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

Document Code

SEMESTER LEARNING PLAN									
Courses		CODE	Cou	ırse Family	Credit We	ight	SEMESTER	Compilation Date	
Design Cı	reation Methods	9024102029			T=2 P=0	ECTS=3.18	4	July 18, 2024	
AUTHORI	ZATION	SP Develop	SP Developer		Course Cluster Coordinator		Study Program Coordinator		
							Marsudi, S.Pd., M.Pd.		
Learning model	Project Based L	earning							
Program Learning		gram that is charg	that is charged to the course						
Outcome		ctives (PO)							
(PLO)	PLO-PO Matrix	(
P.O									
	PO Matrix at th	e end of each lear	ning stage (Sub-	PO)					
		P.O	.O Week						
		1 2	3 4 5	6 7 8	9 10	11 12	13 14	15 16	
Short Course Descripti	designer's thinkir	Courses to explain methods, procedures, strategies in designing design projects. The study material presented is the designer's thinking process, creative thinking and several design creation methods with theoretical and practical strategies							
Referenc	es Main:								
 John C. Jones. 1992. Design Methods. Wiley2. John Bowers. 2011. Introduction to Grafpic Design Methodol and Processes: Understanding Theory and Aplication. John Wiley & Sons Sutrisno, Hadi. 1990. Metodology research, Jilid 1 & 2. Yogyakarta: Penerbit Andi Offset Gustami, Sp 2007. Butir-Butir Mutiara Estetika Timur, Ide Dasar Penciptaan Karya. Yogtakarta: Prasistwa. Best, K. 2006. Design Management: Managing Design Strategy, Process and Implementation. Laussane. Publishing. Leonard, N.&G. Ambrose. 2012. Design Research: Investigation for Successful Creative Solution, Basic Gr Design 02. Laussane. Ava Publishing. Sarwono, J&H. Lubis. 2007. Metode Riset untuk Desain Komunikasi Visual. Yogyakarta: Penerbit Andi. Holston, D. 2011. The Strategic Designers: Tools and technique for managing the design process. Cincinatti Media. 						stwa. .aussane. Ava Basic Graphic di.			
	Supporters:								
Supporting lecturer	ng Asidigisianti Sury Nova Kristiana, S	va Patria, S.T., M.Pd. S.Sn., M.Sn.							
Week-	Final abilities of each learning stage	Evalu	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]			Assessment Weight (%)	
	(Sub-PO)	Indicator	Criteria & Form	Offline (offline)	Online	(online)	References]		

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1	Explanation of: a) Objectives of the course b) Definition & scope of the course c) Lecture implementation policy and) Assignments & Assessment Policy e) Textbooks and learning resources that must be used f) Essential things in the implementation of the lecture	1. Students are able to define the meaning of Design Creation Method.2. Students are able to understand the scope of the Design Creation Method.	Lecture and question and answer, Powepoint. 2 X 50			0%
2	Understanding Design Method Categories	Students are able to understand the categories of Vernacular Design Methods, Design by Drawing, and New Design.	Lecture and question and answer, Powepoint 2 X 50			0%
3	Understanding the Design Process and Thinking Methods in Design	1.Students are able to understand the scope of the design process 2.Students are able to understand the role of Design Thinking and the benefits of its application in everyday life.	Lecture and question and answer, Powepoint 2 X 50			0%
4	Understand and be able to apply Decision Making and Testing Methods	Students can explain the meaning of Divergence, Transformation, Convergence, and levels of decision making.	Lecture and question and answer, Powepoint 2 X 50			0%
5	Understanding Analytical Methods for Exploration and Evaluation	1.Students are able to understand Analytical Methods for Exploration and Evaluation 2.Students are able to apply the concepts of Synectics SWOT brainstorming analysis and Cost-benefit Analysis.	Lecture and question and answer, Powepoint 2 X 50			0%
6	Able to understand and apply Design Strategies.	Students can understand and be able to choose the right strategy to be used in design	Lecture and question and answer, Powepoint 2 X 50			0%

7	Understand the	1.Students are	Lectures		0%
	insight & scope of research themes related to Graphic Design/DKV	able to recognize the scope of research studies in Graphic Design/DKV 2.Students are able to understand the context of commercial and social themes	and practicum, Powepoint 2 X 50		
8	UTS		2 X 50		0%
9	Understand the insight & scope of research themes related to Graphic Design/DKV (Continued)	1.Students are able to recognize the scope of research studies in Graphic Design/DKV 2.Students are able to understand the context of commercial and theme themes	Lectures and practicum, Powepoint 2 X 50		0%
10	Understanding Problem Seeking and Problem Solving	1.Students are able to find problems within the scope of research studies in Graphic Design/DKV 2.Students are able to find solutions to problems within the scope of research studies in Graphic Design/DKV	Lectures and practicum, Powepoint 2 X 50		0%
11	Able to apply Qualitative and Quantitative Research Methods	1.Students have the ability to apply 2.Qualitative and Quantitative Research Methods into design projects	Lecture and question and answer, Powepoint 2 X 50		0%
12	Able to apply Qualitative and Quantitative Research Methods	1.Students have the ability to apply 2.Qualitative and Quantitative Research Methods into design projects	Lecture and question and answer, Powepoint 2 X 50		0%

13	Able to apply the SWOT Matrix, 5W 1H, and Framing to data analysis.	1.Students are able to understand the meaning of SWOT and its Matrix 2.Students are able to apply the SWOT Matrix, 5W 1H, and Framing as a way to determine design strategies	Lecture and question and answer, Powepoint 2 X 50		0%
14	Able to apply the SWOT Matrix, 5W 1H, and Framing to data analysis.	1.Students are able to understand the meaning of SWOT and its Matrix 2.Students are able to apply the SWOT Matrix, 5W 1H, and Framing as a way to determine design strategies	Lecture and question and answer, Powepoint 2 X 50		0%
15	Able to apply Design Principles and Applications	Students understand and are able to apply Design Principles and Applications to social problems/issues	Lecture and question and answer, Powepoint 2 X 50		0%
16	UAS		2 X 50		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.
- 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.

- 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.