MODULE HANDBOOK

Module Name	ICT Learning Media Development
Module level	Bachelor
Abbreviation, if applicable	-
Sub-heading, if applicable	-
Course included in the module, if applicable	-
Semester/term	5th/Second Year
Module coordinator(s)	Dr. Sukarmin, M.Pd.
Lecturer(s)	Kusumawati D.,S.Pd., 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:	1 CU for bachelor degree equals 3 work hours per week or 170 minutes (50' face to face learning, 60' structured learning, and 60' independent learning). In one semester, courses are conducted in 14 weeks (excluding mid and end-term exam). Thus, 1 CU equals 39.67 work hours per semester. One CU equals to 1.59 ECTS.*
Credit points:	2 CU = 2 x 1,59 = 3, 18 ECTS
Prerequisites course(s):	-
Targeted learning outcomes:	1. Utilize learning resources and ICTs to design and develop chemistry learning media ICT based. 2. Have knowledge about the characteristics of multimedia software for developing media ICT-based chemistry learning 3. Make decisions in applying multimedia software to develop media ICT-based chemistry learning according to the characteristics of chemistry concepts. 4. Having a responsible attitude in developing ICT-based chemistry learning media
Content:	1. Soundgorge 2. Photoshop 3. Premier 4. Flash 5. Needs analysis 6. Development of storyboards 7. Product development
Study / exam achievements:	Students are considered to be competent and pass if at least get 55. Final score is calculated as follows: 20% participation + 30% assignment + 20% middle exam (UTS) & 30% final exam (UAS) Table index of graduation: • A = 4 (85 ≤-≥ 100) • A- = 3,75 (80 ≤-< 85)

	- B+ = 3,5 (75 $\leq$- < 80) - B = 3 (70 $\leq$-< 75) - B- = 2,75 (65 $\leq$-<75) - C+ = 2,5 (60 $\leq$-<65) - C = 2 (55 $\leq$-<60) - D = 1 (40 $\leq$-<55) - E = 0 (0 $\leq$-<40)
Media:	Computer, LCD, White board
Learning Methods	Individuals assignment, group assignment, discussion, presentation, and practicum
Literature:	1. Anonym. 2006. User 19s Guide Chem & Bio Office 2. Anonym. 2009. Sound Forge Pro 10 UserGuide. Sony Creative Software Inc 3. Belmas, Genelle., and Overbeck, Wayne. 2014. Major Principles of Media Law. USA: Cengage Learning 4. Desktop 2010 for Windows . CambridgeSoft Corporations 5. Finkel Stein, Ellen., and Gurdy, Leete. 2002. 50 Fast Flash MX Techniques . Wiley Publishing, Inc 6. Fenrich, P. 1997. Practical Guidelines For Creating Instructional Multimedia Application 7. Heinich, R., Molenda.1999. Instructional Media and Technologies for Learning 8. Jonathan Fielding. 2014. Beginning Responsive Web Design with HTML5 and CSS3. California: Apress Media of Media Law. USA: Cengage Learning 9. Jennifer Harder. 2018. Graphics and Multimedia for the Web with Adobe Creative Cloud. California: Apress