



**Universitas Negeri Surabaya
Faculty of Social Sciences and Law
Sociology Undergraduate Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																																			
Virtual Sociology	6920102302		T=1 P=1 ECTS=3.18	3	July 8, 2022																																																			
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator																																																				
		Dr. M. Jacky, S.Sos., M.Si	Dr. Agus Machfud Fauzi, M.Si.																																																				
Learning model	Case Studies																																																							
Program Learning Outcomes (PLO)	PLO study program which is charged to the course																																																							
	Program Objectives (PO)																																																							
	PO - 1	Study the impact of the virtual on individuals, society, and culture.																																																						
	PLO-PO Matrix																																																							
		<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td style="padding: 5px;">P.O</td></tr> <tr><td style="padding: 5px;">PO-1</td></tr> </table>				P.O	PO-1																																																	
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PO-1																																																								
	PO Matrix at the end of each learning stage (Sub-PO)																																																							
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="padding: 5px;">P.O</td> <td colspan="15" style="text-align: center;">Week</td> </tr> <tr> <td></td> <td style="padding: 5px;">1</td><td style="padding: 5px;">2</td><td style="padding: 5px;">3</td><td style="padding: 5px;">4</td><td style="padding: 5px;">5</td><td style="padding: 5px;">6</td><td style="padding: 5px;">7</td><td style="padding: 5px;">8</td><td style="padding: 5px;">9</td><td style="padding: 5px;">10</td><td style="padding: 5px;">11</td><td style="padding: 5px;">12</td><td style="padding: 5px;">13</td><td style="padding: 5px;">14</td><td style="padding: 5px;">15</td><td style="padding: 5px;">16</td> </tr> <tr> <td style="padding: 5px;">PO-1</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>					P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	PO-1																	
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Short Course Description	Study the impact of the virtual on individuals, society, and culture. The importance of discourse. Virtual Sociology, including Marxist, and postmodern ones place great emphasis on discourse. The internet helps demonstrate Garfinkel's claim that we shape social structures through discourse. Unprofessional sociology blurs natural and theoretical attitudes.																																																							
References	Main :																																																							
	<ol style="list-style-type: none"> 1. Ben Agger. 2008. Teori Sosial Kritis. Yogyakarta: Kreasi Wacana 2. M Jacky. 2022. Teori Postmodern dan Teori Kritis. Surabaya: Unesa Press 3. Ben Agger. 2008. The Virtual Self: A Contemporary Sociology. America: Boston 																																																							
	Supporters:																																																							
	1. M Jacky. 2022. MASYARAKAT DIGITAL Perspektif Sosiologi Internet, Sosiologi Digital, dan Sosiologi Virtual. Surabaya																																																							
Supporting lecturer	Dr. M. Jacky, S.Sos., M.Si.																																																							
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	Study the impact of the virtual on individuals, society, and culture	7	Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance	Lectures, demonstrations and questions and answers 3 X 50	Presentation		5%
2		Study the impact of the virtual on individuals, society, and culture	Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, demonstrations and questions and answers 3 X 50	Presentation		5%
3	Understand and explain demand, market and marketing of digital products	1.Able to explain the company and market 2.Able to explain the company in the market 3.Able to explain market balance 4.Able to explain the market and marketing of media products	Form of Assessment : Participatory Activities	Lectures, demonstrations and questions and answers 3 X 50			5%
4	Understand and explain the offering, production and costs of media products	1.able to explain the concept of offering 2.able to explain media product offerings	Form of Assessment : Participatory Activities	Lectures, demonstrations and questions and answers 3 X 50			5%
5	Study the impact of the virtual on individuals, society, and culture	7	Criteria: 7 Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, demonstrations and questions and answers 3 X 50	Percentage		5%
6	Study the impact of the virtual on individuals, society, and culture	7	Criteria: 7 Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment, Practice / Performance	Lectures, demonstrations and questions and answers 3 X 50	Presentation		7%
7	Study the impact of the virtual on individuals, society, and culture	Study the impact of the virtual on individuals, society, and culture	Criteria: 7 Form of Assessment : Participatory Activities	Lectures, demonstrations and questions and answers 3 X 50	Presentation		5%
8	UTS	7	Criteria: 7 Form of Assessment : Test	3 X 50 test	test		10%

9	Study the impact of the virtual on individuals, society, and culture	Study the impact of the virtual on individuals, society, and culture	Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment	Lectures, demonstrations and questions and answers 3 X 50	Presentation		5%
10	Study the impact of the virtual on individuals, society, and culture	Study the impact of the virtual on individuals, society, and culture	Criteria: 7 Form of Assessment : Participatory Activities, Practice/Performance	Lectures, demonstrations and questions and answers 3 X 50	Presentation		6%
11	Study the impact of the virtual on individuals, society, and culture	Study the impact of the virtual on individuals, society, and culture	Criteria: 7 Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment	Lectures, demonstrations and questions and answers, and students presenting case examples of digital marketing applications such as Amazon, Traveloka, Tiket.com 3 X 50	Presentation		5%
12	Study the impact of the virtual on individuals, society, and culture	Study the impact of the virtual on individuals, society, and culture	Criteria: 5 Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, demonstrations and questions and answers 3 X 50	Presentation		7%
13	Understand the prospects and challenges of the media business	1. Able to explain the prospects of the media business 2. Able to explain the contribution of the media business 3. Able to explain the challenges of the media business	Form of Assessment : Participatory Activities, Practice/Performance	Lectures, demonstrations and questions and answers 3 X 50			6%
14	Able to understand the material in more depth by presenting the assignment	Presenting assignments	Form of Assessment : Participatory Activities	Lectures, demonstrations and questions and answers 3 X 50			7%
15	Able to understand the material in more depth by presenting the assignment	Presenting assignments	Form of Assessment : Participatory Activities, Practice/Performance	Lectures, demonstrations and questions and answers 3 X 50			7%
16	UAS		Form of Assessment : Test	3 X 50			10%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	46.76%
2.	Project Results Assessment / Product Assessment	15.26%
3.	Portfolio Assessment	5.09%
4.	Practice / Performance	12.92%
5.	Test	20%
		100%

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.