UNIVERSITAS NEGERI SURABAYA

Faculty of Social Science and Politic

Bachelor of Communication Science

Jl. Ketintang No.i5, Ketintang, Kec. Gayungan, Kota SBY, Jawa Timur 60231 email: adminilkom@unesa.ac.id website: https://ikom.fish.unesa.ac.id/

Module/Course	Student Workload	Credits	Semester	Frequency	Duration
Education Entertainment / 7020103010	(3CU X 1.59 ECTS) X 28.49 = 135.89 Workhours	3 CU 4.77 ECTS	5th / odd	Once Year	14 x meetings

1	Types of courses Lectures Structured, Assignments, Independent Study	Contact hours (3CU X 1,59 ECTS) X {(50:170') X 28,49 Workhours= 39, 97	Independent Study (3CU X 1,59 ECTS) X {(60:170') X 28,49 Workhours = 47,96	Structured Study (3CU X 1,59 ECTS) X {(60:170') X 28,49 Workhours= 47,96	Class size MAX 50 STUDENT
2	**Prerequisites for participation (if applicable)**				
3	**Program Learning outcomes**				

PLO 1.A
Fostering the attitude of devotion to the Lord YME, love of the homeland, responsibility, and self-reliance, as a reflection of academic norms and ethics.

PLO 2.A
Applying logical, critical, and innovative thinking through the development of science and technology within its competence.

	PLO 3.A Able to use communication skills and use communication technology to solve social change communications. PLO.4 A Able to develop concepts, principles, and processes of planning and implementation of social change communications programmes.	
	CLO : *Students are understand about education entartainment, education strategy entarta entertainment, effects and cases of education and entertainment that were successfully implemented. Next, students are encouraged to develop educational entartainment programs that are appropriate to solve social problems such as environment, gender, education, health, and economics.*	

4	**Subject aims/Content**
	(learning objectives of the course/subject material)
	    1. Can understand the concept of entertainment education
	    2. Understand the concept of entertainment education.
	    3. Understand various entertainment education strategies.
	    4. Students explain the theories underlying the development of entertainment education.
	    5. Students explain the theories underlying the development of entertainment education.
	    6. Able to understand three entertainment education agendas.
	    7. Understand the stages of entertainment education program design.
	    8. Understand entertainment education programs on TV.
	    9. Able to understand entertainment education programs in new media.
	    10. Able to understand entertainment education programs in theater.
	    11. Able to understand entertainment education programs in cartoons and comics.
	    12. Able to develop entertainment education strategies and programs for sustainable development issues.
	    13. Analyze the results of the developed entertainment education program.	

5	**Teaching methods** *Lecture Course, Project based Learning.*	
6	**Assessment methods** *Product/Project, Participation.*	
7	**This module/course is used in the following study program/s as well** -	
8	**Responsibility for module/course** *Elective Course*	

9	**Other information (References)** 1. Singhal, Arvind dan Rogers, Everet M. 2011. Entertainment Education. New York: Routledge.