



MINISTRY OF EDUCATION AND CULTURE
UNIVERSITAS NEGERI SURABAYA
FACULTY OF MATHEMATICS AND NATURAL SCIENCES
DEPARTMENT OF NATURAL SCIENCES
 Ketintang Campus, Jl. Ketintang C12 Building, Surabaya 60231
 Phone (031)18296427
 Website <http://pendidikan-sains.fmipa.unesa.ac.id>

Undergraduate Programme in Science Education

Module Handbook

Module Name:	<i>Media Pembelajaran</i> Learning Media
Module Level:	Bachelor degree/Undergraduate Programme
Course Code:	8420103090
Abbreviation, if applicable:	
Courses included in the module, if applicable:	Not applicable
Semester/term	4/ second year (sophomore)
Module coordinator(s):	Hasan Subekti
Lecturer(s):	Hasan Subekti Wahyu Budi Sabtiawan Ernita Vika Aulia
Language:	Bahasa Indonesia (Indonesian language)
Classification within the curriculum:	Compulsory Course/ Elective Studies
Teaching format/class hours per week during the semester:	2 contact hours of lecturer (Indonesia credit semester or sks*)
Workload:	2 x 50 minutes lectures, 2 x 60 minute structured activity, 2 x 60 minutes individual activity, 14 weeks per semester, 79.34 total hours per semester ~ 2.64 ECTS**
Credit point:	2 sks (2.64 ECT)
Requirements:	- Learning Theory - The Foundation of Learning - Computer Basics
Learning goals/competencies:	<p>General Competencies (Knowledge): Students can explain the definition, types/classifications, functions, fundamentals of media development, and can choose, design, and produce learning media by utilizing the surrounding environment (contextual) and ICT.</p> <p>Specific Competence:</p> <ol style="list-style-type: none"> 1. Integrate ICT in science learning as a source and learning medium and use it to support the implementation of learning. 2. Mastering the understanding, types/classifications, functions, and basics of developing instructional media. 3. Designing, selecting and producing science learning media by utilizing the surrounding environment (contextual) and / or ICT-based. 4. Have a responsible attitude in developing science learning media that are practical, efficient and safe for students.
Content:	Introduction to learning media, development of simple science teaching aids models, instructional learning media (Power Point), shooting and editing movie, facebook learning media, website and weblog learning media,

	animation media.												
Attribute Soft skill:	Discipline, collaboration, responsibility, and argumentation in the natural classroom setting												
Study/exam achievements:	<p>University students are considered to be competent and pass if at least get 40% of the maximum final grade. The final grade (NA) is calculated based on following weight:</p> <table border="1"> <thead> <tr> <th>Assessment Components</th> <th>Percentage Contribution</th> </tr> </thead> <tbody> <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> <tr> <td>Total</td> <td>100%</td> </tr> </tbody> </table>	Assessment Components	Percentage Contribution	Participation	20%	Assignment	30%	Mid-semester test	20%	Final semester test	30%	Total	100%
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Learning Methods	Student-centered approach, deductive learning, lecturing, discussion, and presentation (structured activities), and flip learning												
Form of Media:	LCD, PowerPoint, hand out, simulation, e-learning Vinesa, and whiteboard												
Literature:	<ol style="list-style-type: none"> 1. Fenrich, Peter. 1997. <i>Practical Guidelines For Creating Instructional: Multimedia Application</i>. San Diego, USA: The Dryden Press. 2. Heinich, R., Molenda, M., Russell, J. D., & Smaldino, S. E. 1999. <i>Instructional media and technologies for learning</i>. Upper Saddle River, NJ: Prentice-Hall. 3. Isnawati, Supriono, dan Hasan Subekti. 2013. <i>Rampai Media Pembelajaran Sains Inovatif</i>. Surabaya: Jaudar Press. 4. Smadino, Sharon E., Debora L. Lowter, James D. Russell. 2011. <i>Instructional Technology & media for Learning (Teknologi Pembelajaran dan Media untuk Belajar)</i>. Jakarta: Kencana Prenada Media Group. 												
Notes:	<p>*1 sks in learning process = three contact hours that consist of: (a) scheduled instruction in 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 sks = 1,59 ECTS</p>												