

		Universitas Negeri Surabaya Faculty of Languages and Arts Master of Arts and Culture Education Study Program					Document Code																																										
SEMESTER LEARNING PLAN																																																	
Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																									
Creativity and Creativity Education		8810902819		T=2	P=0	ECTS=4.48	2	July 18, 2024																																									
AUTHORIZATION		SP Developer		Course Cluster Coordinator			Study Program Coordinator																																										
				Dr. Anik Juwariyah, M.Si.																																										
Learning model	Case Studies																																																
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																																
	Program Objectives (PO)																																																
	PLO-PO Matrix																																																
		<div style="border: 1px solid black; padding: 5px; display: inline-block;">P.O</div>																																															
	PO Matrix at the end of each learning stage (Sub-PO)																																																
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td rowspan="2" style="width: 5%;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 2%;">1</td> <td style="width: 2%;">2</td> <td style="width: 2%;">3</td> <td style="width: 2%;">4</td> <td style="width: 2%;">5</td> <td style="width: 2%;">6</td> <td style="width: 2%;">7</td> <td style="width: 2%;">8</td> <td style="width: 2%;">9</td> <td style="width: 2%;">10</td> <td style="width: 2%;">11</td> <td style="width: 2%;">12</td> <td style="width: 2%;">13</td> <td style="width: 2%;">14</td> <td style="width: 2%;">15</td> <td style="width: 2%;">16</td> </tr> </table>																P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																																	
Short Course Description	This course examines creativity theory from the perspectives of philosophy, psychology, sociology, anthropology, and education. Study of creativity and civilization, creative capital, creativity and knowledge, creativity and aesthetics, and creativity in the learning and work process																																																
References	Main :																																																
	<ol style="list-style-type: none"> 1. Piliang, Yasraf Amir. 2018. Medan Kreativitas . Yogyakarta: Cantrik Pustaka. 2. Tabrani, Primadi. 2006. Kreativitas dan Humanitas: Sebuah Studi tentang Peranan Kreativitas dalam Perikehidupan Manusia . Yogyakarta: Jalasutra. 3. Tabrani, Primadi. 2014. Proses Kreasi-Gambar Anak-Proses Belajar . Jakarta: Erlangga. 4. May, Rollo. 2019. Kreativitas dan Keberanian . Terjemahan: Afthonul Affif. Yogyakarta: IRCiSoD. 																																																
	Supporters:																																																
Supporting lecturer	Dr. Drs. Djuli Djatiprambudi, M.Sn.																																																
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	Scope of creativity and education			2 X 50			0%
2	Creativity and civilization			2 X 50			0%
3	Creativity capital (1)			2 X 50			0%
4	Creativity capital (2)			2 X 50			0%
5	Creativity and knowledge (1)			2 X 50			0%
6	Creativity and knowledge (2)			2 X 50			0%
7	Creativity and aesthetics (1)			2 X 50			0%
8	Creativity and aesthetics (2)			2 X 50			0%
9	MIDTERM EXAM			2 X 50			0%
10	Creativity in the learning and work process			2 X 50			0%
11	Memory, imagination and creativity (1)			2 X 50			0%
12	Memory, imagination and creativity (2)			2 X 50			0%
13	Creative symptoms, creative processes, and intuition (1)			2 X 50			0%
14	Creative symptoms, creative processes, and intuition (2)			2 X 50			0%
15	Creativity learning methods			2 X 50			0%
16							0%

Evaluation Percentage Recap: Case Study

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.

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.