

## Universitas Negeri Surabaya Faculty of Engineering , Electrical Engineering Education Undergraduate Study Program

Document Code

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Courses			COL	CODE			Co	Course Family					Credit Weight					SE			Com Date	pilation		
Industrial Automation			832	01022	233									T=2	2 P	=0	ECI	S=3.1	8	7		July 1	L8, 2024	
AUTHORIZATION			SP I	SP Developer							Course Cluster Coord						linator			Study Program Coordinator				
																				D	r. Nur	Khol	is, S.1	<sup>-</sup> ., M.T.
Learning model	I	Case Studies																						
Program		PLO study prog	gram	n that	is ch	arged	l to th	e cou	rse															
Learning Outcome		Program Objectives (PO)																						
(PLO)		PLO-PO Matrix																						
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	Ī	PO Matrix at the	e en	d of e	ach l	earni	ng sta	age (S	ub-F	°O)														
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Short Course Descript		Able to master th control through lo	neore gical	etical c , critica	conce al, sys	pts, so stemat	ience ic and	and e innova	ngine ative t	ering thinki	ı prin ng by	ciple inte	s to rnali	gain zing	a t acad	horo Iemi	ugh c va	unc	erstar , norm	iding is and	of the ethics	basi	c prin	ciples of
Reference	ces	Main :																						
		<ol> <li>Bolton, W</li> <li>Duning, O</li> <li>Hackworn Prentice</li> <li>Jack, H.:</li> <li>Jack, H.:</li> <li>Love, J.:</li> <li>Rehg, J.,</li> </ol>	G. 20 th, J, Hall, 2005 2007 2007	02. Int et al., Inc. Autor Autor Proce	mating mating mating mating	ction to 4. Prog g Mani g Mani utomat	Progra gramma ufactur ufactur ion Ha	amma able Lu ring Sy ring Sy andboo	ble Lo ogic stem stem k: A	ogic ( Contr with with Guide	Controllers PLCs PLC. e to T	ollers 5: Pro 6. GN GNU Theor	s 2nd ograi NU/G U Fre y an	d edi mmir SPL ee D d Pra	tion. ng M ocur actic	Nev lethc nent e. Lo	vyor ods a atioi	k: D and . n Lic on: S	Applica ense \ pringe	ations /ersio er-Verl	1st e n 1.2	dition	. New	-
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Support lecturer	ing	Prof. Dr. Bamban Ibrohim, S.T., M.1		prianto	р, М.Т																			
Week-	(Sub-PO)		Evaluation				& Forr	orm Offline (				Learning Student As			earning, methods, ssignments, <mark>ated time]</mark> Online ( <i>online</i> )				n	earnin nateria feren ]	ปร		essment ght (%)	
(1)		(2)			(3)							(5)			(6)						(7)			(8)
1	un vai too	udents derstand the rious automation lls used in lustry	de va au	(3) (4) udents can scribe the trious tomation ols used in			ect nas the	e l	Approach: ContextualMethod: Direct learningStrategy: Expository								,						0%	

Direct learningStrategy: Expository 2 X 50

automation tools used in industry

				1	1	
2	Students understand about Programmable Logic Controller (PLC)	Students can explain about Programmable Logic Controller (PLC)	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
3	Students can analyze the characteristics of PLC types CPM1A and CPM2A	Students can analyze the characteristics of PLC types CPM1A and CPM2A	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
4	Students can analyze the characteristics of PLC types CP1E and CP1L	Students can analyze the characteristics of PLC types CP1E and CP1L	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
5	Students can carry out an analysis of the characteristics of the CP1H type PLC	Students can analyze the characteristics of the CP1H type PLC	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
6	Students can create a CP1L input/output addressing table in the Start-Stop Lamp with Lock application using CX Programmer	Students can determine the CP1L input/output address in the Start-Stop Lamp with Lock application using CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry 2 X 50		0%
7	Students understand about CX Programmer	Students can explain about CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive IearningStrategy: Inquiry(Online) 2 X 50		0%
8	UTS			2 X 50		0%
9	Students can apply Ladder Diagrams using CX Programmer	Students can determine the logic in a Ladder Diagram using CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
10	Students can apply the instructions on the CX Programmer	Students can apply the instructions on the CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
11	Students can apply the instructions on the CX Programmer	Students can apply the instructions on the CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
12	Students are able to analyze and develop Quiz Bell and Running Light applications on the CX Programmer.	Students can analyze and develop Quiz Bell and Running Light applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
13	Students are able to analyze and develop Safety Crane and Automatic Garage Door applications on CX Programmer.	Students can analyze and develop Safety Crane and Automatic Garage Door applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
14	Students are able to analyze and develop Conveyor applications on CX Programmer.	Students can analyze and develop Conveyor applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%

15	Students are able to analyze and develop traffic light applications on CX Programmer.	Students can analyze and develop traffic light applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
16	UAS			2 X 50		0%

 Evaluation Percentage Recap: Case Study

 No
 Evaluation

 Percentage

No Evaluation Percentage

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.
- 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.