



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

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date
VIDEOGRAPHY	9034204427	Digital Photography	T=4 P=0 ECTS=6.36	2	July 17, 2024
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator	
	Asidigisianti Surya Patria, S.T., M.Pd.	

Learning model	Project Based Learning
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Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																																																				
	PLO-6	Able to design, implement and produce graphic design work both manually and digitally.																																																																																			
	Program Objectives (PO)																																																																																				
	PO - 1	Students understand the characteristics and role of audio-visual media in visual communication activities																																																																																			
	PO - 2	Students are able to design audio visual media both static (still images) and dynamic (moving images)																																																																																			
	PO - 3	Students respect work and are responsible																																																																																			
	PLO-PO Matrix																																																																																				
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PO Matrix at the end of each learning stage (Sub-PO)																																																																																					
	<table border="1" style="margin: auto;"> <thead> <tr> <th rowspan="2">P.O</th> <th colspan="16">Week</th> </tr> <tr> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>13</th><th>14</th><th>15</th><th>16</th> </tr> </thead> <tbody> <tr> <td>PO-1</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>PO-2</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>PO-3</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </tbody> </table>	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																
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Short Course Description	Courses with advanced application of the basic principles of time-based media in the form of dynamic audio-visual programs (video, TV and film programs), preparation of work scenarios and introduction to Audio-Visual media and its characteristics through dynamic visual language. Lectures are delivered using a combination of concept teaching and direct instruction. Evaluation through screening and peer review.
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References	Main :	
		<ol style="list-style-type: none"> 1. Barnwell, Jane. 2008. The Fundamental of Film Making . AVA Publishing, Switzerland. 2. Edgar, R., Marland, J., Rawle, S. 2010. The Language of Film . AVA Publishing, Switzerland. 3. Brown, Blair. 2012. Theory and Practice Image Making for Cinematographers and Directors. Focal Press, Oxford.
	Supporters:	

Supporting lecturer	Herma Retno Prabayanti, S.E., M.Med.Kom. Asy Syams Elya Ahmad, S.Pd., M.Ds. Nanda Nini Anggalih, S.Pd., M.Ds.
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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	Understand the field of videography and its characteristics.	1. Explain the meaning of videography. 2. Explain the meaning of cinematography. 3. Understand the context and objectives of videography science.	Form of Assessment : Practice / Performance	Concept teaching, discussion 3 X 50			0%
2	Identify conceptual tools in videography	1. Understand framing theory 2. Understand point of view theory 3. Understand lighting and coloring theory 4. Understand texture theory 5. Understand movement theory 6. Understand establishing theory 7. Understand POV theory	Form of Assessment : Participatory Activities	Concept teaching, discussion 3 X 50			5%
3	Create static videos without dialogue	1. Create still images video 2. Create Parallax effect	Form of Assessment : Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers. 3 X 50			5%
4	Create static videos without dialogue	1. Create still images video 2. Create Parallax effect	Form of Assessment : Portfolio Assessment	Lectures, discussions, questions and answers. 6 X 50			0%
5	Conduct peer reviews of fellow classmates' work	1. Able to provide constructive criticism 2. Able to evaluate one's own work	Form of Assessment : Practical Assessment	Lectures, questions and answers, discussions, tutorials. 3 X 50			0%
6	Visual/film terms and language.	1. Can explain the terms used in the world of film. 2. Can explain various sizes and movements based on the visual language used in the world of film.	Form of Assessment : Test	Lectures, questions and answers, discussions. 3 X 50			5%
7	Able to understand the basics of creating scenarios to story boards.	1. Can explain the meaning of a scenario. 2. Can explain the various components in a film scenario. 3. Can describe a premise. 4. Can explain the scene plot/treatment synopsis. 5. Can explain scenarios. 6. Can make story boards.	Form of Assessment : Test	Lectures, discussions, questions and answers. 3 X 50			5%

8	Able to master the meaning of Analog Audio and Digital Audio.	1. Can explain the magnitude of audio frequencies, both analog and digital. 2. Can describe analog and digital audio signal graphs. 3. Can explain the characteristics of analog and digital audio.	Form of Assessment : Practice / Performance	Examples of several analog and digital audio, lectures, discussions, questions and answers. 3 X 50			10%
9	Able to master the meaning of Analog Audio and Digital Audio.	1. Can explain the magnitude of audio frequencies, both analog and digital. 2. Can describe analog and digital audio signal graphs. 3. Can explain the characteristics of analog and digital audio.	Form of Assessment : Participatory Activities	Examples of several analog and digital audio, lectures, discussions, questions and answers. 3 X 50			0%
10	Midterm exam		Form of Assessment : Project Results Assessment / Product Assessment	3 X 50			0%
11	Able to master the operation of Audio Sound Forge 10 software and Audio Converter.	Can explain each digital audio software menu.	Form of Assessment : Practical Assessment	Lectures, questions and answers, discussions, tutorials. 3 X 50			0%
12	Able to master the operation of Audio Sound Forge 10 software and Audio Converter.	Can explain each digital audio software menu.	Form of Assessment : Project Results Assessment / Product Assessment	Lectures, questions and answers, discussions, tutorials. 3 X 50			0%
13	Able to apply premise, synopsis, scenario, story board in the form of a Video Documentary product	1. Can create a premise. 2. Can make a synopsis of the ILM. 3. Can create a scenario for an ILM. 4. Can create ILM story boards. 5. Can create ILM Documentary Video shows with a duration of 4 minutes	Form of Assessment : Participatory Activities	Lectures, discussions, questions and answers, doing 3 X 50 assignments			5%
14	Able to apply premise, synopsis, scenario, story board in the form of a Video Documentary product	1. Can create a premise. 2. Can make a synopsis of the ILM. 3. Can create a scenario for an ILM. 4. Can create ILM story boards. 5. Can create ILM Documentary Video shows with a duration of 4 minutes	Form of Assessment : Test	Lectures, discussions, questions and answers, doing 3 X 50 assignments			0%
15	Able to apply premise, synopsis, scenario, story board in the form of a Video Documentary product	1. Can create a premise. 2. Can make a synopsis of the ILM. 3. Can create a scenario for an ILM. 4. Can create ILM story boards. 5. Can create ILM Documentary Video shows with a duration of 4 minutes	Form of Assessment : Practice / Performance	Lectures, discussions, questions and answers, doing 3 X 50 assignments			0%

16			Form of Assessment : Portfolio Assessment				0%
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Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	10%
2.	Project Results Assessment / Product Assessment	5%
3.	Practice / Performance	10%
4.	Test	10%
		35%

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.**