



**Universitas Negeri Surabaya
Faculty of Languages and Arts
Bachelor of Fine Arts Education Study Program**

**Document
Code**

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																																		
Computer application	8821002010	Compulsory Study Program Subjects	T=2 P=0 ECTS=3.18	2	July 18, 2024																																																		
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator																																																			
	Khoirul Amin, S.Pd., M.Pd.		Ika Anggun Camelia, S.Pd., M.Pd.	Fera Ratyaningrum, S.Pd., M.Pd.																																																			
Learning model	Project Based Learning																																																						
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																						
	PLO-10	Able to design and implement fine arts learning that applies ICT-based pedagogical and collaborative competencies and management.																																																					
	Program Objectives (PO)																																																						
	PO - 1	Master simple software																																																					
	PLO-PO Matrix																																																						
		<table border="1" style="margin: auto;"> <tr> <td style="padding: 5px;">P.O</td> <td style="padding: 5px;">PLO-10</td> </tr> <tr> <td style="padding: 5px;">PO-1</td> <td style="padding: 5px;"></td> </tr> </table>	P.O	PLO-10	PO-1																																																		
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PO-1																																																							
PO Matrix at the end of each learning stage (Sub-PO)																																																							
	<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="padding: 5px;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="padding: 5px;">1</td><td style="padding: 5px;">2</td><td style="padding: 5px;">3</td><td style="padding: 5px;">4</td><td style="padding: 5px;">5</td><td style="padding: 5px;">6</td><td style="padding: 5px;">7</td><td style="padding: 5px;">8</td><td style="padding: 5px;">9</td><td style="padding: 5px;">10</td><td style="padding: 5px;">11</td><td style="padding: 5px;">12</td><td style="padding: 5px;">13</td><td style="padding: 5px;">14</td><td style="padding: 5px;">15</td><td style="padding: 5px;">16</td> </tr> <tr> <td style="padding: 5px;">PO-1</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>	P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	PO-1																				
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																																							
PO-1																																																							
Short Course Description	This course studies various computer applications based on introductory computer information and communication technology, word processing applications, graphic design applications, multimedia presentation applications, with theoretical and practical strategies.																																																						
References	Main :																																																						
	<ol style="list-style-type: none"> 1. Hendi Hendratman. 2014. Computer Graphic Design . Informatika: Bandung 2. Budi Permana, Kurweni Ukar. 2010. Microsoft Office 2010 . Elex Media Komputindo: Jakarta 3. Rustan, Suriyanto. 2008 . Layout Dasar dan Penerapannya, PT. Gramedia Pustaka Utama: Jakarta. 4. McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta. 5. Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida 																																																						
	Supporters:																																																						
Supporting lecturer	Khoirul Amin, S.Pd., M.Pd. Ika Anggun Camelia, 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 requirements needed to be able to design a good composition using a computer program.	1. Identify elements and principles in design. 2. Understand RGB and CMYK color modes and the differences between the two. 3. Know which color combinations are harmonious and which are not.	Criteria: 1.1. ability to operate the type of software mastered 2.2. skills to learn new 2-dimensional software Form of Assessment : Participatory Activities	Concept teaching, discussion 3 X 50		Material: Requirements needed to be able to design a good composition using a computer program. Reader: Hendi Hendratman. 2014. <i>Computer Graphic Design. Informatics: Bandung</i>	5%
2	Apply design elements and principles in designing simple design compositions using CorelDRAW.	1. Identify CorelDRAW tools that are commonly used for designing. 2. Identify the steps in designing symmetrical shapes. 3. Operate CorelDRAW to design simple design compositions.	Criteria: 1.1. The concept of the logo idea is initiated according to each name 2.2. application of software to execute the concept that has been created Form of Assessment : Practice / Performance	Direct instruction, project base learning 3 X 50		Material: design elements and principles in designing simple design compositions using CorelDRAW. Bibliography: Bouton, Gary David. 2008. <i>CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i>	5%
3	Design illustrations and layouts using CorelDRAW	1. Identify the steps in designing an illustration of a wayang orang mask. 2. Operate CorelDRAW to design wayang orang masks. 3. Identify the elements that make up the layout of the article. 4. Identify the steps in designing a layout. 5. Using CorelDRAW to design the layout.	Criteria: 1.1. Corel mastery in image tracing and color selection 2.2. Correct application of the artist's face vector via Corel Form of Assessment : Practice / Performance	Direct instruction, project base learning 6 X 50		Material: illustration and layout using CorelDRAW Library: Bouton, Gary David. 2008. <i>CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i>	5%
4	Design illustrations and layouts using CorelDRAW	1. Identify the steps in designing an illustration of a wayang orang mask. 2. Operate CorelDRAW to design wayang orang masks. 3. Identify the elements that make up the layout of the article. 4. Identify the steps in designing a layout. 5. Using CorelDRAW to design the layout.	Criteria: 1.1. Corel mastery in image tracing and color selection 2.2. Correct application of the artist's face vector via Corel Form of Assessment : Practice / Performance	Direct instruction, project base learning 6 X 50		Material: illustration and layout using CorelDRAW Library: Bouton, Gary David. 2008. <i>CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i>	5%
5	Design presentations using Microsoft Power Point	Know the functions and characteristics of Microsoft Power Point	Criteria: 1. effectiveness of power point displays 2. Effectiveness of using Powerpoint software 3. presentation Form of Assessment : Practice / Performance	Direct Instruction, project base learning 3 X 50		Material: presentation using Microsoft Power Point Readers: Budi Permana, Kurweni Ukar. 2010. <i>Microsoft Office 2010. Elex Media Komputindo: Jakarta</i>	5%

6	Designing the layout (lay out) with CorelDRAW software.	<ol style="list-style-type: none"> 1. Identify the components that make up the layout. Know examples of good and bad layouts. 2. Identify the steps in designing a layout. 3. Using CorelDRAW to design the layout. 	<p>Criteria:</p> <ol style="list-style-type: none"> 1.1. suitability of the theme concept with the theme of the selected book 2.2. layout or layout of the main elements and supporting elements <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction, project base learning 3 X 50		<p>Material: layout (lay out) with CorelDRAW software.</p> <p>References: <i>Rustan, Surianto. 2008 . Basic Layout and Application, PT. Gramedia Pustaka Utama: Jakarta.</i></p> <hr/> <p>Material: layout (lay out) with CorelDRAW software.</p> <p>Bibliography: <i>Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i></p>	5%
7	Designing the layout (lay out) with CorelDRAW software.	<ol style="list-style-type: none"> 1. Identify the components that make up the layout. Know examples of good and bad layouts. 2. Identify the steps in designing a layout. 3. Using CorelDRAW to design the layout. 	<p>Criteria:</p> <ol style="list-style-type: none"> 1.1. suitability of the layout concept 2.2. suitability of the layout of the main elements and supporting elements <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction 3 X 50		<p>Material: layout (lay out) with CorelDRAW software.</p> <p>References: <i>Rustan, Surianto. 2008 . Basic Layout and Application, PT. Gramedia Pustaka Utama: Jakarta.</i></p> <hr/> <p>Material: layout (lay out) with CorelDRAW software.</p> <p>Bibliography: <i>Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i></p>	5%
8	Sub Semester Exam Designing a book review activity flyer complete with vector-based illustrations	<ol style="list-style-type: none"> 1. Students are able to design complete publication media according to the previously proposed theme. 2. Students are able to look for design ideas for supporting media accessories in an activity 	<p>Criteria:</p> <ol style="list-style-type: none"> 1.1. suitability of the flyer layout design for the selected publication media 2.2. type of publication media design <p>Form of Assessment : Test</p>	project base learning 3 X 50		<p>Material: vector-based illustration</p> <p>Library: <i>Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i></p> <hr/> <p>Material: vector-based illustrations</p> <p>References: <i>Rustan, Surianto. 2008 . Basic Layout and Application, PT. Gramedia Pustaka Utama: Jakarta.</i></p>	10%

9	Get to know the characteristics of Adobe Photoshop as image processing software.	<ol style="list-style-type: none"> 1.Understand pixel logic and resolution in images. 2.Identify tools for selection and transformation. 3.Use tools to make selections. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction 3 X 50		<p>Material: Adobe Photoshop as image processing software.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p>	5%
10	Basic Photo Retouching with Adobe Photoshop.	<ol style="list-style-type: none"> 1.Identify processes and tools for changing photo colors. 2.Identify processes and tools for changing the color of color photos. 3.Using tools for basic photo retouching. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction 3 X 50		<p>Material: Basic Photo Retouching with Adobe Photoshop.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p>	5%
11	Basic Photo Retouching with Adobe Photoshop.	<ol style="list-style-type: none"> 1.Identify processes and tools for changing photo colors. 2.Identify processes and tools for changing the color of color photos. 3.Using tools for basic photo retouching. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction 3 X 50		<p>Material: Basic Photo Retouching with Adobe Photoshop.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p>	5%

12	Design layouts using a combination of Adobe Photoshop, Office and CoreIDRAW software.	<ol style="list-style-type: none"> 1. Analyze layout composition based on grid. 2. Identify reading flow, columns, file conversion. 3. Identify processes and tools for designing layouts. 4. Combining Adobe Photoshop, Office and CoreIDRAW to design works. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Lecture, direct instruction 3 X 50		<p>Material: layout using a combination of Adobe Photoshop, Office and CoreIDRAW software.</p> <p>References: <i>Rustan, Surianto. 2008 . Basic Layout and Application, PT. Gramedia Pustaka Utama: Jakarta.</i></p> <hr/> <p>Material: layout using a combination of Adobe Photoshop, Office and CoreIDRAW software.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p> <hr/> <p>Material: layout using a combination of Adobe Photoshop, Office and CoreIDRAW software.</p> <p>Bibliography: <i>Bouton, Gary David. 2008. CoreIDRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i></p>	5%
13	Digital Coloring with Adobe Photoshop.	<ol style="list-style-type: none"> 1. Analyze the strengths and weaknesses of classmates' design work. 2. Identify processes and tools for coloring manual illustrations. 3. Using Adobe Photoshop. To color manual illustration images. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Smart, direct instructions 6 X 50		<p>Material: Digital Coloring with Adobe Photoshop.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p>	5%
14	Digital Coloring with Adobe Photoshop.	<ol style="list-style-type: none"> 1. Analyze the strengths and weaknesses of classmates' design work. 2. Identify processes and tools for coloring manual illustrations. 3. Using Adobe Photoshop. To color manual illustration images. 	<p>Criteria: "Very Good" if the four indicators above are met</p> <p>Form of Assessment : Practice / Performance</p>	Smart, direct instructions 6 X 50		<p>Material: Digital Coloring with Adobe Photoshop.</p> <p>References: <i>McClelland's, Deke. 2002. Look and Learn Photoshop, PT. Elex Media Komputindo: Jakarta.</i></p>	5%

15	Final Semester Exam Students are able to design digital illustrations according to previously determined themes	1. produce digital works 2. designing digital illustrations	Criteria: "Very Good" if the four indicators above are met Form of Assessment : Practice / Performance	3 X 50		Material: designing digital illustrations Reader: <i>Bouton, Gary David. 2008. Core!DRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i>	5%
16	Materials 9 to 15	Can explain the process and techniques of digital illustration	Criteria: "Very Good" if the four indicators above are met Form of Assessment : Portfolio Assessment, Test	3x50		Material: digital illustration processes and techniques References: <i>Bouton, Gary David. 2008. Core!DRAW X4: The Official Guide. McGraw-Hill Companies: Florida</i>	20%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	5%
2.	Portfolio Assessment	10%
3.	Practice / Performance	65%
4.	Test	20%
		100%

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.