

 <b>UNESA</b>	<b>Universitas Negeri Surabaya</b> <b>Vocational Faculty,</b> <b>D4 Electrical Engineering Study Program</b>					<b>Document Code</b>																																
<b>SEMESTER LEARNING PLAN</b>																																						
Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																															
Basic Computer and Programming Practices	20401021639		T=0	P=0	ECTS=0	1	July 17, 2024																															
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																
	.....		.....			Mahendra Widyartono, S.T., M.T.																																
Learning model	Case Studies																																					
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																					
	Program Objectives (PO)																																					
	PLO-PO Matrix																																					
		<div style="border: 1px solid black; padding: 5px; display: inline-block;">P.O</div>																																				
	PO Matrix at the end of each learning stage (Sub-PO)																																					
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td rowspan="2" style="padding: 5px;">P.O</td> <td colspan="16" style="text-align: center; padding: 5px;">Week</td> </tr> <tr> <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> </table>					P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																						
Short Course Description	This course studies the history of computer development, principles of compiling/assembling computer parts, algorithms, program flow charts, and simple computer programs based on the C/C language.																																					
References	Main :																																					
	1. The C programming language 2. The C programming language																																					
	Supporters:																																					
Supporting lecturer	Reza Rahmadian, S.ST., M.EngSc. Pradini Puspitaningayu, S.T., M.T., Ph.D.																																					
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	Students can explain the history of computer development.	Explain the evolution of computers over time.		lecture, discussion 2 X 50			0%																															

2	Students can explain the components of a computer such as the CPU and I/O devices	Students can differentiate the components that make up a computer		practice, 2 X 50 observations			0%
3	Students can assemble the parts/components that make up a desktop PC	Can assemble desktop computers		practice 2 X 50			0%
4	Students can assemble the parts/components that make up a desktop PC	Can assemble desktop computers		practice 2 X 50			0%
5	Students can explain the principles of algorithms in computer programming, understand the programming flow and express it in a flow chart.	1.Explain the principle of the algorithm 2. Designing program flow charts		lecture, practice, discussion 2 X 50			0%
6	Students can explain the principles of algorithms in computer programming, understand the programming flow and express it in a flow chart.	1.Explain the principle of the algorithm 2. Designing program flow charts		lecture, practice, discussion 2 X 50			0%
7	Students can implement algorithms and flowcharts in simple C-based programs	Create simple programs in C language		practice 2 X 50			0%
8	Students can implement algorithms and flowcharts in simple C-based programs	Create simple programs in C language		practice 2 X 50			0%
9							0%
10							0%
11							0%
12							0%
13							0%
14							0%
15							0%
16							0%

**Evaluation Percentage Recap: Case Study**

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.