



**Universitas Negeri Surabaya  
Faculty of Languages and Arts  
Bachelor of Music Arts Study Program**

Document Code

**SEMESTER LEARNING PLAN**

<b>Courses</b>	<b>CODE</b>	<b>Course Family</b>	<b>Credit Weight</b>	<b>SEMESTER</b>	<b>Compilation Date</b>																																	
Music Notation Software	9122102103		T=2 P=0 ECTS=3.18	5	July 19, 2024																																	
<b>AUTHORIZATION</b>	<b>SP Developer</b>		<b>Course Cluster Coordinator</b>		<b>Study Program Coordinator</b>																																	
	.....		.....		Agus Suwahyono, S.Sn., M.Pd.																																	
<b>Learning model</b>	Project Based Learning																																					
<b>Program Learning Outcomes (PLO)</b>	PLO study program that is charged to the course																																					
	Program Objectives (PO)																																					
	PLO-PO Matrix																																					
		<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="width: 10%;">P.O</td> <td colspan="15"></td> </tr> </table>					P.O																															
P.O																																						
	PO Matrix at the end of each learning stage (Sub-PO)																																					
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td rowspan="2" style="width: 10%;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 5%;">1</td> <td style="width: 5%;">2</td> <td style="width: 5%;">3</td> <td style="width: 5%;">4</td> <td style="width: 5%;">5</td> <td style="width: 5%;">6</td> <td style="width: 5%;">7</td> <td style="width: 5%;">8</td> <td style="width: 5%;">9</td> <td style="width: 5%;">10</td> <td style="width: 5%;">11</td> <td style="width: 5%;">12</td> <td style="width: 5%;">13</td> <td style="width: 5%;">14</td> <td style="width: 5%;">15</td> <td style="width: 5%;">16</td> </tr> </table>					P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																						
<b>Short Course Description</b>	This course is the mastery of knowledge and skills in using a computer to write block notation using music notation software. The discussion begins with an introduction to various types of music notation software, then getting to know what features are in the music notation software, then applying it to songs or musical works written in number notation, moved or rewritten using block notation.																																					
<b>References</b>	<b>Main :</b>																																					
	1. _____. 2017. musescore handbook. <a href="https://ftp.osuosl.org/pub/musescore-nightlies/handbook/MuseScore-2.0/MuseScore-en.pdf">https://ftp.osuosl.org/pub/musescore-nightlies/handbook/MuseScore-2.0/MuseScore-en.pdf</a> . diakses pada tanggal 9 Agustus 2017. 2. Shinn, Maxwell. 2013. Instant MuseScore. Birmingham - Mumbai: Packt Publishing Ltd. 3. Spreadbury, Daniel, Finn, Jonathan dan Ben. 2014. Sibelius 7,5 Reference Guide. USA - UK: Avid Technology Inc.																																					
	<b>Supporters:</b>																																					
<b>Supporting lecturer</b>	Dhani Kristiandri, S.Pd., M.Sn.																																					
<b>Week-</b>	<b>Final abilities of each learning stage (Sub-PO)</b>	<b>Evaluation</b>		<b>Help Learning, Learning methods, Student Assignments, [ Estimated time]</b>		<b>Learning materials [ References ]</b>	<b>Assessment Weight (%)</b>																															
		<b>Indicator</b>	<b>Criteria &amp; Form</b>	<b>Offline ( offline )</b>	<b>Online ( online )</b>																																	
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)																															

1	Identify types of music notation software	Students are able to explain again the forms of music notation software	<b>Criteria:</b> Students are declared very good if they are able to answer 4 essay questions. Students are declared good if they are able to answer 3 description questions. Students are declared adequate if they are able to answer 2 description questions. Students are declared poor if they are able to answer 1 description question.	Lectures, discussions and questions and answers 2 X 50			0%
2	Identify types of music notation software	Students are able to explain again the forms of music notation software	<b>Criteria:</b> Students are declared very good if they are able to answer 4 essay questions. Students are declared good if they are able to answer 3 description questions. Students are declared adequate if they are able to answer 2 description questions. Students are declared poor if they are able to answer 1 description question.	Lectures, discussions and questions and answers 2 X 50			0%
3	Download and install the musescore application to your computer	Students are able to download and install the Musescore application on their computer	<b>Criteria:</b> Students are declared very good if they are able to download the Musescore application from the internet and install the application on their computer. Students are declared good if they are not able to download the musescore application from the internet and are able to install the application on the computer. Students are declared good if they are able to download the musescore application from the internet and have not been able to install the application on the computer. have not been able to install the application on the computer.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%

4	Initial display and getting to know the menus in the Musescore application	<ol style="list-style-type: none"> <li>1. Students are able to show the position of the menu in the Musescore application.</li> <li>2. Students are able to explain the function of each menu in the Musescore application.</li> </ol>	<b>Criteria:</b> Students are declared excellent if they are able to answer 4 performance questions. Students are declared good if they are able to answer 3 performance questions. Students are declared adequate if they are able to answer 2 performance questions. Students are declared poor if they are able to answer 1 performance question.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
5	Create sheet music and write notation in the Musescore application	<ol style="list-style-type: none"> <li>1. Students are able to create sheet music in the Musescore application.</li> <li>2. Students are able to write notation in the Musescore application.</li> </ol>	<b>Criteria:</b> Students are declared excellent if they are able to answer 4 performance questions. Students are declared good if they are able to answer 3 performance questions. Students are declared adequate if they are able to answer 2 performance questions. Students are declared poor if they are able to answer 1 performance question.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
6	Set sheet music display and print sheet music with the printer	<ol style="list-style-type: none"> <li>1. Students are able to adjust the display of sheet music in the Musescore application.</li> <li>2. Students are able to print sheet music using a printer.</li> </ol>	<b>Criteria:</b> Students are declared very good if they are able to answer 4 performance questions. Students are declared good if they are able to answer 3 performance questions. Students are declared adequate if they are able to answer 2 performance questions. Students are declared inadequate if they are able to answer 1 performance question.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
7	Write symbols, dynamic signs and text in the musescore application.	Students are able to write symbols, dynamic signs and text in the Musescore application	<b>Criteria:</b> Students are declared very good if they are able to answer 4 performance questions. Students are declared good if they are able to answer 3 performance questions. Students are declared adequate if they are able to answer 2 performance questions. Students are declared poor if they are able to answer 1 performance question.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%

8	Sub Summative Exam (USS). Presentation of sheet music in front of the class	Students are able to present the sheet music they have created with musescore in front of the class	<b>Criteria:</b> Students are declared very good if they are able to present sheet music with a projector and connect the computer with Bluetooth speakers. Students are declared good if they are able to present sheet music with a projector and are not able to connect the computer with Bluetooth speakers. Students are declared sufficient if they are not able to present sheet music with a projector and are not able to connect a computer with Bluetooth speakers. Students are declared inadequate if they are not able to present sheet music with a projector and are not able to connect a computer with Bluetooth speakers.	Individual presentation 2 X 50			0%
9	Download and install the Sibelius application to your computer	Students are able to download and install the Sibelius application on their computer	<b>Criteria:</b> Students are declared very good if they are able to download the Sibelius application from the internet and install the application on their computer. Students are declared good if they are not able to download the Sibelius application from the internet and are able to install the application on the computer. Students are declared good if they are able to download the Sibelius application from the internet and are not yet able to install the application on the computer. have not been able to install the application on the computer.	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%

10	Initial display and getting to know the menus in the Sibelius application	<p>1. Students are able to show the position of menus in the Sibelius application.</p> <p>2. Students are able to explain the function of each menu in the Sibelius application.</p>	<p><b>Criteria:</b>  Students are declared excellent if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared poor if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
11	Create sheet music and write notation in the Sibelius application.	<p>1. Students are able to create sheet music in the Sibelius application.</p> <p>2. Students are able to write notations in the Sibelius application.</p>	<p><b>Criteria:</b>  Students are declared excellent if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared poor if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
12	Create sheet music and write notation in the Sibelius application.	<p>1. Students are able to create sheet music in the Sibelius application.</p> <p>2. Students are able to write notations in the Sibelius application.</p>	<p><b>Criteria:</b>  Students are declared excellent if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared poor if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%

13	Set sheet music display and print sheet music with the printer	<p>1. Students are able to adjust the display of sheet music in the Sibelius application.</p> <p>2. Students are able to print sheet music using a printer.</p>	<p><b>Criteria:</b>  Students are declared very good if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared inadequate if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
14	Set sheet music display and print sheet music with the printer	<p>1. Students are able to adjust the display of sheet music in the Sibelius application.</p> <p>2. Students are able to print sheet music using a printer.</p>	<p><b>Criteria:</b>  Students are declared very good if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared inadequate if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%
15	Write symbols, dynamic signs and text in Sibelius applications.	Students are able to write symbols, dynamic signs and text in the Sibelius application.	<p><b>Criteria:</b>  Students are declared very good if they are able to answer 4 performance questions.  Students are declared good if they are able to answer 3 performance questions.  Students are declared adequate if they are able to answer 2 performance questions.  Students are declared poor if they are able to answer 1 performance question.</p>	Lectures, demonstrations, questions and answers and discussions 2 X 50			0%

16	Summative Exam (US). Presentation of sheet music in front of the class	Students are able to present the sheet music they have created with Sibelius in front of the class	<b>Criteria:</b> Students are declared very good if they are able to present sheet music with a projector and connect the computer with Bluetooth speakers. Students are declared good if they are able to present sheet music with a projector and are not able to connect the computer with Bluetooth speakers. Students are declared sufficient if they are not able to present sheet music with a projector and are not able to connect a computer with Bluetooth speakers. Students are declared inadequate if they are not able to present sheet music with a projector and are not able to connect a computer with Bluetooth speakers.	Individual presentation 2 X 50			0%
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**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** 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.

