

## MODULE/COURSE HANDBOOK

Souvenirs								
Module/ Course Title	Student Workload	Credits (ECTS)	Semester	Frequency	Duration			
Souvenirs	3 Credits x 16 meetings x 170 / 60 = 136 hours/ Semester	3 Credits x 1.59 = 4,77 ECTS	7	16 meetings (include Mid-term Exam and Final Exam)	16 meetings			
1	<b>Type of course</b> <ul style="list-style-type: none"> <li>• Experience</li> <li>• Lecture-Lab</li> <li>• Studio</li> </ul>	<b>Practice Lecture</b> $28,55 \times (3 \text{ Credits} \times 1.59) = 136,18 \text{ hours/Semester}$			<b>Class size</b> 30 students			
2	<b>Prerequisites for participation (if applicable)</b>							
3	<p>Learning outcomes (PLO+CLO)</p> <p>PLO-4 Able to develop oneself sustainably and eager to collaborate.</p> <p>PLO-8 Capable of producing original and innovative works and effectively presenting them in a variety of forums, both independently and in collaboration.</p> <p>PLO-9 Capable of designing, implementing, and developing artistic skills to produce innovative works, media, and learning resources for educational and entrepreneurial purposes.</p> <p>CLO-1 Students are able to develop souvenir product ideas and designs sustainably through the exploration of materials, forms, and functions that are relevant to cultural values and market demands.</p> <p>CLO-2 Students are able to analyze and evaluate the concepts and creation processes of souvenir artworks, then design and effectively present their work in both academic and non-academic forums, independently or collaboratively.</p> <p>CLO-3 Students are able to design and produce original and aesthetic souvenirs using various techniques and materials, as well as develop marketing strategies for souvenirs to support entrepreneurial endeavors.</p>							
4	<b>Subject aims/content</b> This course is about mastering the concept and practice of making souvenir designs as an elective course							

	<p>in the form of "prototypes", which are unique (distinctive) from the basic materials of wood, metal, leather, cement, cloth, mixed, and other materials, both pure and applied. Students will explore different design methods, techniques, and processes to create functional and aesthetically appealing souvenirs. The course aims to enhance creativity, craftsmanship, and problem-solving abilities in designing prototypes, with an emphasis on material selection and design innovation, culminating in the production of a final prototype for exhibition.</p> <p>The course will cover the fundamentals of souvenir design, focusing on the choice and application of various materials, including wood, metal, leather, cement, cloth, and mixed media. Topics include design concepts, the relationship between form and function in souvenir creation, and techniques for working with different materials. Students will learn the processes of prototyping, including sketching, model-making, material experimentation, and refining designs. There will also be a focus on how to incorporate local culture or unique characteristics into souvenirs to make them stand out in the market. Additionally, the course will cover design aesthetics and sustainability in souvenir production.</p> <p>By the end of the course, students will be able to create original and functional souvenir prototypes using a variety of materials, demonstrating their understanding of design principles, material properties, and craftsmanship. They will showcase their final prototypes in an exhibition, where they will present their creative process, material choices, and design rationale. The output will include a collection of souvenir prototypes that demonstrate both innovation and attention to detail, ready for potential production or further development. Students will also gain skills in project presentation, enabling them to effectively communicate their design concepts.</p>
5	<p><b>Teaching methods</b>            Interactive lecture, <b>project-based learning</b>, role plays and simulations              Guided instruction, project based learning</p>
6	<p><b>Assessment methods</b>            Project assessment(Design), portfolios of students work, presentation</p>
7	<p><b>This module is used in the following study program/s as well</b>            Undergraduate program</p>
8	<p><b>Module Coordinator</b>            Drs. Imam Zaini, M.Pd.            Dra. Indah Chrysanti Angge, M.Sn</p>
9	<p><b>Reference</b>            Major            1. de Tocqueville, A. (2023). Souvenirs. BoD-Books on Demand.            2. Zitzsperger, U. (2021). Commerce, Culture, and Heritage: Souvenirs as Communicators of History in the Museum Shop. The International Journal of the Inclusive Museum, 15(1), 85.            3. Winarno, W. W. (2021). Filateli: Hobi Mengoleksi Prangko dan Benda Pos Lainnya. Wingit Press.            4. Wigginton, C. (2022). Indigenuity: Native Craftwork and the Art of American Literatures. UNC Press</p>

Books.

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3. Kurnia, A. (2024). *Smart Creativepreneur*. Penerbit Andi.
4. Robey, E. (2015). CENDERAMATA\*\* OF THE INVISIBLE: DISPLAY OF ENERGY AT TWENTIETH-CENTURY WORLD'S FAIRS. *The Journal of Decorative and Propaganda Arts*, 27, 36–55. <http://www.jstor.org/stable/24739831>
5. Untracht Oppi. 1968. *Metal Techniques for Craftmen*. New York, USA: Doubleday & Co Link
  1. <https://www.youtube.com/watch?v=uBPnosNHGcA>
  2. <https://www.youtube.com/watch?v=ToI3HhCr4iQ>
  3. <https://www.youtube.com/watch?v=QHtp-nIgcWc>