


SEMESTER LEARNING PLAN

 UNESA Universitas Negeri Surabaya	SURABAYA STATE UNIVERSITY FACULTY OF EDUCATION DEPARTMENT OF EDUCATIONAL CURRICULUM AND TECHNOLOGY EDUCATIONAL TECHNOLOGY S1 STUDY PROGRAM					Document Code
SEMESTER LEARNING PLAN						
COURSES (MK)	CODE	MK family	WEIGHT (credits)		SEMESTER	Compilation Date
2D 3D Animation		Learning Resources	T=4	P=4		
AUTHORIZATION	RPS Developer		RMK Coordinator		Head of Study Program	
Learning Outcomes(CP)	CPL-PRODI charged to MK					
	CPL-S9	Able to demonstrate a scientific, critical and innovative attitude in scientific and responsible learning of educational technology				
	CPL-P...	Applying educational technology knowledge as a Learning Technology Developer, Education and Training Analyst, and Multimedia/Animation/Broadcast Teacher				
	CPL-KK...	Solve problems based on the case study method or project-based group learning in the field of Education technology, by prioritizing digital literacy				
	CPL-KU...	Able to produce outcomes in the form of high performance and commitment as a Learning Technology Developer, Education and Training Analyst, and Multimedia/Animation/Broadcast Teacher				
	Course Learning Outcomes (CPMK)					
	CPMK-S..	Able to show scientific, critical, and innovative attitude in developing 2 and 3 dimensional animation learning media				
	CPMK-P..	Able to apply educational technology science as a Learning Technology Developer and Educational Analyst in developing 2 and 3 dimensional animation media				
	CPMK-KK...	Able to solve problems based on case study methods in the field of educational technology to develop 2 and 3 dimensional animation media				

	CPMK-KU..	Able to produce outcomes in the form of increased performance and high commitment as an educational technology developer and 2- and 3-dimensional animation teacher										
	The final ability of each learning stage (Sub-CPMK)											
	Sub-CPMK1	Understand the basic concepts of 2 and 3 Dimensional Animation										
	Sub-CPMK2	Understanding 2 and 3 Dimensional animation media types										
	Sub-CPMK3	Developing storytelling and characters										
	Sub-CPMK4	Develop story telling and characters										
	Sub-CPMK5	Understanding about story writing										
	Sub-CPMK6	Developing a simple story										
	Sub-CPMK7	Developing a simple story										
	Sub-CPMK8	Developing 3D Animation										
	Sub-CPMK9	Developing 3D Animation										
	Sub-CPMK10	Developing 2D and 3D animation final project										
	Correlation between CPL/CPMK and Sub-CPMK											
		Sub-CPM K1	Sub-CPM K2	Sub-CPM K3	Sub-CPM K4	Sub-CPM K5	Sub-CPM K6	Sub-CPM K7	Sub-CPM K8	Sub-CPM K9	Sub-CPMK 10	
	CPMK-S..											
	CPMK-P...											
	CPMK-KK...											
	CPMK-KU...											
DescriptionShort MK	This course discusses the techniques and procedures for presenting 2-dimensional and 3-dimensional animation for computers that can utilized in the development of computer media for mass and individual learning purposes through collaborative learning. Lectures are carried out by means of blended learning. Assessment is done by way of question and answer and written.											
Study Materials: Learning Materials	<ol style="list-style-type: none"> 1. The basic concept of animation 2. Animation type 											

	3. Story and character writing						
References	Main:	Sumarno, Alim, et al.2020.2D and 3D Animation Handout . Surabaya: Education Technology FIP Unesa					
	Supporter:	1. Herliyani, Elly.2014.Two Dimensional Animation . Yogyakarta: Graha Ilmu 2. Ruslan, Arief.2016.Animation: Development and Concept . Bogor: Ghalia Indonesia					
Supporting lecturer							
Subjectcondition	Learning media, message design						
Mg to-	The final ability of each learning stage (Sub-CPMK)	Evaluation		Learning Forms, Learning methods, Student Assignment, [Estimated time]		Learning materials [References]	Rating Weight (%)
		Indicator	Criteria & Form	Offline Learning	Online Learning (online)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1.	Understand the basic concepts of 2 and 3 Dimensional Animation	<ul style="list-style-type: none"> • Able to understand the basic concepts of 2 and 3 dimensional animation • Explain the basic concepts of 2 and 3 dimensional animation 	Assessment criteria : <ul style="list-style-type: none"> - Assessed concept: - Understanding of animation Assessment Form: <ul style="list-style-type: none"> - Question and answer - group discussion - Written test 		Learning Forms & Methods: <ul style="list-style-type: none"> - Question and answer - group discussion Assignment: <ul style="list-style-type: none"> - Case analysis - Study evaluation case analysis with small groups of 3-4 students/I - Individual tasks I 	Sumarno, Alim, et al.2020.2D and 3D Animation Handout . Surabaya: Education Technology FIP Unesa	5%
2.	Understanding 2 and 3 Dimensional animation media types	Can understand and explain the types of 2 and 3 dimensional animation	Assessment criteria : <ul style="list-style-type: none"> - Assessed concept: 		Learning Forms & Methods: <ul style="list-style-type: none"> - Question and answer - group discussion 	Sumarno, Alim, et al.2020.2D and 3D Animation Handout . Surabaya: Education	5%

			<ul style="list-style-type: none"> - Understanding of types of animation Assessment Form: <ul style="list-style-type: none"> - Question and answer - group discussion - Written test 		<ul style="list-style-type: none"> - Case analysis Assignment: Classification of animation types	Technology FIP Unesa	
3.	Developing storytelling and characters	Can develop story telling	Assessment criteria : Storytelling development results Assessment form: <ul style="list-style-type: none"> - Question and answer - Storyline 		Learning Forms & Methods: <ul style="list-style-type: none"> - Question and answer - group discussion Assignment: Make a short story	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	10%
4.	Developing storytelling and characters	Can develop characters according to the story	Assessment criteria : Character depiction Assessment Form: <ul style="list-style-type: none"> - Character compatibility 		Learning Forms & Methods: <ul style="list-style-type: none"> - Lecture - group discussion Assignment: Creating a character according to the story in the previous task	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	10%
5.	Understanding about story writing	Can understand the indicators of a good story	Assessment criteria : Story writing Assessment Form: Storyline suitability		Forms & Learning Methods: <ul style="list-style-type: none"> - Lecture - group discussion Assignment:	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	5%

					Develop stories according to story writing		
6.	Developing a simple story	Developing a simple story	Assessment criteria : Story development Assessment Form: Storyline		Learning Forms & Methods: - Lecture - group discussion Assignment: Develop story	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	10%
7.	Developing a simple story	Developing a simple story	Assessment criteria : Story development Assessment Form: Storyline		Learning Forms & Methods: - Lecture - group discussion Assignment: Develop story	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	10%
8.	Developing 3D Animation	Understand the rules of 3D animation	Assessment criteria : Understanding of 3D animation		Forms & Learning Methods: - group discussion Assignment: Looking for 3D animation shape references	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	10%
9.	Developing 3D Animation	Can develop 3D animation	Assessment criteria : 3D animation media		Learning Forms & Methods: - group discussion Assignment: Develop 3D animation	Sumarno, Alim, et al.2020.2D and 3D Animation Handout. Surabaya: Education Technology FIP Unesa	15%

10.	Developing 2D and 3D animation final project	Making a final project of 2 and 3 dimensional animation media	Assessment criteria : 3D animation media		Learning Forms & Methods: - Presentation of results	Sumarno, Alim, et al. 2020. <i>2D and 3D Animation Handout</i> . Surabaya: Education Technology FIP Unesa	20%
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