

|  | <div>Universitas Negeri Surabaya</div> <div>Fakultas Vokasi</div> <div>Program Studi D4 Manajemen Informatika</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    | <div>Kode Dokumen</div> |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|-----------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------|-----------------------------------------|-------------------|---|---------------------------|----------|----|-------------------------|-----------|------|-------|-------|--------|--------|--------|---|--|--|--|--------|---|---|--|--|--------|---|---|---|---|--------|---|---|---|----|--------|----|----|----|----|----|--------|---|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--------|--|--|---|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--------|--|--|--|--|---|---|---|--|---|---|---|---|--|--|--|--|--|--------|--|--|--|--|--|--|--|---|--|--|--|--|---|---|--|--|--|--------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|---|---|--|
|                                                                                   | <div>RENCANA PEMBELAJARAN SEMESTER</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| MATA KULIAH (MK)                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | KODE                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Rumpun MK                       |                                         | BOBOT (sks)       |   |                           | SEMESTER |    | Tgl Penyusunan          |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| Pemrograman Game                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 5730102215                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | Mata Kuliah Wajib Program Studi |                                         | T=2 P=0 ECTS=3.18 |   |                           | 3        |    | 4 November 2024         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| OTORISASI                                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Pengembang RPS                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 | Koordinator RMK                         |                   |   | Koordinator Program Studi |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Dimas Novian Aditia Syahputra, S.Tr.T., M.Tr.T. |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 | Dodik Arwin Dermawan, S.ST., S.T., M.T. |                   |   | DODIK ARWIN DERMAWAN      |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| Model Pembelajaran                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Project Based Learning                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| Capaian Pembelajaran (CP)                                                         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPL-PRODI yang dibebankan pada MK               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPL-8                                           | Mampu menerapkan pemikiran logis, kritis dan inovatif dalam melakukan pekerjaan dalam bidang teknologi informasi dengan menunjukkan kinerja yang bermutu dan terukur serta memanfaatkannya untuk menganalisa, mendokumentasikan dan menyusun deskripsi saintifik hasil kajian dalam bentuk laporan yang terjamin keshahiannya.                                                                                                                                            |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPL-9                                           | Mampu memilih sumberdaya dan memanfaatkan perangkat atau teknologi modern untuk merancang dan mewujudkan bidang rekayasa perangkat lunak sesuai dengan kebutuhan fungsional dan non fungsional secara spesifik dengan pertimbangan yang tepat terhadap masalah kultural, sosial, dan lingkungan dengan mengacu kepada metode dan standar industri.                                                                                                                        |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPL-10                                          | Mampu menerapkan matematika dan prinsip rekayasa dalam mengidentifikasi, memformulasikan, melakukan penelusuran referensi atau standar, menganalisis dan menyelesaikan masalah bidang rekayasa perangkat lunak menggunakan perangkat analisa pada bidang teknologi informasi.                                                                                                                                                                                             |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPL-12                                          | Menguasai konsep matematika terapan, pengetahuan dasar TIK (Algoritma, Pemrograman, Basis Data), sains dan prinsip rekayasa yang diperlukan untuk analisis dan perancangan sistem, proses, produk atau komponen pada rekayasa perangkat lunak.                                                                                                                                                                                                                            |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Capaian Pembelajaran Mata Kuliah (CPMK)         |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPMK - 1                                        | Mahasiswa mampu memahami konsep pemrograman game                                                                                                                                                                                                                                                                                                                                                                                                                          |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPMK - 2                                        | Menguasai teknik dasar pembuatan aset dan integrasi aset multimedia dalam Game Engine dan memilih tools yang tepat untuk pengembangan Game.                                                                                                                                                                                                                                                                                                                               |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPMK - 3                                        | Mahasiswa mampu menerapkan mekanika permainan, pemrograman interaktif, dan animasi dalam Game Engine.                                                                                                                                                                                                                                                                                                                                                                     |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPMK - 4                                        | Mahasiswa mampu mengembangkan Game berdasarkan praktik terbaik dan menghasilkan produk game siap guna.                                                                                                                                                                                                                                                                                                                                                                    |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | CPMK - 5                                        | Menyusun laporan & mendemokan proyek game                                                                                                                                                                                                                                                                                                                                                                                                                                 |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | Matrik CPL - CPMK                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
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| CPMK-3                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-4                                                                            | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                 | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | ✓                               |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-5                                                                            | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| Matrik CPMK pada Kemampuan akhir tiap tahapan belajar (Sub-CPMK)                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
|                                                                                   | <table border="1"> <tr> <th rowspan="2">CPMK</th> <th colspan="16">Minggu Ke</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th>9</th> <th>10</th> <th>11</th> <th>12</th> <th>13</th> <th>14</th> <th>15</th> <th>16</th> </tr> <tr> <td>CPMK-1</td> <td>✓</td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CPMK-2</td> <td></td> <td></td> <td>✓</td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CPMK-3</td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td>✓</td> <td>✓</td> <td></td> <td>✓</td> <td>✓</td> <td>✓</td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>CPMK-4</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td>✓</td> <td></td> <td></td> <td></td> </tr> <tr> <td>CPMK-5</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>✓</td> <td>✓</td> <td></td> </tr> </table> |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    | CPMK                    | Minggu Ke |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  | 1      | 2 | 3 | 4 | 5 | 6      | 7 | 8 | 9 | 10 | 11     | 12 | 13 | 14 | 15 | 16 | CPMK-1 | ✓ | ✓ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | CPMK-2 |  |  | ✓ | ✓ |  |  |  |  |  |  |  |  |  |  |  |  |  | CPMK-3 |  |  |  |  | ✓ | ✓ | ✓ |  | ✓ | ✓ | ✓ | ✓ |  |  |  |  |  | CPMK-4 |  |  |  |  |  |  |  | ✓ |  |  |  |  | ✓ | ✓ |  |  |  | CPMK-5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  | ✓ | ✓ |  |
| CPMK                                                                              | Minggu Ke                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
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| CPMK-1                                                                            | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | ✓                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-2                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 | ✓                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | ✓                               |                                         |                   |   |                           |          |    |                         |           |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-3                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 | ✓                                       | ✓                 | ✓ |                           | ✓        | ✓  | ✓                       | ✓         |      |       |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-4                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   | ✓                         |          |    |                         |           | ✓    | ✓     |       |        |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |
| CPMK-5                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                 |                                         |                   |   |                           |          |    |                         |           |      |       | ✓     | ✓      |        |        |   |  |  |  |        |   |   |  |  |        |   |   |   |   |        |   |   |   |    |        |    |    |    |    |    |        |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |  |  |        |  |  |  |  |   |   |   |  |   |   |   |   |  |  |  |  |  |        |  |  |  |  |  |  |  |   |  |  |  |  |   |   |  |  |  |        |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   |   |  |

| <b>Deskripsi Singkat MK</b> |                                                                      | Mata kuliah ini membekali mahasiswa dengan pengetahuan dasar dan keterampilan praktis dalam desain aset 3D dan animasi menggunakan Blender, pemrograman, serta pengembangan game berbasis Unity. Mahasiswa akan belajar membuat game 3D dan menyelesaikan proyek akhir berupa game berbasis VR yang interaktif. Learning Path Unity akan digunakan sebagai panduan utama dalam materi praktikum dan proyek.                                                     |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
|-----------------------------|----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|
| <b>Pustaka</b>              |                                                                      | <b>Utama :</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
|                             |                                                                      | 1. Novak, Jeannie. 2012. Game Development Essentials: An Introduction, Third Edition. Delmar, Cengage Learning. USA<br>2. Chronister, James. 2011. Blender Basics Classroom Tutorial Book 4th Edition<br>3. Blackman, Sue. Beginning 3D Game Development with Unity 4 Second Edition. Apress<br>4. www.blender.org<br>5. http://unity3d.com<br>6. www.youtube.com<br>7. SKKNI Nomor 172 Tahun 2024 Keahlian Pengembangan Video Game                             |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
|                             |                                                                      | <b>Pendukung :</b>                                                                                                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
|                             |                                                                      | 1. Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.<br>2. Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.<br>3. Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.<br>4. Unity VR Development Pathway: Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR. |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
| <b>Dosen Pengampu</b>       |                                                                      | Dodik Arwin Dermawan, S.ST., S.T., M.T.<br>Binti Kholifah, S.Kom., M.Tr.Kom.<br>Dimas Novian Aditia Syahputra, S.Tr.T., M.Tr.T.                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                       |                                                                                                                                                        |                                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
| Mg Ke-                      | Kemampuan akhir tiap tahapan belajar (Sub-CPMK)                      | Penilaian                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                       | Bantuan Pembelajaran, Metode Pembelajaran, Penugasan Mahasiswa, [Estimasi Waktu]                                                                       |                                                                              | Materi Pembelajaran [Pustaka]                                                                                                                                                                                                                                                                                                                                                           | Bobot Penilaian (%) |
|                             |                                                                      | Indikator                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Kriteria & Bentuk                                                                                                                                                                                                     | Luring (offline)                                                                                                                                       | Daring (online)                                                              |                                                                                                                                                                                                                                                                                                                                                                                         |                     |
| (1)                         | (2)                                                                  | (3)                                                                                                                                                                                                                                                                                                                                                                                                                                                             | (4)                                                                                                                                                                                                                   | (5)                                                                                                                                                    | (6)                                                                          | (7)                                                                                                                                                                                                                                                                                                                                                                                     | (8)                 |
| 1                           | Memahami dasar PjBL & SKKNI 172/2024 dalam konteks pengembangan game | Mahasiswa mampu menjelaskan ruang lingkup standar kompetensi                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Kriteria:</b><br>Tes awal & diskusi<br><br><b>Bentuk Penilaian :</b><br>Aktifitas Partisipatif, Penilaian Praktikum                                                                                                | Luring:<br>briefing, diskusi kelompok<br>Daring:<br>membaca modul & forum diskusi<br>Pembagian kelompok dan topik proyek game<br>[PB:1x(4x50")]        | Asynchronous :<br>penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Pengantar Industri Game dan Unity/Blender<br><b>Pustaka:</b><br>www.youtube.com<br><br><b>Materi:</b> Pengantar Industri Game<br><b>Pustaka:</b><br>Blackman, Sue. Beginning 3D Game Development with Unity 4 Second Edition. Apress<br><br><b>Materi:</b> Pengembangan Game<br><b>Pustaka:</b> SKKNI Nomor 172 Tahun 2024 Keahlian Pengembangan Video Game              | 2%                  |
| 2                           | Menyusun ide & alur game dalam bentuk Game Design Document (GDD)     | Mahasiswa mampu menyusun Draft GDD sederhana                                                                                                                                                                                                                                                                                                                                                                                                                    | <b>Kriteria:</b><br>1.Tinggi: Ide game orisinal dan jelas.<br>2.Sedang: Ide cukup jelas namun sederhana.<br>3.Rendah: Ide kurang relevan dan tidak detail.<br><br><b>Bentuk Penilaian :</b><br>Aktifitas Partisipatif | Kuliah, praktikum<br>Project Based Learning<br>Tugas :<br>Membuat konsep proyek yang akan dibuat berdasarkan topik yang telah dibagi<br>[PB:1x(4x50")] | Asynchronous :<br>penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Ideation dan Konsep Game<br><b>Pustaka:</b><br>www.youtube.com<br><br><b>Materi:</b> Ideation dan Konsep Game<br><b>Pustaka:</b> Novak, Jeannie. 2012. Game Development Essentials: An Introduction, Third Edition. Delmar, Cengage Learning. USA<br><br><b>Materi:</b> Pengembangan Game<br><b>Pustaka:</b> SKKNI Nomor 172 Tahun 2024 Keahlian Pengembangan Video Game | 2%                  |

|   |                                                                   |                                            |                                                                                                                                    |                                                                                                                                                         |                                                                        |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |    |
|---|-------------------------------------------------------------------|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 3 | Merancang requirement teknis & memilih game engine                | Dokumen requirement, pemilihan tools tepat | <b>Kriteria:</b><br>Rubrik laporan teknis<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum                                  | Kuliah, praktikum Project Based Learning<br>Tugas :<br>Membuat aset model 3D sesuai dengan kebutuhan proyek game kelompok [PB:1x(4x50")]                | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><i>Chronister, James. 2011. Blender Basics Classroom Tutorial Book 4th Edition</i><br><br><b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><a href="http://www.blender.org">www.blender.org</a><br><br><b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><a href="http://www.youtube.com">www.youtube.com</a>                                                                                                                                                                                                                                                            | 3% |
| 4 | Merancang requirement teknis & memilih game engine                | Dokumen requirement, pemilihan tools tepat | <b>Kriteria:</b><br>Rubrik laporan teknis<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum                                  | Kuliah, praktikum Project Based Learning<br>Tugas :<br>Membuat aset model 3D sesuai dengan kebutuhan proyek game kelompok [PB:1x(4x50")]                | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><i>Chronister, James. 2011. Blender Basics Classroom Tutorial Book 4th Edition</i><br><br><b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><a href="http://www.blender.org">www.blender.org</a><br><br><b>Materi:</b> Dasar Desain Karakter 3D<br><b>Pustaka:</b><br><a href="http://www.youtube.com">www.youtube.com</a>                                                                                                                                                                                                                                                            | 3% |
| 5 | Membangun prototipe gameplay dasar (movement, collision, scoring) | Mahasiswa Dapat Prototipe game sederhana   | <b>Kriteria:</b><br>Penilaian proyek (demo laporan)<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja | Kuliah, praktikum Project Based Learning<br>Tugas :<br>Melakukan rigging pada aset model 3D sesuai dengan kebutuhan proyek game kelompok [PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b><br><a href="http://unity3d.com/...">http://unity3d.com/...</a><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i> | 5% |

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|---|-------------------------------------------------------------------|------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 6 | Membangun prototipe gameplay dasar (movement, collision, scoring) | Mahasiswa Dapat Prototipe game sederhana | <b>Kriteria:</b><br>Penilaian proyek (demo laporan)<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja | Kuliah, praktikum<br>Project Based Learning<br>Tugas : Melakukan rigging pada aset model 3D sesuai dengan kebutuhan proyek game kelompok [PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <a href="http://unity3d.com/...">http://unity3d.com/...</a><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i> | 5% |
| 7 | Membangun prototipe gameplay dasar (movement, collision, scoring) | Mahasiswa Dapat Prototipe game sederhana | <b>Kriteria:</b><br>Penilaian proyek (demo laporan)<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja | Kuliah, praktikum<br>Project Based Learning<br>Tugas : Melakukan rigging pada aset model 3D sesuai dengan kebutuhan proyek game kelompok [PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <a href="http://unity3d.com/...">http://unity3d.com/...</a><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Desain UI/UX dalam Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i> | 5% |

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|---|----------------------------------------------------------------------|------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| 8 | UTS (Project Review 1): Demo prototipe tahap 1                       | 1. Prototipe bisa dijalankan<br>2. Kelengkapan dan kualitas game | <b>Kriteria:</b><br>1. Tinggi: Game lengkap.<br>2. Sedang: Game cukup lengkap.<br>3. Rendah: Game tidak lengkap.<br><br><b>Bentuk Penilaian :</b><br>Penilaian Hasil Project / Penilaian Produk, Praktik / Unjuk Kerja | Presentasi Progress UTS                                                                                                          |                                                                        | <b>Materi:</b> UTS<br><b>Pustaka:</b> SKKNI Nomor 172 Tahun 2024 Keahlian Pengembangan Video Game<br><br><b>Materi:</b> Pengembang Game<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Pengembang Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><br><b>Materi:</b> Pengembang Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i>                                                                                                                                                | 20% |
| 9 | Mengembangkan fitur lanjutan (AI, level design, database/networking) | Implementasi fitur tambahan sesuai GDD                           | <b>Kriteria:</b><br>Rubrik proyek & laporan<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja                                                                                             | Kuliah, praktikum Project Based Learning<br>Tugas : Memulai memberikan script sederhana pada proyek game kelompok [PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity VR Development Pathway: Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i> | 5%  |

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|----|----------------------------------------------------------------------|----------------------------------------|----------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 10 | Mengembangkan fitur lanjutan (AI, level design, database/networking) | Implementasi fitur tambahan sesuai GDD | <b>Kriteria:</b><br>Rubrik proyek & laporan<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja | Kuliah, praktikum<br>Project Based Learning<br>Tugas :<br>Memulai memberikan script sederhana pada proyek game kelompok<br>[PB:1x(4x50'')] | Asynchronous :<br>penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60'')] | <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><hr/> <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><hr/> <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><hr/> <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity VR Development Pathway: Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i> | 5% |
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|----|----------------------------------------------------------------------|-----------------------------------------|----------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 11 | Mengembangkan fitur lanjutan (AI, level design, database/networking) | Implementasi fitur tambahan sesuai GDD  | <b>Kriteria:</b><br>Rubrik proyek & laporan<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum, Praktik / Unjuk Kerja | Kuliah, praktikum<br>Project Based Learning<br>Tugas :<br>Memulai memberikan script sederhana pada proyek game kelompok<br>[PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Essentials Pathway: Memperkenalkan dasar penggunaan Unity, antarmuka, dan navigasi.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><br><b>Materi:</b> Integrasi Aset Visual ke Unity<br><b>Pustaka:</b> <i>Unity VR Development Pathway: Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i> | 5% |
| 12 | Optimasi performa & debugging                                        | Hasil optimasi & dokumentasi bug fixing | <b>Kriteria:</b><br>Laporan teknis & demo<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum                          | Kuliah, praktikum<br>Project Based Learning<br>Tugas :<br>Memberikan elemen UI pada proyek game kelompok<br>[PB:1x(4x50")]                | Asynchronous : penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Unity Learn:<br><b>Pustaka:</b> <a href="http://unity3d.com/...">http://unity3d.com/...</a><br><br><b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway: Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><br><b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><br><b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity VR Development Pathway: Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i>                                      | 5% |

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|----|-------------------------------------------------|----------------------------|----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| 13 | Uji coba & evaluasi game project (beta testing) | Feedback & hasil pengujian | <b>Kriteria:</b><br>Laporan hasil uji coba<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum | Kuliah, praktikum Project Based Learning<br>Tugas :<br>Memberikan elemen UI pada proyek game kelompok<br>[PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Unity Learn:<br><b>Pustaka:</b><br><a href="http://unity3d.com/...">http://unity3d.com/...</a><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway:</i><br><i>Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity VR Development Pathway:</i><br><i>Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i> | 5% |
| 14 | Uji coba & evaluasi game project (beta testing) | Feedback & hasil pengujian | <b>Kriteria:</b><br>Laporan hasil uji coba<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum | Kuliah, praktikum Project Based Learning<br>Tugas :<br>Memberikan elemen UI pada proyek game kelompok<br>[PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok<br>[PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Unity Learn:<br><b>Pustaka:</b><br><a href="http://unity3d.com/...">http://unity3d.com/...</a><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Creative Core Pathway:</i><br><i>Menyediakan keterampilan dalam desain aset 3D, visual effects, dan animasi.</i><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity Junior Programmer Pathway: Fokus pada dasar pemrograman dengan C# dan implementasi logika dalam game.</i><br><hr/> <b>Materi:</b> Quality Assurance dan Pengujian Game<br><b>Pustaka:</b> <i>Unity VR Development Pathway:</i><br><i>Memfokuskan pada pengembangan game VR, mulai dari konfigurasi perangkat hingga optimisasi VR.</i> | 5% |



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|----|------------------------------------------------------------|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|
| 15 | Menyusun laporan & dokumentasi proyek sesuai standar SKKNI | Laporan teknis lengkap & rapi         | <b>Kriteria:</b><br>Rubrik laporan<br><br><b>Bentuk Penilaian :</b><br>Penilaian Praktikum                                         | Kuliah, praktikum Project Based Learning<br>Tugas : Menyelesaikan proyek game kelompok [PB:1x(4x50")] | Asynchronous : penyelesaian tugas game kelompok [PT,KM: (1,1)x(4x60")] | <b>Materi:</b> Strategi Monetisasi<br><b>Pustaka:</b><br><a href="http://www.youtube.com/">www.youtube.com</a><br><br><b>Materi:</b> Strategi Monetisasi<br><b>Pustaka:</b><br><a href="http://unity3d.com/">http://unity3d.com/...</a>                                                                                                                                                                                                                                                                                                       | 5%  |
| 16 | UAS (Final Project Presentation & Demo Game)               | Game final sesuai GDD & standar SKKNI | <b>Kriteria:</b><br>Presentasi, demo, laporan akhir<br><br><b>Bentuk Penilaian :</b><br>Penilaian Hasil Project / Penilaian Produk | Presentasi Final Game Project                                                                         |                                                                        | <b>Materi:</b> UAS<br><b>Pustaka:</b> Novak, Jeannie. 2012. <i>Game Development Essentials: An Introduction, Third Edition</i> . Delmar, Cengage Learning. USA<br><br><b>Materi:</b> UAS<br><b>Pustaka:</b> Chronister, James. 2011. <i>Blender Basics Classroom Tutorial Book 4th Edition</i><br><br><b>Materi:</b> UAS<br><b>Pustaka:</b> Blackman, Sue. <i>Beginning 3D Game Development with Unity 4 Second Edition</i> . Apress<br><br><b>Materi:</b> UAS<br><b>Pustaka:</b><br><a href="http://unity3d.com/">http://unity3d.com/...</a> | 20% |

#### Rekap Persentase Evaluasi : Project Based Learning

| No | Evaluasi                                   | Persentase |
|----|--------------------------------------------|------------|
| 1. | Aktifitas Partisipatif                     | 3%         |
| 2. | Penilaian Hasil Project / Penilaian Produk | 30%        |
| 3. | Penilaian Praktikum                        | 42%        |
| 4. | Praktik / Unjuk Kerja                      | 25%        |
|    |                                            | 100%       |

#### Catatan

- Capaian Pembelajaran Lulusan Prodi (CPL - Prodi)** adalah kemampuan yang dimiliki oleh setiap lulusan prodi yang merupakan internalisasi dari sikap, penguasaan pengetahuan dan ketrampilan sesuai dengan jenjang prodinya yang diperoleh melalui proses pembelajaran.
- CPL yang dibebankan pada mata kuliah** adalah beberapa capaian pembelajaran lulusan program studi (CPL-Prodi) yang digunakan untuk pembentukan/pengembangan sebuah mata kuliah yang terdiri dari aspek sikap, ketrampilan umum, ketrampilan khusus dan pengetahuan.
- CP Mata kuliah (CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPL yang dibebankan pada mata kuliah, dan bersifat spesifik terhadap bahan kajian atau materi pembelajaran mata kuliah tersebut.
- Sub-CPMK Mata kuliah (Sub-CPMK)** adalah kemampuan yang dijabarkan secara spesifik dari CPMK yang dapat diukur atau diamati dan merupakan kemampuan akhir yang direncanakan pada tiap tahap pembelajaran, dan bersifat spesifik terhadap materi pembelajaran mata kuliah tersebut.
- Indikator penilaian** kemampuan dalam proses maupun hasil belajar mahasiswa adalah pernyataan spesifik dan terukur yang mengidentifikasi kemampuan atau kinerja hasil belajar mahasiswa yang disertai bukti-bukti.
- Kreteria Penilaian** adalah patokan yang digunakan sebagai ukuran atau tolok ukur ketercapaian pembelajaran dalam penilaian berdasarkan indikator-indikator yang telah ditetapkan. Kreteria penilaian merupakan pedoman bagi penilai agar penilaian konsisten dan tidak bias. Kreteria dapat berupa kuantitatif ataupun kualitatif.
- Bentuk penilaian:** tes dan non-tes.
- Bentuk pembelajaran:** Kuliah, Responsi, Tutorial, Seminar atau yang setara, Praktikum, Praktik Studio, Praktik Bengkel, Praktik Lapangan, Penelitian, Pengabdian Kepada Masyarakat dan/atau bentuk pembelajaran lain yang setara.
- Metode Pembelajaran:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, dan metode lainnya yg setara.
- Materi Pembelajaran** adalah rincian atau uraian dari bahan kajian yg dapat disajikan dalam bentuk beberapa pokok dan sub-pokok bahasan.
- Bobot penilaian** adalah prosentasi penilaian terhadap setiap pencapaian sub-CPMK yang besarnya proposional dengan tingkat kesulitan pencapaian sub-CPMK tsb., dan totalnya 100%.
- TM=Tatap Muka, PT=Penugasan terstruktur, BM=Belajar mandiri.

RPS ini telah divalidasi pada tanggal 10 November 2025

Koordinator Program Studi D4  
Manajemen Informatika



DODIK ARWIN DERMAWAN  
NIDN 0008017807

**UPM** Program Studi D4  
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