



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

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Event Management	6230503126		T=3	P=0	ECTS=4.77	4	July 18, 2024

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

PLO-5	Able to work together, have social sensitivity and concern for the environment as well as a professional personality
PLO-7	Able to apply logical, critical, innovative, quality and measurable thinking in carrying out specific work in the catering sector according to work competency standards
PLO-14	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

Program Objectives (PO)

PLO-PO Matrix

P.O	PLO-5	PLO-7	PLO-14
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PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Short Course Description Examining the substance of the definition of MICE, development of the MICE industry, strategic event planning, human resources, sponsorship, budgeting, project management, and implementation and evaluation for MICE

References	Main :	
		<ol style="list-style-type: none"> Bowdin, Glenn, Allen, O 19Toole, Harris, McDonnel. 2006. Events Management . Elsevier UK D.G Conway. 2006. The Event Manager 19s Bible . How To Books UK Judy Allen. 2009. Event Planning (2nd ed) . Canada: Wiley Ltd
	Supporters:	

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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	Explains the definition and history of the development of the MICE industry in the world	1. Defining the concept of MICE 2. Describes the history of the development of the MICE industry 3. Get to know MICE practices in their respective regions		lecture, discussion 3 X 50			0%
2	Analyzing the implementation of tourism & MICE in Surabaya	1. Explain the scope and variety of destination based events 2. Analyzing the SWOT of Surabaya as a tourism-MICE city		lecture, discussion 3 X 50			0%
3	Analyzing the implementation of tourism & MICE in Surabaya	destination based event presentation		group presentation 3 X 50			0%
4	Create MICE strategic planning	explain the important value of planning; create event concepts; determine stakeholders, sponsors, media, targets		group presentation 3 X 50			0%
5	Create MICE strategic planning	make plans in groups, present		presentation 3 X 50			0%
6	Able to make HR plans for events	preparing HR plans; create job descriptions; practicing games for team building		presentation 3 X 50			0%
7	Able to prepare pre- to post-activity agendas	Each group has a structured and systematic activity agenda		lecture, group discussion 3 X 50			0%
8	UTS			3 X 50			0%
9	Students understand the principles of budgeting and are able to plan activity budgets	the preparation of a rational activity budget plan		lecture questions and answers group assignment 3 X 50			0%
10	Students understand the principles of budgeting and are able to plan activity budgets	the preparation of a rational activity budget plan		lecture questions and answers group assignment 3 X 50			0%
11	Students are able to plan marketing & sponsorship events	Able to prepare proposals and sponsorship cooperation agreements		lecture discussion question and answer 3 X 50			0%

12	Students are able to plan marketing & sponsorship events	Able to prepare proposals and sponsorship cooperation agreements		lecture discussion question and answer 3 X 50			0%
13	students are able to create a MICE publication concept	can create MICE publications		lecture mentoring group assignment 3 X 50			0%
14	students are able to create a MICE publication concept	can create MICE publications		lecture mentoring group assignment 3 X 50			0%
15	students are able to make MICE evaluation plans	can create evaluation instruments		lecture discussion mentoring 3 X 50			0%
16							0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
		0%

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.
- 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.
- 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.
- Forms of assessment:** test and non-test.
- 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.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.