



**Universitas Negeri Surabaya  
Vocational Faculty  
D4 Culinary Management Study Program**

Document Code

**SEMESTER LEARNING PLAN**

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Culinary Computer Applications	6230503064	Compulsory Study Program Subjects	T=3	P=0	ECTS=4.77	3	January 26, 2023
AUTHORIZATION		SP Developer	Course Cluster Coordinator			Study Program Coordinator	
		Ita Fatkhur Romadhoni	Niken Purwidiani, M.Pd			Lilis Sulandari, S.Pt., M.P.	

Learning model	Project Based Learning																																																																												
Program Learning Outcomes (PLO)	<p><b>PLO study program which is charged to the course</b></p> <p><b>PLO-7</b> Able to apply logical, critical, innovative, quality and measurable thinking in carrying out specific work in the catering sector according to work competency standards</p> <p><b>PLO-14</b> Mastering the theoretical concepts of entrepreneurship in the culinary product/service business sector including concepts and techniques for reading market opportunities, calculating production costs, business profits and product marketing</p> <p><b>Program Objectives (PO)</b></p> <p><b>PO - 1</b> Students are able to utilize science and technology through mastering computers to solve problems</p> <p><b>PO - 2</b> Students master SPSS, Mendeley, Turnitin, Adobe Photoshop, Corel Draw and Videoscribe programs</p> <p><b>PLO-PO Matrix</b></p> <table border="1" style="margin-left: 40px;"> <tr><td>P.O</td><td>PLO-7</td><td>PLO-14</td></tr> <tr><td>PO-1</td><td></td><td></td></tr> <tr><td>PO-2</td><td></td><td></td></tr> </table> <p><b>PO Matrix at the end of each learning stage (Sub-PO)</b></p> <table border="1" style="margin-left: 40px;"> <tr> <th rowspan="2">P.O</th> <th colspan="16">Week</th> </tr> <tr> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>13</th><th>14</th><th>15</th><th>16</th> </tr> <tr><td>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></tr> <tr><td>PO-2</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	PLO-7	PLO-14	PO-1			PO-2			P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	PO-1																	PO-2																
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**Short Course Description** The course material consists of the ability to operate several programs that will support work in the culinary field. Students are expected to be able to optimize social media IG, Tiktok, FB for digital marketing media. Apart from that, students are also able to use the Mendeley application to make it easier to manage research libraries in the form of articles. Meanwhile, the next program that must be mastered is Photoshop and/or CorelDRAW and Canva as a forum for promoting culinary business products in the form of poster and pamphlet designs.

References	<p><b>Main :</b></p> <ol style="list-style-type: none"> <li>Christian Korunka, Peter Hoonakker. 2016. The Impact of ICT on Quality of Working Life. Netherlands: Springer</li> <li>YeaRimDang. 2021. Why? Computer - Komputer. Elex Media Komputindo</li> <li>Computer Applications In Business - SBPD Publications. (2021). (n.p.): SBPD Publications.</li> <li>Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (n.p.): Machine Learning Mastery.</li> <li>Dutta, S. (2018). Computer Storage Fundamentals. India: Bpb Publications.</li> <li>Pemanfaatan Teknologi Digital dalam Berbagai Aspek Kehidupan Masyarakat. (2021). (n.p.): Media Sains Indonesia.</li> <li>Pengantar Teknologi Informasi (Dalam Perkembangan Data Science). (2021). (n.p.): umsu press.</li> </ol> <p><b>Supporters:</b></p> <ol style="list-style-type: none"> <li>Mauludi, S. (2018). Socrates café: bijak, kritis, &amp; inspiratif seputar dunia &amp; masyarakat digital. Indonesia: PT Elex Media Komputindo.</li> <li>Handbook of Research on Scripting, Media Coverage, and Implementation of E-Learning Training in LMS Platforms. (2023). United States: IGI Global.</li> <li>Rusyfan, Zurrhama (2016). Prezi : solusi presentasi masa kini. Bandung : Informatika Bandung</li> <li>sugiarto (2019)/. Mudahnya membuat soal online dengan Quizizz / Akhmad Sugiarto. Jobang : Kunfayakun</li> </ol>
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**Supporting lecturer** Ita Fatkhur Romadhoni, S.Pd., M.Pd.  
Andika Kuncoro Widagdo, 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	Understand the latest developments in computer technology	1.Describes RPS 2.Able to install Windows 3.Was able to install rufus	<b>Criteria:</b> 1.Able to create project designs by utilizing the latest technology 2.Able to create a list of websites/applications/programs that can be used in the culinary field 3.Able to create a resume of the benefits of technological developments in the culinary field  <b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance	discussion, and questions and answers 2 X 50	Reviewing OpenAI 2x50	<b>Material:</b> Development of Computer Technology <b>Library:</b> <i>Computer Applications In Business - SBPD Publications. (2021). (np): SBPD Publications.</i>	5%
2	Understanding bitmap images with digital photo scanners/Smartphones	Operates digital devices to obtain digital images	<b>Criteria:</b> Able to produce photos with composition according to SOP  <b>Form of Assessment :</b> Participatory Activities, Portfolio Assessment	discussion and question and answer, independent practice 2 X 50		<b>Material:</b> Photography Techniques <b>Library:</b> <i>YeaRimDang. 2021. Why? Computer - Computer. Elex Media Komputindo</i>	5%
3	Understanding Power Point presentation slides	1.Slide design principles 2.Designing the Opening Slide 3.Selecting a Color Scheme 4.Determining Visual Communication	<b>Criteria:</b> Able to create attractive and informative PPT designs in accordance with SOP  <b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance	discussion, Practice 2 X 50	collect 1x50 referrals	<b>Material:</b> Presentation slides <b>Reference:</b> <i>Computer Applications In Business - SBPD Publications. (2021). (np): SBPD Publications.</i>	5%
4	Understanding Videoscribe	1.Understanding Powtoon 2.Powtoon Tools 3.Design animations with Powtoon	<b>Criteria:</b> able to produce animated videos using Powtoon100% works!  <b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practical Assessment, Practical / Performance	discussion, Practice 2 X 50		<b>Material:</b> Videoscribe <b>Library:</b> <i>YeaRimDang. 2021. Why? Computer - Computer. Elex Media Komputindo</i>	5%
5	Understanding Videoscribe	1.Understanding Powtoon 2.Powtoon Tools 3.Design animations with Powtoon	<b>Criteria:</b> able to produce animated videos using videoscribe 100% works!  <b>Form of Assessment :</b> Participatory Activities, Practice/Performance	discussion, Practice 2 X 50		<b>Material:</b> Videoscribe <b>Library:</b> <i>Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (np): Machine Learning Mastery.</i>	5%
6	Get to know Adobe Photoshop	1.Open Adobe Photoshop 2.Get to know the Adobe Photoshop menus 3.Get to know the Adobe Photoshop toolbox 4.Opening an image file (image) 5.Manipulating images 6.Save files that have been manipulated 7.Exit Adobe Photoshop	<b>Criteria:</b> 1.Able to design magazine covers correctly according to SOP 2.Able to design collages correctly according to SOP  <b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practical Assessment, Practical / Performance	discussion, question and answer, independent practice 2 X 50		<b>Material:</b> Photoshop <b>Library:</b> <i>Utilization of Digital Technology in Various Aspects of Community Life. (2021). (np): Indonesian Science Media.</i>	5%

7	Applying the use of layers, selection, and history, as well as layer effects for image editing	<ol style="list-style-type: none"> <li>1. Copying layers</li> <li>2. Delete layers</li> <li>3. Create a new layer</li> <li>4. Set the image layer on the work plane</li> <li>5. Implemented the use of marquee, lasso, and path selection</li> <li>6. Apply layer effects (bevel and emboss, outer glow, and inner glow)</li> </ol>	<p><b>Criteria:</b> Able to create innovative food-themed collage designs</p> <p><b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance</p>	discussion, and questions and answers, independent practice 2 X 50		<p><b>Material:</b> Photoshop <b>Library:</b> <i>Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (np): Machine Learning Mastery.</i></p>	5%
8	Applying the use of layers, selection, and history, as well as layer effects for image editing	<ol style="list-style-type: none"> <li>1. Copying layers</li> <li>2. Delete layers</li> <li>3. Create a new layer</li> <li>4. Set the image layer on the work plane</li> <li>5. Implemented the use of marquee, lasso, and path selection</li> <li>6. Apply layer effects (bevel and emboss, outer glow, and inner glow)</li> </ol>	<p><b>Criteria:</b> Able to create innovative food-themed collage designs</p> <p><b>Forms of Assessment :</b> Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance</p>	discussion, and questions and answers, independent practice 2 X 50		<p><b>Material:</b> Photoshop <b>Library:</b> <i>Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (np): Machine Learning Mastery.</i></p>	10%
9	Get to know CorelDRAW	<ol style="list-style-type: none"> <li>1. Open CorelDRAW</li> <li>2. Get to know the CorelDRAW menus</li> <li>3. Get to know the CorelDRAW toolbar</li> <li>4. Processing printed pages</li> <li>5. Save the worksheet</li> <li>6. Open the worksheet</li> <li>7. Create a new worksheet</li> <li>8. Exit CorelDRAW</li> </ol>	<p><b>Criteria:</b> Able to create logo designs correctly according to SOP!</p> <p><b>Form of Assessment :</b> Project Results Assessment / Product Assessment, Portfolio Assessment</p>	discussion, and questions and answers, independent practice 2 X 50		<p><b>Material:</b> Corel Draw <b>References:</b> Mauludi, S. (2018). <i>Socrates café: wise, critical, &amp; inspirational about the digital world &amp; society.</i> Indonesia: PT Elex Media Komputindo.</p>	10%
10	Get to know CorelDRAW	<ol style="list-style-type: none"> <li>1. Open CorelDRAW</li> <li>2. Get to know the CorelDRAW menus</li> <li>3. Get to know the CorelDRAW toolbar</li> <li>4. Processing printed pages</li> <li>5. Save the worksheet</li> <li>6. Open the worksheet</li> <li>7. Create a new worksheet</li> <li>8. Exit CorelDRAW</li> </ol>	<p><b>Criteria:</b> Able to create logo designs correctly according to SOP!</p> <p><b>Forms of Assessment :</b> Project Results Assessment / Product Assessment, Portfolio Assessment, Practice / Performance</p>	discussion, and questions and answers, independent practice 2 X 50		<p><b>Material:</b> Corel Draw <b>Library:</b> <i>Handbook of Research on Scripting, Media Coverage, and Implementation of E-Learning Training in LMS Platforms. (2023). United States: IGI Global.</i></p>	10%
11	Manage references using Mendeley	<ol style="list-style-type: none"> <li>1. Students are able to understand Mendeley</li> <li>2. Students are able to understand the tools in Mendeley</li> <li>3. Students are able to install Mendeley</li> <li>4. Students are able to search for references directly on Mendeley</li> </ol>	<p><b>Criteria:</b> able to install Mendeley correctly according to SOP</p> <p><b>Form of Assessment :</b> Project Results Assessment / Product Assessment</p>	discussion, and questions and answers, independent practice 2 X 50		<p><b>Material:</b> Mendeley <b>Library:</b> <i>Use of Digital Technology in Various Aspects of Community Life. (2021). (np): Indonesian Science Media.</i></p>	10%

12	Manage references using Mendeley	1.Students are able to understand Mendeley 2.Students are able to add files in Mendeley 3.Students are able to do citations in Mendeley 4.Students are able to add data manually in Mendeley	<b>Criteria:</b> able to add Mendeley files on your respective laptops correctly according to the SOP  <b>Form of Assessment :</b> Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		<b>Material:</b> Mendeley <b>References:</b> <i>Mauludi, S. (2018). Socrates café: wise, critical, &amp; inspirational about the digital world &amp; society. Indonesia: PT Elex Media Komputindo.</i>	8%
13	Understand packaging and brochure design	Create snack food packaging designs using Corel Draw	<b>Criteria:</b> Able to create packaging designs that are attractive to consumers  <b>Form of Assessment :</b> Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		<b>Material:</b> Brochure design <b>Reference:</b> <i>Dutta, S. (2018). Computer Storage Fundamentals. India: Bpb Publications.</i>	2%
14	Understand packaging and brochure design	Create snack food packaging designs using Corel Draw	<b>Criteria:</b> Able to create packaging designs that are attractive to consumers  <b>Forms of Assessment :</b> Project Results Assessment / Product Assessment, Practical Assessment	discussion, and questions and answers, independent practice 2 X 50		<b>Material:</b> Utilization of Computer Technology <b>Library:</b> <i>Deep Learning for Computer Vision: Image Classification, Object Detection, and Face Recognition in Python. (2019). (np): Machine Learning Mastery.</i>	5%
15	Understand packaging and brochure design	Create snack food packaging designs using Corel Draw	<b>Criteria:</b> Able to create packaging designs that are attractive to consumers  <b>Form of Assessment :</b> Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		<b>Material:</b> Corel Draw <b>Library:</b> <i>Utilization of Digital Technology in Various Aspects of Community Life. (2021). (np): Indonesian Science Media.</i>	5%
16	Understand packaging and brochure design	Create snack food packaging designs using Corel Draw	<b>Criteria:</b> Able to create packaging designs that are attractive to consumers  <b>Form of Assessment :</b> Project Results Assessment / Product Assessment	discussion, and questions and answers, independent practice 2 X 50		<b>Material:</b> Corel Draw <b>Library:</b> <i>Utilization of Digital Technology in Various Aspects of Community Life. (2021). (np): Indonesian Science Media.</i>	5%

#### Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	15.84%
2.	Project Results Assessment / Product Assessment	51.67%
3.	Portfolio Assessment	10.83%
4.	Practical Assessment	5%
5.	Practice / Performance	16.67%
		100%

#### Notes

- 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.
- 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.
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.