



**Universitas Negeri Surabaya
Vocational Faculty,
D4 Graphic Design Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																																																																																																																																																		
Graphic Design Style	9034204429	Compulsory Study Program Subjects	T=4 P=0 ECTS=6.36	2	January 27, 2023																																																																																																																																																																		
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator																																																																																																																																																																		
	Nanda Nini Anggalih, S.Pd., M.Ds.		Nova Kristiana, S.Sn, M.Sn.		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																																																																																																																																																																						
	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.																																																																																																																																																																					
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	PO - 2	Students are able to understand the characteristics of various pre-modern, early modern, modern and late modern and post-modern design styles																																																																																																																																																																					
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	PLO-PO Matrix																																																																																																																																																																						
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Short Course Description	This course explains the characteristics of design styles from the early period (Victorian) to 21st century design. After knowing the characteristics, students will begin to apply them to various graphic design works. The study material provided is the form characteristics (fonts, color combinations, illustrations, layout, ornaments) of each design style without reviewing the philosophy behind each style. Lectures are delivered using the concept teaching method and tutorial practice. Knowledge about the characteristics of design style is provided so that students are able to master the theory of creativity in design, elements and principles of design style, have an understanding of the creative process, and students are able to know product knowledge from graphic design.																																																																																																																																																																						

References	Main :		<ol style="list-style-type: none"> 1. Ambrose, Gavin dan Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA. 2. Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual . Massachusetts: Rockport Publishers, Inc. 3. Sunarto, Wagiono. 2013. Gaya Desain: Tinjauan Sejarah . Jakarta: Pascasarjana IKJ. 4. Rustan, Suriyanto, 2020 Layout, Jakarta: Gramedia 5. Sihombing, Danton, 2015, Tipografi Desain Grafis, Jakarta: Gramedia 				
	Supporters:						
Supporting lecturer	Nanda Nini Anggalih, S.Pd., M.Ds.						
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 are able to explain the basic ideas or concepts of design style	Students can explain the basic ideas or concepts of design style	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Material: General concepts and historical overview of graphic design styles References: <i>Sunarto, Wagiono. 2013. Design Style: A Historical Overview. Jakarta: IKJ Postgraduate.</i>	5%
2	Able to history of graphic design styles	Students can explain the history of graphic design styles	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Material: Historical overview of graphic design styles References: <i>Sunarto, Wagiono. 2013. Design Style: A Historical Overview. Jakarta: IKJ Postgraduate.</i>	5%
3	Able to understand graphic design styles	Students can explain graphic design styles such as era style, place style, thought style, and personal style	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Material: Graphic design style Readers: <i>Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual. Massachusetts: Rockport Publishers, Inc.</i>	5%
4	1.Pre-modern and early modern design styles 2.Able to understand pre-modern and early modern design styles	Students can describe the characteristics of pre-modern and early modern design styles	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Material: pre-modern and early modern design styles References: <i>Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual. Massachusetts: Rockport Publishers, Inc.</i>	5%

5	Able to understand modern and late modern design styles	Students can describe the differences between the characteristics of modern and late modern design styles	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Materials: Modern and late modern design styles Readers: <i>Ambrose, Gavin and Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA.</i>	5%
6	Able to understand post-modern design styles	Students can describe various post-modern design styles	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face, group discussion, question and answer 4 X 50		Material: Post-modern design style References: <i>Ambrose, Gavin and Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA.</i>	5%
7	Able to understand the historical overview of Indonesian design styles	Students can describe the history of Indonesian design styles	Criteria: 1.Attitude 2.Accuracy in answering questions in the quiz Form of Assessment : Test	Face to face online, group discussion, question and answer 4 X 50		Material: History of Indonesian design styles References: <i>Sunarto, Wagiono. 2013. Design Style: A Historical Overview. Jakarta: IKJ Postgraduate.</i>	5%
8	Able to understand the historical overview of Indonesian design styles	Students can describe the history of Indonesian design styles	Criteria: 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest Form of Assessment : Project Results Assessment / Product Assessment	Face to face online, group discussion, question and answer, assignment 1 4 X 50		Material: History of Indonesian design styles References: <i>Sunarto, Wagiono. 2013. Design Style: A Historical Overview. Jakarta: IKJ Postgraduate.</i>	10%
9	Able to understand design elements and graphic design manual guidelines	Students can apply the elements, principles, elements used in design work	Criteria: 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest Form of Assessment : Project Results Assessment / Product Assessment	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		Material: Elements, principles, elements used in design work Reader: <i>Sunarto, Wagiono. 2013. Design Style: A Historical Overview. Jakarta: IKJ Postgraduate.</i> Material: Elements, principles, elements used in design work Reader: <i>Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual. Massachusetts: Rockport Publishers, Inc.</i>	10%

10	Able to understand the use and selection of colors in design	Students can describe the purpose of using color in graphic design work and its meaning	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Offline explanation of questions and answers, assignments/practicals and 4 X 50 presentations		<p>Material: Color in graphic design work and its meaning. Reference: <i>Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual. Massachusetts: Rockport Publishers, Inc.</i></p>	10%
11	Able to understand the use and selection of letters in design	Students can describe the selection and use of letters in graphic design work	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		<p>Material: letters in graphic design works Reader: <i>Samara, Timothy. 2007. Graphic Elements: A Graphic Style Manual. Massachusetts: Rockport Publishers, Inc.</i></p> <p>Material: letters in graphic design works Reference: <i>Sihombing, Danton, 2015, Graphic Design Typography, Jakarta: Gramedia</i></p>	5%
12	Able to understand the world of image: everything related to image	Students can describe the use of imagery in graphic design work	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		<p>Material: Images in graphic design works References: <i>Ambrose, Gavin and Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA.</i></p>	5%
13	Able to understand visual logic	Students can describe the concept of human visual logic when interpreting design work	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity 4.High motivation and interest <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		<p>Material: Visual logic Bibliography: <i>Ambrose, Gavin and Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA.</i></p>	5%
14	Able to understand page layout and structure	Students can describe the layout and visual structure in graphic design work	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Punctuality and discipline 2.Honesty and creativity 3.Honesty and creativity 4.High motivation and interest <p>Form of Assessment : Participatory Activities</p>	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		<p>Material: layout and visual structure in graphic design works Reader: <i>Rustan, Surianto, 2020 Layout, Jakarta: Gramedia</i></p>	5%

15	Able to apply style selection guidelines in the creation of graphic designs and their consequences	Students can choose a design style and the consequences of their choice that are appropriate to the content and context at hand	Criteria: 1.Punctuality and discipline 2.Completeness and suitability 3.Honesty and creativity Form of Assessment : Project Results Assessment / Product Assessment	Offline explanations, questions and answers, assignments/practicals and 4 X 50 presentations		Material: Design style and the consequences of choosing it according to the content and context faced. References: <i>Ambrose, Gavin and Harris, Paul. 2006. The Visual Dictionary of Graphic Design. Switzerland: AVA Publishing SA.</i>	5%
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Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	5%
2.	Project Results Assessment / Product Assessment	60%
3.	Test	35%
		100%

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.
- 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.
- 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.
- 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.
- Forms of assessment:** test and non-test.
- 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.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.