SEMESTER LEARNING PLAN

Courses		CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Digital Visuals and Multimedia		7020103085	Compulsory Study Program Subjects	T=3	P=0	ECTS=4.77	4	December 22, 2023

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	Puspita Sari Sukardani, S.T., M.Med.Kom.	....	Dr. Anam Miftakhul Huda, S.Kom., M.I.Kom.

Learning model	**Project Based Learning**

Program Learning Outcomes (PLO)	**PLO study program that 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-5	Able to develop concepts, rules and processes for planning, research and implementation of social change communication programs.
	PLO-6	Able to develop concepts of rules, research and processes in communication strategies related to the fields of marketing communications and media management.
	Program Objectives (PO)	
	PO - 1	Students are able to understand the basic concepts of digital visuals and multimedia
	PO - 2	Students are able to analyze image and audio-visual rules
	PO - 3	Students are able to create audiovisual works in the form of cinematic videos
	PLO-PO Matrix	

P.O	PLO-3	PLO-5	PLO-6
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	This digital visual and multimedia course examines the development of audiovisual media from the beginning of human civilization to the present. Through face-to-face meetings, discussions, presentations and practicums, students are trained to be sensitive to current developments and events in society by honing their sense of art, psychological feeling. So that students not only have the ability to deliver messages in audio-visual works, but can also design or conceptualize audio-visuals by adapting to developments in information and communication technology.
References	**Main :**

	1. Hughes, John F. 2013. Computer Graphics : Principles and Practice. Pearson Education Inc. USA.
	2. Arnston, Amy E. 2007. Graphic Design: Basics, Thomson Wadswords, United States of America.
	3. Hill, Will, 2005. The Complete Typografer: A Manual for Designing with Type, Page One Publishing Private Limited, Singapore

| **Supporters:** | |
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| **Supporting lecturer** | Dr. Danang Tandyonomanu, S.Sos., M.Si.
Puspita Sari Sukardani, S.T., M.Med.Kom.
Ade Firmannandya, S.I.Kom., M.I.Kom. |

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	Students are able to analyze basic digital visual and multimedia concepts	1. Students' accuracy in analyzing basic digital visual and multimedia concepts 2. Students' difficulty in studying the definition of multimedia 3. Students' accuracy in analyzing multimedia use 4. Students' accuracy in analyzing multimedia needs	**Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	- Pulpit Lecture - Questions and Answers - Discussion 3 X 50		**Material:** Basics of digital visuals and multimedia **Reference:** *Hughes, John F. 2013. Computer Graphics: Principles and Practice. Pearson Education Inc. USA.*	2%
2	Students are able to analyze images	Student accuracy in analyzing image characteristics	**Criteria:** **Form of Assessment** : Participatory Activities	- Pulpit Lecture - Questions and Answers - Discussion 3 X 50			2%
3	Students are able to practice image processing	1. Students' accuracy in creating images based on the results of the manipulation process 2. Student accuracy in designing image manipulation	**Criteria:** 2 **Form of Assessment** : Practical Assessment	- Pulpit Lecture - Questions and Answers - Discussion - Studio Practice 3 X 50			2%
4	Students are able to practice image processing II	1. Students' accuracy in creating images based on the results of the manipulation process 2. Student accuracy in designing image manipulation	**Forms of Assessment** : Project Results Assessment / Product Assessment, Practical Assessment	- Pulpit Lecture - Questions and Answers - Discussion - Studio Practice 3 X 50			2%

5	Students are able to analyze audio	1.Student accuracy in analyzing digital audio 2.Student accuracy in analyzing audio codecs 3.Student accuracy in analyzing audio compression	**Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	- Pulpit Lecture - Questions and Answers - Discussion 3 X 50			3%
6	Students are able to practice audio manipulation techniques	1.Students' accuracy in designing audio processing for the Adobe Audition application 2.Students' accuracy in creating audio mixing	**Forms of Assessment** : Project Results Assessment / Product Assessment, Practical Assessment	- Pulpit Lecture - Questions and Answers - Discussion - Studio Practice 3 X 50			2%
7	Students are able to practice audio processing techniques II	1.Students' accuracy in designing audio processing for the Adobe Audition application 2.Students' accuracy in creating audio mixing	**Form of Assessment** : Project Results Assessment / Product Assessment	- Pulpit Lecture - Questions and Answers - Discussion - Studio Practice 3 X 50			3%
8	Students are able to analyze problems in meetings 1-7	Students' accuracy in analyzing problems from meetings one to seven	**Form of Assessment** : Project Results Assessment / Product Assessment, Test	3 X 50			20%
9	Students are able to analyze digital videos	Student accuracy in analyzing video editing	**Form of Assessment** : Participatory Activities, Project Results Assessment / Product Assessment	3 X 50			3%
10	Students are able to practice video processing	Students are able to practice video processing	**Forms of Assessment** : Project Results Assessment / Product Assessment, Practical Assessment	3 X 50			5%
11	Students are able to practice video processing II	Students can understand and practice conceptualized film clip making	**Form of Assessment** : Project Results Assessment / Product Assessment	- Studio Practice 3 X 50			4%

12	Students are able to analyze animation	1.Students' accuracy in studying the principles of animation 2.Students' accuracy in analyzing types of animation		- Pulpit Lecture - Questions and Answers - Discussion - Studio Practice 3 X 50			2%
13	Students are able to practice animation processing	Students can understand and practice video editing using animation from concept, execution, to final editing	**Form of Assessment** : Project Results Assessment / Product Assessment	- Studio Practice 3 X 50			4%
14	Students are able to practice animation processing II	Students can understand and practice video editing using animation from concept, execution, to final editing	**Form of Assessment** : Project Results Assessment / Product Assessment	- Studio Practice 3 X 50			4%
15	Students are able to practice video editing	Students can understand and practice video editing using animation from concept, execution, to final editing	**Form of Assessment** : Project Results Assessment / Product Assessment	- Studio Practice 3 X 50			4%
16	Students are able to create products in the form of cinematic videos	Students' accuracy in creating products in the form of cinematic videos	**Criteria:** **Form of Assessment** : Project Results Assessment / Product Assessment, Test				40%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	6%
2.	Project Results Assessment / Product Assessment	57.5%
3.	Practical Assessment	6.5%
4.	Test	30%
		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.