	Universitas Negeri Surabaya Faculty of Engineering Bachelor of Fashion Education Study Program				Document Code	

SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
CAD		8321202019		T=2	P=0	ECTS=3.18	3	April 28, 2023

AUTHORIZATION		SP Developer		Course Cluster Coordinator		Study Program Coordinator	
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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	In this course, you will learn: Conceptual Mastery and creation of digital Fashion Designs, including: understanding, objectives, benefits, various software, and an introduction to Adobe Illustrator (AI) software used in creating fashion designs. Fashion design includes: creating motif designs; application of motifs to clothing design; and technical drawings. Mastery of digital fashion pattern making skills, including: introduction to CAD fashion pattern software Richpeace Pattern Design System (PDS); and making clothing patterns, which consist of basic patterns (body, sleeves and skirt); and break fashion patterns according to design.

References	**Main :**
	1. Wibawa, Setya Chendra dan Deny Arifiana. 2014. Module computer aided fashion design. Team. Version: 3.0. User Manual: Textile & Fashion Design System. Germany: Richpeace Technology Limited.
	Supporters:

Supporting lecturer	Dr. Deny Arifiana, S.Pd., M.A. Ma'rifatun Nashikhah, S.Pd., 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	Describes the SYLLABUS, brief definition of CAD and digital fashion design concepts	a. Describe the SYLLABUS b. Explain the meaning of CAD c. Create digital fashion design concepts	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
2	Create a motif design with Adobe Illustrator	1. Explain all the tools in Adobe Illustrator2. Explains how to make basic shape motifs that will be applied to fabric	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
3	Develop variations in colors and motifs	Explains the development of color and motif variations	**Criteria:** 1.Full marks are obtained if you do all the questions correctly 2.TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
4	Applying motifs to top clothing designs	1. Explain how to incorporate motifs and colors into clothing designs 2. Explain how to develop clothing designs with variations in color and motif	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
5	Applying motifs to subordinate clothing designs	1. Explain how to incorporate motifs and colors into clothing designs 2. Explain how to develop clothing designs with variations in color and motif	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
6	Create a technical drawing for the front of the clothing	Explains how to create a flat design for the front of clothing	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning 2 X 50			0%

7	Make technical drawings for the back of clothing	Explains how to make a technical drawing for the back of clothing	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
8	USS I (work on practical design questions)		**Criteria:** Total 100	2 X 50			0%
9	Get to know the Richpeace Pattern System	1. Open the Richpeace Pattern Design System (PDS) 2. Get to know the PDS menus 3. Get to know the PDS toolbar 4. Practice the tool 5. Identify the pattern 6. Process the printed page 7. Save the worksheet 8. Exit PDS	**Criteria:** 100 in total	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
10	Create a basic body pattern using Richpeace Pattern Design System (PDS) software	1. Opening a worksheet 2. Creating a new worksheet 3. Opening a pattern file 4. Selecting a pattern object 5. Checking pattern identification 6. Transforming a pattern object. 7. Manipulate pattern objects. 8. Dart Manipulation 9. Save the file 10. Exit PDS	**Criteria:** Total 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%
11	Create a basic body pattern for sleeves and skirts using Richpeace Pattern Design System (PDS) software	1. Opening a worksheet 2. Creating a new worksheet 3. Opening a pattern file 4. Selecting a pattern object 5. Checking pattern identification 6. Transforming a pattern object. 7. Manipulate pattern objects. 8. Dart Manipulation 9. Save the file 10. Exit PDS	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50			0%

12	Create broken body patterns/Dart Manipulation (TM-Side, Neck) with Richpeace Pattern Design System (PDS) software	1. Move the dart to the Center of the Face 2. Move the dart to the side 3. Move the dart to the neckline	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50				0%
13	Create a broken pattern for the ruffled skirt and bishop sleeves	1. Make a broken ruffled skirt pattern according to the design. 2. Make a broken bishop sleeve pattern according to the design	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50				0%
14	Create a broken shirt collar pattern	1. Make a broken shirt collar pattern part 1 (board) 2. Make a broken shirt collar pattern part 2 (collar lapel)	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50				0%
15	Make broken fashion patterns according to the design (dress)	1. Open the worksheet 2. Create a new worksheet 3. Open the pattern file 4. Select the pattern object 5. Transform the pattern object. 6. Manipulate pattern objects. 8. Practice breaking out the dress pattern according to the design 9. Save the file 10. Exit PDS	**Criteria:** TOTAL 100	Online method Teaching via online chat video conference following elearning at www.vi-learn.unesa.ac.id or others (Blended Learning & project based learning) 2 X 50				0%
16	UAS (quiz and portfolio presentation)		**Criteria:** Total 100	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** abilities in the process and student learning outcomes are specific and measurable statements that identify the abilities 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.