SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Computer Graphics		9034204424	Compulsory Study Program Subjects	T=4	P=0	ECTS=6.36	1	July 3, 2023

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
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Learning model	Case Studies

Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**	
	PLO-5	Able to master theoretical knowledge about the history of design, basic principles of graphic design, basic principles of marketing communications by utilizing IPTES in the field of graphic design.
	Program Objectives (PO)	
	PO - 1	Understanding the ethics and responsibilities of graphic designers in their work
	PO - 2	Designing (simple) design compositions with design software
	PO - 3	Design illustrations with design software
	PO - 4	Designing layouts with software
	PO - 5	Get to know the characteristics of design software
	PO - 6	Editing photos (bitmap images)
	PO - 7	Understand the use of typography in digital design
	PLO-PO Matrix	

P.O	PLO-5
PO-1	
PO-2	
PO-3	
PO-4	
PO-5	
PO-6	
PO-7	

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
PO-1																
PO-2																
PO-3																
PO-4																
PO-5																
PO-6																
PO-7																

Short Course Description	This course provides mastery of skills regarding computer operational processes, especially bitmap-based software such as Adobe Photoshop, to design various graphic design works using the medium of a monitor/screen (on screen) or paper (on surface), using discussion methods, problem solving and giving assignments. .

	References	Main :	
		1. Rustan, S. 2008. Layout Dasar dan Penerapannya, PT. Gramedia Pustaka Utama: Jakarta. 2. Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphic, Kluwer Academic Publisher: Massachusetts.	
		Supporters:	
		1. Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide , McGraw-Hill Companies 2. Bouton, Gary David. 1999. Inside Adobe Photoshop, USA: New Reader Publishing.	

Supporting lecturer

Dr. Martadi, M.Sn.
Muhammad Widyan Ardani, S.Pd., M.Sn.
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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	Student introduction to computer graphics courses	1. Tuition contract 2. Introduction to computer graphics courses 3. Digital design process	**Criteria:** Activeness in discussion **Form of Assessment** : Participatory Activities, Portfolio Assessment	Lectures, discussions, questions and answers, individual assignments 150		**Material:** Basic Layout **Reference:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	5%
2	Students' understanding of the ethics and responsibilities of designers	1. Identifying designer ethics in work 2. Ethical hierarchy of needs 3. Ethical design principles 4. Understanding the rules for using free sources 5. Understanding of designer responsibilities	**Criteria:** Activeness in discussion **Form of Assessment** : Participatory Activities	Lectures, discussions, questions and answers 150		**Material:** Basic Layout **Reference:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	5%
3	Students can differentiate between basic vector and raster software	1. Exploring the World of Graphic Design Software 2. Know the types of design software 3. Understand the features offered by design software 4. Understand commonly used software design 5. Can compare the characteristics of several design software 6. Understand the factors that a designer considers in choosing design software for a project 7. Understand the use of software in a design project	**Criteria:** Activeness in discussion **Form of Assessment** : Participatory Activities	Lectures, discussions, questions and answers 150		**Material:** Basic Layout **Reference:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.* **Material:** Basic Theory of Computer Graphics **References:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.*	5%

4	Tracing Logos with Vector-Based Software	1. Understand tools in vector-based software 2. Understand the use of vector software in a project 3. Can duplicate agency logos	**Criteria:** 1. Originality 2. Creativity 3. Conformity to the brief **Forms of Assessment**: Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment	Practice, Assignments	150	**Material:** Basic Vector **Library:** *Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide, McGraw-Hill Companies*	5%
5	Vector Based Software Practice	1. Get to know the basics of logo creation 2. Understand the use of vector software in creating logos 3. Editing the logo	**Criteria:** 1. Originality 2. Creativity 3. Conformity to Brief **Forms of Assessment**: Participatory Activities, Project Results Assessment / Product Assessment, Practices / Performance	Lectures, discussions, questions and answers, exercises, assignments	150	**Material:** Basic Vector **Library:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.* **Material:** Basic Vector **Library:** *Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide, McGraw-Hill Companies*	5%
6	Get to know the characteristics of image processing software (raster) & digital imaging exercises	1. Understand the principles of digital imaging 2. Understand raster-based software output 3. Understand the basics of resolution 4. Understand the basics of dimensions 5. Understand pixel logic and resolution in images 6. Understand the use of tools in raster-based software	**Criteria:** Activeness in discussion **Form of Assessment** : Participatory Activities, Practice/Performance	Lectures, discussions, questions and answers, exercises 150		**Material:** Basic Raster **Library:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.* **Material:** Raster & Digital Imaging **Library:** *Bouton, Gary David. 1999. Inside Adobe Photoshop, USA: New Reader Publishing.*	5%
7	Students are able to apply digital layout principles and their applications	1. Students are able to create digital layouts 2. Students understand the basics of layout 3. Students understand basic layout principles	**Criteria:** Activeness in discussion **Form of Assessment** : Participatory Activities	Lectures, questions and answers, exercises	150	**Material:** Digital Layout **References:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.*	5%
8	UTS	1. Students are able to translate design briefs 2. Students are able to design according to the brief 3. Students are able to apply digital design principles	**Criteria:** 1. Originality 2. Creativity 3. Conformity to the brief **Forms of Assessment**: Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment, Practical Assessment, Practical / Performance, Test	150		**Material:** Application of Layout **Library:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	10%

9	Image Retouching	1. Introduction to image retouching 2. Know the types of image retouching techniques 3. Understand the advantages of doing image retouching 4. Understand the application of image retouching in design work 5. Understand the factors to consider when retouching images 6. Get to know software for image retouching 7. Understand tips and best practices for professional image retouching	**Criteria:** 1. Conformity with the theme 2. Unique and interesting 3. Original 4. Finishing **Form of Assessment** : Participatory Activities, Practice/Performance	Lecture, questions and answers, Exercise 150		**Material:** Image Retouching **Library:** *Bouton, Gary David. 1999. Inside Adobe Photoshop, USA: New Reader Publishing.*	5%
10	Basics of Digital Illustration	1. Understand the basics of digital illustration 2. Understand the rules for creating digital illustrations 3. Can create digital illustration works	**Criteria:** 1. Conformity with the theme 2. Unique and interesting 3. Original 4. Finishing **Form of Assessment** : Participatory Activities	Exercise 150		**Material:** Digital Illustrations **References:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.* **Material:** Vector Digital Illustration **Reader:** *Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide, McGraw-Hill Companies* **Material:** Digital Drawing **Library:** *Bouton, Gary David. 1999. Inside Adobe Photoshop, USA: New Reader Publishing.*	5%

11	Digital Illustration, Portrait	1.Understand the basics of digital illustration 2.Understand the rules for creating digital illustrations 3.Can create digital illustration works 4.Can create digital illustrations in the form of self-portraits	**Criteria:** 1.Conformity with the theme 2.Unique and interesting 3.Original 4.Finishing **Forms of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment, Portfolio Assessment, Practical Assessment, Practice / Performance	Exercise 150		**Material:** Digital Illustrations **References:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.* **Material:** Vector Digital Illustration **Reader:** *Bouton, Gary David. 2008. CorelDRAW X4: The Official Guide, McGraw-Hill Companies* **Material:** Digital Illustration **Reader:** *Bouton, Gary David. 1999. Inside Adobe Photoshop, USA: New Reader Publishing.*	6%
12	Montage, layout	1.Practice montage techniques 2.Understand basic layout 3.Understand the basics of digital layout	**Criteria:** Conformity with themes and theories **Form of Assessment** : Participatory Activities	Exercise 150		**Material:** Application of Layout **Library:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	6%
13	Magazine Layout	1.Understand basic magazine layout 2.Understand magazine material 3.Understand how to design a magazine 4.Understand layout components in designing magazines 5.Get to know white space 6.Understand the use of typography in designing magazines 7.Understand the production process of a magazine	**Criteria:** 1.Conformity with the theme 2.Unique and interesting 3.Original 4.Finishing **Form of Assessment** : Participatory Activities	Exercise 150		**Material:** Print Out Layout **Reference:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	6%

14	Layouts on various mediums	1. Understand the function of using layout 2. Understand the advantages of using layout 3. Understand effective layout 4. Understand the application of layout in various mediums	**Criteria:** 1. Originality 2. Creativity 3. Conformity to Brief **Form of Assessment** : Participatory Activities, Portfolio Assessment	Exercise 150		**Material:** Layout Principles **Library:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	6%
15	Layouts	Practice designing layouts using 2/3 software	**Criteria:** 1. Originality 2. Creativity 3. Conformity to the brief **Form of Assessment** : Participatory Activities, Practice/Performance	Exercise 150		**Material:** Layout Applications **Library:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.*	6%
16	UAS	Students can design layouts using design software	**Criteria:** 1. Originality 2. Creativity 3. Conformity with the provisions of the brief 4. Layout proportions **Forms of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment, Tests			**Material:** Layout Applications **Library:** *Rustan, S. 2008. Basic Layout and Its Application, PT. Gramedia Pustaka Utama: Jakarta.* **Material:** Application Layout **References:** *Levkowits, Haim. 1997. Color Theory and Modeling For Computer Graphics, Kluwer Academic Publisher: Massachusetts.*	15%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	56.71%
2.	Project Results Assessment / Product Assessment	11.21%
3.	Portfolio Assessment	10.04%
4.	Practical Assessment	2.87%
5.	Practice / Performance	12.54%
6.	Test	6.67%
		100%

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** 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.
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.