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|  | | **UNIVERSITAS NEGERI PADANG**  **FAKULTAS TEKNIK**  **JURUSAN TEKNIK ELEKTRONIKA** | | | | | | | | | | | **Document Code** | | |
| **SEMESTER LEARNING PLAN** | | | | | | | | | | | | | | | |
| **COURSES** | | | | | | **CODE** | | **FIELD STUDY** | | **CREDITS** | | **SEMESTER** | | **Compilation Date** | |
| **Graphic Design** | | | | | | TIK1.61.1304 | | Compulsory Course Of Study Program | | 2 Credits (Laboratory) | | 1 | | July 2017 | |
| **Authorization** | | | | | | **Lecturer in Developing Semester Learning Plans** | | | | **Course Cluster Coordinator** | | **Head of The Study Program** | | | |
| **Asrul Huda, S.Kom., M.Kom**  **NIP. 319801010 201012 100 1** | | | | **Thamrin,M.T.**  **NIP. 19770101 200812 100 1** | | **Ahmaddul Hadi, M.Kom**  **Nip. 19761209 200501 100 3** | | | |
| **Learning Outcomes (CP)** | | | **CPL-PRODI** | | |  | | | | | | | | | |
| CP – S1 | Worship the One True God and be able to show religious attitudes | | | | | | | | | | | |
| CP – S9 | Demonstrate a responsible attitude to work in his area of expertise independently | | | | | | | | | | | |
| CP – PP6 | Understanding basic concepts of mathematics, electrical sciences, and electronics in the field of computers | | | | | | | | | | | |
| CP – KU5 | be able to make informed decisions in the context of problem-solving in their areas of expertise, based on the results of information and data analysis. | | | | | | | | | | | |
| CP – KK6 | Ability to master basic python programming, Gauss computational methods, and LU Decomposition method computing | | | | | | | | | | | |
| **CPMK function** | | | |  | | | | | | | | |
| CPMK1 | Students can explain and implement graphic design aspects in communication | | | | | | | | | | | |
| CPMK2 | Students can explain and implement the basics of graphic design in creating graphic design applications in the form of business cards | | | | | | | | | | | |
| CPMK3 | Students can explain and implement the basics of graphic design in making graphic design applications in the form of corporate logos in geometric form | | | | | | | | | | | |
| CPMK4 | Students can explain and implement the basics of graphic design in making graphic design applications in the form of free-form corporate logos | | | | | | | | | | | |
| CPMK5 | Students can explain and implement the basics of graphic design in making graphic design applications in the form of magazine covers | | | | | | | | | | | |
| CPMK6 | Students can explain and implement digital image processing with raster-based graphics computer software | | | | | | | | | | | |
| CPMK7 | Students can explain and implement the addition of special effects on photos with raster-based computer graphics software | | | | | | | | | | | |
| CPMK8 | Students can explain and implement processing images into digital format with raster-based computer graphics software | | | | | | | | | | | |
| CPMK9 | Students can explain and implement digital photo quality improvement with raster-based computer graphics software | | | | | | | | | | | |
| CPMK10 | Students can explain and implement the creation of print ads with raster-based computer graphics software | | | | | | | | | | | |
| CPMK11 | Students can explain and implement the basics of graphic design in making graphic design applications in the form of page layouts in magazines | | | | | | | | | | | |
| CPMK12 | Students can explain and implement the basics of graphic design in creating graphic design applications in the form of page layout patterns  in magazines | | | | | | | | | | | |
| CPMK13 | Students can explain and implement the creation of a magazine page table of contents with computer graphics page processing software | | | | | | | | | | | |
| **Short Course Descriptions** | | | This course provides understanding to students the basics of graphic design and computer graphics and applies in the manufacture of various graphic design applications using various computer graphics software. Understand and understand the techniques of the ability to use computers to process or manipulate geometric objects, which have to do with graphics | | | | | | | | | | | | |
| **Study Materials (Learning Materials)** | | | 1. Graphic design aspects in communication  2. Create a business card graphic design application  3. Logo design  4. Magazine cover design  5. Digital image processing  6. Addition of photo effects  7. Digital image processing  8. Manipulation of photo quality  9. Print advertising  10. Magazine page layout  11. Working principle of page processing application  12. Magazine table of contents | | | | | | | | | | | | |
| **References** | | | **Main:** | | |  | | | | | | | | | |
| * + - 1. Suyanto, M., 2004, Aplikasi Desain Grafis untuk Periklanan, Penerbit Andi       2. Sanyoto, S. E., 2005, Dasar-Dasar Tata Rupa & Desain (Nirmana), Penerbit Arti Bumi       3. Wong, W., 1995, Beberapa Asas Merancang Dwimatra, Penerbit ITB Bandung | | | | | | | | | | | | |
| **Supporting:** | | |  | | | | | | | | | |
| * + - 1. hushan, R. dan Don W., 1995, Dekstop Publishing dalam Desain, terjemahan: Kurniadi, PT. Elex Media Kompuntindo       2. Hendratman, Hendi. The Magic of Corel Draw. Informatika. Jakarta. 2014       3. Hendratman, Hendi. Computer Graphic Design. Informatika. Jakarta. 2014Oppel, A. & Sheldon, R., 2009, SQL: A Beginner’s Guide- Taylor, A.G., 2011, SQL Essential-All in One for Dummies | | | | | | | | | | | | |
| **Learning Media** | | | **Software:** | | | | | | | **Hardware:** | | | | | |
| Adobe Illustrator, Photoshop, CorelDraw ppt, word app | | | | | | | LCD & Projector | | | | | |
| **Supporting lecturer** | | | Asrul Huda, S.Kom., M.Kom | | | | | | | | | | | | |
| **Subject requirements** | | | - | | | | | | | | | | | | |
| **Weeks** | **Sub-CPMK**  **(as the final expected ability)** | | | | **Assessment Indicators** | | | **Criteria and Forms of Assessment** | **Forms, Learning Methods & Assignments**  **[ Estimated time]** | | **Learning materials**  **[Library / Learning Resources]** | | | | **Rating Weight (%)** |
| **(1)** | **(2)** | | | | **(3)** | | | **(4)** | **(5)** | | **(6)** | | | | **(7)** |
| 1 | Students can explain and implementing aspects of graphic design in communication | | | | Accuracy and Mastery of programs computer graphics | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Design basics Graphics  2. Various applications of graphic design  3. Computer basics Graphics  4. Computer software Graphics | | | | **10%** |
| 2 | Students can explain and implement the basic graphic design In creating an app Graphic design in the form of cards Business | | | | Accuracy and Mastery of basic graphic design in making business card graphic design application | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Card design principles  Business  2. Principle of software work computer graphics  vector-based | | | | **5%** |
| 3 | Students can explain and implement the basic graphic design in Create a design app Graphic in the form of Company Logo Shaped Geometric | | | | Accuracy and Mastery of basic graphic design in making graphic design application in the form of a geometric company logo | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Logo design principles  Company  2. Principle of software work computer graphics  vector-based | | | | **5%** |
| 4 | Students can be explaining and implementing the basic design graphics in making graphic design application in the form of a company logo free-form | | | | Accuracy and basic mastery graphic design in making graphic design applications in the form of company logos free-form | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Logo design principles  Company  2. Principle of software work  computer graphics  vector-based | | | | **10%** |
| 5 | Students can be explaining and implementing the basic graphic design to create a graphic design application in the form of magazine covers | | | | Accuracy and Mastery of basic graphic design in making graphic design application in the form of a magazine cover | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Cover design principles  Magazine  2. Principle of software work  computer graphics  vector-based | | | | **10%** |
| 6 | Students can explain and implement the processing of images digital computer graphics software based raster | | | | Accuracy and Mastery of digital image processing with raster-based computer graphics software | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of processing  digitally image  2. Principle of software work  computer graphics  raster-based | | | | **10%** |
| 7 | Students can explain and Implement the addition of special effects to the photos with raster-based computer graphics software | | | | Accuracy and Mastery of adding special effects to photos with raster-based computer graphics software | | |  | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of addition  special effects on photos  2. Principle of software work  computer graphics  raster-based | | | | **10%** |
| **8** | **Midterm Examination** | | | | | | | | | | | | | |  |
| 9 | Students can explain and Implement the addition of special effects to the photos with software raster-based computer graphics | | | | Accuracy and Mastery of adding special effects to photos with raster-based computer graphics software | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of processing  picture in.  digital format  2. Principle of software work  computer graphics  raster-based | | | | **10%** |
| 10 | Students can explain and Implement the addition of special effects to the photos with software raster-based computer graphics | | | | Accuracy and Mastery improving the quality of photos digitally with computer graphics software raster-based | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of improvement  quality of photos  Digital  2. Principle of software work  computer graphics  raster-based | | | | **5%** |
| 11 | Students can explain and Implement the addition of special effects to the photos with software raster-based computer graphics | | | | Accuracy and Mastery improving the quality of photos digitally with computer graphics software raster-based | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of manufacture  print ads  2. Principle of software work  computer graphics  raster-based | | | | **5%** |
| 12 | Students can explain and implement the basic graphic design in making graphic design applications in the form of page layouts in magazines | | | | Accuracy and design mastery graphics in creating graphic design applications in the form of layouts pages in magazines | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1 x (2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1 x (2x70 Minutes)** | | 1. Page design principles  in magazines  2. Principle of software work  computer graphics  page processor | | | | **5%** |
| 13 | Students can explain and implement the basic graphic design in making graphic design applications in the form of page layouts in magazines | | | | Accuracy and mastery of design graphics in creating graphic design applications in the form of layouts pages in magazines | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Tata pattern design principles  inside page location  Magazine  2. Principle of software work  computer graphics  page processor | | | | **5%** |
| 14 | Students can explain and implement the basic graphic design in making graphic design applications in the form of page layouts in magazines | | | | Accuracy and Mastery of making magazine page table of contents with software computer graphics page processing | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. Principle of manufacture  page table of contents  Magazine  2. Principle of software work  computer graphics  page processor | | | | **5%** |
| 15 | Students can state and evaluate the design that has been made | | | | Accuracy and Mastery evaluate the design that has been made | | | Use the Grading Rubric | 1. Presentation 2. Online 3. Practice   **TM : 1x(2 x 100 Minutes)**  4. Structured Assignments  **BM+BT : 1x(2x70 Minutes)** | | 1. concept of the work  Students  2. Assessing and criticizing  students' work | | | | **5%** |
| **16** | **Final Semester Examination: Evaluation intended to know the final achievements of student learning results** | | | | | | | | | | | | | |  |
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**Note**:

1. CA bachelor's course of study program graduates (CPL-PRODI) is the ability possessed by every PRODI graduate who is internalizing from attitude, mastery of knowledge and skills by the level of study program obtained through the learning process.

2. CPL charged to the course are some learning achievements of graduates of the study program (CPL-PRODI) which is used for the formation/development of a course consisting of aspects of attitude, general bluntness, special skills, and knowledge.

3. The CP Course (CPMK) is the ability described specifically from the CPL charged to the subject, and is specific to the study material or learning material of the subject.

4. Subject Sub-CP (Sub-CPMK) is an ability that is described specifically from the CPMK which can be measured or observed and is the final ability planned at each learning stage, and is specific to the subject matter learning.

5. Assessment criteria are benchmarks used as measures or benchmarks for learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that the assessment is consistent and unbiased. The criteria can be either quantitative or qualitative.

6. Indicators of ability assessment 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.