



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
DESIGN HISTORY	9024103059	Compulsory Study Program Subjects	T=3 P=0 ECTS=4.77	1	May 22, 2023
AUTHORIZATION	SP Developer		Course Cluster Coordinator	Study Program Coordinator	
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Learning model	Case Studies
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Program Learning Outcomes (PLO) PLO study program which is charged to the course

PLO-1	Able to demonstrate religious, national and cultural values, as well as academic ethics in carrying out their duties
PLO-5	Master the facts, concepts, principles, laws, theories and methodologies of the core fields of Visual Communication Design.
PLO-8	Able to plan the process of reviewing Visual Communication Design work from the concept stage, method, to final completion using a Visual Communication Design scientific approach based on the latest technological developments.
PLO-10	Able to study Visual Communication Design work that is oriented to a theoretical and contextual approach by following the latest technological developments.

Program Objectives (PO)

PO - 1	Appreciate the diversity of cultures, views, religions and beliefs, as well as other original opinions or findings in the history of design
PO - 2	Able to complete a wide scope of work and analyze data using a variety of appropriate methods, both non-standard and standard related to design history
PO - 3	Mastering the facts, concepts, principles, laws, theories and methodologies of the core fields of Visual Communication Design in design history
PO - 4	Able to study the history of design work (fashion, architecture, products, graphics and visual communication) with a theoretical and contextual approach in the current context

PLO-PO Matrix

	P.O	PLO-1	PLO-5	PLO-8	PLO-10
PO-1		✓			
PO-2			✓	✓	✓
PO-3			✓	✓	✓
PO-4					✓

PO Matrix at the end of each learning stage (Sub-PO)

	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 Courses to understand the division of periods in the history of world design starting from prehistoric times, ancient civilizations, medieval times, renaissance, enlightenment, 19th century design and modern design. 20th to now. The study material presented specifically reviews the history of design from a social, philosophical, technical or technological perspective that played a role in the emergence of design work. Apart from that, in general it also examines design artifacts from the fields of fashion, craft, interior/architecture, visual communication design, and product design. Lectures are delivered using a student-centered (constructivism) approach, using lecture-discussion and evaluation methods.

References Main :

1. Maffei, G.L. and Houze, R. 2010. The Design History Reader . Oxford: Berg
2. Hollis, Richard. 1994. Graphic Design: a Concise History . London: Thames and Hudson
3. Widagdo. 2005. Desain dan Kebudayaan . Bandung: Penerbit ITB.
4. Meggs, Phillip B. and Purvis, A.W. 2012. Megg's History of Graphic Design . New Jersey: John Wiley & Sons

Supporters:

Supporting lecturer Tri Cahyo Kusumandyoko, S.Sn., M.Ds.

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	Understand the function of studying design history	<ol style="list-style-type: none"> 1.Explain the historical definition and definition of design. 2.Understand the 5 W 1 H discussion topics in design history. 3.Understand the historical urgency of design. 4.Identify periodization in design history. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Lecture/Teaching concepts/discussion 3 X 50		<p>Material: 5W1H in design history</p> <p>Reference: <i>Meggs, Phillip B. and Purvis, AW 2012. Megg's History of Graphic Design . New Jersey: John Wiley & Sons</i></p>	5%
2	Explain the characteristics of prehistoric human visual works.	<ol style="list-style-type: none"> 1.Explain the definition of prehistory. 2.Identifying prehistoric periodization 3.Identifying visual works of prehistoric humans (Europe and Indonesia) 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Lecture/Teaching concepts/discussion 3 X 50		<p>Material: Prehistoric</p> <p>Bibliography: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	10%
3	Explain the characteristics of works of art, science and technology of ancient civilizations.	<ol style="list-style-type: none"> 1.Explain the definition of ancient civilization. 2.Identify the periodization of ancient civilizations. 3.Identify art, science and technology in ancient civilizations. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussions/lectures 3 X 50		<p>Material: Ancient Period</p> <p>Bibliography: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	5%
4	Explain the characteristics of medieval works of art, science and technology.	<ol style="list-style-type: none"> 1.Describes the medieval period. 2.Identify medieval periodization. 3.Identify art, science and technology in the medieval period. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussions/lectures 3 X 50		<p>Material: Medieval Period</p> <p>Reference: <i>Meggs, Phillip B. and Purvis, AW 2012. Megg's History of Graphic Design . New Jersey: John Wiley & Sons</i></p>	5%
5	Explain the characteristics of works of art, science and technology during the Renaissance.	<ol style="list-style-type: none"> 1.Describes the period of the Renaissance. 2.Identify the periodization of the Renaissance. 3.Identify art, science and technology in the Renaissance period. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussions/lectures 3 X 50		<p>Material: Renaissance Period</p> <p>Bibliography: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	5%

6	Explain the characteristics of works of art, science and technology during the enlightenment era.	<ol style="list-style-type: none"> 1.Describes the period of the enlightenment century. 2.Identify the periodization of the enlightenment century. 3.Identify art, science and technology in the enlightenment period. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussions/lectures 3 X 50		<p>Material: Enlightenment Period</p> <p>Bibliography: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	5%
7	Explain the characteristics of works of art, science and design technology of the 19th century.	<ol style="list-style-type: none"> 1.Describes the design period of the 19th century. 2.Identify the periodization of 19th century design. 3.Identify art, science and technology in the 19th century design period. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussion / lecture 3 X 50		<p>Material: 19th Century Period</p> <p>References: <i>Maffei, GL and Houze, R. 2010. The Design History Reader . Oxford: Berg</i></p>	10%
8	Mastering the material from meetings 1 to 7	Identifying classical-ancient periodization	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Forms of Assessment : Participatory Activities, Project Results Assessment / Product Assessment</p>	3 X 50		<p>Material: Review of the classical - medieval period</p> <p>Bibliography: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	5%
9	Explain the characteristics of works of art, science and design technology from the 20th century - now.	<ol style="list-style-type: none"> 1.Describes the design period of the 20th century - present. 2.Identify the design periodization of the 20th century - present. 3.Identify art, science and technology in the design period of the 20th century - present. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Project Results Assessment / Product Assessment</p>	Group discussions/lectures 3 X 50		<p>Material: 20th Century Design</p> <p>Bibliography: <i>Meggs, Phillip B. and Purvis, AW 2012. Megg's History of Graphic Design . New Jersey: John Wiley & Sons</i></p>	5%
10	Understanding visual style in 20th century design.	<ol style="list-style-type: none"> 1.Identify the characteristics of the Victorian visual style. 2.Identify the characteristics of the Arts and Crafts Movement's visual style 3.Identify the characteristics of the Art Nouveau visual style. 4.Name figures who influenced 20th century design. 	<p>Criteria: Maximum value if the assessment indicators are met</p> <p>Form of Assessment : Participatory Activities</p>	Group discussions/lectures 3 X 50		<p>Material: Art Movement</p> <p>Reader: <i>Hollis, Richard. 1994. Graphic Design: a Concise History. London: Thames and Hudson</i></p>	5%

11	Understanding visual style in 20th century design (early half).	1. Identify the characteristics of Futurism's visual style. 2. Identify the characteristics of the Art Deco visual style. 3. Identify the characteristics of the visual style of Dadaism. 4. Identify the characteristics of the De Stijl visual style. 5. Identify the characteristics of Constructivism's visual style.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Participatory Activities	Group discussion and presentation 3 X 50		Material: Dadaism and its characteristics Reader: <i>Widagdo. 2005. Design and Culture. Bandung: ITB Publishers.</i>	5%
12	Understanding visual style in 20th century design (early half).	1. Identify the characteristics of Futurism's visual style. 2. Identify the characteristics of the Art Deco visual style. 3. Identify the characteristics of the visual style of Dadaism. 4. Identify the characteristics of the De Stijl visual style. 5. Identify the characteristics of Constructivism's visual style.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Participatory Activities	Group discussion and presentation 3 X 50		Material: Futurism characteristics Reader: <i>Widagdo. 2005. Design and Culture. Bandung: ITB Publishers.</i>	5%
13	Understanding visual style in 20th century design (late half).	1. Identify the characteristics of the International Style visual style. 2. Explain the characteristics of the Helvetica letter. 3. Explain the characteristics of post modernism in design. 4. Explain the characteristics of the Pop Art style.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Participatory Activities	Lectures and discussions 3 X 50		Material: International Style Bibliography: <i>Maffei, GL and Houze, R. 2010. The Design History Reader . Oxford: Berg</i>	5%
14	Understanding visual style in 20th century design (late half).	1. Identify the characteristics of the International Style visual style. 2. Explain the characteristics of the Helvetica letter. 3. Explain the characteristics of post modernism in design. 4. Explain the characteristics of the Pop Art style.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Participatory Activities	Lectures and discussions 3 X 50		Material: Pop Art Library:	5%
15	Understand the history and development of design in Indonesia	Identify important points in the history of design in Indonesia.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Participatory Activities	Lectures and discussions 3 X 50		Material: Postmodern Bibliography: <i>Maffei, GL and Houze, R. 2010. The Design History Reader . Oxford: Berg</i>	5%

16	Mastering the material starts from the meeting after UTS, meeting 9 - 15	Identify important points in the history of design in Indonesia.	Criteria: Maximum value if the assessment indicators are met Form of Assessment : Practice / Performance	2 X 50		Material: 21st century design Reader: Widagdo. 2005. <i>Design and Culture</i> . Bandung: ITB Publishers.	15%
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Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	77.5%
2.	Project Results Assessment / Product Assessment	7.5%
3.	Practice / Performance	15%
		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.