

		Universitas Negeri Surabaya Faculty of Sports and Health Sciences, Bachelor of Sports Management Study Program					Document Code																																										
SEMESTER LEARNING PLAN																																																	
Courses		CODE	Course Family		Credit Weight		SEMESTER	Compilation Date																																									
Sports Technology		8930102008	Compulsory Study Program Subjects		T=1	P=1	ECTS=3.18	1 August 24, 2023																																									
AUTHORIZATION		SP Developer		Course Cluster Coordinator			Study Program Coordinator																																										
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Learning model	Project Based Learning																																																
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																
	Program Objectives (PO)																																																
	PLO-PO Matrix																																																
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PO Matrix at the end of each learning stage (Sub-PO)																																																	
	<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 30px; height: 20px;"></td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 20px; height: 20px; text-align: center;">1</td> <td style="width: 20px; height: 20px; text-align: center;">2</td> <td style="width: 20px; height: 20px; text-align: center;">3</td> <td style="width: 20px; height: 20px; text-align: center;">4</td> <td style="width: 20px; height: 20px; text-align: center;">5</td> <td style="width: 20px; height: 20px; text-align: center;">6</td> <td style="width: 20px; height: 20px; text-align: center;">7</td> <td style="width: 20px; height: 20px; text-align: center;">8</td> <td style="width: 20px; height: 20px; text-align: center;">9</td> <td style="width: 20px; height: 20px; text-align: center;">10</td> <td style="width: 20px; height: 20px; text-align: center;">11</td> <td style="width: 20px; height: 20px; text-align: center;">12</td> <td style="width: 20px; height: 20px; text-align: center;">13</td> <td style="width: 20px; height: 20px; text-align: center;">14</td> <td style="width: 20px; height: 20px; text-align: center;">15</td> <td style="width: 20px; height: 20px; text-align: center;">16</td> </tr> </table>																	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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Short Course Description	This course discusses sports technology and its application in sports management																																																
References	Main :																																																
	Supporters:																																																
Supporting lecturer	Lutfhi Abdil Khuddus, S.Pd., M.Pd. Eva Ferdita Yuhantini, S.Pd., M.Kes. Muhammad Dzul Fikri, S.Or., M.Pd.																																																
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	1. Management Information Systems (MIS) in Sports: - Use of MIS to manage administrative and operational information in sports teams. - SIM integration with reporting and data analysis systems. 2. Sports Facilities Management with Technology:		Form of Assessment : Participatory Activities	Students understand the 100 minute lecture contract			5%
2	1. Management Information Systems (MIS) in Sports: - Use of MIS to manage administrative and operational information in sports teams. - SIM integration with reporting and data analysis systems.		Form of Assessment : Participatory Activities	Students understand the 100 minute lecture contract			5%
3	3. Sports Marketing with Technology: - Use of social media, digital marketing and online platforms to promote sports teams and events. - Analyze fan data to develop more effective marketing strategies.						0%
4	4. E-sports and Tournament Management: - E-sports tournament management, including rule setting, match monitoring and live broadcast production. - The use of technology in electronic sports to facilitate competitions and matches.						0%
5							0%
6							0%
7							0%
8							0%
9							0%
10							0%
11							0%
12							0%
13							0%
14							0%
15							0%
16							0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	10%
		10%

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.