



Universitas Negeri Surabaya
Faculty of Economics and Business
Bachelor of Commerce Education Study Program

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																	
Instructional Media	8721102031		T=2 P=0 ECTS=3.18	4	July 19, 2024																																	
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator																																	
		Dr. Tri Sudarwanto, S.Pd., MSM.																																	
Learning model	Project Based Learning																																					
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																					
	Program Objectives (PO)																																					
	PLO-PO Matrix																																					
		<table border="1" style="margin: auto;"> <tr><td style="width: 30px; height: 20px;">P.O</td></tr> </table>					P.O																															
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Short Course Description	PO Matrix at the end of each learning stage (Sub-PO)																																					
		<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 30px; height: 20px;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 20px;">1</td> <td style="width: 20px;">2</td> <td style="width: 20px;">3</td> <td style="width: 20px;">4</td> <td style="width: 20px;">5</td> <td style="width: 20px;">6</td> <td style="width: 20px;">7</td> <td style="width: 20px;">8</td> <td style="width: 20px;">9</td> <td style="width: 20px;">10</td> <td style="width: 20px;">11</td> <td style="width: 20px;">12</td> <td style="width: 20px;">13</td> <td style="width: 20px;">14</td> <td style="width: 20px;">15</td> <td style="width: 20px;">16</td> </tr> </table>					P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																						
References	<p>Main :</p> <ol style="list-style-type: none"> 1. Isnawati, Supriono, dan Hasan Subekti. 2013. Rampai Media Pembelajaran Sains Inovatif. Surabaya: Jaudar Press. 2. Smadino, Sharon E. , Debora L. Lowter, James D. Russell. 2011. Instructional Technology & media for Learning (Teknologi Pembelajaran dan Media untuk Belajar). Jakarta: Kencana Prenada Media Group. 3. Arsyad, Azhar. 2015. Media Pembelajaran . Jakarta: Raja Grafindo Persada. 4. Arsyad Azhar. 2012. Media Pendidikan: Pengertian Pengembangan, dan Pemanfaatannya . Jakarta: PT Raja Grafindo Persada. 5. Musfiqon, HM. 2012. Pengembangan Media & Sumber Pembelajaran . Jakarta: PT. Prestasi Pustakaraya. <p>Supporters:</p>																																					
Supporting lecturer	Dr. Tri Sudarwanto, S.Pd., MSM. Novi Marlina, S.Pd., M.Si. Septyan Budy Cahya, 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	Understand the meaning of media, objectives, benefits, sources and learning tools	1. Describe the meaning, objectives and benefits of learning media. 2. Identify sources of learning tools.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 35 3.2. Correct 2 marks 70 4.3. Correct 3 marks 100	Brief presentation of material, reading material, and discussion. 3 X 50			0%
2	Understand the role, function, classification and characteristics (characteristics) of learning media	1. Describe the role of learning media in the learning process. 2. Identify the classification of learning media.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 50 3.2. Correct 2 marks 100	Brief presentation of material, reading material, and discussion. 3 X 50			0%
3	Understand the types and criteria of learning media	1. Identify types of learning media. 2. Describe the criteria for learning media	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 35 3.2. Correct 2 marks 70 4.3. Correct 3 marks 100	Brief presentation of material, reading material, and discussion. 3 X 50			0%
4	Developing audio-based learning media	1. Determine the type of audio media according to the material topic. 2. Create audio media according to the topic of the material to be taught.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 35 3.2. Correct 2 marks 70 4.3. Correct 3 marks 100	View and observe examples of audio media and recreate them on different topics. 2 X 50			0%
5	Developing visual-based learning media.	1. Determine the type of visual media according to the material topic. 2. Create visual media according to the topic of material to be taught.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 25 3.2. Correct 2 marks 50 4.3. Correct 3 marks 75 5.4. Correct 4 marks 100	View and observe examples of visual media and recreate them with different topics. 3 X 50			0%

6	Understand the procedures for developing learning modules and worksheets	1. Describe the meaning of modules and worksheets. 2. Identify the characteristics of teaching modules and worksheets. 3. Identify procedures for creating LKS teaching modules.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 50 3.2. Correct 2 marks 100	Brief presentation of material, reading material, observing examples of teaching modules, and questions and answers. 3 X 50			0%
7	Prepare learning modules and worksheets for one training course	1. Create a teaching module for one hat/teaching material competency. 2. Make worksheets for one hat/teaching material competency.		View and observe examples of teaching modules and recreate them with different topics. 3 X 50			0%
8	UTS			3 X 50			0%
9	Understanding Information and Communication Technology Based Learning Computer Based Learning (ICT)	1. Describe the meaning of ICT-based learning. 2. Describe the meaning of ICT-based learning. 3. Identify the characteristics of ICT and computer-based learning. 4. Describe the principles of ICT and computer-based learning.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 50 3.2. Correct 2 marks 100	Brief presentation of material, reading material, discussion and question and answer. 3 X 50			0%
10	Understand ICT-Based Media Development in accordance with the applicable curriculum	1. Describe the ICT-based learning development model. 2. Arrange learning media in accordance with the applicable curriculum	Criteria: The maximum score with a correct answer is: 100	Brief presentation of material, reading material, discussion and question and answer 3 X 50			0%
11	Developing ICT media based on simulations and games	1. Describe the importance of simulations and games as learning media. 2. Designing computer-based simulation media and games	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 50 3.2. Correct 2 marks 100	Brief presentation of material, viewing examples, and making replications for different materials 3 X 50			0%
12	Creating simulation-based ICT media and games for one training course	Create simulation and games-based learning media for one subject matter topic.		Brief presentation of material, looking at examples, and making replications for different material. 3 X 50			0%

13	Developing web/internet based ICT media.	1. Describe the importance of web media as a learning medium. 2. Designing web media for learning media in the field of study.	Criteria: The maximum score with a correct answer is: 100	Brief presentation of material, looking at examples, and making replications for different material. 3 X 50			0%
14	Creating web/internet based ICT media for one training course	Create web-based learning media for one topic of study material.		Brief presentation of material, looking at examples, and making replications for different material. 3 X 50			0%
15	Developing multimedia presentation-based learning media	1. describe the meaning of multimedia presentation-based learning media. 2. Create multimedia-based presentation media for study material.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 25 3.2. Correct 2 marks 50 4.3. Correct 3 marks 75 5.4. Correct 4 marks 100	Brief presentation of material, looking at examples, and making replications for different material. 3 X 50			0%
16	Understand software to develop computer-based learning media	1. Identify types of software for developing learning media. 2. Operate software for developing learning media in the field of study.	Criteria: 1. The maximum score with all correct answers is: 100 with the following criteria: 2.1. Correct 1 value 25 3.2. Correct 2 marks 50 4.3. Correct 3 marks 75 5.4. Correct 4 marks 100	Brief presentation of the material, see examples, and try to operate the application program, and repeat again until you can. 3 X 50			0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
		0%

Notes

- 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.
- 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** abilities in the process and student learning outcomes are specific and measurable statements that identify the abilities 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.

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.