Module Handbook

Module name	Learning Media
Module level	Undergraduate Program (S-1) / Bachelor
Abbreviation / code (if any)	
Subtitles (if any)	
Courses included in the module (if any)	
Semester / year level	4 /2nd year
Module coordinator	Dr. Rudy Kustijono, M.S
Lecturer	Dr. Rudy Kustijono, M.S Abdul Kholiq, S.Pd., M.T
The language used	Bahasa Indonesia
Classification in the curriculum	Compulsory course / ~~elective courses~~
Learning format / number of class hours per week	Per week consists of: 2 hours face to face (1 hour face to face = 50 minutes / hour)
Load	2 hours face to face, 2 hours structured assignments, 2 hours of independent study, over 15 weeks, a total of 90 hours face to face / semester
SKS	2
Precondition	-
Learning Outcomes	1. Examining various media and teaching aids in learning 2. Develop learning aids 3. Develop learning posters / banners 4. Develop presentation learning media 5. Develop a learning E-book 6. Develop learning videos 7. Develop learning websites and weblogs 8. Developing animation learning media
Content	This course is a course that designs and develops teaching and learning process aids in the form of hardware and software, namely anything that can be used to stimulate the thoughts, feelings, attention and abilities or skills of learners so that they can encourage the learning process.
Soft skill attributes	Team work Good scientist Long life education

<table>
<tr><td>Learning / examination achievement</td><td>Students are considered competent and pass if they get at least a minimum test score of 68 (USS and US), and structured activities (assignments / T) and participatory activities (P)
The final grade (NA) is calculated according to the formula:
$NA = \frac{(2xP)+(3xT)+(2xUSS)+(3xUS)}{10}$
Convert the 0-100 scale value to a 0-4 scale and the letters are arranged as follows.
<table>
<tr><th>Letter</th><th>Number</th><th>Interval</th></tr>
<tr><td>A</td><td>4,00</td><td>85 ≤ A < 100</td></tr>
<tr><td>A-</td><td>3,75</td><td>80 ≤ A- < 85</td></tr>
<tr><td>B+</td><td>3,50</td><td>75 ≤ B+ < 80</td></tr>
<tr><td>B</td><td>3,00</td><td>70 ≤ B < 75</td></tr>
<tr><td>B-</td><td>2,75</td><td>65 ≤ B- < 70</td></tr>
<tr><td>C+</td><td>2,50</td><td>60 ≤ C+ < 65</td></tr>
<tr><td>C</td><td>2,00</td><td>55 ≤ C < 60</td></tr>
<tr><td>D</td><td>1,00</td><td>40 ≤ D < 55</td></tr>
<tr><td>E</td><td>0,00</td><td>0 ≤ E < 40</td></tr>
</table>
</td></tr>
<tr><td>Media form</td><td>Handbook
PPT
e-book</td></tr>
<tr><td>Reference</td><td>1. Green T D and Brown A, 2002, Multimedia Project in the Classroom, California: Corwin Press, Inc.
2. Rusli M, Hermawan D and Supuwiningsih N N, 2017, Innovative Learning Multimedia, Yogyakarta: Andi Offset.</td></tr>
<tr><td>Note</td><td></td></tr>
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