

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

Document Code

SEMESTER LEARNING PLAN										
Courses		CODE	CODE Course Fan		Credit Weight	SEMESTER	Compilation Date			
Souvenir		88210022	29		T=2 P=0 ECTS=3.18	6	July 18, 2024			
AUTHORIZATION		SP Develo	SP Developer		Course Cluster Coordinator		Study Program Coordinator			
								Fera Ratyaningrum, S.Pd., M.Pd.		
Learning model		Case Studies								
Program		PLO study program that is charged to the course								
Learning Outcomes (PLO)		Program Objectives (PO)								
		PLO-PO Matrix								
		P.O								
		PO Matrix at the end of each learning stage (Sub-PO)								
			P.O 1	2 3 4 5	6 7 8	Week 9 10 11 12	13 14	15 16		
Short Course Descript	tion	This course contains mastery of the concept and practice of making souvenir designs as an elective subject in the form of "prototypes", which are unique (typical) from the basic materials of wood, metal, leather, cement, fabric, mixed and other materials, whether pure in nature. or applied								
Reference	ces	Main :								
1. Ebdi, Sadjiman S. 2009. <i>Nirmana, Dasar-dasar Seni dan Desain.</i> Yokyakarta & Band Jalasutra. Wong, Wucius. 1972. <i>Principle of Three Dimensional Design</i> . New York: Van Nost Reinhold Company. Garret, Lilian. 1980. <i>Variable Penyusunan</i> . Yogyakarta: ISI. Peterson, Bryan, 1997. <i>Using Design Basics to Get Creative Results</i> . Cincinnati Ohio: I Light Boo.						n Nostrand				
		Supporters:								
Support	ina	Muchlis Arif. S.S	uchlis Arif, S.Sn., M.Sn.							
lecturer										
Week- eac stag (Su		al abilities of h learning ge b-PO)	Eval Indicator	uation Criteria & Form	Help Learning, Learning methods, Student Assignments, [Estimated time] Offline (offline Online (online)		Learning materials [References	Assessment Weight (%)		
		(2)	(3)	(4)	(5)	(6)	(7)	(8)		
(1)		(2)	(3)	(4)	(5)	(6)	(7)	(8)		

1	Able to describe	Can explain:	Lecture,		0%
	the meaning, development, benefits and various types of souvenirs	Definition, development, benefits and various types of souvenirs	question and answer 2 X 50		
2	Able to design or design souvenirs	Can design souvenirs manually or digitally	Demonstration and assignment 2 X 50		0%
3	Able to design or design souvenirs	Can design souvenirs manually or digitally	lectures, demonstrations and assignments 2 X 50		0%
4	Able to design or design souvenirs	Can design souvenirs manually or digitally	lectures, demonstrations and assignments 2 X 50		0%
5	Able to make souvenirs with the Surabaya State University theme	Producing souvenirs with a Unesa theme	Demonstration and assignment 2 X 50		0%
6	Able to make souvenirs with the Surabaya State University theme	Producing souvenirs with a Unesa theme	Making Unesa- themed souvenir works. Demonstration and giving 2 X 50 assignments		0%
7	Able to make souvenirs with the theme of the city of Surabaya	Producing souvenir works with the theme of the city of Surabaya	Demonstrations, lectures and assignments 2 X 50		0%
8	Able to make souvenirs with the theme of the city of Surabaya	Producing souvenir works with the theme of the city of Surabaya	Demonstrations, lectures and assignments 2 X 50		0%
9	UTS	UTS	UTS 2 X 50		0%
10	Able to make souvenirs with an East Java theme	Producing souvenirs with an East Java theme	lectures, demonstrations and assignments and practice 2 X 50		0%
11	Able to make souvenirs with an East Java theme	Producing souvenirs with an East Java theme	lectures, demonstrations and assignments and practice 2 X 50		0%
12	Able to make souvenirs on the theme of the student's hometown	Producing souvenirs with the theme of the student's hometown.	Lectures, demonstrations and assignments 2 X 50		0%
13	Able to make souvenirs on the theme of the student's hometown	Producing souvenirs with the theme of the student's hometown.	Lectures, demonstrations and assignments 2 X 50		0%
14	Able to make souvenirs with free themes	Producing souvenir works with free themes according to student wishes and community needs	Lectures, demonstrations and assignments 2 X 50		0%

15	Able to make souvenirs with free themes	Producing souvenir works with free themes according to student wishes and community needs	Lecture demons and assignn 2 X 50	strations	0%
16	UAS	UAS	UAS 2 X 50		0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage	ľ
		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.
- 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.
- 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.
- 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.
- 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.