

MODULE/COURSE HANDBOOK

Learning Media						
Module/ Course Title		Student Workload	Credits (ECTS)	Semester	Frequency	Duration
Learning Media		2 Credits x 16 meetings x 170 / 60 = 90, 6 hours/Semester	2 Credits x 1.59 = 3,18 ECTS	4	16 meetings (include Mid-term Exam and Final Exam)	16 meetings
1	Type of course • Experience		Contact hours 50/170 x 28,55 x (2 Credits x 1.59) = 26,70 Structured Assignment 60/170 x 28,55 x (2 Credits x 1.59) = 32,04		Independent study 60/170 x 28,55 x (2 Credits x 1.59) = 32,04	Class size 30 students
2	Prerequisites for participation (if applicable)					
3	Learning outcomes (PLO+CLO) PLO 2 Demonstrate a resilient, collaborative, adaptive, innovative, inclusive, lifelong learning, and entrepreneurial character. PLO 4 Have an understanding of the most recent developments in planning, implementation, and evaluation of visual arts learning from local to global contexts. PLO 6 Able to develop and execute a creative, innovative, and evaluative visual arts learning in accordance with student characteristics, within the implementation of ICT-based pedagogical competencies and management. CLO 1 Students are able to demonstrate critical, innovative, and responsible attitudes in developing and utilizing multimedia as a means of learning fine arts and entrepreneurship. CLO 2 Students are able to analyze the concepts, theories, and basic principles of using multimedia in learning, and master various technologies and software that can be used to develop multimedia-based fine arts teaching materials. CLO 3 Students are able to design, develop, and implement interactive and interesting multimedia-based fine arts teaching materials, and are able to evaluate the effectiveness of the multimedia in improving the quality of learning.					
4	Subject aims/content This course equips students with an understanding of the principles of learning media and the skills to design, develop, and implement two- and three-dimensional art learning media, both manual and digital. The main focus is the use of computer technology and design software in the development of interactive and interesting open materials. Students are expected to be able to think critically, innovatively, and responsibly in utilizing multimedia for learning and entrepreneurship, as well as mastering various related technologies and software. In addition, they will learn to radiate the effectiveness of learning media and develop innovations based on the latest technology for education and the creative industry.					

5	Teaching methods Interactive lecture, project-based learning , role plays and simulations Interactive lecture, direct instruction, problem-based learning , Presentation Interactive lecture problem-based learning -Paper Writing and Presentation
6	Assessment methods Project assessment, portfolios of students work, written test, quiz
7	This module is used in the following study program/s as well Undergraduate program
8	Module Coordinator Fera Ratyaningrum, S.Pd., M.Pd. Aqim Amral Hukmi, S.Pd., M.Pd.
9	Reference Major 1. Prawesti, Larasati Nur Indah (2024). Media Pembelajaran. Klaten: Lakeisha 2. Mahmud, Syahrudin., dkk. (2023). Media Pembelajaran. Cirebon: Lovrinz Publishing 3. Oka, Gde Putu Arya. (2022). Media dan Multimedia Pembelajaran. Tangerang: Pascal Books 4. Nurfadhillah, Septy. (2021). MEDIA PEMBELAJARAN Pengertian Media Pembelajaran, Landasan, Fungsi, Manfaat, Jenis-jenis Media Pembelajaran, dan Cara Penggunaan Kedudukan Media Pembelajaran. Sukabumi: CV Jejak. 5. Ismail, M. Ilyas. (2020). Teknologi Pembelajaran sebagai Media Pembelajaran. Makasar: Cendekia Publisher 6. Bequette, J. W., & Brennan, C. (2008). Advancing “Media Arts” Education in “Visual Arts” Classrooms: Addressing Policy Ambiguities and Gaps in Art Teacher Preparation. <i>Studies in Art Education</i>, 49(4), 328–342. http://www.jstor.org/stable/25475873 8. CASTRO, J. C. (2012). Learning and Teaching Art Through Social Media. <i>Studies in Art Education</i>, 53(2), 152–169. http://www.jstor.org/stable/24467884 9. FREIRE, M., & MCCARTHY, E. (2014). FOUR APPROACHES to New Media Art Education. <i>Art Education</i>, 67(2), 28–31. http://www.jstor.org/stable/24766140 10. Han, H.-C. (Sandrine). (2015). Teaching Visual Learning Through Virtual World: Why Do We Need a Virtual World for Art Education? <i>Art Education</i>, 68(6), 22–27. http://www.jstor.org/stable/45239771 12. Knochel, A. D. (2013). Assembling Visuality: Social Media, Everyday Imaging, and Critical Thinking in Digital Visual Culture. <i>Visual Arts Research</i>, 39(2), 13–27. https://doi.org/10.5406/visuartsrese.39.2.0013 Minor 1. Camelia, Ika Anggun dan Fera Ratyaningrum. 2021. Multimedia Pembelajaran. Surabaya. 2. Setyo Wardani. N, (2010), Penggunaan Perangkat Ajar Berbasis Multimedia, Fakultas Teknologi Informai, Universitas YARSI 3. Daryanto. (2010). Media Pembelajaran: Peranannya Sangat Penting Dalam Mencapai Tujuan Pembelajaran. Penerbit Gava Media, Jogjakata. 4. Darudiato. S, Agustini. H, Dwi Yanti. M, Sujanto. D, 2006, Analisis dan Perancangan Aplikasi Perangkat Ajar Bebasis Multimedia Dengan Studi Kasus: Mata Kuliah Analisa & Perancangan Sistem Informasi, Universitas Bina Nusantara, Jakarta 5. Hackbarth, Steven. (2006). The educational technology handbook. New Jersy: Educational

	Technology Publishing. 6. Robert Heinich et.al. (2002) Instructional Media and Technologies for Learning, seventh edition. Upper Saddle River, New Jersey Columbus, Ohio. 7. Fred T Hofstetter. (2001). Multimedia literacy 3rd ed. The McGraw-Hill Companies, Inc. 8. Y Mardika. (2010). Pengembangan Multimedia dalam Pembelajaran Kosakata Bahasa Inggris di SD. Makalah tidak diterbitkan. 9. Moeljadi Pranata. (2010). Teori Multimedia Instruksional. Universitas Negeri Malang dan Banyu Media Publishing: Malang. Link 1. https://www.youtube.com/watch?v=JybkioFikF8 2. https://www.youtube.com/watch?v=aiuUqnUUBwY 3. https://www.youtube.com/watch?v=QL-6PdiDTeo
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