

MODULE HANDBOOK

Module Name	Learning Media
Module level	Bachelor
Abbreviation, if applicable	
Sub-heading, if applicable	-
Course included in the module, if applicable	-
Semester/term	4 st
Module coordinator(s)	Dr. Achmad Lutfi, M.Pd.
Lecturer(s)	Dr. Sukarmin, M.Pd. Dian Novita, S.T.,M.Pd Bertha Yonata, S.Pd.,M.Pd.
Language	Indonesian
Classification within the curriculum	Compulsory Course
Teaching format/class hours per week during the semester:	3 hours lecturers (50 min per hours)
Workload:	1 CU for bachelor degree equals to 3 workhours 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 to 39.67 workhours per semester. One CU equals to 1.59 ECTS.
Credit points:	3 CU = 3 x 1.59 = 4.77 ECTS
Prerequisites course(s):	-
Targeted learning outcomes:	CLO 1 Producing learning media by utilizing the surrounding environment (contextual) CLO 2 Producing ICT-based learning media CLO 3 Presenting contextual learning media produced CLO 4 Presenting the produced ICT-based learning media
Content:	Study of the meaning, type / classification, function, basics of media development, as well as being able to select, design, and produce learning media by utilizing the surrounding environment (contextual) and ICT
Study / exam achievements:	Students are considered to be competent and pass if at least get 56 Final score is calculated as follows: 20% participation + 30% assignment + 20% middle exam (UTS) & 30% final exam (UAS) Table index of graduation <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 ($70 \leq < 75$) • 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
Literature:	<ol style="list-style-type: none"> 1. Smaldino, S.E., Deborah L.L., and James D.R., 2011. <i>Instructional Technology and Media for Learning: Teknologi Pembelajaran dan Media untuk Belajar</i>. Jakarta: Kencana 2. Depdiknas. 2005. Pedoman Pengembangan Buku Pelajaran. Jakarta: Pusat Perbukuan 3. Heinich, R., Molenda. (1999). <i>Instructional Media and Technologies for Learning</i>. USA: Prentice Hall. 4. Dinas Pendidikan Provinsi Jabar. 2005. Penyusunan Naskah Bahan Ajar Teori dan Praktek. Bandung: Balai Pengembangan Teknologi Pendidikan 5. Fenrich, P.(1997). <i>Practical Guidelines For Creating Instructional Multimedia Application</i>. USA:Harcourt Brace College Publisher