



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

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																																																																																																					
Professional ethics	99999044202421	Compulsory Study Program Subjects	T=0	P=0	ECTS=0	4	January 31, 2023																																																																																																																					
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																																																																																																						
	Dr. Martadi, M.Sn.		Dr. Martadi, 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-1	Able to demonstrate religious, national and cultural values, as well as academic ethics in carrying out their duties																																																																																																																										
	PLO-2	Demonstrate the character of being tough, collaborative, adaptive, innovative, inclusive, lifelong learning and entrepreneurial spirit																																																																																																																										
	PLO-4	Develop yourself continuously and collaborate.																																																																																																																										
	Program Objectives (PO)																																																																																																																											
	PO - 1	Able to understand basic concepts of ethics and morals, etiquette and law																																																																																																																										
	PO - 2	Able to apply the concept of professional ethics in the business profession/design field																																																																																																																										
	PO - 3	Able to apply the concept of stakeholder and stockholder theory in the business profession/design field																																																																																																																										
	PO - 4	Being able to implement Good Corporate Governance also ensures the sustainability of the design business																																																																																																																										
	PO - 5	Able to implement Corporate Social Responsibility																																																																																																																										
	PLO-PO Matrix																																																																																																																											
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Short Course Description	This course is designed to provide education for students so that they are able to have an understanding of values, ethical awareness, professional code of ethics and ethical governance in the business/design field and the designer profession. In order to prepare professional designers with high ethics, this course also discusses several main issues in the application of professional ethics in the business/design field, such as design business governance, plagiarism in design, IPR and corporate social responsibility (CSR). Apart from that, this course also discusses the basic concepts of professional ethics and the application of designers' codes of ethics in Indonesia and internationally. Also discussed in this course are various regulations and cases related to the design profession in Indonesia and in the world.																																																																																																																											
References	Main :																																																																																																																											
	<ol style="list-style-type: none"> 1. Reynold, George W. 2003. Ethics in Information Technology. Canada: Thomson Learning, Inc. 2. Quinn, Michael J. 2008. Ethics for the Information Age, 3rd Edition. Boston: Addison-Wesley. 3. Martin Mike W. 1997. Ethics in Engineering. New York: McGraw-Hill. 4. Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice-Hall. 																																																																																																																											
	Supporters:																																																																																																																											

Supporting lecturer	Dr. Martadi, M.Sn. Asidigisianti Surya Patria, S.T., M.Pd. Arieviana Ayu Laksmi, S.T., M.B.A.						
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 basic concepts of ethics and morals, etiquette and law	Students can describe and compare basic concepts of ethics and morals, etiquette and law.	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	Questions and Answers 2 X 50		Material: basic concepts of ethics and morals, etiquette and law. Reference: <i>Quinn, Michael J. 2008. Ethics for the Information Age, 3rd Edition. Boston: Addison-Wesley.</i> Material: Basic concepts of ethics and morals, etiquette and law References: <i>Quinn, Michael J. 2008. Ethics for the Information Age, 3rd Edition. Boston: Addison-Wesley.</i>	5%
2	Able to apply ethics in the business profession/design field	Students can apply ethics in the business profession/design field	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	Presentation of ethical business profession/design field cases 2 X 50		Material: ethics in the business profession/design field Reference: <i>Quinn, Michael J. 2008. Ethics for the Information Age, 3rd Edition. Boston: Addison-Wesley.</i>	5%
3	Able to apply the concept of stakeholder and stockholder theory in the business profession/design field	Students can apply the concept of stakeholder and stockholder theory in the business profession/design field	Criteria: 1.Activeness in class discussions 2.Accuracy in answering questions in the quiz Form of Assessment : Participatory Activities	Questions and Answers, short test 2 X 50		Material: stakeholder and stockholder theory in the business profession/design field Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	5%
4	Able to apply the concept of stakeholder and stockholder theory in the business profession/design field	Students can apply the concept of stakeholder and stockholder theory in the business profession/design field	Criteria: 1.Activeness in class discussions 2.Accuracy in answering questions in the quiz Form of Assessment : Participatory Activities, Tests	Questions and Answers, short test 2 X 50		Material: stakeholder and stockholder theory in the business profession/design field Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	5%
5	Being able to implement Good Corporate Governance also ensures the sustainability of the design business	Students can apply Good Corporate Governance and ensure the sustainability of the design business	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	GCG 2 X 50 case presentation		Material: Good Corporate Governance Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	5%

6	Being able to implement Good Corporate Governance also ensures the sustainability of the design business	Students can apply Good Corporate Governance and ensure the sustainability of the design business	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	GCG 2 X 50 case presentation		Material: Good Corporate Governance Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	5%
7	Able to implement Corporate Social Responsibility including reporting	Students can apply Corporate Social Responsibility including reporting	Criteria: 1.Activeness in class discussions 2.Completeness and suitability 3.High motivation and interest Form of Assessment : Participatory Activities	Group Presentation 2 X 50		Material: Corporate Social Responsibility Bibliography: <i>Reynold, George W. 2003. Ethics in Information Technology. Canada: Thomson Learning, Inc.</i>	20%
8	Able to implement Corporate Social Responsibility including reporting	Students can apply Corporate Social Responsibility including reporting	Criteria: 1.Activeness in class discussions 2.Completeness and suitability 3.High motivation and interest Form of Assessment : Participatory Activities	Group Presentation 2 X 50		Material: Corporate Social Responsibility Bibliography: <i>Reynold, George W. 2003. Ethics in Information Technology. Canada: Thomson Learning, Inc.</i>	20%
9	Able to master the basic concepts of professional ethics and compare several professional codes of ethics	Students can master the basic concepts of professional ethics and compare several professional codes of ethics	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	Questions and Answers, group presentations, 2 X 50 discussions		Material: Comparison of several professional codes of ethics Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	3%
10	Able to master the basic concepts of professional ethics and compare several professional codes of ethics	Students can master the basic concepts of professional ethics and compare several professional codes of ethics	Criteria: Activeness in class discussions Form of Assessment : Participatory Activities	Questions and Answers, group presentations, 2 X 50 discussions		Material: Comparison of several professional codes of ethics Reference: <i>Spinllo, Richard A. 2002. Case Studies in Information Technology Ethics. 2nd Edition. New Jersey: Prentice Hall.</i>	3%
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15	Able to master the basic concepts of professional ethics and compare several professional codes of ethics	Students can master the basic concepts of professional ethics and compare several professional codes of ethics	Criteria: 1.Activeness in class discussions 2.High motivation and interest Form of Assessment : Participatory Activities	Questions and Answers, group presentations, 2 X 50 discussions		Material: Comparison of several professional codes of ethics Reference: Spinllo, Richard A. 2002. <i>Case Studies in Information Technology Ethics. 2nd Edition.</i> New Jersey: Prentice Hall.	4%
16	Able to master the basic concepts of professional ethics and compare several professional codes of ethics	Students can master the basic concepts of professional ethics and compare several professional codes of ethics	Criteria: 1.Activeness in class discussions 2.High motivation and interest Form of Assessment : Participatory Activities	Questions and Answers, group presentations, 2 X 50 discussions		Material: Comparison of several professional codes of ethics Reference: Spinllo, Richard A. 2002. <i>Case Studies in Information Technology Ethics. 2nd Edition.</i> New Jersey: Prentice Hall.	4%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	97.5%
2.	Test	2.5%
		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** 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.