		Universitas Negeri Surabaya **Faculty of Social and Political Sciences** **History Education Undergraduate Study Program**	**Document Code**

SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Learning Media (History)		8720102057		**T=2**	**P=0**	**ECTS=3.18**	3	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	....	....	Dr. Wisnu, M.Hum.

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 course examines the meaning, types/classification, functions, basics of media development, as well as being able to select, design and produce learning media by utilizing the surrounding environment (contextual) and ICT. The learning epistemology developed for course and competency learning outcomes is an expository, explanatory and exploratory approach.

References	**Main :**

1. Fenrich, Peter. 1997. Practical Guidelines For Creating Instructional Multimedia Applicatio n. San Diego USA: The Dryden Press.
2. Heinich, R, Molenda. 1999. Instructional Media and Technologies for Learning. USA: Elsevier
3. Isnawati, Supriono, dan Hasan Subekti. 2013. Rampai Media Pembelajaran Sains Inov atif. Surabaya: Jaudar Pres
4. Smadino, Sharon E., Debora L. Lowter, James D. Russell. 2011. Instructional Technology and media for Learning . Jakarta: Kencana Prenada Media Group.

Supporters:

Supporting lecturer	Septina Alrianingrum, S.S., M.Pd. Riyadi, S.Pd., M.A.

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	Explain the nature of learning media,	The essence of learning media,	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
2	Explain the nature of learning media	The nature of learning media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
3	Principles of selecting learning media	Principles of selecting learning media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
4	Principles of selecting learning media	Principles of selecting learning media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
5	Development and use of high technology-based media	Development and use of high technology-based media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
6	Development and use of high technology-based media	Learning as well as the development and use of high technology-based media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
7	Development and use of high technology-based media	Development and use of high technology-based media	**Criteria:** intensity and quality of discussion participation	Lectures, discussions 2 X 50			0%
8	UTS			2 X 50			0%
9	Students are able to develop learning media through workshops	Learning media workshop in the form of Lectora	**Criteria:** Product conformity with instructions	workshops 2 X 50			0%
10	Students are able to develop learning media through workshops	compiling media based on sparkroll video scripts	**Criteria:** product suitability	workshops 2 X 50			0%
11	Students are able to develop learning media through workshops	compiling film media	**Criteria:** product suitability	workshops 2 X 50			0%
12	Students are able to develop learning media through workshops	compose media with ispring quiz maker	**Criteria:** product suitability	workshops 2 X 50			0%
13	Students are able to develop learning media through workshops	compiling LMS-based media	**Criteria:** product suitability	workshops 2 X 50			0%
14	Students are able to develop learning media through workshops	compiling blog-based media	**Criteria:** product suitability	workshops 2 X 50			0%
15	Students are able to develop learning media through workshops	compose film-based media	**Criteria:** product suitability	workshops 2 X 50			0%
16	Final exams			2 X 50			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.