



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

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																															
Computer application	9020103003		T=3	P=0	ECTS=4.77	4	July 18, 2024																																															
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																																
			Dra. Indah Chrysanti Angge, M.Sn.																																																
Learning model	Project Based Learning																																																					
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																					
	Program Objectives (PO)																																																					
	PLO-PO Matrix																																																					
		P.O																																																				
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.																																																					
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="16" style="text-align: center;">PO Matrix at the end of each learning stage (Sub-PO)</td> </tr> <tr> <td rowspan="2" style="width: 5%; text-align: center;">P.O</td> <td colspan="15" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 2.5%; text-align: center;">1</td> <td style="width: 2.5%; text-align: center;">2</td> <td style="width: 2.5%; text-align: center;">3</td> <td style="width: 2.5%; text-align: center;">4</td> <td style="width: 2.5%; text-align: center;">5</td> <td style="width: 2.5%; text-align: center;">6</td> <td style="width: 2.5%; text-align: center;">7</td> <td style="width: 2.5%; text-align: center;">8</td> <td style="width: 2.5%; text-align: center;">9</td> <td style="width: 2.5%; text-align: center;">10</td> <td style="width: 2.5%; text-align: center;">11</td> <td style="width: 2.5%; text-align: center;">12</td> <td style="width: 2.5%; text-align: center;">13</td> <td style="width: 2.5%; text-align: center;">14</td> <td style="width: 2.5%; text-align: center;">15</td> <td style="width: 2.5%; text-align: center;">16</td> </tr> </table>							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
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																																						
References	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Main :</td> <td></td> </tr> <tr> <td></td> <td> <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 </td> </tr> <tr> <td>Supporters:</td> <td></td> </tr> </table>							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:																																										
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	Tri Cahyo Kusumandyoko, S.Sn., M.Ds. 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	Concept teaching, discussion 3 X 50			0%
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	Direct instruction, project base learning 3 X 50			0%
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	Direct instruction, project base learning 6 X 50			0%
4							0%
5	Design presentations using Microsoft Power Point	1. Know the functions and characteristics of Microsoft Power Point	Criteria: 1.1. effectiveness of the power point display 2.2. Effectiveness of using Powerpoint software 3.3. presentation	Direct Instruction, project base learning 3 X 50			0%
6	Designing the layout (lay out) with CorelDRAW software.	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.	Criteria: 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	Lecture, direct instruction, project base learning 3 X 50			0%
7	Designing the layout (lay out) with CorelDRAW software.	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.	Criteria: 1.1. suitability of the layout concept 2.2. suitability of the layout of the main elements and supporting elements	Lecture, direct instruction 3 X 50			0%

8	Sub Semester Exam Designing a book review activity flyer complete with vector-based illustrations	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	Criteria: 1.1. suitability of the flyer layout design for the selected publication media 2.2. type of publication media design	project base learning 3 X 50			0%
9	Get to know the characteristics of Adobe Photoshop as image processing software.	1. Understand pixel logic and resolution in images. 2. Identify tools for selection and transformation. 3. Use tools to make selections.		Lecture, direct instruction 3 X 50			0%
10	Basic Photo Retouching with Adobe Photoshop.	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.		Lecture, direct instruction 3 X 50			0%
11	Basic Photo Retouching with Adobe Photoshop.	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.		Lecture, direct instruction 3 X 50			0%
12	Design layouts using a combination of Adobe Photoshop, Office and CorelDRAW software.	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 CorelDRAW to design works.		Lecture, direct instruction 3 X 50			0%

13	Digital Coloring with Adobe Photoshop.	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.		Smart, direct instructions 6 X 50			0%
14	Digital Coloring with Adobe Photoshop.	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.		Smart, direct instructions 6 X 50			0%
15	Final Semester Exam Students are able to design digital illustrations according to previously determined themes			3 X 50			0%
16							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.

