr> <td>PO-1</td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td>PO-2</td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td>PO-3</td> <td></td> <td style="text-align: center;">✓</td> </tr> <tr> <td>PO-4</td> <td style="text-align: center;">✓</td> <td></td> </tr> </tbody> </table>		P.O	PLO-4	PLO-7	PO-1	✓		PO-2	✓		PO-3		✓	PO-4	✓
P.O	PLO-4	PLO-7														
PO-1	✓															
PO-2	✓															
PO-3		✓														
PO-4	✓															

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													✓	✓	✓	✓

Short Course Description	This course discusses basic knowledge of Video/TV production (understanding, program presentation format, types and characteristics of TV), TV program development (program identification, script writing, program production), as well as appreciation of various video program formats through collaborative learning. Lectures are carried out using blended learning. The assessment is carried out by means of question and answer and in writing.
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References	<p>Main :</p> <ol style="list-style-type: none"> 1. Hendi Hendratman, S. 2012. The Magic of Adobe Premiere Pro. Bandung: Informatika Bandung 2. Morissan. 2010. Manajemen Media Penyiaran Strategi Mengelola Radio dan Televisi . Jakarta: Prenada Media 3. Sulistiowati, dkk. 2020. Handout Pengembangan Media Video/Televisi . Surabaya: Teknologi Pendidikan FIP Unesa <p>Supporters:</p>
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1. Cheppy Riyana. 2010. Pedoman Pengembangan Media Video. Bandung: Program P3AI Universitas Pendidikan Indonesia
2. Junarius Andi Purba, S. S. 2013. Shooting yang Benar Jadikan Video Anda Sekelas Karya Videografer Profesional. Yogyakarta: Penerbit ANDI

Supporting lecturer
 Dr. H. Andi Mariono, M.Pd.
 Dr. Alim Sumarno, M.Pd.
 Khusnul Khotimah, S.Pd., M.Pd.
 Hirnanda Dimas Pradana, 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	Explains the history and concepts of television.	<ol style="list-style-type: none"> 1.Explain the development of television in other countries. 2.Explain the development of television in Indonesia. 3.Explain the function of television as a tool. 4.Explain the function of television as a mass media. 5.Explain about television stations. 6.Explain about television shows. 7.Explain about visualization. 8.Explain pictuarization 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Participatory Activities, Portfolio Assessment</p>	Problem-based Learning 4 X 50		<p>Material: history and concepts of television. References: Hendi Hendratman, S. 2012. <i>The Magic of Adobe Premiere Pro</i>. Bandung: Informatics Bandung</p>	0%
2	Explains the history and concepts of television.	<ol style="list-style-type: none"> 1.Explain the development of television in other countries. 2.Explain the development of television in Indonesia. 3.Explain the function of television as a tool. 4.Explain the function of television as a mass media. 5.Explain about television stations. 6.Explain about television shows. 7.Explain about visualization. 8.Explain pictuarization 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Participatory Activities</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: history and concepts of television. References: Hendi Hendratman, S. 2012. <i>The Magic of Adobe Premiere Pro</i>. Bandung: Informatics Bandung</p>	0%
3	Applying ideas into script form using visual language	<ol style="list-style-type: none"> 1.Compile video program identification. 2.Prepare a synopsis or outline of program content. 3.Arranging Treatment. 4.Compile a storyboard or storyline. 5.Develop a scenario. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Participatory Activities, Tests</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: manuscript using visual language Reference: Hendi Hendratman, S. 2012. <i>The Magic of Adobe Premiere Pro</i>. Bandung: Informatics Bandung</p>	5%

4	Applying ideas into script form using visual language	<ol style="list-style-type: none"> 1. Compile video program identification. 2. Prepare a synopsis or outline of program content. 3. Arranging Treatment. 4. Compile a storyboard or storyline. 5. Develop a scenario. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: manuscript form using visual language Reader: <i>Morissan. 2010. Broadcast Media Management Strategy for Managing Radio and Television. Jakarta: Prenada Media</i></p>	5%
5	Applying ideas into script form using visual language	<ol style="list-style-type: none"> 1. Compile video program identification. 2. Prepare a synopsis or outline of program content. 3. Arranging Treatment. 4. Compile a storyboard or storyline. 5. Develop a scenario. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Participatory Activities, Tests</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: manuscript form using visual language Reader: <i>Morissan. 2010. Broadcast Media Management Strategy for Managing Radio and Television. Jakarta: Prenada Media</i></p>	5%
6	Use the necessary equipment for shooting.	<ol style="list-style-type: none"> 1. Distinguish between cameras with roll film and cameras with cassette tape. 2. Operating the camera 3. Apply various shooting angles using the camera. 4. Apply various image sizes using the camera. 5. Apply a variety of camera movements. 6. Implement various kinds of object movements using the camera. 7. Applying various other techniques. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Participatory Activities</p>	Scientific, group discussion and question and answer 4 X 50		<p>Materials: equipment needed for shooting. Reference: <i>Morissan. 2010. Broadcast Media Management Strategy for Managing Radio and Television. Jakarta: Prenada Media</i></p>	2%
7	Use the necessary equipment for shooting.	<ol style="list-style-type: none"> 1. Distinguish between cameras with roll film and cameras with cassette tape. 2. Operating the camera 3. Apply various shooting angles using the camera. 4. Apply various image sizes using the camera. 5. Apply a variety of camera movements. 6. Implement various kinds of object movements using the camera. 7. Applying various other techniques. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Practice/Performance, Test</p>	Scientific, group discussion and question and answer 4 X 50		<p>Materials: equipment needed for shooting. References: <i>Sulistiwati, et al. 2020. Video/Television Media Development Handout. Surabaya: Unesa FIP Educational Technology</i></p>	2%
8	Midterm exam	Applying various other techniques.	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Project-based learning 4 X 50	Project-based learning 4 X 50	<p>Materials: equipment needed for shooting. Reference: <i>Morissan. 2010. Broadcast Media Management Strategy for Managing Radio and Television. Jakarta: Prenada Media</i></p>	12%

9	Use the necessary equipment for shooting.	<ol style="list-style-type: none"> 1. Distinguish between cameras with roll film and cameras with cassette tape. 2. Operating the camera 3. Apply various shooting angles using the camera. 4. Apply various image sizes using the camera. 5. Apply a variety of camera movements. 6. Implement various kinds of object movements using the camera. 7. Applying various other techniques. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Scientific, group discussion and question and answer 4 X 50		<p>Materials: equipment needed for shooting.</p> <p>References: <i>Sulistiwati, et al. 2020. Video/Television Media Development Handout. Surabaya: Unesa FIP Educational Technology</i></p>	5%
10	Develop ready-to-use video programs through pre-production, production and post-production stages.	<ol style="list-style-type: none"> 1. Prepare an analysis of story ideas. 2. Selecting the script to be produced. 3. Arrange a schedule. 4. Prepare a shooting location hunting plan. 5. Compile a list of equipment to be used. 6. Develop a game casting plan 7. Arranging the setting/studio. 8. Perform sound arrangements. 9. Arranging light/lighting. 10. Arranging costumes/wardrobe. 11. Doing make-up. 12. Carry out the film/video editing process. 13. Reviewing editing results. 14. Conduct presentations and evaluations of films/videos 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Assessment of Project Results / Product Assessment, Practices / Performance</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: ready-to-use video program through pre-production, production and post-production stages.</p> <p>References: <i>Sulistiwati, et al. 2020. Video/Television Media Development Handout. Surabaya: Unesa FIP Educational Technology</i></p>	5%
11	Develop ready-to-use video programs through pre-production, production and post-production stages.	<ol style="list-style-type: none"> 1. Prepare an analysis of story ideas. 2. Selecting the script to be produced. 3. Arrange a schedule. 4. Prepare a shooting location hunting plan. 5. Compile a list of equipment to be used. 6. Develop a game casting plan 7. Arranging the setting/studio. 8. Perform sound arrangements. 9. Arranging light/lighting. 10. Arranging costumes/wardrobe. 11. Doing make-up. 12. Carry out the film/video editing process. 13. Reviewing editing results. 14. Conduct presentations and evaluations of films/videos 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B = 70 - 74 (3.5 - 3.59) B- = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: ready-to-use video through pre-production, production and post-production stages.</p> <p>Reader: <i>Cheppy Riyana. 2010. Video Media Development Guidelines. Bandung: Indonesian Education University P3AI Program</i></p>	5%

12	Develop ready-to-use video programs through pre-production, production and post-production stages.	<ol style="list-style-type: none"> 1. Prepare an analysis of story ideas. 2. Selecting the script to be produced. 3. Arrange a schedule. 4. Prepare a shooting location hunting plan. 5. Compile a list of equipment to be used. 6. Develop a game casting plan 7. Arranging the setting/studio. 8. Perform sound arrangements. 9. Arranging light/lighting. 10. Arranging costumes/wardrobe. 11. Doing make-up. 12. Carry out the film/video editing process. 13. Reviewing editing results. 14. Conduct presentations and evaluations of films/videos 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B- = 70 - 74 (3.5 - 3.59) C = 65 - 69 (3.4 - 3.49) C- = 60 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: ready-to-use video through pre-production, production and post-production stages.</p> <p>Reader: <i>Cheppy Riyana. 2010. Video Media Development Guidelines. Bandung: Indonesian Education University P3AI Program</i></p>	5%
13	Develop ready-to-use video programs through pre-production, production and post-production stages.	<ol style="list-style-type: none"> 1. Prepare an analysis of story ideas. 2. Selecting the script to be produced. 3. Arrange a schedule. 4. Prepare a shooting location hunting plan. 5. Compile a list of equipment to be used. 6. Develop a game casting plan 7. Arranging the setting/studio. 8. Perform sound arrangements. 9. Arranging light/lighting. 10. Arranging costumes/wardrobe. 11. Doing make-up. 12. Carry out the film/video editing process. 13. Reviewing editing results. 14. Conduct presentations and evaluations of films/videos 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B- = 70 - 74 (3.5 - 3.59) C = 65 - 69 (3.4 - 3.49) C- = 60 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Portfolio Assessment</p>	Scientific, Project Based Learning, group discussion and question and answer 4 X 50		<p>Material: ready-to-use video through pre-production, production and post-production stages.</p> <p>References: <i>Junarius Andi Purba, SS 2013. Correct Shooting Makes Your Video the Class of a Professional Videographer's Work. Yogyakarta: ANDI Publishers</i></p>	5%
14	Carry out the film editing process using computer software.	<ol style="list-style-type: none"> 1. Operate editing tools 2. Record video to PC with analog system. 3. Record video to PC with digital system. 4. Comparing various software for editing. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B- = 70 - 74 (3.5 - 3.59) C = 65 - 69 (3.4 - 3.49) C- = 60 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: film editing process using computer software.</p> <p>References: <i>Junarius Andi Purba, SS 2013. Correct Shooting Makes Your Video the Class of a Professional Videographer's Work. Yogyakarta: ANDI Publishers</i></p>	5%

15	Carry out the film editing process using computer software.	<ol style="list-style-type: none"> Operate editing tools Record video to PC with analog system. Record video to PC with digital system. Comparing various software for editing. 	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B- = 70 - 74 (3.5 - 3.59) B+ = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Assessment of Project Results / Product Assessment, Practices / Performance</p>	Scientific, group discussion and question and answer 4 X 50		<p>Material: film editing using computer software. References: <i>Junarius Andi Purba, SS 2013. Correct Shooting Makes Your Video the Class of a Professional Videographer's Work. Yogyakarta: ANDI Publishers</i></p>	5%
16	Midterm exam	Comparing various software for editing.	<p>Criteria: A = 86 - 100 (3.8 - 4.00) A- = 80 - 85 (3.7 - 3.79) B = 75 - 79 (3.6 - 3.69) B- = 70 - 74 (3.5 - 3.59) B+ = 65 - 69 (3.4 - 3.49) C = 50 - 64 (3.00 - 3.39) D = 25 - 50 (2.00 - 2.99) E = < 25 (0 - 1.99)</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	4 X 50		<p>Material: film editing using computer software. References: <i>Junarius Andi Purba, SS 2013. Correct Shooting Makes Your Video the Class of a Professional Videographer's Work. Yogyakarta: ANDI Publishers</i></p>	22%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	12%
2.	Project Results Assessment / Product Assessment	59%
3.	Portfolio Assessment	5%
4.	Practice / Performance	6%
5.	Test	6%
		88%

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.
- 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.
- 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.
- 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.
- 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.
- 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.
- Forms of assessment:** test and non-test.
- 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.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.