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
New Media/ 7020103045	(3CU X 1.59 ECTS) X 28.49 = 135.89 Workhours	3 CU 4.77 ECTS	4th / 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
Promote religious attitude, nationalism, responsibility, and independence, as a reflection of the values of academic norms and ethics.

PLO 2.A
Able to collaborate, develop networks and evaluate performance.

PLO 3.A
Run the communication programs through planning, implementation, and evaluation stages, in

	managing conventional and digital media organizations. PLO 4.A Develop the concept of rules and processes in communication strategies related to the field of marketing communication and media management
	CLO : *Students are able to shaping cultural practices in society that discuss the basic concepts of cyberspace and cyberculture in both theoretical and technological contexts such as virtual communities, identity, cyborgs as well as some special themes such as popular cyberculture, cybersubculture, cyberfeminism, and cyberbodies.*
4	**Subject aims/Content** (learning objectives of the course/subject material) 1. Development of Communication Technology and New Media 2. Characteristics and Impact of New Media 3. Media Fragmentation and Convergence over time 4. Cyber culture and communities formed by new media 5. Creative industries with the development of new media 6. Games, industry, culture, and global economic growth new media media 7. Law, ethics and policy on new media developments
5	**Teaching methods** *Lecture Course, Project based Learning*
6	**Assessment methods** *Project based Learning, Participation, Performance*
7	**This module/course is used in the following study program/s as well** -
8	**Responsibility for module/course** *Compulsory*
9	**Other information (References)** 1. Flew, Terry. 2014. New Media. Oxford University Press. Victoria. 2. Giddings, Seth. 2011. The New Media and Technocultures Reader. Routledge. New York 3. Gane, Nicholas. 2008. New Media: The Key Concepts. Bloomsbury Academic. UK. Rogers, Everett M, 1996, Communications Technologies , The Free Press Collier Mc Millan Publishing, London Siapera, Eugenia.The Handbook of Global Online Journalism. London ; Willey Blackwell Irwansyah dkk.2014.Demokrasi dalam Ruang Virtual. Jakarta : Ikatan Sarjana Komunikasi Indonesia Steven G. Jones. Virtual Culture. London: Sage 4. Dhiman, 2023, Key Issues and New Challenges in New Media Technology in 2023: A Critical Review, Journal of Media & Management, Volume 5(1): 1-4, 2023 SRC/JMM-184.