



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
Visual Media Development	8620304221		T=4 P=0 ECTS=6.36	5	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
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Learning model	Case Studies																																
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																
	Program Objectives (PO)																																
	PLO-PO Matrix																																
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Short Course Description	PO Matrix at the end of each learning stage (Sub-PO)																																
	<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 30px; height: 20px;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 20px;">1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td> </tr> </table>	P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																	

Short Course Description
 This course discusses the development of visual media that can be applied in overcoming education and training problems. Lectures are carried out using blended learning. The assessment is carried out by means of question and answer and in writing.

References	<p>Main :</p> <ol style="list-style-type: none"> 1. AH, Sanaky Hujair. 2011. Media Pembelajaran: Buku Pegangan Wajib Guru dan Dosen . Yogyakarta: Kaukaba. 2. Arief S Sadiman dkk. 2014. Media Pendidikan Pengertian, Pengembangan, dan Pemanfaatannya . Jakarta: Rajawali Pers 3. Arsyad, Azhar, 2017, Media Pembelajaran, Depok: Rajagrafindo Persada 4. Daryanto. 2013. Media Pembelajaran: Perannya sangat penting dalam mencapai tujuan pembelajaran. Yogyakarta: Gava Media 5. Kristanto, Andi. 2020. Media Pembelajaran . Surabaya: Bintang Surabaya 6. Kustandi, Cecep dan Bambang Sutjipto. 2012. Media Pembelajaran: Manual dan Digital. Bogor: Ghalia Indonesia. 7. Mariono, Andi, dkk. 2020. Handout Pengembangan Media Visual. Surabaya: Teknologi Pendidikan FIP Unesa 8. Mustaji. 2013. Media Pembelajaran . Surabaya: Unipress Unesa 9. Musfiqon. 2012. Pengembangan Media dan Sumber Pembelajaran. Tangerang: Prestasi Pustaka Raya. 10. Rudi Susilana dkk. 2009. Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan, dan Penilaian . Bandung: CV Wacana Prima 11. Sukiman. 2012. Pengembangan Media Pembelajaran . Yogyakarta: Pedagogya. <p>Supporters:</p>
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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	Able to understand the basics of graphic design in the field of education and learning	1. Explain the meaning and scope of graphic design 2. Explain the role of graphic design in education and learning 3. Identify verbal and visual messages in graphic media	Criteria: Attendance, behavior, performance	Lectures, discussions, questions and answers, 3 X 50			0%
2	Able to understand the elements and principles of graphic design as a basis for developing graphic media in the field of education and learning	1. Explain and identify visual elements. 2. Explain and apply visual principles	Criteria: Attendance, behavior, performance.	Lectures, discussions, questions and answers, 3 X 50			0%
3	Able to apply color theory in the development of Graphic Media for education and learning	apply color theory in the development of Graphic Media	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	Lecture, question and answer, practice 3 X 50			0%
4	Able to apply typography in the development of graphic media	Applying typography in graphic media development	Criteria: Attendance, behavior, performance	Lectures, discussions, questions and answers, practice 3 X 50			0%
5	Able to apply illustrations in graphic media	apply illustrations in graphic media	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	Lecture, question and answer, practice 3 X 50			0%
6	Able to understand layout for graphic media development	apply layouts to graphic media	Criteria: Attendance, behavior, performance.	Lectures, discussions, questions and answers 3 X 50			0%
7	Able to apply graphic elements and principles, color theory, typography, illustration, layout in the development of graphic media	Design graphic design work by applying graphic elements and principles, color theory, typography, illustration, layout	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	project based learning, problem solving 3 X 50			0%
8	Pass the Midterm Exam	Designing graphic design work	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	Practice 3 X 50			0%
9	Able to develop infographic graphic media	1. Explain the meaning and function of infographics. 2. Identify the principles of infographic design	Criteria: Attendance, behavior, performance.	project based learning and problem solving/problem solving 3 X 50			0%
10	Able to design infographics	Design infographic works	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	Lecture, question and answer, practice 3 X 50			0%
11	Able to create infographics using graphic software	produce infographics with graphic software	Criteria: Attendance, behavior, performance	Lectures, discussions, questions and answers, practice 3 X 50			0%
12	Able to design graphic media works for education and learning	Designing graphic media for education and learning	Criteria: Formalistic, expressive, instrumentalistic and originality aspects.	Lecture, question and answer, practice 3 X 50			0%
13	Able to understand graphic design of event symbols	1. Explain the meaning and role of event symbols. 2. Identify the principles of designing event symbol graphic designs	Criteria: Attendance, behavior, performance	Lectures, discussions, questions and answers 3 X 50			0%
14	Able to design educational/learning graphic media works	designing educational/learning graphic media works	Criteria: Formalistic, expressive, instrumentalistic and originality aspects	Lecture, question and answer, practice 3 X 50			0%

15	Able to present graphic design work on individual assignments	Present individual assignment graphic design work	Criteria: Completeness, readiness, feasibility.	Lectures, questions and answers, assignments 3 X 50			0%
16	UAS	UAS		project based learning by making presentations, portfolio of project results that have been carried out 4 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.
- 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.