

Universitas Negeri Surabaya Faculty of Engineering, Undergraduate Study Program in Informatics Engineering

Document Code

SEMESTER LEARNING PLAN											
				ı		1					
Courses		CODE	CODE Course Family			Credit Weight			SEMESTER	Compilation Date	
Game Development		55202	03152			T=3 I	P=0	ECTS=4.77	5	July 18, 2024	
AUTHORIZATION		SP De	Developer			Course Cluster Coordinator			Study Progr Coordinator	Study Program	
									Aditya Prapanca, S.T., M.Kom.		
Learning model	Project I	Based Learr	d Learning								
Program		PLO study program that is charged to the course									
Learning Outcome (PLO)											
(1 20)	Progran	Program Objectives (PO)									
	PLO-PO	PLO-PO Matrix									
		P.O PLO-6									
	PO Mati	PO Matrix at the end of each learning stage (Sub-PO)									
		P.O		Week			k				
			1 2 3 4	1 5	6 7	8	9	10 11 1	2 13 14	15 16	
Short Course Description											
Referen	ces Main:										
	Support	ers:									
		•									
Supporting lecturer											
Week-	Final abilities of each	E	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]			Assessment			
	learning stage (Sub-PO)	Indicator	Criteria & Fo		fline (fline)	On	line ((online)	References	Weight (%)	
(1)	(2)	(3)	(4)	((5)		(6)	(7)	(8)	
1										0%	

16			0%
15			0%
14			 0%
13			0%
12			0%
11			0%
10			0%
9			0%
8			0%
7			0%
6			0%
5			0%
4			0%
3			0%
2			0%

Evaluation Percentage Recap: Project Based Learning

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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.
- 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.
- 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.
- 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.