

		Universitas Negeri Surabaya Vocational Faculty, D4 Graphic Design Study Program					Document Code																																										
SEMESTER LEARNING PLAN																																																	
Courses		CODE	Course Family		Credit Weight		SEMESTER	Compilation Date																																									
Shape Image		xx90442030364			T=3	P=0	ECTS=4.77	1 July 17, 2024																																									
AUTHORIZATION		SP Developer		Course Cluster Coordinator		Study Program Coordinator																																											
			Asidigisianti Surya Patria, S.T., M.Pd.																																											
Learning model	Project Based Learning																																																
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																
	Program Objectives (PO)																																																
	PLO-PO Matrix																																																
		<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="width: 100px; height: 30px;">P.O</td> </tr> </table>							P.O																																								
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Short Course Description	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="width: 30px; height: 30px;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 20px;">1</td> <td style="width: 20px;">2</td> <td style="width: 20px;">3</td> <td style="width: 20px;">4</td> <td style="width: 20px;">5</td> <td style="width: 20px;">6</td> <td style="width: 20px;">7</td> <td style="width: 20px;">8</td> <td style="width: 20px;">9</td> <td style="width: 20px;">10</td> <td style="width: 20px;">11</td> <td style="width: 20px;">12</td> <td style="width: 20px;">13</td> <td style="width: 20px;">14</td> <td style="width: 20px;">15</td> <td style="width: 20px;">16</td> </tr> </table>																P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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References	Main : <ol style="list-style-type: none"> 1. Layfield, Kathie. 1984. Belajar Menggambar .Jakarta: BPK Gunung Mulia. 2. Whoods, Michael.2000. Drawing Basics an Artist 19s Guide to Mastering the Medium .NewYork: Watson Guptill publication. 3. Loomis, Andrew.1980. Face and Figure. Sketching & Painting Out Door .New York:Pan Books L.td. 4. Rustarmadi.2005. Gambar Bentuk .Surabaya: Unesa University Press 5. Hill, Andrian.1984. Bagaimana Menggambar (Judul asli: How to Draw, diterjemahkan oleh Chusari).Bandung: Angkasa. 6. Roodwell, Jenny.2000. Step By Step Art School Drawing 7. Edgar Loy Frankbonner.2006. Art of Still Life Drawing , Inc.Sterling Publishing Co. 																																																
	Supporters:																																																
Supporting lecturer	SULBI Hendro Aryanto, S.Sn., M.Si.																																																
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	Able to understand the basic principles of shape drawing.	1 Can describe the meaning and principles of shape drawings 2. Can describe the objects of shape drawings 3. Can describe the elements of shape drawings.	Criteria: -	Lectures and questions and answers. 3 X 50			0%
2	Able to draw simple geometric objects	1. Can draw the basic shapes of blocks, cubes, cones, prisms, balls etc. through direct observation 2. Can make shading according to the character of the object 3. Can draw shadows	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
3	Able to draw simple geometric objects	1. Can draw the basic shapes of blocks, cubes, cones, prisms, balls etc. through direct observation 2. Can make shading according to the character of the object 3. Can draw shadows	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
4	Able to draw geometric objects	1. Can draw geometric objects, tables, chairs, cupboards, glasses, plates, etc. 2. Can make shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%

5	Able to draw geometric objects	1. Can draw geometric objects, tables, chairs, cupboards, glasses, plates, etc. 2. Can make shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
6	Able to draw used objects found in the kitchen.	1. Can draw used objects such as frying pans, mortars, pans etc. 2. Can make shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
7	Able to draw used objects found in the kitchen.	1. Can draw used objects such as frying pans, mortars, pans etc. 2. Can make shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
8							0%
9	Able to draw the shape of drapery objects and flower vases	1. Ability to draw the shape of folded objects on fabric. 2. Can make shading according to the character and color of the object 3. Can make shadows	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
10	Able to draw trees or plants outdoors using colored pencil shading.	1. Can draw trees or plants 2. Can make shading with colored pencils according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%

11	Able to draw trees or plants outdoors using colored pencil shading.	1. Can draw trees or plants 2. Can make shading with colored pencils according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
12	Able to draw human body parts such as eyes, nose, mouth, ears, hands and feet	1. Can draw human body parts such as eyes, nose, mouth, ears, hands and feet. 2. Can use colored pencil shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
13	Able to draw human body parts such as eyes, nose, mouth, ears, hands and feet	1. Can draw human body parts such as eyes, nose, mouth, ears, hands and feet. 2. Can use colored pencil shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
14	Able to draw human figures using models	1. Can draw human figures. 2. Can use colored pencil shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
15	Able to draw human figures using models	1. Can draw human figures. 2. Can use colored pencil shading according to the character of the object 3. Drawn realistically	Criteria: 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing	Lecture, question and answer, Practice 3 X 50			0%
16							0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
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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.