

Universitas Negeri Surabaya Vocational Faculty, D4 Informatics Management Study Program

Document Code

SEMESTER LEARNING PLAN

Courses		CODE		Course Fa		mily		Credit Weight			SEMESTER	Compilation Date	
MOBILE PROGRAMMING		5 5730102193	2193		Compulsory Program Si		y '	T=0	P=0	ECTS=0	4	July 7, 2023	
AUTHORIZATION		SP Develope	SP Developer			ubjects Course Cluster Coordinator				1	Study Program Coordinator		
		l Gde Agung S S.Kom., M.Ko	l Gde Agung Sri Sidhimantra S.Kom., M.Kom.								Dodik Arwin Dermawan, S.ST., S.T., M.T.		
Learning model	Project Based Learning												
Program Learning Outcomes (PLO)	PLO study program that is charged to the course												
	Program Objectives (PO)												
	PO - 1	1 Master the knowledge and ability to build a mobile application/device that has complex functions and is combined into one unified system.											
	PO - 2	Students are able to design and create mobile applications											
	PO - 3	Students are able to apply integration and testing techniques for mobile applications both in stand alone, client-server mode and interfacing with other hardware.											
	PLO-PO Matrix												
		P.0 P0-1 P0-2 P0-3											
	PO Matrix at the end of each learning stage (Sub-PO)												
		P.O		, <u>, , , , , , , , , , , , , , , , , , </u>			Week						
			1	2 3	4 !	56	7	8	9	10 11	12 13 14	15 16	
		PO-1											
		PO-2											
		PO-3											
Short Course Description	Introduction fundament	e discusses mobile n to mobile progra al components, Ac ed Later students (ammin tivity li	g mat fe cyc	erial, le, Us	Introdu er Inter	ctic fac	on to e, Fr	Andr agme	oid materiants in And	al, Java in An roid, SQL Lite	droid. Android	
References	Main :												
	 Bill Phillips, Chris Stewart, Brian Hardy, and Kristin Marsicano, Android Programming: The Nerd Ranch Guide, Big Nerd Ranch LLC, 2nd edition, 2015. Rajiv Ramnath, Roger Crawfis, and Paolo Sivilotti, Android SDK 3 for Dummies, Wiley. Official Android Developer Documentation http://developer.android.com/. Iversen, Jakob & Eierman, Michael, Learning Mobile App Development A Hands-on Guide Building Apps with iOS and Android , 2014, Pearson Education 								ey.				

		Supporte	rs:					
			cWherter, J Sons.	eff & Gowell, Scott	, Professional N	Mobile Application Dev	velopment, 201	2, John Wiley
Support lecturer		I Gde Agu	ng Sri Sidhi	mantra, S.Kom., M	.Kom.			
Week-	eac	ities of	Ev	valuation	Help Learni Student [Esti	b Learning, ing methods, Assignments, imated time]	Learning materials	Assessment Weight (%)
	stage (Sub-PO)		Indicator Criteria & Form		Offline(offline)	Online (<i>online</i>)	- References]	
(1)		(2)	(3)	(4)	(5)	(6)	(7)	(8)
1					Students are able to explain in general terms programming in a mobile environment.			0%
2					Students are able to install the Android IDE			0%
3								0%
4								0%
5								0%
6								0%
7								0%
8								0%
9								0%
10								0%
11								0%
12								0%
13								0%
14								0%
15								0%
16								0%

 Evaluation Percentage Recap: Project Based Learning

 No
 Evaluation

 Percentage

0%

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.
- 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.