

## MINISTRY OF EDUCATION AND CULTURE UNIVERSITAS NEGERI SURABAYA FACULTY OF MATHEMATICS AND NATURAL SCIENCES DEPARTMENT OF PHYSICS

Ketintang Campus, Jalan Ketintang, C3 Building, Surabaya 60231 Website: https://pendidikan-fisika.fmipa.unesa.ac.id/, email: <a href="mailto:s1-pfis@unesa.ac.id">s1-pfis@unesa.ac.id</a>

## **Undergraduate Programme of Physics Education**

## **Module Handbook**

Module Name :	Multimedia Multimedia	
Module level :	Bachelor degree/Undergraduate Programme	
Course Code :	8420302143	
Abbreviation, if applicable:	-	
Courses included in the module, if applicable:	Not Applicable	
Semester/Term		
Module coordinator(s)		
Lecturer(s):	Abdul Kholiq, S.Pd., MT	
Language:	Bahasa Indonesia	
Classification within the curriculum:	Compulsory/ Elective	
Teaching format/class hours per week during the semester:	2 contact hours of lectures (Indonesia credit semester or sks*)	
Workload :	2 x 50 minutes lectures, 2 x 60 minutes structured activity,	
	2 x 60 minutes individual activity, 14 weeks per semester,	
	90 total hours per semester ~ 3.18 ECTS**	
Credit Point:	2 sks (3.18 ECTS)	
Requirements:	Learning Media	
Learning goals/competencies:	<ol> <li>Studying the basics of shooting/photographing techniques</li> <li>Skilled in taking pictures/photos (photography)</li> <li>Skilled in correcting pictures/photos (photo editing)</li> <li>Skilled in manipulating multiple images/photos creatively</li> <li>Studying video shooting techniques (shooting)</li> <li>Skilled in taking video pictures (video shooting)</li> <li>Skilled in repairing and manipulating video images (video editing)</li> <li>Studying the basic techniques of web creation</li> <li>Skilled in developing creative web</li> <li>Publish creative multimedia works on social media networks.</li> </ol>	
Content	This course is a course that designs and develops the use of computers to present and combine text, sound, images, animation, audio and video with tools and connections so that users can navigate, interact, create and communicate easily. often used in the world of informatics.	
Attribute Soft skill:	Scientific report, public speaking, and team work	
Study/exam achievements:	Students are considered to complete the course and pass if they obtain at least 40% of maximum final grade. The final grade (NA) is calculated based on the following ratio:	





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	<b>Assessment Components</b>	Percentage of contribution	
	Participation	20%	
	Assignment	30%	
	Mid-semester test	20%	
	Final semester test	30%	
Learning Methods :	Student-centered approach, presentations (structured activi		
Form of Media:	Power Point slides, e-book file, and multimedia.		
Literature (primary references):	<ol> <li>Suyanto M, 2005, Multimedia: Tools to Increase Competitive Advantage, Yogyakarta: Andi Offset</li> <li>Mulyana I, Prajuhana AP, Iqbal MS, 2019, Graphic and Multimedia Design: Theory and Implementation, Bogor: LPPM Pakuan University.</li> </ol>		
Notes:	*1 sks in learning process = three periods consist of: (a) scheduled instruction in a classroom or laboratory (50 minutes); (b) structured activity (60 minutes); and (c) individual activity (60 minutes) according to the Regulation of Indonesia Ministry of Research, Technology, and Higher Education No. 44 Year 2015 jo. the Regulation of Indonesia Ministry of Research, Technology, and Higher Education No. 50 Year 2018.  **1 sks = 1,59 ECTS according to Rector Decree Of Universitas Negeri Surabaya No. 598/Un38/Hk/Ak/2019		

