

Supporters:

Universitas Negeri Surabaya Faculty of Education, Bachelor of Primary School Teacher Education Study Program

Document Code

Computer application		COD	CODE Course Family			Credit Weight					SEME	STER	Con	npilatio e				
		8620	8620602005					T	Γ=2	P=0	EC	TS=3	.18	1		July	17, 202	
AUTHORIZATION		SP D	SP Developer					Course Cluster Coordinator					Study Program Coordinator					
															Putri		adyaı I.Pd.	nti, S.Pd
Learning model	Case Studies																	
Program Learning	PLO study program that is charged to the course																	
Outcomes	Program Objectives (PO)																	
(PLO)	PLO-PO Matrix																	
			P.O															
	PO Matrix at the end of each learning stage (Sub-PO)																	
		P.O	P.O				Week											
			1	2	3 4	4 5	6	6	7	8	9	10	11	12	13	14	15	16
Short Course Description	This course discusses Powerpoint, Macromedia Flash, and Photoshop applications, as well as their application to teaching and learning activities and the development of learning media in elementary schools.																	
References	Main :																	
	1. Ade Soba 2. Budi Peri 3. Charles Microsoft	mana. 20 Rubin. 2)12. I 011.	Micro	osoft C	Office	201	0 . J	laka	arta:	Elex	Med	ia Kor	nputi	ndo			ivision (

Supplectur		g Ulhaq Zuhdi, S.I	Ulhaq Zuhdi, S.Pd., M.Pd.									
Weel	k- s	Final abilities of each learning stage Sub-PO)	Indicator	valuation Criteria & Form	Stu	Help Learning, earning methods, dent Assignments, Estimated time] Online (online)	Learning materials [References]	Assessment Weight (%)				
(1)		(2)	(3)	(4)	(5)	(6)	(7)	(8)				

1	Initial perception of Powerpoint, Macromedia, and their function as CAI		1 X 1		0%
2	Practice utilizing the features in PowerPoint		1 X 1		0%
3	Practice inserting animation and transition effects		1 X 1		0%
4	Practice creating animations using motion paths		1 X 1		0%
5	Practice creating animations by utilizing time & delay effects		1 X 1		0%
6	Practice making Quiz with the Trigger feature		1 X 1		0%
7	Practice making quizzes with the "Script" programming language.		1 X 1		0%
8	UTS		1 X 1		0%
9	Explanation of Macromedia Flash 8 features and menus		1 X 1		0%
10	Practice creating shapes, text, processing colors and sizes		1 X 1		0%
11	Create animations using "motion frames"		1 X 1		0%
12	Practice inserting images in Flash 8		1 X 1		0%
13	Practice inserting audio in Flash 8		1 X 1		0%
14	Practice creating buttons with scripts		1 X 1		0%
15	Practice making quizzes using templates		1 X 1		0%
16					0%

Evaluation Percentage Recap: Case Study

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No	Evaluation	Percentage		
		00%		

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.
- 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
- 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.
- 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.