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|--|---|--|---|--|-----------------------|---|---------------------|--------|--------|--------|--------|--------|--------|--------|----|----|--|--|---|---|---|---|---|---|--------|---|---|---|----|----|----|----|----|----|----|--------|---|---|--|--|---|---|---|--|--|--|--------|--|---|--|--|---|--------|--|--|---|---|--------|---|---|---|---|---|--|--|---|--|--|--|--------|--|--|--|---|---|--|--|--|--|--|--|--|--|--|--|--|--------|--|--|--|--|--|---|---|---|---|---|---|--|--|--|--|--|--------|--|--|--|--|--|--|--|--|--|--|--|---|---|---|---|---|
| | | <table><tr><td>CPMK</td><td>CPL-1</td><td>CPL-3</td><td>CPL-5</td><td>CPL-7</td><td>CPL-8</td><td>CPL-10</td><td>CPL-11</td><td>CPL-12</td><td>CPL-13</td><td>CPL-14</td></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></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></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></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></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></tr></table> | CPMK | CPL-1 | CPL-3 | CPL-5 | CPL-7 | CPL-8 | CPL-10 | CPL-11 | CPL-12 | CPL-13 | CPL-14 | CPMK-1 | | ✓ | | | ✓ | | | | ✓ | ✓ | CPMK-2 | | ✓ | | ✓ | ✓ | ✓ | | | | | CPMK-3 | | ✓ | | | ✓ | ✓ | ✓ | | | | CPMK-4 | | ✓ | | | ✓ | ✓ | | | ✓ | ✓ | CPMK-5 | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK | CPL-1 | CPL-3 | CPL-5 | CPL-7 | CPL-8 | CPL-10 | CPL-11 | CPL-12 | CPL-13 | CPL-14 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK-1 | | ✓ | | | ✓ | | | | ✓ | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK-2 | | ✓ | | ✓ | ✓ | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK-3 | | ✓ | | | ✓ | ✓ | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK-4 | | ✓ | | | ✓ | ✓ | | | ✓ | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| CPMK-5 | ✓ | ✓ | ✓ | ✓ | ✓ | | | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Matrik CPMK pada Kemampuan akhir tiap tahapan belajar (Sub-CPMK) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | <table><tr><td rowspan="2">CPMK</td><td colspan="16">Minggu Ke</td></tr><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td></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></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></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></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></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></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 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | 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 | | | | | | | | | | | | ✓ | ✓ | ✓ | ✓ | ✓ | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Deskripsi Singkat MK | Mata kuliah Desain UI/UX membahas konsep dan prinsip dasar dalam merancang antarmuka pengguna (User Interface) dan pengalaman pengguna (User Experience) untuk aplikasi dan website. Mahasiswa akan mempelajari proses desain mulai dari analisis kebutuhan pengguna, pembuatan wireframe, mockup, hingga prototipe interaktif. Mata kuliah ini juga mencakup evaluasi usability, desain responsif, dan prinsip aksesibilitas. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Pustaka | Utama : 1. Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011 2. Ballard, Barbara, Designing the Mobile User Experience., Little Springs Design, 2007 3. Jenny Preece, Yvonne Rogers, Helen Sharp, Interaction Design_beyond Human Computer –Interaction, J. Wiley & Sons, 2002 4. Heim, S, The Resonant Interface HCI Foundations for interaction design, Addison Wesley, 2007 Pendukung : 1. youtube.com | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Dosen Pengampu | Dodik Arwin Dermawan, S.ST., S.T., M.T. Hafizhuddin Zul Fahmi, S.Kom., M.Sc. Faris Abdi El Hakim, S.Kom., M.Tr.Kom. Binti Kholifah, S.Kom., M.Tr.Kom. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Mg Ke- | Kemampuan akhir tiap tahapan belajar (Sub-CPMK) | Penilaian | | Bantuk 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 | Mahasiswa mampu menjelaskan konsep dasar, ruang lingkup, dan pentingnya UI/UX dalam pengembangan aplikasi digital. | 1. Kehadiran 2.Diskusi | Kriteria: 1.Kehadiran 2.Diskusi Bentuk Penilaian : Aktifitas Partisipasif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011 | 5% | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| 2 | Mahasiswa mampu memahami dan menerapkan prinsip dasar warna, tipografi, dan grid untuk desain antarmuka yang estetis dan fungsional. | 1. Kehadiran 2. Tugas individu | Kriteria: 1. Kehadiran 2. Tugas individu Bentuk Penilaian : Aktifitas Partisipasif | Diskusi kelompok 90 menit | Diskusi kelompok 0 | Materi: Prinsip Desain UI Pustaka: youtube.com Materi: Prinsip Desain UI Pustaka: Valverde R, <i>Principles Of Human Computer Interaction,</i> Lambert Academic Publishing, 2011 | 5% |
| 3 | Mahasiswa mampu menganalisis kebutuhan pengguna melalui teknik user research seperti wawancara, survei, dan observasi. | 1. Kehadiran 2. Tugas kelompok | Kriteria: 1. Kehadiran 2. Tugas kelompok Bentuk Penilaian : Aktifitas Partisipasif | Latihan membuat persona 90 menit | Latihan membuat persona 0 | Materi: Pengantar UI/UX Pustaka: Valverde R, <i>Principles Of Human Computer Interaction,</i> Lambert Academic Publishing, 2011 Materi: Analisis Kebutuhan Pengguna Pustaka: Ballard, Barbara, <i>Designing the Mobile User Experience.,</i> Little Springs Design, 2007 | 5% |
| 4 | Mahasiswa mampu membuat wireframe sederhana menggunakan tools desain seperti Figma atau Balsamiq. | 1. Kehadiran 2. Tugas individu | Kriteria: 1. Kehadiran 2. Tugas individu Bentuk Penilaian : Aktifitas Partisipasif, Penilaian Praktikum | Membuat wireframe sederhana 90 menit | Membuat wireframe sederhana 0 | Materi: Pengertian dan alat untuk wireframing Pustaka: Valverde R, <i>Principles Of Human Computer Interaction,</i> Lambert Academic Publishing, 2011 Materi: Pengertian dan alat untuk wireframing Pustaka: Ballard, Barbara, <i>Designing the Mobile User Experience.,</i> Little Springs Design, 2007 | 5% |

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|---|--|-----------------------------------|---|------------------------------|-----------------------|---|-----|
| 5 | Mahasiswa mampu membuat mockup high-fidelity yang merepresentasikan desain antarmuka yang mendetail. | 1. Kehadiran 2. Tugas individu | Kriteria: 1. Kehadiran 2. Tugas individu Bentuk Penilaian : Aktifitas Partisipasif, Penilaian Praktikum | Praktik, Diskusi 90 menit | Praktik, Diskusi 0 | Materi: Mockup dan Prototyping Pustaka: <i>Jenny Preece, Yvonne Rogers, Helen Sharp, Interaction Design_beyond Human Computer – Interaction, J. Wiley & Sons, 2002</i> ----- Materi: Mockup dan Prototyping Pustaka: <i>youtube.com</i> | 5% |
| 6 | Mahasiswa mampu menerapkan prinsip interaksi pengguna seperti affordance, feedback, dan constraints dalam desain antarmuka. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipasif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 7 | Mahasiswa mampu melakukan evaluasi desain menggunakan metode heuristic evaluation dan usability testing. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipasif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 8 | Mahasiswa mampu mengintegrasikan pemahaman dasar dan praktik desain UI/UX untuk menyelesaikan soal dan studi kasus yang diberikan. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipasif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 15% |
| 9 | Mahasiswa mampu membuat prototipe interaktif menggunakan tools desain seperti Figma, Adobe XD, atau Sketch. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipasif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |

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|----|---|----------------------------|---|------------------------------|-----------------------|--|----|
| 10 | Mahasiswa mampu merancang desain antarmuka yang responsif dan inklusif untuk berbagai perangkat dan kebutuhan pengguna. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 11 | Mahasiswa mampu menulis microcopy yang efektif untuk navigasi, pesan error, dan komunikasi dalam antarmuka pengguna. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 12 | Mahasiswa mampu melakukan iterasi desain berdasarkan feedback dari hasil usability testing atau evaluasi pengguna. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 13 | Mahasiswa mampu mengembangkan wireframe, mockup, dan prototipe untuk aplikasi berbasis studi kasus yang diberikan. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 14 | Mahasiswa mampu menguji dan memperbaiki desain proyek berdasarkan evaluasi usability dan kebutuhan pengguna. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |

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|----|--|----------------------------|---|------------------------------|-----------------------|--|-----|
| 15 | Mahasiswa mampu mempresentasikan desain UI/UX dengan argumen yang jelas dan berdasarkan prinsip-prinsip yang telah dipelajari. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 5% |
| 16 | Mahasiswa mampu menunjukkan pemahaman teoretis dan keterampilan praktis dalam desain UI/UX melalui evaluasi dan presentasi hasil proyek akhir. | 1. Kehadiran 2. Diskusi | Kriteria: 1. Kehadiran 2. Diskusi Bentuk Penilaian : Aktifitas Partisipatif | Ceramah, Diskusi 90 menit | Ceramah, Diskusi 0 | Materi: Pengantar UI/UX Pustaka: <i>Valverde R, Principles Of Human Computer Interaction, Lambert Academic Publishing, 2011</i> | 15% |

Rekap Persentase Evaluasi : Project Based Learning

| No | Evaluasi | Persentase |
|----|------------------------|------------|
| 1. | Aktifitas Partisipatif | 95% |
| 2. | Penilaian Praktikum | 5% |
| | | 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.
- Kriteria Penilaian** adalah patokan yang digunakan sebagai ukuran atau tolok ukur ketercapaian pembelajaran dalam penilaian berdasarkan indikator-indikator yang telah ditetapkan. Kriteria penilaian merupakan pedoman bagi penilai agar penilaian konsisten dan tidak bias. Kriteria 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.

Koordinator Program Studi D4
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