

Module Descriptions

Module designation	Chemistry Game Media
Semester(s) in which the module is taught	7 th /Fourth Year
Person responsible for the module	-
Language	Bahasa Indonesia (Regular Class) Bahasa Inggris (Internasional Class)
Relation to curriculum	Elective course
Teaching methods	Project-Based Learning, 2 workhours per week (2 x 170 minutes per week)
Workload (incl. contact hours, self-study hours)	1 CU for a bachelor's degree equals 170 minutes (50 minutes face-to-face, 60 minutes structured, 60 minutes independent learning) per week × 14 weeks, excluding mid and end-term exams. = 39.67 work hours per semester = 1.587 ECTS.
Credit points	2 Credit Units (CU) = 3,18 ECTS
Required and recommended prerequisites for joining the module	-
Module objectives/intended learning outcomes	Upon successful completion of this module, students are expected to: <ol style="list-style-type: none"> 1. Able to demonstrate chemical pedagogical knowledge about designing, implementing, and evaluating chemistry learning 2. Able to design, implement, evaluate learning, and develop chemistry learning media by utilizing ICT
Content	Study of the definition, types/classifications, functions, basics of media development, and being able to select, design, and produce learning media by utilizing the surrounding environment (contextual) and ICT.
Examination forms	Essay and Oral Presentation
Study and examination requirements	Study and Examination Requirements/Forms of Examination: <ol style="list-style-type: none"> 1. Individual assignments (literature review, analysis) 2. Group assignments / project work (identifying misconceptions, proposing solutions) 3. Discussions and Q&A participation 4. Presentations and project documentation Assessment Recap (Project-Based Learning): <ol style="list-style-type: none"> 1. Participatory Activities: 27% 2. Project/Product Assessment: 53% 3. Practice/Performance: 20% Total: 100%

Reading list	<ol style="list-style-type: none">1. Ismail, Andang. 2006. Education Games. Yogyakarta: Pilar Media2. Indriana, Dina. 2011. Ragam Alat Bantu Media Pengajaran. Yogyakarta: DIVA Press3. Suger, Steven & Suger, Kim Kostoroski. 2002. Primary Games Experiential Learning Activities for Teaching. San Francisco: John Willy & Sons, Inc.4. Ancok, Djamaluddin. 2003. Outbound Management Training (cetakan keempat). Yogyakarta. UII Press.5. _____. 1982. Permainan Rakyat Daerah Istimewa Yogyakarta. Jakarta: Departemen Pendidikan dan Kebudayaan
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