	Universitas Negeri Surabaya Faculty of Engineering, Bachelor of Information Systems Study Program	Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Mobile Programming	5720103091		T=3	P=0	ECTS=4.77	5	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	.....	.....	I Kadek Dwi Nuryana, S.T., M.Kom.

Learning model	**Project Based Learning**
Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**
	Program Objectives (PO)
	PLO-PO Matrix

	P.O

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

Short Course Description	This course provides conceptual and implementation knowledge of mobile application development and its interaction with web services to develop personal and enterprise scale mobile applications.
References	**Main :**
	Supporters:
Supporting lecturer	Bonda Sisephaputra, 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 are able to explain in general terms programming in a mobile environment.	Accuracy in explaining mobile programming concepts.		3x50			0%

2	Students are able to install the Android IDE.	1. Accuracy in installing the Android IDE. 2. Accuracy in deploying applications to emulators, devices and 3rd parties.		3x50			0%
3	Students are able to explain the concepts of activity and intent. Students are able to use activities and intents in Android projects.	1. Accuracy in explaining the concept of activity & intent. 2. Accuracy in implementing activity & intent		3x50			0%
4	Students are able to apply various Android layouts.	Accuracy in applying Android layouts to different case studies.		3x50			0%
5	Students are able to use the widgets available in the Android environment.	1. Accuracy in explaining the widget concept. 2. Accuracy in applying Android widgets to different case studies.		3x50			0%
6	Students are able to use the widgets available in the Android environment.	1. Accuracy in explaining the widget concept 2. Accuracy in applying Android widgets to different case studies.					0%
7	Students are able to store application data using files and arrays.	1. Accuracy in understanding the concept of storing data in arrays. 2. Accuracy in understanding the concept of storing data in files					0%
8				1x1			0%
9	Students are able to display and handle menu events in Android applications.	Accuracy in implementing menu events in Android applications.		3x50			0%
10	Students are able to perform CRUD operations on SQLite Android databases.	1. Accuracy in explaining the concept of data storage with SQLite data base. 2. Accuracy in adding display and delete data functions.		3x50			0%

11	Students are able to perform CRUD operations on SQLite Android databases.	1. Accuracy in explaining the concept of data storage with SQLite data base. 2. Accuracy in adding display and delete data functions.		3x50			0%
12	Students are able to explain how to distribute Android applications.	1. Accuracy in explaining the concept of distribution files and application distribution. 2. Accuracy in distributing Android applications.		3x50			0%
13	1. Students are able to create a mobile application that shows the location of a mobile device 2. Students are able to manipulate the results of location services and display them on a map (GoogleMap).	1. Accuracy in explaining the concept of location services. 2. Accuracy in implementing the location service concept using the Google Map API.		3x50			0%
14	Students are able to create simple Android applications that implement data storage, location services, and client-server.	Accuracy in applying the concept of creating Android applications that have been taught.		3x50			0%
15	Students are able to create simple Android applications for data storage, location services, and client-server.	Accuracy in applying the concept of creating Android applications that have been taught.		3x50			0%
16	UAS						0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
		0%

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** 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.
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.