



**Universitas Negeri Surabaya
Faculty of Vocational Studies
D4 Fashion Design Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight	SEMESTER	Compilation Date																																	
Embroidery	9441003113		T=1 P=2 ECTS=4.77	5	July 17, 2024																																	
AUTHORIZATION	SP Developer		Course Cluster Coordinator		Study Program Coordinator																																	
		Dr. Irma Russanti, S.Pd., M.Ds.																																	
Learning model	Project Based Learning																																					
Program Learning Outcomes (PLO)	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; height: 20px;">P.O</td></tr> </table>					P.O																															
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Short Course Description	PO Matrix at the end of each learning stage (Sub-PO)																																					
		<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 30px; height: 20px;">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
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References	Main : <ol style="list-style-type: none"> 1. Hasyim, Hery.2009. Bordir Aplikasi. Surabaya. Jiara Aksa 2. Kriswati, Enny. 2010. Seni Bordir. Bandung. Humanara Uatama Press 3. Singer. Instruction for art Embroidery and Lace Work. New York 4. Suhersono, Hery. 2011. Mengenal lebih dalam bordir lukis. Jakarta. Dian Rakyat 5. Suhersono, Hery. 2005. Desain bordir motif geometris. Jakarta. Gramedia Pustaka Utama 6. Suhersono, Hery. 2004. Desain bordir motif kerancang, tepi dan lengkung. Jakarta. Gramedia Pustaka Utama 7. Suhersono, Hery. 2004. Desain bordir motif flora & dekoratif. Jakarta. Gramedia Pustaka Utama 8. Wancik, Tresna Jero. 2000. Adrikiya Sulam Indonesia (Indonesia Embroidery Heritage). Jakarta. Yayasan Sulam Indonesia. Supporters:																																					
Supporting lecturer	Dra. Urip Wahyuningsih, M.Pd. Dr. Yuhri Inang Prihatina, S.Pd., M.Sn.																																					
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 basic concepts of embroidery	1.Explain the meaning of embroidery 2.Explain the history of embroidery 3.Explain the purpose and benefits of embroidery 4.Identify embroidery tools and materials	Criteria: 1-100	3 X 50 discussion presentation			0%
2	Students are able to design embroidery	Explains the source of ideas, basic motifs for embroidery designs	Criteria: 1-100	Discussion of assignment 3 X 50			0%
3	Students are able to design embroidery	Explains the source of ideas, basic motifs for embroidery designs	Criteria: 1-100	Discussion of assignment 3 X 50			0%
4	Students are able to operate an embroidery machine	1.Explain the steps to operate an embroidery machine 2.Try running the embroidery machine on the fabric according to the steps	Criteria: 1-100	Practice/exercise 3 X 50			0%
5	Students are able to embroider basic embroidery techniques	Explains the various basic embroidery techniques (straight, skip, esek, sand) and how to make them with geometric designs	Criteria: 1-100	assignments/exercises 3 X 50			0%
6	Students are able to embroider basic embroidery techniques	Explains the various basic embroidery techniques (straight, skip, esek, sand) and how to make them with geometric designs	Criteria: 1-100	assignments/exercises 3 X 50			0%
7	Students are able to embroider basic embroidery techniques	Explains the various basic embroidery techniques (straight, skip, esek, sand) and how to make them with geometric designs	Criteria: 1-100	assignments/exercises 3 X 50			0%
8	UTS			3 X 50			0%

9	Students understand the basic concepts of computer embroidery and installing computer embroidery	1. Explain the meaning of computer embroidery 2. Able to install computer embroidery with the help of IT experts3. Able to understand the application of computer embroidery in fashion life	Criteria: 1-100	3 X 50 online presentations and discussions			0%
10	Students understand the tools used in computer embroidery	Demonstrate how to use tools in computer embroidery	Criteria: 1-100	Assignments/exercises 3 X 50			0%
11	Students are able to apply embroidery techniques to designs for fashion products according to categories, clothing accessories and ware house	Create design plans for fashion products according to categories, clothing accessories and warehouses that apply embroidery techniques	Criteria: 1-100	discussion of assignment 3 X 50			0%
12	Students are able to apply embroidery techniques to designs for fashion products according to categories, clothing accessories and ware house	Create design plans for fashion products according to categories, clothing accessories and warehouses that apply embroidery techniques	Criteria: 1-100	discussion of assignment 3 X 50			0%
13	Students are able to apply embroidery techniques to clothing, clothing accessories and warehouses	making embroidery on clothing, clothing accessories and warehouses	Criteria: 1-100	assignments/exercises 3 X 50			0%
14	Students are able to apply embroidery techniques to clothing, clothing accessories and warehouses	making embroidery on clothing, clothing accessories and warehouses	Criteria: 1-100	assignments/exercises 3 X 50			0%
15	Students are able to apply embroidery techniques to clothing, clothing accessories and warehouses	making embroidery on clothing, clothing accessories and warehouses	Criteria: 1-100	assignments/exercises 3 X 50			0%
16							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.

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.