



**Universitas Negeri Surabaya**  
**Faculty of Engineering,**  
**Undergraduate Study Program, Fashion Design Education**

**Document Code**

**SEMESTER LEARNING PLAN**

<b>Courses</b>	<b>CODE</b>	<b>Course Family</b>	<b>Credit Weight</b>	<b>SEMESTER</b>	<b>Compilation Date</b>												
Embroidery I	8321202009		T=2   P=0   ECTS=3.18	5	July 18, 2024												
<b>AUTHORIZATION</b>	<b>SP Developer</b>		<b>Course Cluster Coordinator</b>		<b>Study Program Coordinator</b>												
	.....		.....		Imami Arum Tri Rahayu, S.Pd., M.Pd.												
<b>Learning model</b>	Project Based Learning																
<b>Program Learning Outcomes (PLO)</b>	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
<b>Short Course Description</b>	This course examines the basic concepts (understanding, history, purpose, tools and materials) of embroidery design (sources, basic embroidery design motifs and basic principles of embroidery design), embroidery machine operations, basic embroidery techniques (straight stitch, esek stitch, sand stitch, leaping stitch), terawang, kerancam. Working on embroidery techniques on finished products such as clothing accessories, accessories, household clothing. Learning is carried out with a scientific approach. The practical power of using the project based learning model. To create motif designs, color combinations and embroidery techniques on clothing, clothing accessories, household linen.																
<b>References</b>	<b>Main :</b>																
	<ol style="list-style-type: none"> <li>1. Hasyim, Hery.2009. Bordir Aplikasi. Surabaya. Jiara Aksa</li> <li>2. Kriswati, Enny. 2010. Seni Bordir. Bandung. Humaniara Uatama Press</li> <li>3. Singer. Instruction for art Embroidery and Lace Work. New York</li> <li>4. Suhersono, Hery. 2011. Mengenal lebih dalam bordir lukis. Jakarta. Dian Rakyat</li> <li>5. Suhersono, Hery. 2005. Desain bordir motif geometris. Jakarta. Gramedia Pustaka Utama</li> <li>6. Suhersono, Hery. 2004. Desain bordir motif kerancang, tepi dan lengkung. Jakarta. Gramedia Pustaka Utama</li> <li>7. Suhersono, Hery. 2004. Desain bordir motif flora &amp; dekoratif. Jakarta. Gramedia Pustaka Utama</li> <li>8. Wancik, Tresna Jero. 2000. Adrikiya Sulam Indonesia (Indonesia Embroidery Heritage). Jakarta. Yayasan Sulam Indonesia.</li> </ol>																
	<b>Supporters:</b>																
<b>Supporting lecturer</b>	ANNEKE ENDANG KARYANINGRUM Dr. Yuhri Inang Prihatina, S.Pd., M.Sn. Ma'rifatun Nashikhah, S.Pd., M.Pd.																
<b>Week-</b>	<b>Final abilities of each learning stage (Sub-PO)</b>	<b>Evaluation</b>		<b>Help Learning, Learning methods, Student Assignments, [ Estimated time]</b>		<b>Learning materials [ References ]</b>	<b>Assessment Weight (%)</b>										
		<b>Indicator</b>	<b>Criteria &amp; Form</b>	<b>Offline ( offline )</b>	<b>Online ( online )</b>												
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)										

1	Students understand the basic concepts of embroidery	1.Explain the meaning of embroidery 2.Explain the history of embroidery 3.Explain the purpose and benefits of embroidery 4.Identify embroidery tools and materials	<b>Criteria:</b> 1-100	Discussion presentation 2 X 50		0%
2	Students are able to design embroidery	Explains the source of ideas, basic motifs for embroidery designs	<b>Criteria:</b> 1-100	Discussion of assignment 2 X 50		0%
3	Students are able to design embroidery	Explain the principles of design in embroidery	<b>Criteria:</b> 1-100	Exercise 2 X 50		0%
4	Students are able to operate an embroidery machine	1.Explain the steps to operate an embroidery machine 2.Try running the embroidery machine on the fabric according to the steps	<b>Criteria:</b> 1-100	Exercise 2 X 50		0%
5	Students are able to embroider basic embroidery techniques	Explains various basic embroidery techniques and how to make them with geometric designs	<b>Criteria:</b> 1-100	Assignments/exercises 2 X 50		0%
6	Students are able to embroider basic embroidery techniques	Explains various basic embroidery techniques and how to make them with floral designs	<b>Criteria:</b> 1-100	Assignments/exercises 2 X 50		0%
7	Students are able to embroider variations of skip stitch techniques	Explains the various basic border techniques and how to make them	<b>Criteria:</b> 1-100	Assignments/Exercises 2 X 50		0%
8	Sub Summative Exam (USS)			2 X 50		0%
9	Students understand the basic concepts of computer embroidery and installing computer embroidery	1. Explain the meaning of computer embroidery 2. Be able to install computer embroidery with the help of IT experts3. Able to understand the application of computer embroidery in fashion life	<b>Criteria:</b> 1-100	2 X 50 online presentations and discussions		0%
10	Students understand the tools used in computer embroidery	Demonstrate how to use tools in computer embroidery	<b>Criteria:</b> 1-100	Assignments/exercises 2 X 50		0%

11	Students are able to design simple computer embroidery	1. Make an embroidery design using several stitches on computer embroidery. create a room design, simple flowers with a few stitches3. save in the form of a file that is suitable for computer embroidery	Criteria: 1-100	Assignments/exercises 2 X 50			0%
12	Students are able to design computer embroidery with existing images	1. Design computer embroidery from JPG images, to be changed according to the available stitches	Criteria: 1-100	Project base learning 2 X 50			0%
13	Students are able to design computer embroidery with their own designs	Create your own computer embroidery design with the 3 types of stitches available	Criteria: 1-100	Project base learning 2 X 50			0%
14	Students are able to apply computer embroidery designs that have been created using a combination of manual embroidery	Planning computer embroidery designs with a combination of manual embroidery	Criteria: 1-100	Project base learning 2 X 50			0%
15	Students are able to apply embroidery techniques to complement household linen clothing	Embroider embroidery designs on clothing accessories or household linen	Criteria: 1-100	Project base learning 2 X 50			0%
16	Summative Exam (US)			2 X 50			0%

#### Evaluation Percentage Recap: Project Based Learning

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.

