	Universitas Negeri Surabaya **Faculty of Economics and Business** **Digital Business Undergraduate Study Program**	**Document Code**

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
UI/UX Design	6120903031	Compulsory Study Program Subjects	**T=1**	**P=1**	**ECTS=3.18**	5	July 18, 2024
AUTHORIZATION		**SP Developer**		**Course Cluster Coordinator**		**Study Program Coordinator**	
		Anita Safitri S.Kom., M.Kom		Ika Diyah Candra Arifah S.E., M.Com, CMA		Hujjatullah Fazlurrahman, S.E., MBA.	

Learning model	**Project Based Learning**

Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**	
	Program Objectives (PO)	
	PO - 1	Students understand the concept of UI/UX Design.
	PO - 2	Students are able to analyze UI/UX designs using the UI/UX framework.
	PO - 3	Students prepare analysis reports and design systems/websites/applications
	PLO-PO Matrix	

P.O
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 course facilitates students to master the concepts, theories and techniques in user experience design or User Experience UI/UX Design and be able to implement UI/UX Design design from developing a digital product application, especially web and mobile based applications. This course facilitates students to master concepts, theories and techniques in designing user experiences or User Experience UI/UX Design and being able to implement UI/UX Design designs from the development of a digital product application, especially web- and mobile-based applications. .

References	**Main :**	
	1. [1] Deacon, P. B. (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published. 2. [2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.	
	Supporters:	

Supporting lecturer	Ika Diyah Candra Arifah, S.E., M.Com. Hujjatullah Fazlurrahman, S.E., MBA. Anita Safitri, M. 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 understand the basics of UI / UX Design	1.1. Students are able to understand the meaning and differences between UI and UX 2.2. Students are able to understand the basics of UI design 3.3. Students are able to understand the principles of Visual Design (Design Theory) 4.4. Students are able to understand the principles of UI Design (8 Golden Rules)	**Criteria:** Holistic rubric **Form of Assessment** : Participatory Activities		Discussion Lecture	**Material:** [2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.*	10%
2	Students are able to understand the types and analyze them using the UX framework.	1.1. Students know the various UX design frameworks that can be used 2.2. Students are able to understand the design thinking process framework 3.3. Students are able to understand the double diamond framework 4.4. Students are able to understand the WEBQUAL 4.0 framework	**Form of Assessment** : Participatory Activities		Discussion Lecture	**Material:** [2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.*	5%

3	Students are able to redesign the UI/UX of the system/website/application using Figma software.		**Criteria:** Holistic Rubric **Form of Assessment** : Participatory Activities, Practice/Performance		Software Practice Discussion Lecture	**Material:** [2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.*	5%
4	Students carry out internships at companies	Students are able to analyze and design UI/UX according to the needs of the work area	**Criteria:** Holistic rubric **Form of Assessment** : Practice / Performance			**Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.*	5%

| 5 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:** Holistic rubric **Form of Assessment** : Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 6 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:** Holistic rubric **Form of Assessment** : Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd. **References:** *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |

| 7 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:** Holistic rubric

 Form of Assessment : Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
 References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 8 | Students prepare an internship activity plan report at the company | Students are able to present an internship activity plan report at the company | **Criteria:** Holistic rubric

 Form of Assessment : Project Results Assessment / Product Assessment | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
 References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 10% |

| 9 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:**
Holistic rubric

Form of Assessment :
Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 10 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:**
Holistic rubric

Form of Assessment :
Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |

| 11 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:**
Holistic rubric

Form of Assessment :
Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 12 | Students carry out monitoring and evaluation of internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:**
Holistic rubric

Form of Assessment :
Assessment of Project Results / Product Assessment, Practices / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 10% |

| 13 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:** Holistic rubric

Form of Assessment : Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 14 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:** Holistic rubric

Form of Assessment : Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |

| 15 | Students carry out internships at companies | Students are able to analyze and design UI/UX according to the needs of the work area | **Criteria:**
Holistic rubric

Form of Assessment :
Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 5% |
| 16 | Students prepare a Final Report on Internship Activities | Students are able to present a UI/UX Researcher Report in the Final Internship Report | **Criteria:**
Holistic rubric

Form of Assessment :
Practice / Performance | | | **Material:** 2] Staiano, F. (2022). Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packt Publishing Ltd.
References: *[1] Deacon, PB (2020). UX and UI Strategy: A step by step Guide on UX and UI design. United States of America: Independently published.* | 10% |

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	17.5%
2.	Project Results Assessment / Product Assessment	15%
3.	Practice / Performance	67.5%
		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.