



**Universitas Negeri Surabaya
Fakultas Bahasa dan Seni
Program Studi S1 Sastra Inggris**

Kode Dokumen

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH (MK)	KODE	Rumpun MK	BOBOT (sks)			SEMESTER	Tgl Penyusunan																																																																																																				
Desain Program Magang Praktik Industri	7920209092		T=0	P=4	ECTS=6.36	6	6 April 2025																																																																																																				
OTORISASI	Pengembang RPS		Koordinator RMK			Koordinator Program Studi																																																																																																					
			Dr. Ali Mustofa, S.S., M.Pd.																																																																																																					
Model Pembelajaran	Project Based Learning																																																																																																										
Capaian Pembelajaran (CP)	CPL-PRODI yang dibebankan pada MK																																																																																																										
	CPL-2	Menunjukkan karakter tangguh, kolaboratif, adaptif, inovatif, inklusif, belajar sepanjang hayat, dan berjiwa kewirausahaan																																																																																																									
	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																																																																																																									
	Capaian Pembelajaran Mata Kuliah (CPMK)																																																																																																										
	CPMK - 1	being able to Integrate theoretical design knowledge with practical application in an internship setting																																																																																																									
	CPMK - 2	being able to Exhibit professional behavior and effective teamwork within a design team.																																																																																																									
	CPMK - 3	being able to Produce a portfolio that showcases their design work and projects completed during the internship																																																																																																									
	CPMK - 4	being able to Evaluate their internship experience and articulate the lessons learned																																																																																																									
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Deskripsi Singkat MK	This course provides students with practical experience in the design industry through an internship program. Students will work in professional environments, apply theoretical knowledge, and develop skills essential for a successful career in design. Emphasis is placed on project development, teamwork, client interaction, and understanding industry standards.																																																																																																										
Pustaka	Utama :																																																																																																										
	<ol style="list-style-type: none"> 1. Understanding How Designers Think and Work by Nigel Cross 2. The Elements of User Experience by Jesse James Garrett 																																																																																																										

		Pendukung :					
		<ol style="list-style-type: none"> 1. journal 2. Mendeley Research Manager 					
Dosen Pengampu							
Mg Ke-	Kemampuan akhir tiap tahapan belajar (Sub-CPMK)	Penilaian		Bantuan Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]		Materi Pembelajaran [Pustaka]	Bobot Penilaian (%)
		Indikator	Kriteria & Bentuk	Luring (offline)	Daring (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	<ol style="list-style-type: none"> 1. Students will demonstrate the ability to apply design theories and principles to real-world projects. 2. Students will complete a project that incorporates research, conceptualization, and execution stages based on classroom learning 	<ol style="list-style-type: none"> 1. Application of design principles in projects. 2. Ability to discuss how coursework informed practical work. 	Kriteria: <ol style="list-style-type: none"> 1. Quality of work submitted. 2. Ability to articulate the relationship between theory and practice Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: apply design theories and principles to real-world projects Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
2	<ol style="list-style-type: none"> 1. Students will demonstrate the ability to apply design theories and principles to real-world projects. 2. Students will complete a project that incorporates research, conceptualization, and execution stages based on classroom learning 	<ol style="list-style-type: none"> 1. Application of design principles in projects. 2. Ability to discuss how coursework informed practical work. 	Kriteria: <ol style="list-style-type: none"> 1. Quality of work submitted. 2. Ability to articulate the relationship between theory and practice Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: apply design theories and principles to real-world projects Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
3	<ol style="list-style-type: none"> 1. Students will actively participate in team meetings, contributing ideas and feedback. 2. Students will demonstrate respect and effective communication with team members and clients 	Participation in team meetings and collaborations.	Kriteria: <ol style="list-style-type: none"> 1. Peer and supervisor evaluations based on collaboration, communication skills, and reliability. 2. Self-assessment reflecting on teamwork experiences and personal contributions. Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Exhibit Professional Behavior and Effective Teamwork within a Design Team Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
4	<ol style="list-style-type: none"> 1. Students will curate a portfolio that highlights key projects and their individual contributions. 2. Students will The portfolio will include a variety of work, such as sketches, final designs, and project summaries. 	<ol style="list-style-type: none"> 1. Compilation of design projects completed during the internship. 2. Quality of presentation and organization of the portfolio 	Kriteria: <ol style="list-style-type: none"> 1. Completeness and quality of portfolio. 2. Ability to explain design choices and processes Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Portfolio Development Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%

5	1.Students will actively participate in team meetings, contributing ideas and feedback. 2.Students will demonstrate respect and effective communication with team members and clients.	1.Participation in team meetings and collaborations. 2.Timeliness and reliability in completing tasks.	Kriteria: Peer and supervisor evaluations based on collaboration, communication skills, and reliability. Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Exhibit Professional Behavior and Effective Teamwork within a Design Team Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
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7	Students will demonstrate respect and effective communication with team members and clients.	Timeliness and reliability in completing tasks.	Kriteria: Self-assessment reflecting on teamwork experiences and personal contributions. Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Professional Behavior and Teamwork Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
8	Students will demonstrate respect and effective communication with team members and clients.	Timeliness and reliability in completing tasks.	Kriteria: Self-assessment reflecting on teamwork experiences and personal contributions. Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Professional Behavior and Teamwork Pustaka: <i>Understanding How Designers Think and Work by Nigel Cross</i>	5%
9	Students will curate a portfolio that highlights key projects and their individual contributions.	Compilation of design projects completed during the internship	Kriteria: Completeness and quality of portfolio	offline 2x50	online 2x50	Materi: Produce a Portfolio Pustaka: <i>The Elements of User Experience by Jesse James Garrett</i>	5%
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12	The portfolio will include a variety of work, such as sketches, final designs, and project summaries	Quality of presentation and organization of the portfolio	Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Portfolio Development Pustaka: <i>The Elements of User Experience</i> by Jesse James Garrett	10%
13	Students will write a comprehensive reflection paper analyzing their internship experience, including challenges faced and skills gained	Written reflection on the internship experience.	Kriteria: Depth of reflection Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Reflection and Evaluation Pustaka: <i>journal</i>	10%
14	Students will write a comprehensive reflection paper analyzing their internship experience, including challenges faced and skills gained	Written reflection on the internship experience.	Kriteria: Depth of reflection Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: Reflection and Evaluation Pustaka: <i>journal</i>	10%
15	Students will identify specific areas for personal and professional growth.	Identification of skills gained and areas for improvement	Kriteria: Ability to connect experiences to future career goals and opportunities for improvement Bentuk Penilaian : Penilaian Hasil Project / Penilaian Produk	offline 2x50	online 2x50	Materi: comprehensive reflection paper analyzing their internship experience Pustaka: <i>journal</i>	10%
16		Mahasiswa harus menyusun laporan yang mencakup analisis mendalam tentang desain program magang yang ada, serta memberikan rekomendasi yang didasarkan pada prinsip-prinsip akademik	Kriteria: 1. Analisis Kasus Desain Program Magang 2. Presentasi Kasus Desain Program Magang Bentuk Penilaian : Praktik / Unjuk Kerja				15%

Rekap Persentase Evaluasi : Project Based Learning

No	Evaluasi	Persentase
1.	Penilaian Hasil Project / Penilaian Produk	85%
2.	Praktik / Unjuk Kerja	15%
		100%

Catatan

- Capaian Pembelajaran Lulusan Prodi (CPL - Prodi)** adalah kemampuan yang dimiliki oleh setiap lulusan prodi yang merupakan internalisasi dari sikap, penguasaan pengetahuan dan ketrampilan sesuai dengan jenjang studinya yang diperoleh melalui proses pembelajaran.
- CPL yang dibebankan pada mata kuliah** adalah beberapa capaian pembelajaran lulusan program studi (CPL-Prodi) yang digunakan untuk pembentukan/pengembangan sebuah mata kuliah yang terdiri dari aspek sikap, ketrampilan umum, ketrampilan khusus dan pengetahuan.
- CP Mata kuliah (CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPL yang dibebankan pada mata kuliah, dan bersifat spesifik terhadap bahan kajian atau materi pembelajaran mata kuliah tersebut.
- Sub-CPMK Mata kuliah (Sub-CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPMK yang dapat diukur atau diamati dan merupakan kemampuan akhir yang direncanakan pada tiap tahap pembelajaran, dan bersifat spesifik terhadap materi pembelajaran mata kuliah tersebut.
- Indikator penilaian** kemampuan dalam proses maupun hasil belajar mahasiswa adalah pernyataan spesifik dan terukur yang mengidentifikasi kemampuan atau kinerja hasil belajar mahasiswa yang disertai bukti-bukti.
- Kriteria Penilaian** adalah patokan yang digunakan sebagai ukuran atau tolok ukur ketercapaian pembelajaran dalam penilaian berdasarkan indikator-indikator yang telah ditetapkan. Kriteria penilaian merupakan pedoman bagi penilai agar penilaian konsisten dan tidak bias. Kriteria dapat berupa kuantitatif ataupun kualitatif.
- Bentuk penilaian:** tes dan non-tes.
- Bentuk pembelajaran:** Kuliah, Responsi, Tutorial, Seminar atau yang setara, Praktikum, Praktik Studio, Praktik Bengkel, Praktik Lapangan, Penelitian, Pengabdian Kepada Masyarakat dan/atau bentuk pembelajaran lain yang setara.
- Metode Pembelajaran:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, dan metode lainnya yg setara.
- Materi Pembelajaran** adalah rincian atau uraian dari bahan kajian yg dapat disajikan dalam bentuk beberapa pokok dan sub-pokok bahasan.
- Bobot penilaian** adalah prosentasi penilaian terhadap setiap pencapaian sub-CPMK yang besarnya proposional dengan tingkat kesulitan pencapaian sub-CPMK tsb., dan totalnya 100%.

12. TM=Tatap Muka, PT=Penugasan terstruktur, BM=Belajar mandiri.

RPS ini telah divalidasi pada tanggal 11 November 2024

Koordinator Program Studi S1
Sastra Inggris



Dr. Ali Mustofa, S.S., M.Pd.
NIDN 0014067509

UPM Program Studi S1 Sastra
Inggris



Uci Elly Kholidah, S.S., M.A.
NIDN 0023069001

File PDF ini digenerate pada tanggal 6 April 2025 Jam 00:21 menggunakan aplikasi RPS-OBE SIDA Unesa

