



**Universitas Negeri Surabaya**  
**Faculty of Languages and Arts**  
**Bachelor of Visual Communication Design Study Program**

Document Code

## SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Applicative Illustration	9024103020	Study Program Elective Courses	T=3	P=0	ECTS=4.77	6	April 20, 2022
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator	
	Muhammad Widyan Ardani, S.Pd., M.Sn.		.....			Marsudi, S.Pd., M.Pd.	

**Learning model**      **Project Based Learning**

**Program Learning Outcomes (PLO)**      **PLO study program that is charged to the course**

**Program Objectives (PO)**

<b>PO - 1</b>	Students are able to apply images as a means of visual communication and art.
<b>PO - 2</b>	Students are able to understand various stories in the field of illustration in relation to the world of visual communication/graphic design in general.
<b>PO - 3</b>	Students are able to effectively translate ideas or messages into visual form creatively in the field of illustration
<b>PO - 4</b>	Students are able to draw illustrations in relation to visual communication design/graphic design.

**PLO-PO Matrix**

	<table border="1" style="margin: auto;"> <tr><td>P.O</td></tr> <tr><td>PO-1</td></tr> <tr><td>PO-2</td></tr> <tr><td>PO-3</td></tr> <tr><td>PO-4</td></tr> </table>	P.O	PO-1	PO-2	PO-3	PO-4
P.O						
PO-1						
PO-2						
PO-3						
PO-4						

**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> <tr><td>PO-4</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																	PO-4																
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																																																																																																						
PO-4																																																																																																						

**Short Course Description**      This course provides the role of drawing art as a means of visual communication and graphic design as a means of developing ideas and thoughts. Students are skilled at developing basic ideas and illustrations manually and digitally.

**References**      **Main :**

1. Dreyfuss, Henry. Symbol Sourcebook. Mc Graw Hill. New York, 1972.
2. Huygne, Rene. Ideas and Imagen in World Art. Harry N. Abrams Inc. New York.
3. Lamb, Lynton . Drawing for Illustration. Oxford University Press, 1962.
4. Jennings, Simon. The Complete Guide To Advace Illustration and Design, Chartwel Books Inc., New Jersey, 1987.
5. Work Book. The National Directory of Creative Talent. Scott an Daughtern Publishing Inc. Los Angeles, 1996

**Supporters:**

**Supporting lecturer** Hendro Aryanto, S.Sn., M.Si.  
Muhammad Widyan Ardani, S.Pd., 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	Able to understand the meaning of symbolic fantasy illustration images.	1. Can describe the meaning and principles of symbolic fantasy illustration. 2. Can describe from verbal to visual	<b>Criteria:</b> Students can describe the meaning and principles of symbolic fantasy illustration  <b>Form of Assessment :</b> Participatory Activities, Tests	Lectures and questions and answers. 3 X 50		<b>Material:</b> fantasy and symbolic illustrations in principle. <b>Reference:</b> <i>Huygne, Rene. Ideas and Imagen in World Art. Harry N. Abrams Inc. New York.</i>	5%
2	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe humans entering the world of things. 2. Can apply the fantasy of Simple Objects and Humans	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> material describing humans entering the world of objects. <b>Reader:</b> <i>Lamb, Lynton. Drawing for Illustration. Oxford University Press, 1962.</i>	5%
3	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe humans entering the world of things. 2. Can apply the fantasy of Simple Objects and Humans	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> fantasy Simple Things and Humans <b>Reference:</b> <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i>	5%
4	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe the theory of signs (INDEX, ICON, SYMBOL) 2. Can apply popular expressions related to "LOVE"	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> Can apply popular expressions related to "LOVE" <b>Reference:</b> <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i>	5%

5	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe the theory of signs (INDEX, ICON, SYMBOL) 2. Can apply popular expressions related to "LOVE"	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> Can apply popular expressions related to "LOVE" <b>Reference:</b> <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i>	5%
6	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe verbal-visual principles. 2. Can apply verbal-visual principles to song lyrics.	<b>Criteria:</b> 1.1. Unique and interesting 2.2. Original 3.3. Coloring Technique 4.4. Finishing  <b>Form of Assessment :</b> Participatory Activities	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> verbal-visual principles into song lyrics. <b>References:</b> <i>Lamb, Lynton . Drawing for Illustration. Oxford University Press, 1962.</i>	5%
7	Able to master verbal-visual principles.	1. Can describe verbal-visual principles. 2. Can apply verbal-visual principles to song lyrics.	<b>Criteria:</b> 1.1. Unique and interesting 2.2. Original 3.3. Coloring Technique 4.4. Finishing  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> verbal-visual principles into song lyrics. <b>References:</b> <i>Lamb, Lynton . Drawing for Illustration. Oxford University Press, 1962.</i>	5%
8	Midterm exam	Midterm exam	<b>Criteria:</b> Midterm exam  <b>Form of Assessment :</b> Participatory Activities, Practice/Performance	Midterm Exam 3 X 50		<b>Material: UTS Reader:</b> <i>Lamb, Lynton . Drawing for Illustration. Oxford University Press, 1962.</i>  <b>Material: UTS Bibliography:</b> <i>Huygne, Rene. Ideas and Imagen in World Art. Harry N. Abrams Inc. New York.</i>	15%
9	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe the principle of Role Transfer. 2. Apply the principle of Role Transfer.	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> principles of symbolic fantasy illustration drawing. <b>Reference:</b> <i>Huygne, Rene. Ideas and Imagen in World Art. Harry N. Abrams Inc. New York.</i>	5%

10	Able to master the principles of symbolic fantasy illustration drawing	1. Can describe the principle of Role Transfer. 2. Apply the principle of Role Transfer.	<p><b>Criteria:</b></p> <p>1.1. Conformity with the theme.  2.2. Unique and interesting  3.3. Original  4.4. Coloring Technique  5.5. Finishing</p> <p><b>Form of Assessment :</b>  Participatory Activities</p>	Lecture, question and answer, Practice 3 X 50		<p><b>Material:</b>  illustration of the principle of Role Transfer</p> <p><b>References:</b>  <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i></p>	5%
11	Able to master verbal-visual principles.	1. Can describe verbal-visual principles 2. Can apply verbal-visual principles into proverbs, aphorisms, mottos, etc.	<p><b>Criteria:</b></p> <p>1.1. Conformity with the theme.  2.2. Unique and interesting  3.3. Original  4.4. Coloring Technique  5.5. Finishing</p> <p><b>Form of Assessment :</b>  Participatory Activities</p>	Lecture, question and answer, Practice 3 X 50		<p><b>Material:</b>  verbal-visual principles into a proverb, aphorisms, mottos, etc.</p> <p><b>Reference:</b>  <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i></p>	5%
12	Able to master verbal-visual principles.	1. Can describe verbal-visual principles 2. Can apply verbal-visual principles into proverbs, aphorisms, mottos, etc.	<p><b>Criteria:</b></p> <p>1.1. Conformity with the theme.  2.2. Unique and interesting  3.3. Original  4.4. Coloring Technique  5.5. Finishing</p> <p><b>Form of Assessment :</b>  Participatory Activities</p>	Lecture, question and answer, Practice 3 X 50		<p><b>Material:</b>  verbal-visual principles into a proverb, aphorisms, mottos, etc.</p> <p><b>Reference:</b>  <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i></p>	5%
13	Able to master the principles of METAPHOR	1. Can describe the METAPHOR principle 2. Can apply the METAPHOR principle	<p><b>Criteria:</b></p> <p>1.1. Conformity with the theme.  2.2. Unique and interesting  3.3. Original  4.4. Coloring Technique  5.5. Finishing</p> <p><b>Form of Assessment :</b>  Participatory Activities</p>	Lecture, question and answer, Practice 3 X 50		<p><b>Material:</b>  applying the principle of METAPHOR</p> <p><b>Reader:</b>  <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i></p>	5%
14	Able to master the principles of METAPHOR	1. Can describe the METAPHOR principle 2. Can apply the METAPHOR principle	<p><b>Criteria:</b></p> <p>1.1. Conformity with the theme.  2.2. Unique and interesting  3.3. Original  4.4. Coloring Technique  5.5. Finishing</p> <p><b>Form of Assessment :</b>  Participatory Activities</p>	Lecture, question and answer, Practice 3 X 50		<p><b>Material:</b>  applying the principle of METAPHOR</p> <p><b>Reader:</b>  <i>Jennings, Simon. The Complete Guide To Advanced Illustration and Design, Chartwel Books Inc., New Jersey, 1987.</i></p>	5%

15	Able to master the principles of caricature	1. Can describe the principles of caricature 2. Apply the principles of caricature	<b>Criteria:</b> 1.1. Conformity with the theme. 2.2. Unique and interesting 3.3. Original 4.4. Coloring Technique 5.5. Finishing  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Lecture, question and answer, Practice 3 X 50		<b>Material:</b> principles of caricature <b>Library:</b> Lamb, Lynton . <i>Drawing for Illustration.</i> Oxford University Press, 1962.	5%
16	Final exams	Final exams	<b>Criteria:</b> Final exams  <b>Form of Assessment :</b> Participatory Activities	3 X 50 Semester Final Exam		<b>Material: UAS Bibliography:</b> Huygne, Rene. <i>Ideas and Imagen in World Art.</i> Harry N. Abrams Inc. New York.  <b>Material: UAS Bibliography:</b> Jennings, Simon. <i>The Complete Guide To Advanced Illustration and Design,</i> Chartwel Books Inc., New Jersey, 1987.	15%

#### Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	80%
2.	Practical Assessment	10%
3.	Practice / Performance	7.5%
4.	Test	2.5%
		100%

#### 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.
- 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.
- 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** 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.
- 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.
- Forms of assessment:** test and non-test.
- 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.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.

