

	Universitas Negeri Surabaya S1 Sastra Inggris					Kode Dokumen
RENCANA PEMBELAJARAN SEMESTER						
MATA KULIAH (MK)	KODE	Rumpun MK	BOBOT (sks)	SEMESTER	Tgl Penyusunan	
Digital Humanities	7920202321		2		25 Agustus 2026	
OTORISASI	Pengembang RPS		Koordinator RMK		Koordinator Program Studi	
			Prof Pratiwi Retnaningdyah, Ph.D		ALI MUSTOFA	
Deskripsi Singkat MK	This course includes an area of scholarly activity at the intersection of computing or digital technologies and the humanities disciplines. It includes the systematic use of digital resources in the humanities and the analysis of their application. This course is designed to make students competent and perform in Indonesian digital society and culture in general. It covers discussion on the concepts of individuals, family, community, society, Indonesian cultural identity, rural-urban society, youth culture, virtual society and its culture. This course also gives opportunities for the students to apply concepts/theories to analyze phenomena and make an ethnographic report. This course uses problem-based and project-based methods of learning.					
Capaian Pembelajaran (CP)	CPL-PRODI yang dibebankan pada MK					
	CPL-3	Mengembangkan pemikiran logis, kritis, sistematis, dan kreatif dalam melakukan pekerjaan yang spesifik di bidang keahliannya serta sesuai dengan standar kompetensi kerja bidang yang bersangkutan				
	CPL-6	Mampu memahami, menganalisis, dan menginterpretasikan karya sastra dan non-sastra dalam berbagai genre dan moda komunikasi				
	CPL-4	Mengembangkan diri secara berkelanjutan dan berkolaborasi.				
	CPL-10	Mampu menghasilkan karya akademik atau non-akademik dengan baik dalam bentuk lisan maupun tulisan untuk beragam audiens dan tujuan				
	Capaian Pembelajaran Mata Kuliah (CPMK)					
	CPMK-1	Being able to examine concepts and theories of society and culture to analyze sociocultural phenomena.				
	CPMK-2	Being able to compose a reflective essay and an analytical essay of max 800 words on Indonesian cultural daily phenomena.				
	CPMK-3	Being able to respond to texts on Indonesian cultural issues orally.				
	CPMK-4	Being able to respect in cooperation in thought, expression, and intellectual engagement when writing compose a reflective essay and an analytical essay of max 800 words on Indonesian cultural daily phenomena.				
	Matrik CPL - CPMK					

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Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bentuk Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]		Materi Pembelajaran	Bobot Penilaian (%)																																																																																															
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(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)																																																																																															
1	Being able to define the concepts of society and culture.	Explain 2 concepts in Indonesian Society and Culture	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: The strategies used in the session are: lecturing, sharing discussion			4%																																																																																															
2	Being able to identify the relationship between individual, family, community, and society	Logical explanation of the relationship between invdidual, family, community/society	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: The strategies used in the session are: lecturing, sharing discussion			4%																																																																																															
3	Being able to define the construction process of Indonesian cultural identity.	Elaborate the construction process	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: The strategies used in the session are: lecturing, sharing discussion			4%																																																																																															

4	Being able to compare rural and urban societies in terms of social-cultural aspects	Compare 5 aspects of urban dan rural societies	Criteria: 1.Quality of idea 2. Organization 3. Language use	-Offline: The strategies used in the session are: lecturing, sharing discussion			4%
5	Being able to produce a concise academic work on a certain issue concerning the materials.	Find and solve problems of youth culture.	Criteria: 1.Quality of idea 2. Organization 3. Language use	-Offline: The strategies used in the session are: problem-based, sharing discussion			4%
6	Being able to deliver an oral presentation on the given task using appropriate English.	Problems and solution of youth culture. Group Presentation. Accurate grammar and oral fluency	Criteria: 1.Quality of idea 2. Organization 3. Language use	-Offline: The strategies used in the session are: problem-based: Presentation, sharing discussion			6%
7	Being able to produce a concise academic work on a certain issue concerning the materials.	Find and solve problems of Virtual society and culture.	Criteria: 1.Quality of idea 2. Organization 3. Language use	-Offline: The strategies used in the session are: problem-based, sharing discussion			4%
8	Being able to deliver an oral presentation on the given task using appropriate English.	Problems and solution of Virtual society and culture. Group Presentation. Accurate grammar and oral fluency	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: The strategies used in the session are: problem-based: Presentation, sharing discussion			6%
9	Being able to create reflective notes on students' understanding of the materials	Answer questions on reflection. Accurate grammar and oral fluency	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: The strategy used in the session is: reflective practice			10%
10	Being able to produce a concise academic work on a certain issue concerning the materials.	Demonstrate a problem orientation & grouping	Criteria: 1.Quality of idea 2. Organization 3. Language use	-Offline: The strategies used in the session are: lecturing, sharing			5%
11	Being able to produce a concise academic work on a certain issue concerning the materials.	Draft of Plan an ethnographic study	Criteria: 1.Quality of idea 2. Organization 3. Language use	- Offline: Group project to plan ethnographic study			5%

12	Being able to produce a concise academic work on a certain issue concerning the materials.	Draft of research instrument	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: Group project to make instruments			5%
13	Being able to produce a concise academic work on a certain issue concerning the materials.	Show log book of field study (1)	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: Group project to conduct a field study			6%
14	Being able to produce a concise academic work on a certain issue concerning the materials.	Show log book of field study (2)	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: Group project to conduct a field study			6%
15	Being able to produce a concise academic work on a certain issue concerning the materials.	Draft of ethnographic report	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: Group project to make an ethnographic report, Students improve their essays based on feedback for final evaluation or publication.			7%
16	Being able to deliver an oral presentation on the given task using appropriate English.	Presentation and reflection	Criteria: 1.Quality of idea 2. Organization 3. Language use	Offline: Group project to present and reflect the ethnographic report, Reflective writing class discussion			20%

SDGS (Sustainable Development Goals)



Catatan

1. **Capaian Pembelajaran Lulusan Program Studi (CPL-Prodi)** adalah rumusan kemampuan yang harus dimiliki oleh lulusan program studi yang mencakup sikap, penguasaan pengetahuan, keterampilan umum, dan keterampilan khusus sesuai dengan jenjang kualifikasi, yang diperoleh melalui proses pembelajaran.
2. **CPL-Prodi yang dibebankan pada Mata Kuliah** adalah bagian dari CPL-Prodi yang dipilih dan relevan untuk dikembangkan melalui suatu mata kuliah, sebagai dasar perumusan capaian pembelajaran mata kuliah.
3. **Capaian Pembelajaran Mata Kuliah (CPMK)** adalah kemampuan yang dirumuskan secara spesifik dan diturunkan dari CPL-Prodi yang dibebankan pada mata kuliah, serta menggambarkan kompetensi yang harus dicapai mahasiswa setelah menyelesaikan mata kuliah.
4. **Sub-CPMK** adalah kemampuan akhir yang direncanakan pada setiap tahap pembelajaran, sebagai penjabaran lebih rinci dari CPMK, bersifat terukur dan dapat diamati sesuai dengan materi pembelajaran.
5. **Indikator Penilaian** adalah pernyataan spesifik dan terukur yang digunakan untuk menilai ketercapaian Sub-CPMK, baik dari proses maupun hasil belajar mahasiswa, yang didukung dengan bukti penilaian.
6. **Kriteria Penilaian** adalah tolok ukur yang digunakan untuk menentukan tingkat ketercapaian hasil belajar mahasiswa berdasarkan indikator penilaian, guna menjamin penilaian yang objektif, konsisten, dan adil. Kriteria penilaian dapat bersifat kuantitatif dan/atau kualitatif.

7. **Bentuk Penilaian** meliputi penilaian tes dan non-tes sesuai dengan karakteristik capaian pembelajaran.
8. **Bentuk Pembelajaran** meliputi kuliah, responsi, tutorial, seminar atau bentuk lain yang setara, praktikum, praktik studio, praktik bengkel, praktik lapangan, penelitian, dan pengabdian kepada masyarakat.
9. **Metode Pembelajaran** merupakan cara penyampaian pembelajaran yang digunakan untuk mencapai capaian pembelajaran, antara lain Small Group Discussion, Project Based Learning, Case Based Learning, Collaborative Learning, Discovery Learning, Self-Directed Learning, serta metode lain yang relevan.
10. **Materi Pembelajaran** adalah bahan kajian yang disusun secara sistematis dalam bentuk pokok dan sub-pokok bahasan untuk mendukung pencapaian Sub-CPMK.
11. **Bobot Penilaian** adalah persentase kontribusi setiap komponen penilaian terhadap nilai akhir mata kuliah, yang ditetapkan secara proporsional sesuai tingkat kompleksitas dan ketercapaian Sub-CPMK, dengan total keseluruhan sebesar 100%.
12. TM = Tatap Muka, PT = Penugasan Terstruktur, BM = Belajar Mandiri.