MINISTRY OF EDUCATION, CULTURE, RESEARCH, AND TECHNOLOGY
UNIVERSITAS NEGERI SURABAYA
FACULTY OF MATHEMATICS AND NATURAL SCIENCE
UNDERGRADUATE PROGRAM OF MATHEMATICS
Ketintang Campus, C8-C9 Buildings of FMIPA, Surabaya
Email: s1-mat@unesa.ac.id

Module Handbook

Module Name :	*Literasi Digital* Digital Literacy
Module level :	Bachelor degree/Undergraduate Program
Course Code :	1000002046
Abbreviation, if applicable:	-
Courses included in the module, if applicable:	Not Applicable
Semester/Term	2nd/ first year
Module coordinator(s)	Rudianto Artiono, S.Pd., M.Sc.
Lecturer(s):	Rudianto Artiono, S.Pd., M.Sc. Dimas Avian Maulana, M.Si.
Language:	Bahasa Indonesia (Indonesian Language)
Classification within the curriculum:	Compulsory/ ~~Elective~~
Teaching format/class hours per week during the semester:	2 contact hours of lectures (*sks* or credit unit*)
Workload :	2 x 50 minutes lectures, 2 x 60 minutes structured activity, and 2 x 60 minutes individual activity per week, 14 weeks per semester 79.33 total hours per semester ~ 3.18 ECTS**
Credit Unit:	2 credit unit (3.18 ECTS)
Requirements:	None

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Learning goals/competencies:	**Knowledge (KNO-1:** Demonstrating mathematical knowledge and mathematical insight**)** CLO-1: Able to demonstrate mathematical knowledge and insight to filter and sort valid information **Skill (SKI-4:** Implementing simple mathematical procedures in computer programs.) CLO-2: Able to formulate and solve fundamental mathematical problems related to mathematical logic with the help of python and LaTeX **Attitude and Social (SOC-2:** Showing responsibility for work in the field of expertise independently, having a lifelong willingness to learn, and having the courage to make decisions.**)** CLO-3: Able to complete tasks with full responsibility, free of plagiarism, and on time **Competence (COM-2:** Generating ideas used for completing mathematical tasks and communicating them in writing or orally, per scientific principles.**)** CLO-4: Able to generate solutive and creative ideas in completing each task and communicate them both in writing via infographics and orally via YouTube, TikTok, or Instagram, which can be scientifically justified **Competence (COM-3:** Solving mathematical problems using technology**)** 1. CLO-5: Solving mathematical problems using technology
Content	This course discusses about digital literacy, finding and filtering information, using, finding and filtering data, using technology for collaboration, creating technology-based content, understanding basic programming algorithms, and using technology to produce simple programs

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<table>
<tr><td>Attribute Soft skill:</td><td>Active communication; Discipline; Collaboration; Responsibility; and Argumentation in class</td></tr>
<tr><td>Study/exam achievements:</td><td>The final grade (NA) is calculated based on the following ratio:
<table>
<tr><td>Assessment Components</td><td>Percentage of contribution</td></tr>
<tr><td>Participation</td><td>20%</td></tr>
<tr><td>Assignment</td><td>30%</td></tr>
<tr><td>Mid-semester test</td><td>20%</td></tr>
<tr><td>Final semester test</td><td>30%</td></tr>
</table>
Grade conversion of 0-100 scale into 0-4 scale is set as below:
<table>
<tr><td>Letter</td><td>Number</td><td>Grade Interval</td></tr>
<tr><td>A</td><td>4,00</td><td>$85 \leq A \leq 100$</td></tr>
<tr><td>A-</td><td>3,75</td><td>$80 \leq A- < 85$</td></tr>
<tr><td>B+</td><td>3,50</td><td>$75 \leq B+ < 80$</td></tr>
<tr><td>B</td><td>3,00</td><td>$70 \leq B < 75$</td></tr>
<tr><td>B-</td><td>2,75</td><td>$65 \leq B- < 70$</td></tr>
<tr><td>C+</td><td>2,50</td><td>$60 \leq C+ < 65$</td></tr>
<tr><td>C</td><td>2,00</td><td>$55 \leq C < 60$</td></tr>
<tr><td>D</td><td>1,00</td><td>$40 \leq D < 55$</td></tr>
<tr><td>E</td><td>0,00</td><td>$0 \leq E < 40$</td></tr>
</table></td></tr>
<tr><td>Learning Methods :</td><td>Student-centered approach; project-based learning; lecturer and discussion; and presentations (structured activities)
Skills or competence learning outcomes can be achieved by practicum activity</td></tr>
<tr><td>Form of Media:</td><td>Power point slides; video; worksheets, and textbooks</td></tr>
</table>

Literature (primary references):	1. Perdew, L. 2017. Information Literacy in the Digital Age. Minneapolis: Abdo Publishing 2. Griffiths, D. F., & Higham, D. J. 2016. Learning Latex (Second Edition). Philadelphia: SIAM-Society for Industrial and Applied Mathematics 3. Horstmann, C. & Necaise, R. D. 2020. Python for Everyone (3rd Edition). Hoboken: Wiley
Notes:	*1 credit unit or *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 credit unit or *sks* = 1.59 ECTS according to Rector Decree Of Universitas Negeri Surabaya No. 598/UN38/HK/AK/2019