

Universitas Negeri Surabaya Faculty of Engineering, Mechanical Engineering Education Undergraduate Study Program

Document Code

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Courses		CODE	■			Course Family		nily		Credit Weight		SEMESTER	Compilation Date			
BODY PA		NG AND REPA Y	IR	8320302239					T=2	P=0	ECTS=3.18	3	July 17, 2024			
AUTHOR	RIZAT	TON		SP De	evelo	per				Course Cluster Coordinator				Study Program Coordinator		
												Ir. Wahyu Dwi Kurniawan, S.Pd., M.Pd.				
Learning model	I	Case Studies														
Program		PLO study p	rogra	m that	t is c	harge	d to th	ne cou	rse							
Learning Outcom		Program Obj	ectiv	es (PC))											
(PLO)		PLO-PO Mati	rix													
P.O																
		PO Matrix at	the e	nd of	each	ı learn	ing st	age (S	ub-PC))						
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			L		1	2	3 4	5	6	7	8	9	10	11 12	13 14	15 16
Short Understanding of processing influence the result			of pa esults	paint and its types, putty, painting equipment, painting problems and how to overcome them, factors that is of body repair painting, painting techniques.												
Referen	ces	Main :														
		1. Moch.	Yadi.	1996.7	Γekno	ologi Pe	engeca	tan. Su	rabaya	a: Un	esa.					
		Supporters:														
Support lecturer	ing	Saiful Anwar, S Bima Anggana	S.Pd., Widh	M.T. iiarta Pi	utra,	S.Pd.,	M.Pd.									
Week-	eac	al abilities of h learning ge		Evaluation				Le Stud		Help Learning, Learning methods, Student Assignments, [Estimated time]			s, nts, e]	Learning materials [References	Assessment Weight (%)	
	(Su	b-PO)	In	dicato	r	Crite	eria & I	Form	Offlir	ne (d	offline	0	nline	(online)	1	
(1)		(2)		(3)			(4)			(5)				[6]	(7)	(8)

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1	Understand the basic concepts of Painting Technology. Know the various types of painting technology	1.1. Explain the basic knowledge and concepts of Painting Technology 1.2. Develop character behavior, including: honesty, discipline, and responsibility. 1.3. Develop social skills, including: asking questions, arguing and respecting each other.	Criteria: Attendance Percentage Timeliness of Innovation Work	Model: Problem Based Learning / Problem Based Learning Method: Lecture, simulation, discussion, problem solving, question and answer Learning Strategy: Field Observation, and Scientific 5M (observing, asking, collecting information, associating, communicating) 2 X 50		0%
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16						0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

- 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.
- 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.
- 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.
- 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%.
- ${\bf 12.}\ \ {\bf TM}\text{=}{\bf Face}\ to\ face,\ {\bf PT}\text{=}{\bf Structured}\ assignments,\ {\bf BM}\text{=}{\bf Independent}\ study.$