

Module Handbook

Module Name	Chemistry Game Learning
Module level	Bachelor
Abbreviation, if applicable	8420402188
Sub-heading, if applicable	-
Course included in the module, if applicable	-
Semester/term	7 th /Third Year
Module coordinator(s)	Rusly Hidayah, M.Pd.
Lecturer(s)	Dr. Achmad Lutfi., M.Pd
Language	Indonesian
Classification within the curriculum	Compulsory Course
Teaching format/class hours per week during the semester:	2 hours lecturers (50 min per hours)
Workload:	Total workload 84 hours per semester which consists of 2 hours lecture, 2 hours structured activities, 2 hours individual activities, and 14 weeks per a semester (2.8 ECTS)
Credit points:	2 SCU
Prerequisites course(s):	-
Targeted learning outcomes:	<p>CLO 1 Students are able to describe the characteristics of the game and its types</p> <p>CLO 2 Students are able to make decisions based on analysis of game requirements can be used as a game media</p> <p>CLO 3 Student had master the consideration to choosing games as learning media</p> <p>CLO 4 Students have a responsible attitude in determine the steps to develop a game as a medium for learning chemistry and performing game assessments as a learning media</p>
Content:	<ol style="list-style-type: none"> 1. Games 2. Educational games 3. Choose games for learning 4. Developing games as a media for learning chemistry 5. Assessing games as a learning medium
Study / exam achievements:	<p>Students are considered to be competent and pass if at least get 55</p> <p>Final score is calculated as follows: 20% participation + 30% assignment + 20% middle exam (UTS) & 30% final exam (UAS)</p> <p>Table index of graduation</p> <ul style="list-style-type: none"> • A = 4 (85 ≤ < 100) • A- = 3,75 (80 ≤ < 85) • B+ = 3,5 (75 ≤ < 80)

	<ul style="list-style-type: none"> • B = 3 (70 ≤ < 75) • B- = 2,75 (65 ≤ < 75) • C+ = 2,5 (60 ≤ < 65) • C = 2 (55 ≤ < 60) • D = 1 (40 ≤ < 55) • E = 0 (0 ≤ < 40)
Media:	Computer, LCD, White board
Learning Methods	Individuals assignment, group assignment, discussion, presentation, and practicum
Literature:	<ol style="list-style-type: none"> 1. Lutfi, A. dan Hidayah, R. 2019. <i>Media Permainan Kimia</i>. Surabaya: Unesa University Press. 2. Smaldino, S.E., Lowther, D.L., and Clif, M. 2019. <i>Intructional Technology and Media for Learning 12th Edition</i>. United States of Amerika: Pearson Education, Inc. All Rights Reserved 3. Ismail, Andang. 2006. <i>Education Games</i>. Yogyakarta: Pilar Media 4. Indriana, Dina. 2011. <i>Ragam Alat Bantu Media Pengajaran</i>. Yogyakarta: DIVA Press 5. Suger, Steven & Suger, Kim Kostoroski. 2002. <i>Primery Games Experiential Learning Activities for Teaching</i>. San Francisco: John Willy & Sons, Inc. 6. Ancok, Djamaluddin. 2003. <i>Outbound Management Training (cetakan keempat)</i>. Yogyakarta. UII Press.
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