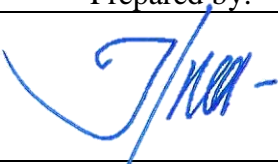

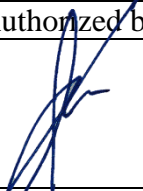




Faculty of Natural Sciences and Mathematics  
Chemistry Department  
Chemistry Education Study Program

Module name		Producing Animation-based Learning Media		
Module level, if applicable		3 <sup>rd</sup> year		
Code, if applicable		SPK-650		
Semester(s) in which the module is taught		6 <sup>th</sup> semester		
Person responsible for the module		Yogo Dwi Prasetyo, M.Pd., M.Sc.		
Lecturer		Yogo Dwi Prasetyo, M.Pd., M.Sc. Widinda Normalia Arlianty, M.Pd.		
Language		Indonesia		
Relation to curriculum		Compulsory		
Teaching methods	Class size	Forms of active participation	Workload: 91 hours	
Project based learning	40-50	Discussion, Project designing animation-based learning media	Lectures: 100 (min) x 16 (meeting)	27 hours
			Making product (assignment): 240 (min) x 16 (week)	64 hours
ECTS credit		3.25		
Credit points		2 SCU		
Requirements according to the examination regulations		Minimum attendance at lectures is 75% (according to UII regulation)		
Recommended prerequisites		N/A		
Related course		Instructional Media in Chemistry Producing Video-based Learning Media		
Module objectives/intended learning outcomes		On successful completion of the course: 1. Students can apply the basic principles/paradigms of using ICT as a learning media. 2. Students are able to make storyboards/learning media scenarios 3. Students are able to create animations using Adobe Animate and Storyline software		
Content		1. Adobe Animate 2. Storyline		
Study and examination requirements and forms of		Final score (NA) is calculated as follows:		
		Intended	Weight	Technique of

examination	learning outcomes	(%)	assessment
	1	10	Test: written examination
	2	20	Non test: project assessment (storyboards/learning media scenarios)
	3	70	Non test: project assessment (animation-based media learning)
Media employed	Google classroom, Power Point, Video, Zoom		
Reading list	<ol style="list-style-type: none"> <li>1. Meigs, T. 2003. Ultimate Game Design: Building game worlds. California: McGraw-Hill/Osborne.</li> <li>2. Zichermann, G. and Cunningham, C., 2011, Gamification by Design: Implementing Game Mechanics in Web and Mobile Apps, Canada: O'Reilly Media, Inc</li> <li>3. 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.</li> <li>4. Hernandez, M. &amp; Joe, K, 2010, Development and Assessment of a Chemistry Based Computer Video Game as a Learning Tool, (Online), (<a href="http://www.eric.ed.gov/ERICWebPortal/search/">http://www.eric.ed.gov/ERICWebPortal/search/</a>)</li> </ol>		

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