

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:	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							
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 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:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Assessment Components</th> <th style="text-align: left;">Percentage of contribution</th> </tr> </thead> <tbody> <tr> <td>Participation</td> <td style="text-align: center;">20%</td> </tr> <tr> <td>Assignment</td> <td style="text-align: center;">30%</td> </tr> </tbody> </table>		Assessment Components	Percentage of contribution	Participation	20%	Assignment	30%
Assessment Components	Percentage of contribution							
Participation	20%							
Assignment	30%							

	Mid-semester test	20%
	Final semester test	30%
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. 	
Notes:	<p>*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.</p> <p>**1 CU = 1,59 ECTS according to Rector Decree Of Universitas Negeri Surabaya No. 598/Un38/Hk/Ak/2019</p>	