Module Handbook

Module name	Physics Edutainment
Module level	Undergraduate Program (S-1) / Bachelor
Abbreviation / code (if any)	
Subtitles (if any)	
Courses included in the module (if any)	
Semester / year level	5/ 3th year
Module coordinator	Dr. Rudy Kustijono, M.S
Lecturer	Dr. Rudy Kustijono, M.S Abdul Kholiq, S.Pd., M.T Mita Anggaryani, Ph.D
The language used	Indonesian
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 the basic concepts of edutainment 2. Examining the basic principles of edutainment 3. Examine the edutainment learning approach 4. Examining educational learning tools 5. Examine the educatory approach to learning 6. Designing and developing edutainment physics learning
Content	This course is a course that designs and develops a physics learning process that is designed in such a way that educational and entertainment content can be combined harmoniously to create fun physics learning.
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. Perelman 1988 Fun with Maths and Physics: Brain Teasers Trick and Illusion Moscow: MIR Publishers.
2. Fadlilah M, 2014, Edutainment of Early Childhood Education: Creating Creative, Engaging, and Enjoyable Learning. Jakarta: Kencana Prenadamedia Group.</td></tr>
<tr><td>Note</td><td></td></tr>
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