



**Universitas Negeri Surabaya**  
**Faculty of Languages and Arts**  
**Bachelor of Visual Communication Design Study Program**

Document Code

**SEMESTER LEARNING PLAN**

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
APPLICATIVE ANIMATION	9024103089	Study Program Elective Courses	T=3	P=0	ECTS=4.77	6	April 19, 2023
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

**Program Objectives (PO)**

**PO - 1** Contribute to improving the quality of life in society, nation, state and civilization based on Pancasila through "Applicative Animation"

**PLO-PO Matrix**

	P.O
	PO-1

**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																	

**Short Course Description** This course discusses techniques and procedures for presenting 2-dimensional and 3-dimensional animation for computers which can be utilized in developing computer media for mass and individual learning purposes through collaborative learning. Lectures are carried out using blended learning. The assessment is carried out by means of question and answer and in writing.

**References** **Main :**

1. Herliyani, Ely. 2014. Animasi Dua Dimensi . Yogyakarta: Graha Ilmu.
2. Ruslan, Arief. 2016. Animasi: Perkembangan dan Konsepnya . Bogor: Ghalia Indonesia
3. Sumarno, Alim, dkk. 2020. Handout Animasi 2 Dimensi dan 3 Dimensi. Surabaya: Teknologi Pendidikan FIP Unesa

**Supporters:**

**Supporting lecturer** Drs. Eko Agus Basuki Oemar, M.Pd.  
Muhammad Widyan Ardani, 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	Have the ability to describe briefs and introductions to animated films and animation technology	1. Students are able to: Describe a Brief 2. Make a study contract 3. Explain the introduction to animated films	<b>Criteria:</b> Students practice operating computer animated flash programs  <b>Form of Assessment :</b> Participatory Activities	Presentation, group discussion and reflection 3 X 50	-	<b>Material:</b> introduction to applicable animation material <b>Reader:</b> Herliyani, Elly. 2014. <i>Two-Dimensional Animation</i> . Yogyakarta: Graha Ilmu.	5%
2	Have the ability to know the development of the animated film industry	Students can explain the development of the animated film industry	<b>Criteria:</b> Students learn animation techniques and create animations  <b>Form of Assessment :</b> Participatory Activities, Tests	Presentation, group discussion 3 X 50		<b>Material:</b> getting to know the animation industry in today's broadcast media <b>Reader:</b> Herliyani, Elly. 2014. <i>Two-Dimensional Animation</i> . Yogyakarta: Graha Ilmu.	5%
3	Have the ability to develop stories	1. Explain the history of the development of media technology. 2. Categorize various types of animated media for promotion on social media.	<b>Criteria:</b> Students are able to discuss, ask questions and quiz  <b>Form of Assessment :</b> Participatory Activities	Presentation, group discussion and reflection 3 X 50		<b>Material:</b> development and types of animation <b>Reader:</b> Ruslan, Arief. 2016. <i>Animation: Development and Concepts</i> . Bogor: Ghalia Indonesia	5%
4	Have the ability to develop Storytelling	1. Understanding storytelling 2. Storytelling development	<b>Criteria:</b> Students are able to describe storytelling by implementing it in scripts  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Project Based Learning, Presentations, group discussions and reflections 3 X 50		<b>Material:</b> material for making manuscripts <b>Reader:</b> Herliyani, Elly. 2014. <i>Two-Dimensional Animation</i> . Yogyakarta: Graha Ilmu.	5%
5	Character development in animation	1. Create 2D characters 2. Create a supportive environment	<b>Criteria:</b> Students are able to produce 2D characters  <b>Form of Assessment :</b> Participatory Activities, Practical Assessment	Project Based Learning, Presentations, group discussions and reflections 3 X 50		<b>Material:</b> creating 2D animated characters <b>Reader:</b> Sumarno, Alim, et al. 2020. <i>2-Dimensional and 3-Dimensional Animation Handouts</i> . Surabaya: Unesa FIP Educational Technology	5%
6	Screenplay Writing	1. Explain the format and types of screenplay 2. Describes the concept of storyboard design	<b>Criteria:</b> Students are able to understand and explain the concept of storyboard design  <b>Forms of Assessment :</b> Participatory Activities, Practical Assessment, Practical / Performance	Presentation, group discussion and reflection 3 X 50		<b>Material:</b> storyboard design concept <b>Reference:</b> Sumarno, Alim, et al. 2020. <i>2-Dimensional and 3-Dimensional Animation Handouts</i> . Surabaya: Unesa FIP Educational Technology	5%
7	Have skills in Cinematography	1. Explanation of cinematography 2. Image/shot taking techniques	<b>Criteria:</b> Students are able to describe cinematography in Applicative animation  <b>Form of Assessment :</b> Participatory Activities	Presentation, group discussion and reflection 3 X 50		<b>Material:</b> cinematography in Applicative animation <b>Reader:</b> Ruslan, Arief. 2016. <i>Animation: Development and Concepts</i> . Bogor: Ghalia Indonesia	5%

8	UTS (theory and presentation of initial work)	<ol style="list-style-type: none"> <li>1. Students are able to design animation works using the steps in previous applicable animation creation techniques.</li> <li>2. designing animated works by assembling them on time</li> <li>3. designing 2D animation works with a personal profile theme.</li> </ol>	<p><b>Criteria:</b> Students are able to design animation works using the steps in previous applicable animation creation techniques.</p> <p><b>Forms of Assessment :</b> Participatory Activities, Practical Assessment, Tests</p>	practice and report results 3 X 50		<p><b>Material:</b> character and concept design material <b>Reader:</b> <i>Herliyani, Elly. 2014. Two-Dimensional Animation. Yogyakarta: Graha Ilmu.</i></p> <p><b>Material:</b> stages of making a 2D animation video <b>Reader:</b> <i>Sumarno, Alim, et al. 2020. 2-Dimensional and 3-Dimensional Animation Handouts. Surabaya: Unesa FIP Educational Technology</i></p>	15%
9	understand the meaning of 3 d animation and get to know the 3dsMax program interface	Able to explain the meaning of 3D animation and able to operate blender animation	<p><b>Criteria:</b> Students are able to explain the standard steps for 3D animation and are able to operate blender animation</p> <p><b>Form of Assessment :</b> Participatory Activities, Practical Assessment</p>	Demonstration Lectures and assignments 3 X 50		<p><b>Material:</b> introduction to 3d asset material <b>Reader:</b> <i>Herliyani, Elly. 2014. Two-Dimensional Animation. Yogyakarta: Graha Ilmu.</i></p>	5%
10	understand the meaning of 3 d animation and get to know the blender program interface	Able to explain the meaning of 3D animation and able to operate blender animation	<p><b>Criteria:</b> Students are able to explain the standard steps for 3D animation and are able to operate blender animation</p> <p><b>Form of Assessment :</b> Participatory Activities, Practical Assessment</p>	Demonstration Lectures and assignments 3 X 50		<p><b>Material:</b> introduction to 3d asset material <b>Reader:</b> <i>Herliyani, Elly. 2014. Two-Dimensional Animation. Yogyakarta: Graha Ilmu.</i></p>	5%
11	Mastering modeling and materials and camera animation	Able to make several objects with the material seen by moving the camera	<p><b>Criteria:</b> Can design material modeling, cameras and implementation of works</p> <p><b>Form of Assessment :</b> Participatory Activities, Practice/Performance</p>	Demonstration of 4x50 practical assignments		<p><b>Material:</b> modeling camera material <b>References:</b> <i>Ruslan, Arief. 2016. Animation: Development and Concepts. Bogor: Ghalia Indonesia</i></p>	5%
12	Mastering modeling and materials and camera animation	Able to make several objects with the material seen by moving the camera	<p><b>Criteria:</b> Can design material modeling, cameras and implementation of works</p> <p><b>Form of Assessment :</b> Participatory Activities, Practice/Performance</p>	Demonstration of 4x50 practical assignments		<p><b>Material:</b> modeling camera material <b>References:</b> <i>Ruslan, Arief. 2016. Animation: Development and Concepts. Bogor: Ghalia Indonesia</i></p>	5%
13	Mastering particle animation techniques	Able to create animations with particle elements	<p><b>Criteria:</b> Students practice making animations with particle elements</p> <p><b>Form of Assessment :</b> Participatory Activities, Practical Assessment</p>	Lecture Demonstration 4x30 practical assignments		<p><b>Material:</b> animated effect particle material <b>Reference:</b> <i>Sumarno, Alim, et al. 2020. 2-Dimensional and 3-Dimensional Animation Handouts. Surabaya: Unesa FIP Educational Technology</i></p>	5%

14	Mastering character modeling and rigging techniques	Able to create character animation	<p><b>Criteria:</b> Students practice character modeling and rigging techniques</p> <p><b>Form of Assessment :</b> Participatory Activities, Practice/Performance</p>	Lecture Demonstration 4x30 practical assignments		<p><b>Material:</b> rigging and modeling movements for animated characters. <b>Reference:</b> <i>Sumarno, Alim, et al. 2020. 2-Dimensional and 3-Dimensional Animation Handouts. Surabaya: Unesa FIP Educational Technology</i></p>	5%
15	Mastering character modeling and rigging techniques	Able to create character animation	<p><b>Criteria:</b> Students practice character modeling and rigging techniques</p> <p><b>Form of Assessment :</b> Participatory Activities, Practice/Performance</p>	Lecture Demonstration 4x30 practical assignments		<p><b>Material:</b> rigging and modeling movements for animated characters. <b>Reference:</b> <i>Sumarno, Alim, et al. 2020. 2-Dimensional and 3-Dimensional Animation Handouts. Surabaya: Unesa FIP Educational Technology</i></p>	5%
16	Final exams	Mastering the basics of 3dimensional animation	<p><b>Criteria:</b> Students create commercial advertising animations</p> <p><b>Form of Assessment :</b> Participatory Activities, Practice/Performance</p>	4x30 Practical results		<p><b>Material:</b> UAS <b>Literature:</b> <i>Sumarno, Alim, et al. 2020. 2-Dimensional and 3-Dimensional Animation Handouts. Surabaya: Unesa FIP Educational Technology</i></p>	15%

#### Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
1.	Participatory Activities	54.17%
2.	Practical Assessment	19.17%
3.	Practice / Performance	19.17%
4.	Test	7.5%
		100%

#### 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** 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.
- 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.
- 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.
- 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.
- Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 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%.
- TM=Face to face, PT=Structured assignments, BM=Independent study.

