

MODULE HANDBOOK



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: adminikom@unesa.ac.id website: <https://ikom.fish.unesa.ac.id/>

Module/Course	Student Workload	Credits	Semester	Frequency	Duration
Multimedia and Digital Visuals/ 7020103085	(3CU X 1.59 ECTS) X 28.49 = 135.89 Workhours	3 CU 4.77 ECTS	4 th / 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 Show independent performance, quality, and prevent plagiarism in compiling the results of scientific field studies. PLO 3.A				

	<p>Produce message content for various communication purposes using various types of communication channels both conventional channels and digital channels that are beneficial to society and in accordance with applicable legal norms, social norms, and ethics.</p> <p>PLO.4 A Analyze the concepts, rules and processes of developing message content to achieve various communication objectives using various communication media.</p> <p>CLO : <i>Students are able to understand the basic concepts of visual of digital and multimedia by combining aspects of audio and visual element and creating visual works through audio visual software.</i></p>
4	<p>Subject aims/Content (learning objectives of the course/subject material)</p> <ol style="list-style-type: none"> 1. Image editing 2. Audio editing 3. Video editing
5	<p>Teaching methods <i>Lecture Course, Case Study</i></p>
6	<p>Assessment methods <i>Performance, Participation</i></p>
7	<p>This module/course is used in the following study program/s as well -</p>
8	<p>Responsibility for module/course <i>Compulsory</i></p>
9	<p>Other information (References)</p> <ol style="list-style-type: none"> 1. Hughes, John F. 2013. Computer Graphics : Principles and Practice. Pearson Education Inc. USA. 2. Arnston, Amy E. 2007. Graphic Design: Basics, Thomson Wadswords, United States of America. 3. Hill, Will, 2005. The Complete Typografer: A Manual for Designing with Type, Page One Publishing Private Limited, Singapore.