	Universitas Negeri Surabaya Vocational Faculty, D4 Graphic Design Study Program	Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
STATISTICS	9034203441		T=3	P=0	ECTS=4.77	4	July 17, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
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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
	Program Objectives (PO)	
	PO - 1	Able to define and explain basic statistical concepts.
	PO - 2	Able to analyze the frequency distribution of a data set and check the correlation between two variables.
	PO - 3	Able to communicate statistical results clearly and effectively in both written reports and oral presentations.
	PLO-PO Matrix	

P.O	PLO-3
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 is an introduction to statistics for graphic design that develops and illustrates basic ideas in statistics with examples and applications from design and consumer behavior. Through lectures, readings, and assignments, you will gain experience in applying concepts and using statistical methods to collect, analyze, and interpret data from a variety of design and consumer behavior sources. These statistical concepts which facilitate explanation through quantitative data analysis will be emphasized in this course. This course uses problem-based and project-based learning methods.	
References	**Main :**	

1. Isaac, S.dan Michael, W.B. 1983. Hand Book in Research and Education. California-USA: Edits Publisher.
2. Muhidin, Sambas Ali dan Abdurrahman, Maman. 2007. Analisis Korelasi, Regresi, dan Jalur dalam Penelitian, (Dilengkapi Aplikasi, SPSS) . Bandung: Pustaka Setia.
3. Ridwan dan Kuncoro, Engkos Ahmad. 2007. Cara Menggunakan dan Memaknai Analisis Jalur (Path Analysis) . Bandung: Alfabeta.
4. Sudijono, Anas. 1986. Pengantar Statistik Pendidikan . Jakarta: PT Raja Grafindo Persada.
5. Sugiyono. 2015. Statistika untuk Penelitian (Cetak ke-16). Bandung: Alfabeta
6. Furqon, Ph.D. (1999) Statistika Dasara Terapan untuk Penelitian. Bandung : Alfabeta
7. Irianto, Agus, Prof. Dr. H. (2004). Statistika Dasar, Konsep Dasar dan Aplikasinya. Jakarta : Kencana, Prenada Media Grup

Supporters:	
Supporting lecturer	Dr. Drs. Djuli Djatiprambudi, M.Sn. Dr. Martadi, M.Sn. Yuni Lestari, S.AP., M.AP. Arieviana Ayu Laksmi, S.T., M.B.A.

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 understand and use basic techniques for processing quantitative data and interpret the results in the form of graphs and tables appropriately in graphic design research.	Basic Statistics in everyday life	**Form of Assessment** : Participatory Activities	3 X 50	-	**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
2	Students can apply basic statistical concepts in everyday life to support analysis and decision making in the context of graphic design.	Basic Statistics in everyday life	**Form of Assessment** : Participatory Activities	3 X 50	-	**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
3	Students are able to understand the basic concepts of statistics and its types, and apply this understanding in the context of graphic design for data analysis and presentation.	Understanding and Types of Basic Statistics	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
4	Students can master the use of tables and graphs as tools for processing and presenting data in a statistical context, and apply them effectively in graphic design projects.	Tables and Graphs	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
5	Students can understand and use central symptom measures such as mean, median, and mode in data analysis to produce effective and informative graphic designs.	Central Symptom Measure	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%

6	Students can understand and apply the concepts of data dispersion and variability measures, such as range, standard deviation, and variance, in data analysis to increase the effectiveness of design work.	Measures of Dispersion and Variation	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
7	Students can understand and use simple linear regression concepts in data analysis to make predictions and strengthen their graphic designs with relevant information.	Simple Linear Regression	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
8	Midterm exam		**Form of Assessment** : Test	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	10%
9	Students can understand and apply simple linear correlation concepts in data analysis to explore the relationship between two variables and integrate the results into design work.	Simple Linear Correlation	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
10	Students can understand and use the concept of probability theory in data analysis to evaluate the likelihood of events and integrate this information into design work.	Probability Theory	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
11	Students can understand and apply the concept of normal distribution in data analysis to model data distribution and produce accurate and informative graphic designs.	Normal Distribution	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
12	Students can understand the basic concepts of statistical inference and apply them in data analysis to make relevant conclusions.	Basic Inferential Statistics	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
13	Students can understand and apply parameter estimation techniques in data analysis to estimate population parameter values, so that they can improve design quality by using accurate information.	Parameter Estimation	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%

14	Students can understand the concept of statistical hypothesis testing and be able to apply it in data analysis to make the right decisions in graphic design work.	Hypothesis test	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
15	Students master basic techniques for processing and presenting quantitative data as well as graphic design knowledge for visual analysis through data processing in Graphic Design research.	Reviews	**Form of Assessment** : Participatory Activities	3 X 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	5%
16	Final exams		**Form of Assessment** : Test	3 x 50		**Material:** - **Reference:** *Sugiyono. 2015. Statistics for Research (16th Print). Bandung: Alphabeta*	20%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	70%
2.	Test	30%
		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** 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.