	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
Book and Comic Illustrations ***		9020103023		**T=3**	**P=0**	**ECTS=4.77**	6	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	....	....	Dra. Indah Chrysanti Angge, M.Sn.

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
	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

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 :**	

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. Ilustration next; Contemporary creative collaboration. Thames & Hudson

	Supporters:	

Supporting lecturer	Drs. Imam Zaini, 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	Lectures, demonstrations and quizzes 3 X 50			0%
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	Lectures, discussions, demonstrations, assignments. 6 X 50			0%
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	Lectures, discussions, demonstrations, assignments. 6 X 50			0%
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	Lectures, discussions, demonstrations, assignments 3 X 50			0%
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	Technique for making 6 X 50 fiction book illustrations			0%
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	Technique for making 6 X 50 fiction book illustrations			0%
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	Lectures, questions and answers, demonstrations, giving assignments 3 X 50			0%
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	Task 3 X 50			0%
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	Lectures, demonstrations, questions and answers, giving assignments 3 X 50			0%
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	Lectures, questions and answers, demonstrations, giving assignments 9 X 50			0%
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	Lectures, questions and answers, demonstrations, giving assignments 9 X 50			0%
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	Lectures, questions and answers, demonstrations, giving assignments 9 X 50			0%

13	Students master the creation of digital short comics	Students can create digital short comics	**Criteria:** Assignments according to the theme	Lectures, questions and answers, demonstrations, giving assignments 6 X 50			0%
14	Students master the creation of digital short comics	Students can create digital short comics	**Criteria:** Assignments according to the theme	Lectures, questions and answers, demonstrations, giving assignments 6 X 50			0%
15	Students master making comic covers	Students can make comic covers	**Criteria:** Assignments match the theme	Lectures, questions and answers, demonstrations, giving assignments 3 X 50			0%
16							0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

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** 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.
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.