MODULE HANDBOOK

Module Name	ICT Learning Media Development
Module level	Bachelor
Abbreviation, if applicable	8420402223
Sub-heading, if applicable	-
Course included in the module, if applicable	-
Semester/term	7th/Fourth Year
Module coordinator(s)	Dr. Sukarmin, M.Pd.
Lecturer(s)	Kusumawati D.,S.Pd., M.Pd.
Language	Indonesian
Classification within the curriculum	Elective Course
Teaching format/class hours per week during the semester:	2 hours lecturers (50 min per hours)
Workload:	2 x 50 minutes lectures, 2 x 60 minutes structured activity, 2 x 60 minutes individual activity, 14 weeks per semester, 79,33 total hours per semester ~ 3.18 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 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: <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>
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
Notes:	*1 CU 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 CU = 1,59 ECTS according to Rector Decree Of Universitas Negeri Surabaya No. 598/Un38/Hk/Ak/2019