

(1)

(2)

Students understand the various automation tools used in industry (3)

Students can describe the various automation tools used in industry (4)

The correct answer has the maximum score

Criteria:

(5)

Approach: ContextualMethod:

learningStrategy: Expository 2 X 50

Direct

Universitas Negeri Surabaya Vocational Faculty, D4 Electrical Engineering Study Program

Document Code

UNES	A			D4 Ele	ctrical	Engii	neerin	g Stud	ly F	Pro	grai	n		
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Courses				CODE		Cour	se Family			Cred	it Wei	ight	SEMESTER	Compilation Date
Industria Practicu		ctrical Automatio	n	203050204	16					T=2	P=0	ECTS=3.18	7	July 17, 2024
AUTHOR	IZAT	ION		SP Develo	per			Course	Clu	ster C	Coord	inator	Study Progr Coordinator	am
														Widyartono, , M.T.
Learning model	ı	Project Based L	earnir	ng										
Program Learning		PLO study program that is charged to the course												
Outcom (PLO)	es	Program Object PLO-PO Matrix		(PO)										
		PLO-PO Matrix												
				P.O										
		PO Matrix at th	e end	of each le	arning sta	ge (Sub	-PO)							
			l –											
			'	9.0	2 3	4 5	6	7 8	Wee 9	k 10	1:	1 12 :	13 14 1	15 16
				+	2 3	4 3	0	0	9	10		1 12	13 14 .	.5 10
Short Course Description Able to master theoretical concepts, science and engineering principles to gain a thorough understanding of the basic control through logical, critical, systematic and innovative thinking by internalizing academic values, norms and ethics.							ic principles of							
Referen	ces	Main :												
 Bolton, W. 2006. Programmable Logic Controllers 4th edition. Boston: Elsevier Newnes Duning, G. 2002. Introduction to Programmable Logic Controllers 2nd edition. Newyork: Delmar Thomson Learning Hackworth, J, et al., 2004. Programmable Logic Controllers: Programming Methods and Applications 1st edition. New Prentice Hall, Inc. Jack, H. 2005. Automating Manufacturing System with PLCs. GNU/GPL Jack, H. 2007. Automating Manufacturing System with PLC. GNU Free Documentation License Version 1.2 Love, J. 2007. Process Automation Handbook: A Guide to Theory and Practice. London: Springer-Verlag London Limite Rehg, J., et al. 2007. Programmable Logic Controllers 1st edition. New Jersey: Prentice Hall, Inc 									n. New Jersey:					
		Supporters:												
Support lecturer	ing	Endryansyah, S.1	Г., М.Т	ī.										
Week-	eac	al abilities of h learning ge b-PO)		Eva	luation			Learn Studen	ning ı ıt Ass	arnin metho signm ed tir	ods, nents,		Learning materials [References	Assessment Weight (%)
	(Su	J. 0)	In	dicator	Criteria &	k Form	Offline	(offline))	O	nline	(online)]	

(6)

(7)

(8)

0%

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2	Students understand about Programmable Logic Controller (PLC)	Students can explain about Programmable Logic Controller (PLC)	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
3	Students can analyze the characteristics of PLC types CPM1A and CPM2A	Students can analyze the characteristics of PLC types CPM1A and CPM2A	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
4	Students can analyze the characteristics of PLC types CP1E and CP1L	Students can analyze the characteristics of PLC types CP1E and CP1L	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
5	Students can carry out an analysis of the characteristics of the CP1H type PLC	Students can analyze the characteristics of the CP1H type PLC	Criteria: The correct answer has the maximum score	Approach: Constructivism Method: Interactive learning Strategy: Inquiry 2 X 50		0%
6	Students can create a CP1L input/output addressing table in the Start-Stop Lamp with Lock application using CX Programmer	Students can determine the CP1L input/output address in the Start-Stop Lamp with Lock application using CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry 2 X 50		0%
7	Students understand about CX Programmer	Students can explain about CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
8	UTS			2 X 50		0%
9	Students can apply Ladder Diagrams using CX Programmer	Students can determine the logic in a Ladder Diagram using CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
10	Students can apply the instructions on the CX Programmer	Students can apply the instructions on the CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
11	Students can apply the instructions on the CX Programmer	Students can apply the instructions on the CX Programmer	Criteria: The correct answer has the maximum score	Approach: Inductive Method: Interactive learning Strategy: Inquiry (Online) 2 X 50		0%
12	Students are able to analyze and develop Quiz Bell and Running Light applications on the CX Programmer.	Students can analyze and develop Quiz Bell and Running Light applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
13	Students are able to analyze and develop Safety Crane and Automatic Garage Door applications on CX Programmer.	Students can analyze and develop Safety Crane and Automatic Garage Door applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
14	Students are able to analyze and develop Conveyor applications on CX Programmer.	Students can analyze and develop Conveyor applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%

15	Students are able to analyze and develop traffic light applications on CX Programmer.	Students can analyze and develop traffic light applications on CX Programmer	Criteria: The correct answer has the maximum score	Approach: ConstructivismMethod: Interactive learningStrategy: Inquiry(Online) 2 X 50		0%
16	UAS			2 X 50		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.
- 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** 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.
- 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.
- 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.
- 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.