



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																																																																													
Book and Comic Illustrations**	8821003178	Study Program Elective Courses	T=3 P=0 ECTS=4.77	5	July 17, 2024																																																																													
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator																																																																													
	Drs. Imam Zaini, M.Pd., Khoirul Amin, 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-5	Able to communicate ideas to solve problems in creating fine arts.																																																																																
	Program Objectives (PO)																																																																																	
	PO - 1	Students are able to apply illustration techniques, types and styles for applicable editorial and publishing needs																																																																																
	PO - 2	Students are able to create book and comic illustrations																																																																																
	PLO-PO Matrix																																																																																	
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PO Matrix at the end of each learning stage (Sub-PO)																																																																																		
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Short Course Description	This elective course examines the understanding and application of illustration techniques, types and styles for print media needs. Includes illustrations for editorial, book publishing, children's books, and comics and graphic novels. Lectures are carried out through project design, students first carry out character and setting studies, field studies and understand the character of the media to be used, as well as the character of the intended target.																																																																																	
References	Main :																																																																																	
	<ol style="list-style-type: none"> 1. Alan. 2003. Childrens book cover . USA: Powers. 2. Bang, Molly. 2000. Picture this : How pictures work . Boston: Seaster books 3. Bunanta, Murti. 2000. Cerita rakyat Indonesia . Jakarta: kelompok pecinta buku anak 4. Harthan, John. 1997. The history of the illustrated book, the western traditional. London : Thames & Houston 5. Scott Mc.Cloud. 2006. Making Comics; Story telling secret of comics, manga, graphic novel. London: William morrow. 6. Tony Caputo, Harlan Ellison. 2002. Visual story telling : The Art and Technique. Watson-Guptil 7. Matin Salisbury. 2004. Ilustrating childrens book: Creating pictures for publication . Barrons education 8. Ana Benaroya. 2013. Illustration next; Contemporary creative collaboration. Thames & Hudson 																																																																																	
	Supporters:																																																																																	
Supporting lecturer	Drs. Imam Zaini, 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 scope of book and comic illustration	Students can explain the scope of book and comic illustrations	Criteria: Students get a score of 100 if they can answer the question correctly Form of Assessment : Participatory Activities	Lectures, demonstrations and quizzes 3 X 50		Material: Mastering the scope of drawing illustrations Reader: Ana Benaroya. 2013. <i>Illustration next; Contemporary creative collaboration.</i> Thames & Hudson	5%
2	Students master the creation of textbook illustrations	Students can make textbook illustrations	Criteria: 1. Illustrative images in accordance with the specified theme. 2. Using black and white techniques Form of Assessment : Participatory Activities	Lectures, discussions, demonstrations, assignments. 6 X 50		Material: Definition, function and purpose of drawing book and comic illustrations Library:	5%
3	Students master the creation of textbook illustrations	Students can make textbook illustrations	Criteria: 1. Illustrative images in accordance with the specified theme. 2. Using black and white techniques Form of Assessment : Practice / Performance	Lectures, discussions, demonstrations, assignments. 6 X 50		Material: Drawing illustrations Reference: <i>Harthan, John. 1997. The history of the illustrated book, the western tradition.</i> London : Thames & Houston	5%
4	Students master the creation of textbook cover illustrations	Students can create textbook cover illustrations	Criteria: The illustration assignment is in accordance with the theme of the textbook cover illustration Form of Assessment : Practice / Performance	Lectures, discussions, demonstrations, assignments 3 X 50		Material: Book illustrations Reference : <i>Harthan, John. 1997. The history of the illustrated book, the western tradition.</i> London : Thames & Houston	5%
5	Students master the creation of fiction book illustrations	Students can create illustrations for fiction books	Criteria: Tasks correspond to the theme, artistic function, characters and scenes of the panel Form of Assessment : Practice / Performance	Technique for making 6 X 50 fiction book illustrations		Materials: Drawing illustrations of procedures/steps for making works of art References:	5%
6	Students master the creation of fiction book illustrations	Students can create illustrations for fiction books	Criteria: Tasks correspond to the theme, artistic function, characters and scenes of the panel Form of Assessment : Practice / Performance	Technique for making 6 X 50 fiction book illustrations		Material: Drawing book illustrations, steps for making works of art Reference:	5%
7	Students master the creation of fiction book cover illustrations	Students can create fiction book cover illustrations	Criteria: Tasks according to the theme, artistic function, and character of the scene on the panel Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 3 X 50		Material: Designing an arts and culture book cover Library:	5%

8	Students master the digitization of fiction book cover illustrations	Students can digitize fiction book cover illustrations	Criteria: Tasks according to the theme, artistic function and character of the scene on the panel Form of Assessment : Practical Assessment, Practice/Performance	Task 3 X 50		Material: Art and culture book cover art Library:	15%
9	Students master the creation of short comic scenarios	Students can create short comic scenarios	Criteria: Tasks correspond to the theme, artistic function and scenes of the characters on the panel Form of Assessment : Practical Assessment, Practice/Performance	Lectures, demonstrations, questions and answers, giving assignments 3 X 50		Material: Definition, purpose, function of comics Library:	5%
10	Students master the creation of short comic scenarios	Students can create short comic scenarios	Criteria: The task corresponds to the theme, artistic function and character of the scene on the panel Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 9 X 50		Material: Procedure for making comics Library:	5%
11	Students master the creation of short comic scenarios	Students can create short comic scenarios	Criteria: The task corresponds to the theme, artistic function and character of the scene on the panel Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 9 X 50		Material: Designing a comic about folklore in Indonesia Library:	5%
12	Students master the creation of short comic scenarios	Students can create short comic scenarios	Criteria: The task corresponds to the theme, artistic function and character of the scene on the panel Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 9 X 50		Material: Making comics about folklore in Indonesia Library:	5%
13	Students master the creation of digital short comics	Students can create digital short comics	Criteria: Assignments according to the theme Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 6 X 50		Material: Making comics about folklore in Indonesia Library:	5%
14	Students master the creation of digital short comics	Students can create digital short comics	Criteria: Assignments according to the theme Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 6 X 50		Material: Making comics about folklore in Indonesia Library:	5%
15	Students master making comic covers	Students can make comic covers	Criteria: Assignments match the theme Form of Assessment : Practice / Performance	Lectures, questions and answers, demonstrations, giving assignments 3 X 50		Material: Making comics about folklore in Indonesia Library:	5%
16	Producing book and comic illustration works	produce book illustrations	Criteria: Drawings in accordance with the assignment based on IKET (Intellectual, Creativity, Aesthetics, Technique) Form of Assessment : Practical Assessment, Practice/Performance	offline/offline		Material: Comic works about folklore in Indonesia Library:	15%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	10%
2.	Practical Assessment	17.5%
3.	Practice / Performance	72.5%
		100%

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.