



**Universitas Negeri Surabaya**  
**Faculty of Languages and Arts**  
**Undergraduate Study Program Drama Arts, Dance and Music Education**

Document Code

**SEMESTER LEARNING PLAN**

<b>Courses</b>	<b>CODE</b>	<b>Course Family</b>	<b>Credit Weight</b>	<b>SEMESTER</b>	<b>Compilation Date</b>																																											
Sound and Effects	8820902457		T=2 P=0 ECTS=3.18	5	July 17, 2024																																											
<b>AUTHORIZATION</b>	<b>SP Developer</b>		<b>Course Cluster Coordinator</b>		<b>Study Program Coordinator</b>																																											
	.....		.....		Dr. Welly Suryandoko, S.Pd., M.Pd.																																											
<b>Learning model</b>	Project Based Learning																																															
<b>Program Learning Outcomes (PLO)</b>	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: 50px;">P.O</td></tr> </table>					P.O																																									
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<b>PO Matrix at the end of each learning stage (Sub-PO)</b>																																																
		<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 50px;">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
P.O	Week																																															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																																
<b>Short Course Description</b>	Learning and developing skills about the types, functions and techniques of sound arrangement for stage and electronic media based on plays/drama scripts. Knowledge of the effects caused by sound and sound systems to develop the search for new forms of sound arrangement																																															
<b>References</b>	<b>Main :</b>																																															
	<ol style="list-style-type: none"> <li>1. Edwin Wilson , 1988, The Theatre Experience, New York: McGraw-Hill Book Company</li> <li>2. Autar Abdillah, 2008, Dramaturgi I, Surabaya: Unesa Press</li> <li>3. Putu Wijaya, 2007, Teater, Buku Pelajaran Seni Budaya, Jakarta: LPSN</li> <li>4. N. Riantiarno, 2003, Menyentuh Teater, Tanya Jawab Seputar Teater Kita, Jakarta: MU: 3 Books</li> <li>5. A. Adjib Hamzah, 1985, Pengantar Bermain Drama, Bandung: Rosda Karya</li> <li>6. Herman J. Waluyo, 2001, Drama dan Teori Pengajarannya, Hanindata Graha Widya</li> <li>7. Santoso, Eko. 2008, Pengetahuan Teater, Jakarta : Direktorat Pembinaan Sekolah Menengah Kejuruan</li> </ol>																																															
	<b>Supporters:</b>																																															
<b>Supporting lecturer</b>	Dr. Indar Sabri, S.Sn., 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	Able to explain the meaning of sound and effects.	Explain the meaning of sound system and effects	<b>Criteria:</b> Students are able to explain the meaning of sound correctly	Discussion and lecture 2 X 50			0%																																									

2	Able to explain the function of sound and effects	Students are able to understand the function of sound systems and effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to decipher the grid of the nature of sound and its function	Lectures and discussions 1 X 1			0%
3	Able to explain the development of sound systems and effects	Students are able to explain the development of sound systems and effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to explain the history of the development of sound using modern musical equipment	Practice, performance, practice 2 X 50			0%
4	Mastering manual flare and music effects	Students are able to master the manual management of sound effects and music	<b>Criteria:</b> Students are considered to have achieved material mastery if they are able to create a certain atmosphere from the sound effects of manual or acoustic musical equipment	Practice, performance, practice 2 X 50			0%
5	Mastering manual flare and music effects	Students are able to create natural mimetic sounds from beacon systems and manual music effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to create natural mimetic sound productions	Practice, performance, practice 2 X 50			0%
6	Mastering manual flare and music effects	Students are able to master and operate manual flares and music effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they master operational sound techniques and discover sound producing methods	Practice, performance, practice 2 X 50			0%
7	Mastering the flare and techno music effects	Students are able to operationalize and master sound creation techniques from flares and techno music effects	<b>Criteria:</b> Students are considered to have achieved learning mastery if they are able to operate and find sound sources and produce them in the form of atmosphere from software.	Practice, performance, practice 2 X 50			0%
8	Create music effects or musical accompaniment to a play from various sources of equipment	Students have the ability to express atmosphere through sound. Students are able to apply their ability to process sounds and equipment	<b>Criteria:</b> Students are considered to have achieved completeness in their learning material if they are able to synergize ideas in the form of events and sounds	Performance 2 X 50			0%
9	Mastering the design of flares and techno music effects	Students are able to master flare techniques and electrical and computer music effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to technically master the operation of computer software to create sound	Practice, performance, practice 2 X 50			0%
10	Mastering the design of flares and techno music effects	Students are able to operate and create sound compositions from the results of exploration of beacon systems and electrical and computer music effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to operate a computer and produce sound	Practice, performance, practice 2 X 50			0%

11	Creating sound systems and illustration effects using manual, electronic and computer music	Students are able to master and create sound compositions from manual, electrical and computer flare techniques and music effects	<b>Criteria:</b> Students are considered to have achieved material completeness if they are able to create sound productions from computer ensembles, acoustics and electronic music	Practice, performance, practice 2 X 50			0%
12	Creating sound systems and illustration effects using manual, electronic and computer music	Students are able to create ensemble compositions resulting from manual, electrical and computer flares and music effects	<b>Criteria:</b> Students are assessed as having achieved material completeness if they are able to create compositions from different sound sources	Practice, performance, practice 2 X 50			0%
13	Creating sound systems and illustration effects using manual, electronic and computer music	Students are able to operate and compose manual, electrical and computer flares and music effects	<b>Criteria:</b> Students are considered successful in achieving material completeness if they are able to carry out ensemble work with various tools and various skills	Practice, performance 2 X 50			0%
14	Creating sound systems and effects by combining effect elements	Students are able to master the possibilities of creating sound systems and effects using alternative tools such as DJs	<b>Criteria:</b> Students are considered to have achieved learning mastery if they can operate DJ equipment	Practice, performance, practice 2 X 50			0%
15	Performance production management	Students are able to present their findings in the form of holding simple performances	<b>Criteria:</b> Students are considered to have achieved completeness in the material if they are able to carry out ensemble work in a well-organized work production with free style performance management	Practice 2 X 50			0%
16	Performance production management	Structuring sound and creating illustrative music using several elements in a pantomime performance	<b>Criteria:</b> Students are considered to have achieved complete learning if they are able to carry out collective work and create works in a performance in harmony	Practice/performance 2 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.