

MODULE HANDBOOK

Module Name	Chemistry Game Media
Module level	Bachelor
Abbreviation, if applicable	8420402188
Sub-heading, if applicable	-
Course included in the module, if applicable	-
Semester/term	7 th /Fourth Year
Module coordinator(s)	Rusly Hidayah, M.Pd.
Lecturer(s)	Dr. Achmad Lutfi., 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:	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:	2 CU = 2 x 1.59 = 3.18 ECTS
Prerequisite 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) • 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>Instructional Technology and Media for Learning</i>. 12th Edition. 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>Primary Games Experiential Learning Activities for Teaching</i>. San Francisco: John Willy & Sons, Inc. 6. Ancok, Djamaluddin. 2003. <i>Outbound Management Training</i> (cetakan keempat). Yogyakarta. UII Press.