<table>
<tr><td colspan="2">  </td><td colspan="4">Faculty of Natural Sciences and Mathematics
Chemistry Department
Chemistry Education Study Program</td></tr>
<tr><td colspan="2">Module name</td><td colspan="4">Instructional Media in Chemistry</td></tr>
<tr><td colspan="2">Module level, if applicable</td><td colspan="4">2nd year</td></tr>
<tr><td colspan="2">Code, if applicable</td><td colspan="4">SPK-430</td></tr>
<tr><td colspan="2">Semester(s) in which the module is taught</td><td colspan="4">4th semester</td></tr>
<tr><td colspan="2">Person responsible for the module</td><td colspan="4">Artina Diniaty, M.Pd.</td></tr>
<tr><td colspan="2">Lecturer</td><td colspan="4">Artina Diniaty, M.Pd.
Beta Wulan Febriana, M.Pd.</td></tr>
<tr><td colspan="2">Language</td><td colspan="4">Indonesia</td></tr>
<tr><td colspan="2">Relation to curriculum</td><td colspan="4">Compulsory</td></tr>
<tr><td>Teaching methods</td><td>Class size</td><td>Forms of active participation</td><td colspan="3">Workload 91 hours</td></tr>
<tr><td rowspan="3">Project based learning</td><td rowspan="3">40-50</td><td rowspan="3">Discussion, Presentation, Project designing instructional media</td><td>Lectures: 100 (min) x 16 (meeting)</td><td colspan="2">27 hours</td></tr>
<tr><td>Assignment: 120 (min) x 16 (week)</td><td colspan="2">32 hours</td></tr>
<tr><td>Independent study: 120 (min) x 16 (week)</td><td colspan="2">32 hours</td></tr>
<tr><td colspan="2">ECTS credit</td><td colspan="4">3.25</td></tr>
<tr><td colspan="2">Credit points</td><td colspan="4">2 SCU</td></tr>
<tr><td colspan="2">Requirements according to the examination regulations</td><td colspan="4">Minimum attendance at lectures is 75% (according to UII regulation)</td></tr>
<tr><td colspan="2">Recommended prerequisites</td><td colspan="4">N/A</td></tr>
<tr><td colspan="2">Related course</td><td colspan="4">Producing Animation-based Learning Media
Producing of Chemistry Textbook
Producing Video-based Learning Media</td></tr>
<tr><td colspan="2">Module objectives/intended learning outcomes</td><td colspan="4">On successful completion of the course:
1. Students can create Student Worksheets learning media for high school chemistry learning
2. Students can create PowerPoint learning media (PPT) for high school chemistry learning
3. Students can create game-based learning media for high school chemistry learning
4. Students can create song learning media for high school chemistry learning</td></tr>
<tr><td colspan="2">Content</td><td colspan="4">1. Urgency of Using Instructional Media
2. Selection of Instructional Media</td></tr>
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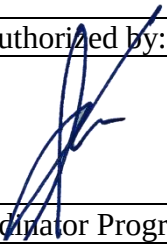
<tr><td></td><td colspan="3">3. Student Worksheet
4. Presentation (PPT, Sway, Mind Map)
5. Game and Video Animation</td></tr>
<tr><td rowspan="6">Study and examination requirements and forms of examination</td><td colspan="3">Final score (NA) is calculated as follows:</td></tr>
<tr><td>Intended learning outcomes</td><td>Weight (%)</td><td>Technique of assessment</td></tr>
<tr><td>1</td><td>30</td><td>Non test: project assessment (student worksheet)</td></tr>
<tr><td>2</td><td>20</td><td>Non test: project assessment (media presentation)</td></tr>
<tr><td>3</td><td>25</td><td>Non test: project assessment (game)</td></tr>
<tr><td>4</td><td>25</td><td>Non test: project assessment (chemistry song)</td></tr>
<tr><td>Media employed</td><td colspan="3">Modul, Google classroom, Power Point, Zoom</td></tr>
<tr><td>Reading list</td><td colspan="3">1. Azhar Arsyad, Media Pengajaran, Cet.1. Jakarta: Raja Grafindo Persada, 2010.
2. Nana Sudjana dan A. Rivai, Media Pengajaran. Bandung: Sinar Baru Algesindo, 2011.
3. Arief Sadiman, Media Pendidikan Pengertian, Pengembangan dan Pemanfaatannya. Jakarta: Raja Grafindo Persada, 2000
4. Muhammad Noer, 2012, Slide Inspiratif: Bagaimana Merancang Slide yang Menarik, Profesional dan Tampil Beda
5. Meigs, T. 2003. Ultimate Game Design: Building game worlds. California: McGraw-Hill/Osborne.
6. Zichermann, G. and Cunningham, C., 2011, Gamification by Design: Implementing Game Mechanics in Web and Mobile Apps, Canada: O'Reilly Media, Inc
7. Clark, R.C. and Mayer, R.E., 2016, e-Learning and the Science of Instruction: Proven Guidelines for Consumers and Designers of Multimedia Learning, USA: Wiley.
8. Hernandez, M. & Joe, K, 2010, Development and Assessment of a Chemistry Based Computer Video Game as a Learning Tool, (Online), (http://www.eric.ed.gov/ERICWebPortal/search/)</td></tr>
</table>

Prepared by:	Verified by:	Authorized by:
		
Person responsible for the module	Student representative	Coordinator Program