



**Universitas Negeri Surabaya
Faculty of Languages and Arts
Bachelor of Music Study Program**

**Document
Code**

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
Film, Television, And Animation Music	9122103134	Compulsory Study Program Subjects	T=3	P=0	ECTS=4.77	5	May 17, 2024
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator	
	Harpang Yudha Karyawanto, S.Pd., M.Pd		Harpang Yudha Karyawanto, S.Pd., M.Pd			Agus Suwahyono, S.Sn., M.Pd.	

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-7	Able to adapt to developments in technology, the business world and the music industry (DUDI).																																																																																				
PLO-10	Able to work together in a musical ensemble/collaboration/orchestra, both as a leader and member, to apply musical knowledge and skills through a training process and artistic production managerial approach to produce a collaborative presentation of musical works.																																																																																				
Program Objectives (PO)																																																																																					
PO - 1	Able to be responsible for evaluating, developing film, television and animation music independently																																																																																				
PO - 2	Able to evaluate appropriate film, television and animation music. Able to develop film, television and animation music according to the skill development model																																																																																				
PO - 3	Able to analyze the results of film, television and animation music based on analysis results by utilizing various sources, science and technology-based media contextually																																																																																				
PLO-PO Matrix																																																																																					
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th>P.O</th> <th>PLO-3</th> <th>PLO-7</th> <th>PLO-10</th> </tr> <tr> <td>PO-1</td> <td style="text-align: center;">✓</td> <td></td> <td></td> </tr> <tr> <td>PO-2</td> <td></td> <td style="text-align: center;">✓</td> <td></td> </tr> <tr> <td>PO-3</td> <td></td> <td></td> <td style="text-align: center;">✓</td> </tr> </table>	P.O	PLO-3	PLO-7	PLO-10	PO-1	✓			PO-2		✓		PO-3			✓																																																																				
P.O	PLO-3	PLO-7	PLO-10																																																																																		
PO-1	✓																																																																																				
PO-2		✓																																																																																			
PO-3			✓																																																																																		
PO Matrix at the end of each learning stage (Sub-PO)																																																																																					
	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th rowspan="2">P.O</th> <th colspan="16">Week</th> </tr> <tr> <th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>13</th><th>14</th><th>15</th><th>16</th> </tr> <tr> <td>PO-1</td> <td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>PO-2</td> <td></td><td></td><td></td><td></td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>PO-3</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td><td style="text-align: center;">✓</td> </tr> </table>	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									✓	✓	✓	✓	✓	✓	✓	✓
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 The course contains understanding, knowledge and mastery of basic technical skills for making film, drama and television music with theoretical and practical strategies

References **Main :**

1. Puwanto, Hari. 2009. Musicmagic. CV Andik offset
2. Purwacandra, P P. 2007. Pembuatan Ilustrasi Musik berbasis MIDI. Yogyakarta: STMIK AMIKOM
3. Cook, N. (1990). Music, imagination, and culture. Clarendon Press.
4. Cohen, R. (2012). Folk music: the basics. Routledge.

		Supporters:					
		<ol style="list-style-type: none"> 1. Shuker, R. (2013). Understanding popular music. Routledge. 2. Boutelle, K. N., Jeffery, R. W., Murray, D. M., & Schmitz, M. K. H. (2001). Using signs, artwork, and music to promote stair use in a public building. American journal of public health, 91(12), 2004-2006. 					
Supporting lecturer		Harpang Yudha Karyawanto, 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	Able to master various basic concepts for making film, drama and television music	Create concepts for film, drama, television music illustrations	Criteria: Identifying the performance results of film, drama, television music processing Creativity in film, drama and television music concepts Film Music Analysis Form of Assessment : Practice / Performance	Lecture, question and answer, and demonstration 2 X 50	Lectures, questions and answers, and 2x50 demonstrations	Material: Introduction to Film Music Illustrations Reference: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i>	5%
2	Able to master various basic concepts for making film, drama and television music	Create concepts for film, drama, television music illustrations	Criteria: Identifying the performance results of film, drama, television music processing Creativity in film, drama and television music concepts Film Music Analysis Form of Assessment : Participatory Activities	Lecture, question and answer, and demonstration 2 X 50	Lectures, questions and answers, and 2x50 demonstrations	Material: Introduction to Film Music Illustration Bibliography: <i>Cook, N. (1990). Music, imagination, and culture. Clarendon Press.</i>	5%
3	Able to master various basic concepts for making film, drama and television music	Imagination Music Film, Drama, Television	Criteria: Identifying the performance results of film, drama, television music processing Creativity in film, drama and television music concepts Film Music Analysis Form of Assessment : Practice / Performance	Lecture, question and answer, and demonstration 2 X 50	Lectures, questions and answers, and 2x50 demonstrations	Material: Introduction to Film Music Illustration Bibliography: <i>Cook, N. (1990). Music, imagination, and culture. Clarendon Press.</i>	5%
4	Able to master various basic concepts for making film, drama and television music	Imagination Music Film, Drama, Television	Criteria: Identifying the performance results of film, drama, television music processing Creativity in film, drama and television music concepts Film Music Analysis Form of Assessment : Participatory Activities, Practice/Performance	Lecture, question and answer, and demonstration 2 X 50	Lectures, questions and answers, and 2x50 demonstrations	Material: Introduction to Film Music Illustration Bibliography: <i>Boutelle, KN, Jeffery, RW, Murray, DM, & Schmitz, MKH (2001). Using signs, artwork, and music to promote stair use in a public building. American journal of public health, 91(12), 2004-2006.</i>	5%
5	Able to master various basic concepts of making Television Music	Analyzing the concept of Television Music illustration	Criteria: Identifying the performance results of film, drama and television music processing. Creativity in the concept of television music Form of Assessment : Participatory Activities, Practice/Performance	Lectures, questions and answers, and demonstrations, Practice 2 X 50	Lectures, questions and answers, and demonstrations, Practice 2x50	Material: Music, Film Illustrations and Animation 1 References: <i>Cohen, R. (2012). Folk music: the basics. Routledge.</i>	5%

6	Able to master various basic concepts of making Television Music	Analyzing the concept of Television Music illustration	<p>Criteria: Identifying the performance results of film, drama and television music processing. Creativity in the concept of television music</p> <p>Form of Assessment : Practice / Performance</p>	Lectures, questions and answers, and demonstrations, Practice 2 X 50	Lectures, questions and answers, and demonstrations, Practice 2x50	<p>Material: Music, Film and Animation Illustrations 1</p> <p>References: <i>Shuker, R. (2013). Understanding popular music. Routledge.</i></p>	5%
7	Able to master various basic concepts of making Television Music	Analyzing the concept of Television Music illustration	<p>Criteria: Identifying the performance results of film, drama and television music processing. Creativity in the concept of television music</p> <p>Form of Assessment : Practice / Performance</p>	Lectures, questions and answers, and demonstrations, Practice 2 X 50	Lectures, questions and answers, and demonstrations, Practice 2x50	<p>Material: Music, Film and Animation Illustrations 1</p> <p>References: <i>Cook, N. (1990). Music, imagination, and culture. Clarendon Press.</i></p>	5%
8	Able to master various basic concepts of making Television Music	Analyzing the concept of Film and Television Music illustrations	<p>Criteria:</p> <ol style="list-style-type: none"> 1.Create film and television music concepts with complete scenarios 2.Creating film and television music concepts with incomplete scenarios 3.Creating film and television music concepts does not involve incomplete scenarios 4.Creating a film music concept does not come with an incomplete scenario <p>Form of Assessment : Practice / Performance</p>	Practice 2 X 50	Practice 2x50	<p>Material: Music, Film and Animation Illustrations 1</p> <p>References: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i></p>	10%
9	Be creative in making film music illustrations with music materials that are already available in the music software used	<ol style="list-style-type: none"> 1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts 	<p>Criteria: Identify the performance results of film, television and animation music processing</p> <p>Form of Assessment : Participatory Activities, Practice/Performance</p>	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	<p>Material: Music, Film and Animation Illustrations 1</p> <p>References: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i></p>	5%
10	Be creative in making film music illustrations with music materials that are already available in the music software used	<ol style="list-style-type: none"> 1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts 	<p>Criteria: Identify the performance results of film, television and animation music processing</p> <p>Form of Assessment : Participatory Activities, Practice/Performance</p>	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	<p>Material: Film Music Production and Animation 1</p> <p>References: <i>Shuker, R. (2013). Understanding popular music. Routledge.</i></p>	5%

11	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film and Animation Music Production 1 Reference: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i>	5%
12	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film and Animation Music Production 1 Reference: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i>	5%
13	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film and Animation Music Production 1 Reference: <i>Purwacandra, P P. 2007. Making MIDI-based Music Illustrations. Yogyakarta: STMIK AMIKOM</i>	5%
14	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film Music Production and Animation 1 References: <i>Cook, N. (1990). Music, imagination, and culture. Clarendon Press.</i>	5%
15	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film Music Production and Animation 1 References: <i>Shuker, R. (2013). Understanding popular music. Routledge.</i>	5%

16	Be creative in making film music illustrations with music materials that are already available in the music software used	1.Editing and mastering music software used to create film music illustrations 2.Be creative in choosing film music illustration concepts	Criteria: Identify the performance results of film, television and animation music processing Form of Assessment : Participatory Activities, Practice/Performance	Practice and demonstration of 2 X 50	Practice and demonstration 2x50	Material: Film Music and Animation Production 1 Reference: <i>Puwanto, Hari. 2009. Musicmagic. CV Andik offset</i>	20%
----	---	--	--	---	------------------------------------	--	-----

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	37.5%
2.	Practice / Performance	62.5%
		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.**