



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

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																											
Learning Media and ICT	8321202123		T=2	P=0	ECTS=3.18	3	July 18, 2024																																											
AUTHORIZATION		SP Developer		Course Cluster Coordinator		Study Program Coordinator																																												
			Imami Arum Tri Rahayu, S.Pd., M.Pd.																																												
Learning model	Case Studies																																																	
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																	
	Program Objectives (PO)																																																	
	PLO-PO Matrix																																																	
		P.O																																																
Short Course Description	PO Matrix at the end of each learning stage (Sub-PO)																																																	
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td rowspan="2" style="width: 5%;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 5%;">1</td><td style="width: 5%;">2</td><td style="width: 5%;">3</td><td style="width: 5%;">4</td><td style="width: 5%;">5</td><td style="width: 5%;">6</td><td style="width: 5%;">7</td><td style="width: 5%;">8</td><td style="width: 5%;">9</td><td style="width: 5%;">10</td><td style="width: 5%;">11</td><td style="width: 5%;">12</td><td style="width: 5%;">13</td><td style="width: 5%;">14</td><td style="width: 5%;">15</td><td style="width: 5%;">16</td> </tr> </table>																P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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1		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																																		
Mastery of the basic concepts of learning media includes understanding learning media, the role and function of learning media, types of learning media, planning and selecting learning media, production techniques for learning media, presentation techniques for learning media, and evaluation of learning media referring to the classical learning scheme, virtual and mobile. Mastery of skills in developing learning media in the field of Fashion Design based on Research & Development, practicum design and production of learning media according to the fashion design education curriculum, student characteristics and learning objectives. Learning is carried out using a student centered learning approach to strengthen Higher Order Thinking Skills through various learning experiences (presentations, discussions, problem solving and practice)																																																		
References	Main :																																																	
	<ol style="list-style-type: none"> 1. Sadiman, Arief S., dkk. (2002), Media Pendidikan, Jakarta: Rajawali. 2. Brown, James W. Lewis, Richard B. Harclerod, Fred F. 1977. AV Instuction. Technology, Media, And Method. New York: McGraw &ndash Hill Book Company. 3. Gerlach, Vernon S. Ely, Donald P., dan Melnick, Rob. 1980. Teaching and Media. A Systematic Approach. Englewood Cliffs, New Jersey: Prentice-Hall, Inc 4. Heinich Robert, Molenda Michael, Russell James. 2005. Media and The New Technologies of Instruction. New york: John Wiley&Sons, Inc. 5. Nana Sudjana dan Ahmad Rivai, (2007), Media Pengajaran, Bandung: Sinar Baru Algensindo. 6. Rudi Susilana dan Cepi Riyana, (2008), Media Pembelajaran: Hakikat, Pengembangan, Pemanfaatan dan Penilaian, Bandung: CV. Wacana Pri 																																																	
	Supporters:																																																	
Supporting lecturer	Dr. Lutfiyah Hidayati, S.Pd., M.Pd. Imami Arum Tri Rahayu, 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	Understand the scope of MK and lecture contracts. Understand the basic concepts of learning media	<ol style="list-style-type: none"> 1.Explain the scope of learning media (RPS) and agree on a lecture contract 2.Explain the meaning of learning media 3.Explain the role of learning media 4.Explain the function of learning media 	Criteria: 1-100	Learning Method: Presentation Discussion & Assignments Approach: Scientific 3 X 50			0%
2	Understanding the nature of learning media (classical learning)	<ol style="list-style-type: none"> 1.Explain the position of the media in the context of educational communication 2.Explain the position of media in the learning system. 3.Explain the benefits of media 	Criteria: 1-100	Learning Method Discussion & assignments Scientific Approach 3 X 50			0%
3	Understand the types and characteristics of learning media	<ol style="list-style-type: none"> 1.Describe the types of learning media 2.Explain the characteristics of learning media 3.Explain the use of types of media 	Criteria: 1-100	· Learning Model: Cooperative Learning · Discussion & assignment Learning Method Scientific Approach 3 X 50			0%
4	Understand the criteria for selecting learning media	<ol style="list-style-type: none"> 1.Explain the basic considerations for selecting media 2.Identify media selection criteria 3.Skilled in choosing media according to student characteristics and teaching materials 	Criteria: 1-100	· Learning Model: Cooperative Learning · Discussion & assignment Learning Method Scientific Approach 3 X 50			0%
5	Understanding the development of learning media	<ol style="list-style-type: none"> 1.Defining media development 2.Explains the ADDIE Model media development approach 3.Identify learning media development procedures according to the ADDIE Model 4.Skilled in developing learning media 	Criteria: 1-100	· Learning Model: Cooperative Learning · Discussion & assignment Learning Method Scientific Approach 3 X 50			0%

6	Designing the development of learning media in the vocational field of Fashion Design based on the ADDIE Model	1. Analyze the needs for learning media in the vocational field of Fashion Design 2. Designing learning media plans for the vocational field of Fashion Design 3. Develop a learning media prototype for the vocational field of Fashion Design 4. Applying the results of developing learning media in the vocational field of Fashion Design 5. Evaluate the results of developing learning media in the vocational field of Fashion Design	Criteria: Score 1-100	Cooperative learning 6 X 50			0%
7	Designing the development of learning media in the vocational field of Fashion Design based on the ADDIE Model	1. Analyze the needs for learning media in the vocational field of Fashion Design 2. Designing learning media plans for the vocational field of Fashion Design 3. Develop a learning media prototype for the vocational field of Fashion Design 4. Applying the results of developing learning media in the vocational field of Fashion Design 5. Evaluate the results of developing learning media in the vocational field of Fashion Design	Criteria: Score 1-100	Cooperative learning 6 X 50			0%
8	Mid-Term Exam (UTS)/Sub Summative Exam (USS)			3 X 50			0%
9	Understanding learning media in virtual learning systems (e-learning)	a. Explain the nature of the virtual learning system b. Identifying Media Types in virtual learning systems (e-learning) c. Describe the strengths and weaknesses of various virtual learning media (e-learning)	Criteria: 1-100	Cooperative Learning 3 X 50			0%

10	Developing various virtual learning media in the field of fashion design using the ADDIE Research & Development model approach	1. Analyze the needs for learning media in the field of fashion design in the context of virtual learning2. Designing learning media in the field of fashion design in a virtual learning context3. Develop a learning media prototype in the field of fashion design in the context of virtual learning 4. Applying learning media in the field of fashion design in a virtual learning context 5. Evaluating learning media in the field of fashion design in the context of virtual learning	Criteria: 1-100	· Learning Model: Project Based Learning · Learning Method: Experiment, discussion, assignment · Approach: Scientific 3 X 50			0%
11	Developing various virtual learning media in the field of fashion design using the ADDIE Research & Development model approach	1. Analyze the needs for learning media in the field of fashion design in the context of virtual learning2. Designing learning media in the field of fashion design in a virtual learning context3. Develop a learning media prototype in the field of fashion design in the context of virtual learning 4. Applying learning media in the field of fashion design in a virtual learning context 5. Evaluating learning media in the field of fashion design in the context of virtual learning	Criteria: 1-100	Learning Model: Project Based Learning · Learning Method: Experiment, discussion, Assignment · Approach: Scientific 3 X 50			0%
12	Understanding learning media in mobile-learning systems	a. Explain the nature of the mobile-learning system b. Identifying Media Types in mobile-learning systems c. Describe the strengths and weaknesses of various mobile-learning media	Criteria: 1-100	Cooperative learning 3 X 50			0%
13	Developing various virtual learning media in the field of fashion design using the ADDIE Research & Development model approach	Analyzing learning media needs in the field of fashion design in a mobile-learning context2. Designing learning media in the field of fashion design in a mobile-learning context3. Develop a learning media prototype in the field of fashion design in a mobile-learning context4. Applying learning media in the field of fashion design in a mobile-learning context5. Evaluating learning media in the field of fashion design in the context of virtual learning	Criteria: 1-100	Learning Model: Project Based Learning · Learning Method: Experiment, discussion, assignment · Approach: Scientific 6 X 50			0%

14	Developing various virtual learning media in the field of fashion design using the ADDIE Research & Development model approach	Analyzing learning media needs in the field of fashion design in a mobile-learning context2. Designing learning media in the field of fashion design in a mobile-learning context3. Develop a learning media prototype in the field of fashion design in a mobile-learning context4. Applying learning media in the field of fashion design in a mobile-learning context5. Evaluating learning media in the field of fashion design in the context of virtual learning	Criteria: 1-100	Learning Model: Project Based Learning Learning Method: Experiment, discussion, assignment Approach: Scientific 6 X 50		0%
15	Presentation of media development results and reflection on lectures.	1. Present various results of learning media development 2. Evaluate various results of learning media development 3. Reflecting on the implementation of lectures	Criteria: 1-100Normative Criteria	Cooperative Learning 3 X 50		0%
16	FINAL SEMESTER EXAMINATION (UAS)/SUMATIVE EXAMINATION (US)			3 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.

