SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Exhibition Design		9024103005		**T=3**	**P=0**	**ECTS=4.77**	6	July 18, 2024
AUTHORIZATION		SP Developer		Course Cluster Coordinator			Study Program Coordinator	
		....		....			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)
	PLO-PO Matrix
	P.O
	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

Short Course Description	This elective course discusses exhibition development processes and strategies using various technologies and techniques. Starting from exhibitions in museums, galleries, thematic exhibitions, retail and trade. Exhibition design is a collaborative work process that integrates the disciplines of architecture, landscape, graphic design, interior design, audiovisual engineering, digital media, lighting, interior design, and content development to develop audience experiences, engage audiences, and influence their understanding, with theoretical and strategic strategies. practice.

References	**Main :**

1. Ellen Rosewall. 2013. Arts Management; Uniting Arts and Audiences in the 21st Century. Oxford University Press.
2. Uwe Reinhardt, Philipp Teufel. 2010. New exhibition design 02 . Avedition.
3. Mikke Susanto. 2004. Menimbang Ruang Menata Rupa. Galang Press.
4. Glenn Adamson, dkk. 2007. What Makes a Great Exhibition?. University of the Arts, Philadhephia.
5. David Dernie. 2007. Exhibition Design . Laurence King.
6. Elizabeth Bogle. 2013. Museum Exhibition Planning and Design. Altamira Press.
7. Pam Locker. 2010. Basics Interior Design 02: Exhibition Design . AVA.

	Supporters:

Supporting lecturer	Muhamad Ro'is Abidin, S.Pd., M.Pd.

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 describe the development of exhibition design.	Can explain: 1. Definition of exhibition design. 2. Development of exhibition design.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.The work is in neat and clean condition.	Lectures, discussions and questions and answers 3 X 50			0%
2	Able to describe the development of exhibition design.	Can explain: 1. Definition of exhibition design. 2. Development of exhibition design.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.The work is in neat and clean condition.	Lectures, discussions and questions and answers 3 X 50			0%

| 3 | Able to describe and practice the basics of indoor-based exhibition design on a small scale. | Can explain: 1. The basics of indoor and outdoor-based exhibition design. 2. Small-scale exhibition design process. | **Criteria:**
1.1. Personal change
2. Understanding one's profession
2.3. Understand the content.
3.4. Strong concept.
4.5. Data readiness is fulfilled according to the planned time.
5.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers.
6.7. Creative and innovative design.
7.8. Carry out practices according to procedures.
8.9. The concept can be applied.
9.10. Timely submission of work.
10. The work is in neat and clean condition. | Lectures, discussions, practices and questions and answers
3 X 50 | | | 0% |
| 4 | Able to describe and practice the basics of indoor-based exhibition design on a small scale. | Can explain: 1. The basics of indoor and outdoor-based exhibition design. 2. Small-scale exhibition design process. | **Criteria:**
1.1. Personal change
2. Understanding one's profession
2.3. Understand the content.
3.4. Strong concept.
4.5. Data readiness is fulfilled according to the planned time.
5.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers.
6.7. Creative and innovative design.
7.8. Carry out practices according to procedures.
8.9. The concept can be applied.
9.10. Timely submission of work.
10. The work is in neat and clean condition. | Lectures, discussions, practices and questions and answers
3 X 50 | | | 0% |

| 5 | Able to describe and practice the basics of small-scale outdoor-based exhibition design. | Can explain: 1. The basics of indoor and outdoor-based exhibition design. 2. Small-scale exhibition design process. | **Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. Creative thinking process in exhibition design, including: 12.1. Basic: understanding client content, concepts, data, work practice, presentation of 3D mockups, evaluation. 13.Advanced: project management, design process, floor planning, 3D mockup presentation, physical building custom, construction, multimedia, equipment, materials, graphic design, electrical, lighting, installation, furniture procurement. The work is in neat and clean condition. | Lectures, discussions, practices and questions and answers 3 X 50 | | | 0% |

| 6 | Able to describe and practice the basics of small-scale outdoor-based exhibition design. | Can explain: 1. The basics of indoor and outdoor-based exhibition design. 2. Small-scale exhibition design process. | **Criteria:** 1. 1. Self-change 2. 2. Understanding your own profession 3. 3. Understand the content. 4. 4. Strong concept. 5. 5. Data readiness is fulfilled according to the planned time. 6. 6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7. 7. Creative and innovative design. 8. 8. Carry out practices according to procedures. 9. 9. The concept can be applied. 10. 10. Timely submission of work. 11. 11. Creative thinking process in exhibition design, including: 12. 1. Basic: understanding client content, concepts, data, work practice, presentation of 3D mockups, evaluation. 13. Advanced: project management, design process, floor planning, 3D mockup presentation, physical building custom, construction, multimedia, equipment, materials, graphic design, electrical, lighting, installation, furniture procurement. The work is in neat and clean condition. | Lectures, discussions, practices and questions and answers 3 X 50 | | | 0% |
| 7 | Able to design indoor or outdoor based with the basic knowledge obtained previously. | Skilled in designing for exhibition needs, both indoor and outdoor, with commercial product themes. | **Criteria:** 1. 1. Self-change 2. 2. Understanding your own profession 3. 3. Understand the content. 4. 4. Strong concept. 5. 5. Data readiness is fulfilled according to the planned time. 6. 6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7. 7. Creative and innovative design. 8. 8. Carry out practices according to procedures. 9. 9. The concept can be applied. 10. 10. Timely submission of work. 11. The work is in neat and clean condition. | Lectures, practices, presentations, discussions and questions and answers. 3 X 50 | | | 0% |

8	UTS - Indoor/outdoor based exhibition design presentation. Students can: get to know content, concepts, data, manual and digital work execution, presentations.			3 X 50			0%
9	Able to design indoor or outdoor based on a medium scale.	Can explain in detail the design process for a medium-scale exhibition with a certain theme.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition.	Lectures, practices, presentations. discussion, and questions and answers 3 X 50			0%
10	Able to design indoor or outdoor based on a medium scale.	Can explain in detail the design process for a medium-scale exhibition with a certain theme.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition.	Lectures, practices, presentations. discussion, and questions and answers 3 X 50			0%

| 11 | Able to design indoor and outdoor based exhibitions on an advanced scale. | 1. Able to think outside the box. 2. Managing creativity as capital in work and business. | **Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition. | Lectures, practices, presentations. discussion, and questions and answers 3 X 50 | | | 0% |
| 12 | Able to design indoor and outdoor based exhibitions on an advanced scale. | 1. Able to think outside the box. 2. Managing creativity as capital in work and business. | **Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition. | Lectures, practices, presentations. discussion, and questions and answers 3 X 50 | | | 0% |

13	Able to design on a large scale.	Can explain in detail the design process for large-scale exhibitions with certain themes.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition.	Lectures, discussions, presentations, questions and answers, 3 X 50 assignment evaluations			0%
14	Able to design on a large scale.	Can explain in detail the design process for large-scale exhibitions with certain themes.	**Criteria:** 1.1. Self-change 2.2. Understanding your own profession 3.3. Understand the content. 4.4. Strong concept. 5.5. Data readiness is fulfilled according to the planned time. 6.6. Concepts/ideas/ideas for activities/events can be justified through presentations and questions and answers. 7.7. Creative and innovative design. 8.8. Carry out practices according to procedures. 9.9. The concept can be applied. 10.10. Timely submission of work. 11.11. The work is in neat and clean condition.	Lectures, discussions, presentations, questions and answers, 3 X 50 assignment evaluations			0%
15							0%
16	UAS: practice, presentation and presentation of thematic-based work. Presenting the concept of making mock-ups, procedures and design processes according to the theme. Students present digital work, manuals (mockets) and at the same time present according to the concept in front of the class.			3 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.
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.