UNIVERSITAS ISLAM NEGERI RADEN MAS SAID SURAKARTA
FAKULTAS: ADAB DAN BAHASA
PROGRAM STUDI: SASTRA INGGRIS

RENCANA PEMBELAJARAN SEMESTER

Mata Kuliah	Kode MK	Kelompok MK	SKS/SMT	Tgl Penyusunan
Creative Media Design			2/6	August 26, 2021
Otorisasi GKM	Dosen Pengampu MK	NIDN/NIDK/NUP		Ka. Program Studi
	Aris Hidayatullah, MA			Dr. Nur Asiyah, M.A

Capaian Pembelajaran	Capaian Pembelajaran Lulusan (CPL): The students are able to apply theories of digital literacy in real contexts	
	Sikap (no CPL)	Internalizing literary values and literary works, language and linguistic works, and translation works
	Pengetahuan(no CPL)	Able to work independently by using knowledge and skills in English by making creative work
	Kemampuan(no CPL)	Able to apply logical, critical, systematic, and innovative thinking in the context of the development or implementation of science and technology
	Capaian Pembelajaran Mata Kuliah (CPMK):	
	CPMK 1 (S)	Able to broaden the creative media design horizon
	CPMK 2 (P)	Able to comprehend world of the creative media design
	CPMK 3 (K)	Able to apply creative media design in the real context
Deskripsi Mata Kuliah	This course equips the students to have basic understandings in creative media design	

MATRIK PERKULIAHAN

Minggu/ Pertemuan Ke-	Kemampuan Akhir yang Diharapkan	Materi/Tema Pokok	Metode Pembelajaran	Waktu Belajar (minutes)	Pengalaman Belajar Mahasiswa	Indikator dan Kriteria Penilaian	Bobot Nilai
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	Students understand the rules of the class	Class orientation & Syllabus overview	Lecturing	100 minutes	Practice Group discussion	Clarity and accuracy in delivering ideas	Presence: 10% Tasks: 20%

		Basic understanding: basic notion of creative industry					Mid exam: 30% Final exam: 40%
2	Students understand the concept of creative media design	The history and the nature of creative media design	Lecturing	100 minutes	Practice Group discussion	Lecturer and students discuss about the history and the nature of digital literacy.	
3	Students understand the general concept of creative media design	The six characteristics of creative media design	Lecturing	100 minutes	Practice Group discussion	The lecturer explains about the six characteristics of digital literacy in general.	
4	Students understand the advantages and disadvantages of creative media design through real examples from social media.	The advantages and disadvantages of creative media design	Lecturing Discussion	100 minutes	Practice Group discussion	The lecturer and students discuss about the advantages and disadvantages of digital literacy from real examples on social media.	
5	Students understand about the first level of creative media design: ICT Proficiency	ICT Proficiency	Lecturing and Discussion	100 minutes	Practice Group discussion	The lecturer and students discuss about ICT Proficiency.	
6	Students understand about the second level of creative media design: Critical Use	Critical Use YouTube	Lecturing and Discussion	100 minutes	Practice Group discussion	The lecturer and students discuss about Critical Use and YouTube.	

	Students understand that all digital literacy levels can be experienced from YouTube						
7&8	Students are able to make a YouTube video in a group	Making a YouTube video	Video Making	100 minutes	Practice Group discussion	Students make a subtitle	
9	Students are able to understand more about creative media design by criticizing their friends' YouTube videos	Criticism	Discussion	100 minutes	Practice Group discussion	The lecturer and students watch their friends' YouTube videos and give them comments.	
10	Students understand about the second level of creative media design: Creative Production	Creative Production	Discussion	100 minutes	Practice Group discussion	Based on the criticism and theories, the lecturer and students discuss about Creative Production.	
11	Students understand about the second level of creative media design: Digital Communication, Learning, and Self-Identification	Digital Communication, Learning, and Self-Identification	Discussion	100 minutes	Practice Group discussion	Based on the YouTube experience, they have to design how to communicate it, self improve, and self identify from digital world.	
12,13,14	Students are able to express all of	Creative Production	Lecturing and Discussion	100 minutes		Students are able to express all of	

| | the creative media design levels in their YouTube channel.

Student are able to communicate with the lecturer regarding the challenges they face during the creative production | | | | | the digital literacy levels in their YouTube channel.

Student are able to communicate with the lecturer regarding the challenges they face during the creative production | |
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Penguatan Core Value Institusi		
	Religiousity	Participating in Islamic values dissemination through creative media design
	Modernity	Proposing new ideas by using modern technology through creative media design
	Civility	Contributing to world of knowledge through creative media design
	Profesionality	Able to apply digital literacy in accordance to professional needs
Integrasi Islam-sains-kearifan Lokal		Internalizing Islamic, saintific, local wisdom values and creative media design theories
Daftar Referensi		Osterman, M. D. (2012). Digital literacy: Definition, theoretical framework, and competencies. In M. S. Plakhotnik, S. M. Nielsen, & D. M. Pane (Eds.), *Proceedings of the 11th Annual College of Education & GSN Research Conference* (pp. 135-141). Miami: Florida International University. Retrieved from http://education.fiu.edu/research_conference/ Bawden, D. 2001. *Origin and Concepts of Digital Literacy*

FORMAT RANCANGAN TUGAS MAHASISWA

Mata Kuliah   : creative media design
Kelas/Semester   : 6
Sks   : 2
Minggu Ke   :

Dosen   : Aris Hidayatuloh, MA

	UNIVERSITAS ISLAM NEGERI RADEN MAS SAID SURAKARTA FAKULTAS ADAB DAN BAHASA PROGRAM STUDI SASTRA INGGRIS

RANCANGAN PEMBERIAN TUGAS MAHASISWA					
Mata Kuliah	Kelas/Semester	SKS	Minggu Ke	Tugas Ke	Dosen Pengampu
Digital Literacy		2			Wildi Adila, MA
1	Tujuan Tugas				
2	Uraian Tugas				
	a. Objek Tugas				
	b. Batasan Pengerjaan Tugas				
	c. Metode/Cara dan Acuan Tugas				
	d. Deskripsi Luaran Tugas				
3	Kriteria Penilaian				
	a. Kehadiran di kelas	10 %			
	b. Tugas	20 %			
	c. Pelaporan dan/atau presentasi	30 %			
	d. Ketajaman analisis.	40 %			