								Document Code
	Universitas Negeri Surabaya **Faculty of Social and Legal Sciences,** **Bachelor of Laws Study Program**							

SEMESTER LEARNING PLAN

Courses		CODE	Course Family		Credit Weight			SEMESTER	Compilation Date
Digital Society		7420102284	Compulsory Study Program Subjects		T=2	P=0	ECTS=3.18	6	July 17, 2024
AUTHORIZATION		**SP Developer**		**Course Cluster Coordinator**				**Study Program Coordinator**	
		Astrid Amidiaputri Hasyyati, SH., M.Kn. ; Irfa Ronaboyd, S.H., M.H.		Irfa Ronaboyd, S.H., M.H.				Vita Mahardhika, S.H., M.H.	

Learning model	**Case Studies**

Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**	
	PLO-7	Able to collaborate in mapping and making decisions accurately, scientifically, independently, with integrity and responsibility in the field of sports law in particular and legal cases in general;
	PLO-21	Internalize academic values, norms and ethics with a spirit of independence, struggle and entrepreneurship
	Program Objectives (PO)	
	PO - 1	Students master the concept of Digital Society
	PLO-PO Matrix	

P.O	PLO-7	PLO-21
PO-1		

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
PO-1																

Short Course Description	This course discusses the history and impact of digitalization on society, culture and politics today. Especially related to cyber crime and cyber security awareness, financial technology, artificial intelligence, ethics and digital culture.

References	**Main :**

1. Thomas L. Friedman. 2006. The World is Flat: Sejarah Ringkas Abad 21 . Jakarta: Dian Rakyat
2. Yuval Noah Harari. 2018. Homo Deus . Jakarta: Pustaka Alvabet.
3. Eric Schmidt dan Jared Cohen. 2013. Era Baru Digital: Cakrawala Baru Negara, Bisnis, dan Hidup Kita . Jakarta: KPG.
4. Barda Nawawi Arief. 2007. Tindak Pidana Mayantara: Perkembangan Kajian Cybercrime di Indonesia . Jakarta: Rajagrafindo.
5. Martin Záklasník, Anna Putnová. 2019. Digital Society-Opportunity or Threat? Case Studies of Japan and The Czech Republic. Acta Universitatis Argiculturae Et Silviculturae Mendelianae Brunensis. Vol. 67, No. 4, 2019.

Supporters:

1. Undang Undang No 19 Tahun 2016 tentang Informasi dan Transaksi Elektronik

Supporting lecturer	Irfa Ronaboyd, S.H., M.H. Astrid Amidiaputri Hasyyati, SH., M.Kn.

Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)

(1)	(2)	Indicator (3)	Criteria & Form (4)	Offline (*offline*) (5)	Online (*online*) (6)	(7)	(8)
1	Understanding the Nature of Digital Society	1. Explaining the Definition of Digital Society 2. Identifying Digital Society sources 3. Explain the scope of the Digital Society	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Participatory Activities	Lectures and Discussions 2 X 50		**Material:** The Nature of Digital Society **Bibliography:** *Thomas L. Friedman. 2006. The World is Flat: A Concise History of the 21st Century. Jakarta: Dian Rakyat*	2%
2	Understanding the History and Development of Digital Society	1. Explain the history of the birth of the Digital Society 2. Explain the development of the Digital Society which started with the emergence of the internet and social media 3. Linking digital disruption and human rights	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Participatory Activities	Lectures and Discussions 2 X 50		**Material:** History and Development of Digital Society **Reader:** *Thomas L. Friedman. 2006. The World is Flat: A Concise History of the 21st Century. Jakarta: Dian Rakyat*	3%
3	Understanding the History and Development of Digital Society	1. Explain the history of the birth of the Digital Society 2. Explain the development of the Digital Society which started with the emergence of the internet and social media 3. Linking digital disruption and human rights	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Participatory Activities	Lectures and Discussions 2 X 50		**Material:** History and Development of Digital Society **Reader:** *Thomas L. Friedman. 2006. The World is Flat: A Concise History of the 21st Century. Jakarta: Dian Rakyat*	3%

4	Understanding Cybercrime and Cybersecurity Awareness	1. Explain the forms of cyber crime 2. Describes cybercrime law enforcement 3. Analyzing cyber crime law enforcement in Indonesia 4. Analyze cyber security strategies	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment	Lectures and Discussions 2 X 50		**Material:** Cyber Crime and Cyber Security Awareness Reader : *Yuval Noah Harari. 2018. Homo Deus. Jakarta: Alvabet Library.*	2%
5	Understanding Cybercrime and Cybersecurity Awareness	1. Explain the forms of cyber crime 2. Describes cybercrime law enforcement 3. Analyzing cyber crime law enforcement in Indonesia 4. Analyze cyber security strategies	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Participatory Activities	Lectures and Discussions 2 X 50		**Material:** Cybercrime and Cybersecurity Awareness **Bibliography:** *Eric Schmidt and Jared Cohen. 2013. New Digital Era: New Horizons for Our Country, Business and Life. Jakarta: KPG.*	13%
6	Understanding Artificial Intelligence and Financial Technology	1. Explain the meaning of Artificial Intelligence 2. Explain how Artificial Intelligence works 3. Outlines the impact of Artificial Intelligence in the legal field and profession 4. Describes the development of Financial Technology in Indonesia	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Portfolio Assessment	Lectures, Discussions and Assignments 2 X 50		**Material:** Artificial Intelligence and Financial Technology **Readers:** *Eric Schmidt and Jared Cohen. 2013. New Digital Era: New Horizons for Our Country, Business and Life. Jakarta: KPG.*	2%

7	Understanding Ethics and Digital Culture	1.Explain the meaning of ethics and digital culture 2.Explain the impact of digital ethics and culture	**Criteria:** 1.It's good if you can answer all the questions correctly 2.It is enough if you are able to answer most of the questions correctly 3.Less if you are able to answer a small number of questions correctly **Form of Assessment** : Assessment of Project Results / Product Assessment, Practices / Performance	Lectures, Discussions and Assignments 2 X 50		**Material:** Ethics and Digital Culture **Readers:** *Eric Schmidt and Jared Cohen. 2013. New Digital Era: New Horizons for Our Country, Business and Life. Jakarta: KPG.*	13%
8	UTS	Students are able to evaluate question papers	**Criteria:** 1.It's good if you can answer all the questions correctly 2.It is enough if you are able to answer most of the questions correctly 3.Less if you are able to answer a small number of questions correctly **Form of Assessment** : Portfolio Assessment, Test	2 X 50		**Material:** learning materials for the first to seventh meetings **Reference:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	14%
9	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1.Identify problems and determine various digital phenomena in society that will be written about 2.Designing the structure of book chapters 3.Write popular scientific articles 4.Editing popular science articles 5.Conduct peer reviews of friends' and team's writing 6.Revising the writing of popular scientific articles 7.Designing book covers 8.Sending the draft to the printer	**Criteria:** 1.It's good if you can answer all the questions correctly 2.It is enough if you are able to answer most of the questions correctly 3.Less if you are able to answer a small number of questions correctly **Form of Assessment** : Participatory Activities	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	3%

10	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1.Identify problems and determine various digital phenomena in society that will be written about 2.Designing the structure of book chapters 3.Write popular scientific articles 4.Editing popular science articles 5.Conduct peer reviews of friends' and team's writing 6.Revising the writing of popular scientific articles 7.Designing book covers 8.Sending the draft to the printer	**Criteria:** 1.It's good if you can answer all the questions correctly 2.It is enough if you are able to answer most of the questions correctly 3.Less if you are able to answer a small number of questions correctly **Form of Assessment** : Practice / Performance	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	2%
11	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1.Identify problems and determine various digital phenomena in society that will be written about 2.Designing the structure of book chapters 3.Write popular scientific articles 4.Editing popular science articles 5.Conduct peer reviews of friends' and team's writing 6.Revising the writing of popular scientific articles 7.Designing book covers 8.Sending the draft to the printer	**Criteria:** 1.It's good if you can answer all the questions correctly 2.It is enough if you are able to answer most of the questions correctly 3.Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment, Portfolio Assessment	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	1%

12	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1. Identify problems and determine various digital phenomena in society that will be written about 2. Designing the structure of book chapters 3. Write popular scientific articles 4. Editing popular science articles 5. Conduct peer reviews of friends' and team's writing 6. Revising the writing of popular scientific articles 7. Designing book covers 8. Sending the draft to the printer	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Portfolio Assessment	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	2%
13	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1. Identify problems and determine various digital phenomena in society that will be written about 2. Designing the structure of book chapters 3. Write popular scientific articles 4. Editing popular science articles 5. Conduct peer reviews of friends' and team's writing 6. Revising the writing of popular scientific articles 7. Designing book covers 8. Sending the draft to the printer	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	12%

14	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1. Identify problems and determine various digital phenomena in society that will be written about 2. Designing the structure of book chapters 3. Write popular scientific articles 4. Editing popular science articles 5. Conduct peer reviews of friends' and team's writing 6. Revising the writing of popular scientific articles 7. Designing book covers 8. Sending the draft to the printer	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	2%
15	Able to create digital books containing popular scientific articles about various matters related to digital society written by students themselves	1. Identify problems and determine various digital phenomena in society that will be written about 2. Designing the structure of book chapters 3. Write popular scientific articles 4. Editing popular science articles 5. Conduct peer reviews of friends' and team's writing 6. Revising the writing of popular scientific articles 7. Designing book covers 8. Sending the draft to the printer	**Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment	Team Based Project 2 X 50		**Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions*	12%

| 16 | Sub-submanive exam material from meetings one to seven and nine to fifteen | Sub-submanive exam material from meetings one to seven and nine to fifteen | **Criteria:** 1. It's good if you can answer all the questions correctly 2. It is enough if you are able to answer most of the questions correctly 3. Less if you are able to answer a small number of questions correctly **Form of Assessment** : Project Results Assessment / Product Assessment, Test | Article Work 2x50 | | **Material:** contains popular scientific articles about various things related to digital society written by students themselves. **Library:** *Law No. 19 of 2016 concerning Information and Electronic Transactions* | 14% |

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	24%
2.	Project Results Assessment / Product Assessment	42%
3.	Portfolio Assessment	11.5%
4.	Practice / Performance	8.5%
5.	Test	14%
		100%

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.