



**Universitas Negeri Surabaya  
Vocational Faculty  
D4 Culinary Management 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>									
Digital Literacy	99999440602061		T=2	P=0	ECTS=3.18	2	July 17, 2024									
<b>AUTHORIZATION</b>		<b>SP Developer</b>			<b>Course Cluster Coordinator</b>		<b>Study Program Coordinator</b>									
		.....			.....		Lilis Sulandari, S.Pt., M.P.									
<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															
		P.O														
	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
<b>Short Course Description</b>	This course provides students with an understanding of digital literacy, data processing including basic programming, finding and filtering information, using, finding and filtering information, using technology for collaboration, and creating technology-based content. All lecture activities will be carried out through discussions, searching for information via ICT, practice using technology for collaboration, creating data processing programs, as well as projects creating information technology-based content. theoretical assessment and mastery of skills regarding (1) culture, understanding the various contexts of users of the digital world; (2) cognitive, thinking power in assessing content; (3) constructive, namely creating something that is expert and actual; (4) communicative, namely understanding the performance of networking and communication in the digital world; (5) responsible self-confidence; (6) creative, doing new things in new ways; (7) be critical in responding to content; and (8) socially responsible. In this case there are 3 levels in the development of digital literacy, namely: a. The first level, digital competency which includes skills, concepts, approaches and behavior; b. The second level, digital use which refers to the application of digital competencies related to a particular context; c. The third level, digital transformation which requires creativity and innovation in the digital world															
<b>References</b>	<b>Main :</b>															
	1. Clark, Ruth Colvin, 2013. Scenario-Based e-Learning, Evidence-Based Guidelines for Online Workforce Learning. Pfeiffer Publisher. Mayer, Richard E. 2003. Multimedia Learning, Cambridge University Press Wibawa, Setya Chendra. 2018. Pengembangan Media Pembelajaran Berbasis Multimedia, Unipress Unesa Tim Elearning, 2018. Pengembangan elearning, Unipress Unesa.															
	<b>Supporters:</b>															
<b>Supporting lecturer</b>	Diastian Vinaya Wijanarko, S.T., M.T.															
<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	Describe the SYLLABUS and a brief definition of the Definition of Digital Literacy	a. Describe the SYLLABUS. b. Make a lecture contract c. Explain the meaning of the Definition of Digital Literacy		Presentation, group discussion and reflection 2 X 50			0%
2	Know about media technology and information technology security	a. Explain the history of the development of media technology. b. Categorize various types of media literacy. c. Explain about information technology security		Presentation, group discussion and reflection 2 X 50			0%
3	Analyzing hoax content	a. Explain the concept of hoax information data b. Explaining techniques for authenticity of information data		Presentation, group discussion and reflection 2 X 50			0%
4	Explain the meaning of infographics	a. Explain the meaning of infographic media b. Provide examples of infographics		Presentation, group discussion and reflection 2 X 50			0%
5	Implementing infographics in the field of advanced science programs	Explain how to implement infographics according to your field of study		Presentation, group discussion and reflection 2 X 50			0%
6	Implementing textbook infographics into digital explainer videos	Describes videographic publications		Presentation, group discussion and reflection 2 X 50			0%
7	UTS			2 X 50			0%
8	Implementing textbook infographics into digital explainersCont	Explaining techniques for making textbooks into digital explainers		Presentation, group discussion and reflection 2 X 50			0%
9	Create sound animated video content into MSPowerPoint	Explains how to create animated video content with sound into MSPowerPoint		Presentation, group discussion and reflection 2 X 50			0%
10	Explains the basics of algorithms and programming	Basic programming algorithms		Presentation, group discussion and reflection 2 X 50			0%
11							0%
12							0%
13							0%
14							0%
15							0%
16							0%

**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.