



**Universitas Negeri Surabaya
Faculty of Engineering,
Bachelor of Information Systems Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																																																																																																					
Introduction to Information Technology	5720103066		T=3	P=0	ECTS=4.77	1	July 17, 2024																																																																																																																					
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																																																																																																						
			I Kadek Dwi Nuryana, S.T., M.Kom.																																																																																																																						
Learning model	Case Studies																																																																																																																											
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																																																																																											
	PLO-29	Able to apply knowledge in the fields of computing, computer networks and programming in accordance with scientific disciplines;																																																																																																																										
	Program Objectives (PO)																																																																																																																											
	PO - 1	So that students can understand the functions of information technology equipment, especially being able to operate computer systems using various operating systems																																																																																																																										
	PO - 2	Students are able to understand, master, implement and take advantage of the application of information technology in personal life, careers and organizations in various disciplines																																																																																																																										
	PO - 3	Students understand the basic performance of hardware, software and systems formed by both																																																																																																																										
	PO - 4	Students can understand the role of information technology in human life and the benefits it provides																																																																																																																										
	PO - 5	Students understand the issues that are developing because of the role and existence of information technology																																																																																																																										
	PLO-PO Matrix																																																																																																																											
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Short Course Description	The course contains information technology for students in the Information Systems study program at the initial level. The introduction includes the history of the development of information technology, hardware, software, utilization, related issues and information technology trends. Information technology is currently exciting, fascinating, and promises to change for the better every day. By learning more about IT means we have taken a positive step towards success in our future. Currently IT has penetrated almost all areas of human life. IT systems can now handle tasks ranging from the common to tasks that were once considered impossible. This course will provide students with the basic/foundation of information technology concepts and their applications in business and various other disciplines. Will also learn the benefits of Information Technology in personal life, careers and organizations.																																																																																																																											

References		Main :					
		<ol style="list-style-type: none"> 1. Haag, Stephen, Information Technology, Tomorrow's advantage today", 1996, Mcgraw-Hill. 2. Tannenbaum, Andrew. Jaringan Komputer: Edisi Bahasa Indonesia Jilid 1 .Prentice Hall.1996. 3. Frenzel, Louis E., (1989), Communication Electronic , Mc Graw Hill , New York. 4. Supriyanto, Aji. "Pengantar Teknologi Informasi" 2005, Salemba Infotek, Semarang. 					
		Supporters:					
Supporting lecturer		I Kadek Dwi Nuryana, S.T., M.Kom. Martini Dwi Endah Susanti, S.Kom., M.Kom. Rindu Puspita Wibawa, S.Kom., M.Kom.					
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 and understand basic computer knowledge (computer structure, computer benefits, computer characteristics, computer skills, computer concepts)	<ol style="list-style-type: none"> 1. Able to explain computer concepts 2. Able to explain computer capabilities 3. Able to explain the characteristics of computers 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			4%
2	Understand and understand the development and classification of computers (hardware development, software development, computer classification)	<ol style="list-style-type: none"> 1. Able to explain software development, software evolution, operating system software and application software. 2. Able to explain the history and development of hardware. 3. Able to differentiate computer classifications based on intended use, data processed, size and capabilities. 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			4%

3	Understand and know computer hardware (input devices, output devices, CPU processing devices, storage devices, multimedia)	<ol style="list-style-type: none"> 1. Able to show and explain computer hardware input devices (keyboard, mouse, light pen, joystick, touchscreen, microphone, trackball, camera) 2. Able and understand to explain and use output devices (monitor, printer and plotter) 3. Understand and understand to explain the processing device (physical of the micro processor, motherboard) 4. Able to explain storage devices (ROM, RAM, hard disk, diskette, CD drive, flash memory, tape drive) 5. Able to explain and understand multimedia 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			4%
4	Able to understand and comprehend computer software (operating systems, application software)	<ol style="list-style-type: none"> 1. Able to implement and operate operating systems (Unix, Linux, Windows, DOS) 2. Able to apply and run application software (programming software, 	Form of Assessment : Project Results Assessment / Product Assessment, Portfolio Assessment	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			4%
5	Able to understand and comprehend computer data processing systems (Computer system abstraction, computer architecture, processes within the CPU)	<ol style="list-style-type: none"> 1. able to explain and understand computer abstractions 2. Able to understand and explain computer architecture 3. Able to understand computer processes in the CPU 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			4%

6	Able to understand and understand computer data processing systems (computer operation stages, data representation, data processing processes)	<ol style="list-style-type: none"> 1. Able to explain and understand the stages of computer operation 2. able to understand computer representation 3. able to understand and explain the data processing process 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			5%
7	Able to understand and understand database systems and object-oriented systems (database concepts, DBMS, database model design techniques, object-oriented systems)	<ol style="list-style-type: none"> 1. able to design and explain database concepts 2. capable and able to explain and provide examples of DBMS 3. understand and comprehend techniques for designing database models 4. understand and be able to explain the meaning of object-oriented systems 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			5%
8	UTS		Form of Assessment : Test	3 X 50			20%
9	Able to understand and comprehend computer-based information systems (basic concepts, information system development, information system development, system development approach models)	<ol style="list-style-type: none"> 1. understand and understand the basic concepts of information systems 2. understand methods and models of information system development 3. understand and understand information system development 4. can and are capable of explaining system development approach models 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			4%
10	Able to master and understand computer networks (computer network concepts, computer network classification, network hardware)	<ol style="list-style-type: none"> 1. understand and can practice the concept of computer networks 2. be able to and can classify computer networks 3. understand and know computer network hardware 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			4%
11	Able to understand and comprehend the Internet (internet concepts, internet services, accessing addresses, internet installation)	<ol style="list-style-type: none"> 1. understand and can operate the internet 2. can and master internet installation 3. is able to explain internet services 4. can and is capable of accessing internet addresses 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation and Practice 3 X 50			4%
12	Able and understand the internet (web building, internet tips and tricks, internet business)	<ol style="list-style-type: none"> 1. can and is capable of building a website 2. understands and understands internet tips and tricks 3. can and is able to run a business on the internet 	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			5%

13	Able to understand and understand computer security (the emergence of computer crime, security concepts, computer security threats)	1. understand and understand computer crime 2. be able to and know the concepts of computer security 3. understand computer security threats	Form of Assessment : Participatory Activities	Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			0%
14	Able to understand and understand computer security (encryption, internet security, computer system maintenance)	1. understand and can carry out encryption 2. be able to carry out security on the internet 3. be able and know about system maintenance on a computer		Jigsaw Type Cooperative Learning Model, Discussion, Lecture, Presentation 3 X 50			4%
15	Able to understand and comprehend the Ethics of the Legal Framework in the Field of Information Technology (ethics of the use of information technology, crime on the internet, legal framework in the field of information technology, cyber law perspectives in law in Indonesia)	1. can and knows the ethics of using technology 2. knows and understands crime on the internet 3. understands and understands the legal framework in the IT sector 4. understands and understands the perspective of cyber law in law in Indonesia	Form of Assessment : Participatory Activities	Cooperative Learning Model Cooperative Learning Type Jigsaw Type, Discussion, Lecture, Presentation 3 X 50			4%
16	UAS			3 X 50			20%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	47%
2.	Project Results Assessment / Product Assessment	2%
3.	Portfolio Assessment	2%
4.	Test	20%
		71%

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.

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.