Document Code



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

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	PO Matrix at the end of each learning stage (Sub-PO)																	
		P.O									Wee	ek						
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	Supporters:																	

Support lecturer		an Ardani, S.Pd., M.S	n.				
Week-	Final abilities of each learning stage	Eva	lluation	Leari Studer	Ip Learning, ning methods, nt Assignments, timated time]	Learning materials	Assessment Weight (%)
	(Sub-PO)	Indicator	Criteria & Form	Offline (offline)	Online (online)	[Neierenees]	
(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%

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: ntroduction to SOP for Motion graphic design. Reference: Steve, C. 2001. Motion Graphic. USA: Rockport Material: application of quality composition techniques, point of nterest, dominant, characteristics, texture, solid/massive, transparent to capturing still tife and product bhotos 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: ntroduction to SOP for Motion graphic design. Reference: Steve, C. 2001. Motion Graphic. USA: Rockport Material: application of quality composition cechniques, coint of nterest, dominant, characteristics, exture, solid/massive, rransparent to capturing still ife and product obhotos 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 ogo. 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 m graphic pa effect on te Reader: Hendratma Hendi. 201 The Magic Adobe Afte Effects. Bandung: Informatics Material: technical photograph human relations activities, showing ca and effect, expression events in th human environme Reference Yael Braha Byrne - Creative M	ralax ext. an, 6. of er ause as, ne nt. as; a, Bill
					Graphic Ti for Film, Vi and the W (2010)	tling ideo,
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 m graphic pa effect on te Reader: Hendratma Hendi. 201 The Magic Adobe Afte Effects. Bandung: Informatics Material: technical photograph human relations activities, showing ca and effect, expression events in th human environme Reference Yael Braha Byrne - Creative M Graphic Tif for Film, V and the W (2010)	ralax ext. an, 6. of er ause as, ane atting ideo,
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 m graphic pa effect on te Reader: Hendratma Hendi. 201 The Magic Adobe Afte Effects. Bandung: Informatics Material: Technique photograph subjects us a macro le Reference Steve, C. 2 Motion Graphic. U Rockport	ralax ext. an, 6. of er s for ning sing ns. ::

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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		a motion c paralax on text. vr: atman, 2016. agic of After b: ng:	
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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	graphic effect of Reade Hendric The M. Adobe Effects Bandu Information Technic photog subject a macri Refere Steve, Motion	a motion c paralax on text. or: atman, 2016. aagic of After s	
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	graphic effect of Reade Hendric The M. Adobe Effects Bandu Inform. Materi Techni photog subject a macri Refere Steve, Motion	a motion c paralax on text. or: atman, 2016. agic of After c. c. agic of al: atman greatics al: agic sfor irraphing ts using ro lens. one: C. 2001.	

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.
- 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.
- 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.