	Universitas Negeri Surabaya **Faculty of Engineering** **, Information Technology Education Undergraduate Study Program**	**Document Code**

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Web Programming	8320703065		T=3	P=0	ECTS=4.77	4	July 17, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	.....	.....	Drs. Bambang Sujatmiko, M.T.

Learning model	**Project Based Learning**	
Program Learning Outcomes (PLO)	**PLO study program which is charged to the course**	
	PLO-8	Mastering the concepts and implementation in developing software engineering, games, intelligent multimedia, and network computer engineering.
	PLO-11	Have adaptive character, entrepreneurial spirit and ability to work in teams.
	PLO-13	Able to develop innovative educational products or learning resources using scientific design-based strategies to support teaching activities that can be integrated with ICT.
	Program Objectives (PO)	
	PLO-PO Matrix	

P.O	PLO-8	PLO-11	PLO-13

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 teaches concepts, technology and web-based programming, especially their application in the world of education.

References

Main :

1. Betha Sidik, Ir. 2001. Pemrograman Web dengan PHP . Bandung: Penerbit INFORMATIKA.
2. Janner Simarmata. 2010. Rekayasa Web. Yogyakarta: Penerbit ANDI.
3. Komang Wiswakarma, 2010. Panduan LengkapMenguasai Pemrograman CSS.Yogyakarta: Penerbit Lokomedia
4. Lukmanul Hakim. 2010. Bikin Website Super Keren dengan PHP & Jquery. Yogyakarta: Penerbit Lokomedia
5. Lukmanul Hakim. 2011. Trik Dahsyat menguasai AJAX dengan jQuery. Yogyakarta: Penerbit Lokomedia
6. Lukmanul Hakim. 2013. Responsive Web Design dengan PHP & Bootstrap. Yogyakarta: Penerbit Lokomedia
7. Jon Duckett. 2008. Beginning Web Programming with HTML, XHTML, and CSS, Second Edition. Wiley Publishing, Inc.
8. Thomas A. Powell. 2010. HTML & CSS: The Complate Reference, Fitfh Edition. Mc Graw Hill.
9. Steven Suehring, Janet Valade. 2013. PHP, MySQL, Javascript & HTML5 All-In-One for Dummies. John Wiley & Sons, Inc.

Supporters:

Supporting lecturer	I Gusti Lanang Putra Eka Prismana, S.Kom., M.Kom. Bonda Sisephaputra, 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	Introduction to Web Programming	1.Explain and understand the Definition of Web Programming 2.Explain and understand Web Development 3.analyze various examples and benefits of the Web 4.Pre-test HTML	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Method: Discussion, Question and answer, pre test Model: Cooperative 3 X 50			0%
2	HTML structure, elements and attributes	1.Explain and understand HTML structure 2.Explain and understand HTML elements 3.Explain and understand HTML attributes 4.Design HTML pages by including HTML structure, elements and attributes	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Method: Discussion, assignment Model: Cooperative 3 X 50			0%
3	Paragraphs, Links, Images in HTML	1.Explain and understand paragraphs in HTML 2.Explain and understand links in HTML 3.Explain and understand Images in HTML 4.Design HTML pages by including paragraph elements	**Criteria:** 1.True = 1 2.False = 0	Approach: Scientific Method: Discussion, assignment Model: Cooperative 3 X 50			0%
4	Displays data in table and list format	1.Explain and understand the use of table elements in HTML 2.Display data with table elements 3.Explain and understand the use of lists 4.Displays data in list form 5.Post Test	**Criteria:** 1.True = 1 2.False = 0	Presentation, discussion, demonstration & reflection 3 X 50			0%

5	Form Elements	1. Explain and understand form elements in HTML 2. Provide an example of using form elements 3. Create a web page for the registration form with form elements	**Criteria:** 1. true = 1 2. false = 0	Presentation, discussion, demonstration & reflection 3 X 50			0%
6	CSS	1. Explain and understand basic CSS commands 2. Explain and understand examples of basic CSS commands 3. Implement basic CSS commands to create a simple web page	**Criteria:** 1. True = 1 2. false = 0	Presentation, discussion, demonstration & reflection 3 X 50			0%
7	Selector	1. Explain and understand the types of selectors 2. Understand the use of selectors 3. Create a simple web page using selectors	**Criteria:** 1. true = 1 2. false = 0	Presentation, discussion, demonstration & reflection 3 X 50			0%
8	UTS			3 X 50			0%
9	Inserting CSS Commands	1. Explain and understand external CSS 2. Explain and understand CSS internals 3. Explain and understand inline CSS 4. Designing web pages using external CSS 5. Designing web pages using internal CSS 6. Designing web pages using inline CSS	**Criteria:** 1. True = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%

10	CSS Properties and Values	1. Explain and understand CSS properties 2. Explain and understand CSS values 3. Analyze examples of CSS properties 4. Analyze examples of CSS values 5. Build web pages using CSS properties 6. 6. Build a web page using CSS values	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%
11	Get to know Framework-Based Web Programming	1. Explain and understand framework-based web programming 2. Explain and understand examples of framework-based web 3. Analyzing framework-based web examples	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%
12	Install Bootstrap	1. Explain and understand bootstrap as a framework for creating web pages 2. Understand the steps to install Bootstrap 3. Installing bootstrap	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%
13	Style forms, buttons and bootstrap images	1. Explain and understand the concept of bootstrap form styles 2. Analyze examples of using bootstrap form styles 3. Explain and understand the concept of button bootstrap 4. Analyze examples of using bootstrap buttons 5. Explain and understand the concept of image bootstrap 6. Analyze examples of using bootstrap images	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%

14	The web application uses the bootstrap framework	1. Design a web application 2. Using bootstrap framework to build web pages	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%
15	Web Page User Interface	1. Explain and understand the concept of User Interface 2. Analyze the user interface of a web page 3. Building the user interface of a web page	**Criteria:** 1. true = 1 2. false = 0	Approach: Scientific Method: Discussion, presentation Model: Cooperative 3 X 50			0%
16							0%

Evaluation Percentage Recap: Project Based Learning

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** 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.
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.