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

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
MOTION GRAPHICS	9024104083	Compulsory Study Program Subjects	T=4	P=0	ECTS=6.36	2	August 14, 2022

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
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Learning model	Case Studies	
Program Learning Outcomes (PLO)	**PLO study program which is charged to the course**	
	PLO-3	Develop logical, critical, systematic and creative thinking in carrying out specific work in their field of expertise and in accordance with work competency standards in the field concerned
	PLO-7	Able to plan the Visual Communication Design design process from concept, method, to final completion using the latest software-based Visual Communication Design scientific approach
	PLO-9	Able to design Visual Communication Design work that is oriented towards problem solving with a creativity and technology-based approach and using the latest software.
	Program Objectives (PO)	
	PO - 1	Able to create quality and measurable work in the creative process of working on "Motion Graphic"
	PO - 2	Mastering the facts, concepts, principles, laws, theories and methodologies of the core fields of Visual Communication Design through "Motion Graphics"
	PO - 3	Able to plan the design process of Visual Communication Design from the concept stage, method, to the end in "Motion Graphic"
	PLO-PO Matrix	

P.O	PLO-3	PLO-7	PLO-9
PO-1	✔	✔	✔
PO-2	✔	✔	✔
PO-3	✔	✔	✔

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																

Short Course Description	Courses to master motion graphic design skills such as; moving type and bumpers using After Effects, Motion, and Flash. The next skills are expected to be mastered, Titling Sequence, bumper advertising, and making infographics using motion graphic techniques delivered through a direct instruction approach with practical training, appreciation, and evaluation strategies.

References	**Main :**
	1. Steve, C. 2001. Motion Graphic. USA: Rockport 2. Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil 3. Hendratman, Hendi. 2016. The Magic of Adobe After Effect. Bandung: Informatika 4. Informatika , 2010, the magic of 3d Blender 5. Yael Braha, Bill Byrne - Creative Motion Graphic Titling for Film, Video, and the Web (2010)
	Supporters:

	Supporting lecturer	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	Understand the scope of motion graphics	1.Can describe the meaning and history of photography 2.Can describe historical developments	**Criteria:** Students are able to discuss, ask questions and assign assignments. **Form of Assessment** : Participatory Activities	Lectures, discussions, questions and answers, case studies. 4 X 50		**Material:** Basics of Photography **Reference:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil*	5%
2	mastering animation Mastering after effects kinetic text techniques	1.1. Able to analyze and explain the basic principles of animation 2.2. Able to create motion graphic animations by implementing the basic principles of animation	**Criteria:** Can design motion graphics using kinetic text after effects and implement them in works. **Form of Assessment** : Project Results Assessment / Product Assessment	Lectures, discussions, assignments, powerpoints, 4 X 50 practice exam exercises		**Material:** basic understanding of camera accessories operationally. **Reference:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil* --------- **Material:** basic principles of Motion graphics **Reference:** *Steve, C. 2001. Motion Graphics. USA: Rockport*	5%
3	mastering animation Mastering after effects kinetic text techniques	Able to create animations Can create kinetic text with After Effects	**Criteria:** Can design motion graphics using kinetic text after effects and implement them in works. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, assignments, powerpoint, 4 X 50 exam practice		**Material:** basic understanding of camera accessories operationally. **Reference:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil*	5%
4	Students are able to understand the steps of Motion Graphic Standard Operating Procedures (SOP).	Able to describe the steps for designing and implementing Motion Graphic Standard Operating Procedures (SOP).	**Criteria:** students are able to describe the steps for designing and implementing Motion Graphic Standard Operating Procedures (SOP). **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers, practice, assignments 4 X 50		**Material:** Can describe depth of field. **References:** *Steve, C. 2001. Motion Graphics. USA: Rockport*	5%
5	Students are able to understand the steps of Motion Graphic Standard Operating Procedures (SOP).	Applying direct, indirect and artificial light.	**Criteria:** 1.Students are able to apply the steps of Motion Graphic Standard Operating Procedures (SOP). 2.Students are able to present their Motion Graphic work through the Standard Operating Procedures (SOP) process **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers, practice, assignments 4 X 50		**Material:** design of motion graphic assignments **References:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics*	5%

			Criteria:			Material:	
6	Able to understand the principles of animation and implement them in motion graphic works	Can describe the principles of animation and implement them in motion graphic works	**Criteria:** Elaborate knowledge Can create text effects and particle effects with after effects **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers, practice, assignments 4 X 50		**Material:** introduction to SOP for Motion graphic design. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport* **Material:** application of quality composition techniques, point of interest, dominant, characteristics, texture, solid/massive, transparent to capturing still life and product photos **References:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil*	5%
7	Able to understand the principles of animation and implement them in motion graphic works	Can describe the principles of animation and implement them in motion graphic works	**Criteria:** Elaborate knowledge Can create text effects and particle effects with after effects **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers, practice, assignments 4 X 50		**Material:** introduction to SOP for Motion graphic design. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport* **Material:** application of quality composition techniques, point of interest, dominant, characteristics, texture, solid/massive, transparent to capturing still life and product photos **References:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil*	5%
8	Photography Midterm Exam	1.Designing Motion Graphic Works with a portfolio theme 2.Can Present Motion Graphic Works with a portfolio theme	**Criteria:** 1.Can Present Motion Graphic Works 2.Can Design Motion Graphic Works **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Midterm Exam with Practice showing 4 X 50 motion graphic work		**Material:** practical material for the stages of creating a motion graphic logo. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** Able to work with photography **Reader:** *Yael Braha, Bill Byrne - Creative Motion Graphic Titling for Film, Video, and the Web (2010)*	15%

9	Able to understand the function and role of Paralax in the implementation of motion graphics	Can describe the function and role of Paralax in the implementation of motion graphics	**Criteria:** Students can describe the function and role of Paralax in the implementation of motion graphics **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice. and YouTube 4 x 50		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** technical photography of human relations activities, showing cause and effect, expressions, events in the human environment. **References:** *Yael Braha, Bill Byrne - Creative Motion Graphic Titling for Film, Video, and the Web (2010)*	5%
10	Able to understand the function and role of Paralax in the implementation of motion graphics	1.Can describe the function and role of Paralax in the implementation of motion graphics 2. implementation of aspects of the paralax principle in motion graphic works	**Criteria:** 1.Students can describe the function and role of Paralax in the implementation of motion graphics 2.Students can implement aspects of the paralax principle in motion graphic works **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice. and YouTube 4 x 50		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** technical photography of human relations activities, showing cause and effect, expressions, events in the human environment. **References:** *Yael Braha, Bill Byrne - Creative Motion Graphic Titling for Film, Video, and the Web (2010)*	5%
11	Able to implement creative concepts in Motion Graphic Advertising Product designs.	Can apply animal photo techniques and close-up photos/Macro photography	**Criteria:** 1.Students can describe motion graphic work in the implementation of Motion Graphic Advertising Products. 2.Able to implement creative concepts in Motion Graphic Advertising Product designs. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice implementing the 4 x 50 motion graphic technique		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** Techniques for photographing subjects using a macro lens. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport*	5%

12	Able to implement creative concepts in Motion Graphic Advertising Product designs.	1. students can describe the function of motion graphics 2. Students can use Paralax to implement motion graphics	**Criteria:** Students can describe motion graphic work in the implementation of Motion Graphic Advertising Products. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice implementing the 4 x 50 motion graphic technique		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** Techniques for photographing subjects using a macro lens. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport*	5%
13	Able to implement creative concepts in Motion Graphic Advertising Product designs.	1. students can describe the function of motion graphics 2. Students can use Paralax to implement motion graphics	**Criteria:** 1. Students can describe the concept of motion graphic work in the implementation of Motion Graphic Advertising Products. 2. Students implement the concept of Motion Graphics in Product Advertising. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice implementing the 4 x 50 motion graphic technique		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** Techniques for photographing subjects using a macro lens. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport*	5%
14	Able to design Motion Graphic Advertising Products.	1. students can describe the function of motion graphics 2. Students can use Paralax to implement motion graphics	**Criteria:** 1. Students can describe the concept of motion graphic work in the implementation of Motion Graphic Advertising Products. 2. Students implement the concept of Motion Graphics in Product Advertising. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice implementing the 4 x 50 motion graphic technique		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* **Material:** Techniques for photographing subjects using a macro lens. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport*	5%

No							
15	Able to design Motion Graphic Advertising Products.	1. students can describe the function of motion graphics 2. Students can use Paralax to implement motion graphics	**Criteria:** 1. Students can describe the concept of motion graphic work in the implementation of Motion Graphic Advertising Products. 2. Students implement the concept of Motion Graphics in Product Advertising. **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, questions and answers, practice implementing the 4 x 50 motion graphic technique		**Material:** create a motion graphic paralax effect on text. **Reader:** *Hendratman, Hendi. 2016. The Magic of Adobe After Effects. Bandung: Informatics* ---- **Material:** Techniques for photographing subjects using a macro lens. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport*	5%
16	Final Semester Exam designing MSME Product Advertisements using a motion graphic approach to MSME Product advertisements	can design the concept of MSME Product Advertisements using an MSME motion graphic approach	**Criteria:** 1. demonstrations, discussions, and assignments, 2. Motion graphic design techniques 3. The process of designing Motion graphics **Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	Lectures, discussions, questions and answers, practice, assignments 4 x 50		**Material:** material for implementing paralax effect motion in motion graphic works. **Reference:** *Steve, C. 2001. Motion Graphic. USA: Rockport* ---- **Material:** Digital photo manipulation techniques **Reference:** *Douglas, M. 1987.Television Graphic: From Pencil to Pixel. London: Trefoil*	15%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
1.	Participatory Activities	50%
2.	Project Results Assessment / Product Assessment	50%
		100%

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.