


1.

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
Graphic Media Development		Development Design	T=2	P=2	3	15 April 2022
AUTHORIZATION	RPS Developer		RMK Coordinator		Head of Study Program	
			-		Dr. Andi Kristanto., M.Pd.	
Learning Outcomes(CP)	CPL-PRODI charged to MK					
	CPL-Attitude	Applying educational technology knowledge as a Learning Technology Developer, Education and Training Analyst, and Multimedia/Animation/Broadcast Teacher.				
	CPL-Knowledge	Solve problems based on the case study method or team based project in the field of Educational Technology, by developing graphic media.				
	CPL-KK	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.				
	CPL-KU	Able to demonstrate a scientific, critical and innovative attitude in scientific learning of educational technology in a professional and responsible manner.				
	Course Learning Outcomes (CPMK)					
CPMK-S..	Students are able to apply the knowledge of Educational Technology as a Learning Technology Developer, Education and Training Analyst, and Multimedia/Animation/Broadcast Teacher related to graphic media.					

	CPMK-P...		✓		✓		✓		✓		✓		✓	
	CPMK-KK...		✓		✓		✓		✓		✓		✓	
	CPMK-KU...	✓		✓		✓		✓		✓		✓		✓
DescriptionShort MK	This course discusses theoretical knowledge with practice on graphic media production including theoretical aspects (understanding), types, characteristics and principles of graphic design as well as development practices (identification, lay-out and finishing) through collaborative learning. Lectures are carried out by means of blended learning. Assessment is done by way of questions and answers in writing.													
Study Materials: Learning Materials	<p>Meeting 1</p> <ol style="list-style-type: none"> 2. Definition and scope of graphic design 3. The role of graphic design in visual communication 4. Verbal and visual messages in graphic design <p>Meeting 2</p> <ol style="list-style-type: none"> 1. Definition and characteristics of visual language 2. Visual components and styles in visual language <p>Meeting 3</p> <p>Designing graphic design works by developing visual style</p> <p>Meeting 4</p> <ol style="list-style-type: none"> 1. Understanding semiotics as a basis for marking graphic design 2. Icons, symbols and indexes in tagging graphic design <p>Meeting 5</p> <p>Icon design design</p> <p>Meeting 6</p> <ol style="list-style-type: none"> 1. Understanding and principles of gestalt in visual communication 2. Various applications of gestalt in graphic design <p>Meeting 7</p> <p>Designing graphic design works by applying gestalt theory</p> <p>Meeting 8</p> <p>UTSGraphic design problems</p>													

	<p>Meeting 9</p> <ol style="list-style-type: none"> 1. Definition and function of the sign system 2. Principles of sign system design <p>Meeting 10</p> <p>The design of the graphic design of the sign system</p> <p>Meeting 11</p> <ol style="list-style-type: none"> 1. Definition and role of characters 2. Variety of character styles <p>Meeting 12</p> <p>Character graphic design work</p> <p>Meeting 13</p> <ol style="list-style-type: none"> 1. Definition and role of event symbols 2. Principles of designing event symbol graphic design <p>Meeting 14</p> <p>Design of event symbol graphic design work</p> <p>15 meeting</p> <p>Present your graphic design work</p> <p>Meeting 16</p> <p>UAS</p>	
References	Main:	Anggraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel
	Supporter:	<ol style="list-style-type: none"> 1. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 2. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star 3. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 4. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition) 5. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. Yogyakarta: Andi . Publisher
Supporting lecturer		

Subjectcondition		-					
Week 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 basics of graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and scope of graphic design 2. Explain the role of graphic design in visual communication 3. Identifying verbal and visual messages in graphic design 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Anggraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 	2%

						<p>3. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star</p> <p>4. Graphic design work</p>	
2.	Understand the visual language in graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and characteristics of visual language 2. Identify visual components and styles in visual language 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Anggraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 3. Kristanto, Andi. 2020. 	2%

						Learning Media. Surabaya: Surabaya Star 4. Graphic design work	
3.	Designing graphic design works of visual style development	Designing graphic design works by developing visual style	Assignment 1: Students analyze graphic media needs and design graphic design works by developing visual styles as needed.	Lectures, questions and answers, practice. <i>3x50</i>	Lectures, questions and answers, practice. <i>3x50</i>	<ol style="list-style-type: none"> 1. Anggraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 3. Kristanto, Andi. 2020. Learning Media. 	8%

						Surabaya: Surabaya Star 4. Graphic design work	
4.	Understanding semiotics- based marking graphic design	<ol style="list-style-type: none"> 1. Explain the meaning of semiotics as a basis for marking graphic design 2. Identifying icons, symbols and indexes in tagging graphic designs 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Anggraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 3. Kristanto, Andi. 2020. Learning 	4%

						Media. Surabaya: Surabaya Star 4. Graphic design work	
5.	Designing icon design works	Design icon design	Assignment 2: The results of the analysis from the 3rd meeting were used as ideas to create icons that match the theme of the needs analysis. A total of 5 icons, along with a description of the icons that have been created.	Lectures, questions and answers, practice. 3x50	Lectures, questions and answers, practice. 3x50	1. Anggraini, Lia & Kirana Nathalia. 2014. Visual Communicatio n Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 3. Kristanto, Andi. 2020. Learning Media.	8%

						Surabaya: Surabaya Star 4. Graphic design work	
6.	Understanding gestalt theory in graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and principles of gestalt in visual communication 2. Identify the application of gestalt in graphic design 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star 2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 3. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition) 4. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. 	4%

						Yogyakarta: Andi . Publisher 5. Graphic design work	
7.	Applying gestalt theory in designing graphic design works	Designing graphic design works by applying gestalt theory	Assignment 3: Students make graphic design works, namely posters with the theme of education by paying attention to gestalt theory.	Lectures, questions and answers, practice. 3x50	Lectures, questions and answers, practice. 3x50	<ol style="list-style-type: none"> 1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star 2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 3. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition) 4. Supriyono, Grace. 2010. Visual Communication Design, Theory And 	8%

						Applications. Yogyakarta: Andi . Publisher 5. Graphic design work	
8.	UTS		Make a graphic design work design according to UTS questions	Practice <i>3x50</i>	Practice <i>3x50</i>		10%
9.	Understand the sign system in graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and function of the sign system in visual communication 2. Identify the principles of sign system design 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star 2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 3. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition) 	4%

						<p>4. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>5. Graphic design work</p>	
10.	Designing a sign system graphic design work	Designing a sign system graphic design work	Assignment 4: Students create graphic design work for sign systems in the university environment.	Lectures, questions and answers, practice. <i>3x50</i>	Lectures, questions and answers, practice. <i>3x50</i>	<p>1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star</p> <p>2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya</p> <p>3. Sanyoto, SE 2010. NIRMANA Elements of</p>	8%

						<p>Design Art. (2nd Edition)</p> <p>4. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>5. Graphic design work</p>	
11.	Understand the work of character graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and role of characters in graphic design 2. Identify the various styles of the character's character 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star 2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 3. Sanyoto, SE 2010. NIRMANA 	4%

						<p>Elements of Design Art. (2nd Edition)</p> <p>4. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>5. Graphic design work</p>	
12.	Designing character graphic design works	Designing character graphic design works	Assignment 5: Students design graphic design works of characters according to procedures, the characters created are themselves.	Lectures, questions and answers, practice. <i>3x50</i>	Lectures, questions and answers, practice. <i>3x50</i>	<p>1. Kristanto, Andi. 2020. Learning Media. Surabaya: Surabaya Star</p> <p>2. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya</p> <p>3. Sanyoto, SE 2010.</p>	8%

						<p>NIRMANA Elements of Design Art. (2nd Edition)</p> <p>4. Supriyono, Grace. 2010. Visual Communicatio n Design, Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>5. Graphic design work</p>	
13.	Understanding event symbol graphic design	<ol style="list-style-type: none"> 1. Explain the meaning and role of event symbols 2. Identify the design principles of event symbol graphic design 		Lectures, discussions, questions and answers. <i>3x50</i>	Lectures, discussions, questions and answers. <i>3x50</i>	<ol style="list-style-type: none"> 1. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 2. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition) 	4%

						<p>3. Supriyono, Grace. 2010. Visual Communication Design, Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>4. Graphic design work</p>	
14.	Designing event symbol graphic design works	Designing event symbol graphic design works	Assignment 6: Students design graphic designs for symbols of brands that are from their own creativity.	Lectures, questions and answers, practice. <i>3x50</i>	Lectures, questions and answers, practice. <i>3x50</i>	<p>1. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya</p> <p>2. Sanyoto, SE 2010. NIRMANA Elements of Design Art. (2nd Edition)</p> <p>3. Supriyono, Grace. 2010. Visual Communication Design,</p>	8%

						<p>Theory And Applications. Yogyakarta: Andi . Publisher</p> <p>4. Graphic design work</p>	
15.	Presenting graphic design work	Presenting graphic design work	<p>Assignment 7 : Students present the symbols that have been made by explaining the components in the symbols and their meanings.</p>	<p>Lectures, questions and answers, assignments. 3x50</p>	<p>Lectures, questions and answers, assignments. 3x50</p>	<ol style="list-style-type: none"> 1. Angraini, Lia & Kirana Nathalia. 2014. Visual Communication Design, Basics Guide For Beginners. Bandung: Scholarly Feel 2. Dewi, Utari, et al. 2020. Graphic Media Development Handout. Surabaya: Education Technology FIP Unesa 3. Kristanto, Andi. 2020. 	8%

						Learning Media. Surabaya: Surabaya Star 4. Mustaji. 2013. Learning Media. Unipress Unesa; Surabaya 5. Graphic design work	
16.	UAS						10%

Notes:

1. **Learning Outcomes of Graduates of Study Program (CPL-PRODI)** is the ability possessed by every graduate of the study program which is the internalization of attitudes, mastery of knowledge and skills in accordance with the level of study program obtained through the learning process.
2. **CPL charged to the course** are some of the learning outcomes of study program graduates (CPL-PRODI) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
3. **CP Course (CPMK)** is the ability that is described specifically from the CPL that is charged to the course, and is specific to the study material or learning material for the course.
4. **Sub-CP Course (Sub-CPMK)** is the ability that is described specifically from the CPMK that can be measured or observed and is the final ability that is planned at each stage of learning, and is specific to the learning material of the course.
5. **Rating indicators** ability in the process and student learning outcomes is a specific and measurable statement that identifies the ability or performance of student learning outcomes accompanied by evidence.
6. **Rating Criteria** is a benchmark that is used as a measure or benchmark for learning achievement in an assessment based on predetermined indicators. Assessment criteria are guidelines for raters so that the assessment is consistent and unbiased. Criteria can be either quantitative or qualitative.

7. **Assessment technique:**test and non-test.
8. **Learning form:**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 the study material that can be presented in the form of several main points and sub-topics.
11. **Rating weight**is the percentage of assessment of each achievement of the sub-CPMK which is proportional to the level of difficulty of achieving the sub-CPMK, and the total is 100%.
12. **PB**= Learning Process,**PT**=Structured Assignments,**KM**= Independent Activities.

5. Portfolio of Student CPL Achievement Assessment & Evaluation

Mg	CPL	CPMK (CLO)	Sub-CPMK (LLO)	Indicator	Question Form - Weight(%)*		Weight (%) Sub-CPMK	Mhs value (0-100)	$\Sigma((Mhs\ Grade) \times (Weight\%)*))$	Achievement of CPL at the Constitutional Court (%)
1	CPL-S	CPMK-KU	Sub-CPMK1	<ol style="list-style-type: none"> 1. Explain the meaning and scope of graphic design 2. Explain the role of graphic design in visual communication 3. Identifying verbal and visual messages in graphic design 		2%	2%			
2	CPL-S	CPMK-KU	Sub-CPMK1	<ol style="list-style-type: none"> 1. Explain the meaning and 		2%	2%			

				<p>characteristics of visual language</p> <p>2. Identify visual components and styles in visual language</p>						
3	CPL-P	CPMK-KK	Sub-CPMK2	<p>Designing graphic design works by developing visual style</p>	<p>Assignment 1: Students analyze graphic media needs and design graphic design works by developing visual styles as needed.</p>	8%	8%			
4	CPL-S	CPMK-KU	Sub-CPMK3	<p>1. Explain the meaning of semiotics as a basis</p>		4%	4%			

				for marking graphic design 2. Identifying icons, symbols and indexes in tagging graphic designs						
5	CPL-P	CPMK-KK	Sub-CPMK4	Design icon design	Assignment 2: The results of the analysis from the 3rd meeting were used as ideas to create icons that match the theme of the needs analysis. A total of 5 icons, along	8%	8%			

					with a description of the icons that have been created.					
6	CPL-S	CPMK-KU	Sub-CPMK5	<ol style="list-style-type: none"> 1. Explain the meaning and principles of gestalt in visual communication 2. Identify the application of gestalt in graphic design 		4%	4%			
7	CPL-P	CPMK-KK	Sub-CPMK6	Designing graphic design works by applying gestalt theory	Assignment 3: Students make graphic design works, namely posters with	8%	8%			

					the theme of education by paying attention to gestalt theory.					
8	Mid-Semester Evaluation (ETS)									
9	CPL-S	CPMK-KU	Sub-CPMK7	<ol style="list-style-type: none"> 1. Explain the meaning and function of the sign system in visual communication 2. Identify the principles of sign system design 		4%	4%			
10	CPL-P	CPMK-KK	Sub-CPMK8	Designing a sign system graphic design work	Assignment 4: Students create graphic design work	8%	8%			

					for sign systems in the university environment .					
11	CPL-S	CPMK-KU	Sub-CPMK9	<ol style="list-style-type: none"> 1. Explain the meaning and role of characters in graphic design 2. Identify the various styles of the character's character 		4%	4%			
12	CPL-P	CPMK-KK	Sub-CPMK10	Designing character graphic design works	Assignment 5: Students design graphic	8%	8%			

					design works of characters according to procedures, the characters created are themselves.					
13	CPL-S	CPMK-KU	Sub-CPMK11	<ol style="list-style-type: none"> 1. Explain the meaning and role of event symbols 2. Identify the design principles of event symbol graphic design 		4%	4%			
14	CPL-P	CPMK-KK	Sub-CPMK12	Designing event symbol graphic design works	Assignment 6: Students design graphic	8%	8%			

					designs for symbols of brands that are from their own creativity.					
15	CPL-S	CPMK-KU	Sub-CPMK13	Presenting graphic design work	Assignment 7 : Students present the symbols that have been made by explaining the components in the symbols and their meanings.	8%	8%			
16	End of Semester Evaluation (EAS)									
Total weight (%)						100	100			
Student's final grade ($\Sigma(\text{Mhs Grade}) \times (\text{Weight}\%)$)										

Notes: CLO = Courses Learning Outcomes, LLC = Lesson Learning Outcomes

