

MODULE HANDBOOK

Module Name	Teknik Animasi 2D		
Module level, if applicable	Undergraduate		
Code, if applicable	02143142022		
Subtitle, if applicable	-		
Courses, if applicable	-		
Semester(s) in which the module is taught	3		
Person responsible for the module	Yusfia Hafid Arisytagama, S.T.,M.T.		
Lecturer	Yusfia Hafid Arisytagama, S.T.,M.T.		
Language	Indonesian and English		
Relation to curriculum	Undergraduate degree program, compulsory course in 3th semester		
Type of teaching, contact hours	Undergraduate degree program, < 40 students		
Workload	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week Exercise and Assignments: 2 x 60 = 120 minutes (2 hours) per week Private study: 2 x 60 = 120 minutes (2 hours) per week		
Credit points	2 SKS		
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams		
Recommended Prerequisites	Basic Multimedia		
Module objectives/intended learning outcomes	After completing this module, a student is expected to:		
	No	Course Learning Outcome	PLO
	1	Through discovery learning activities, students are able to accurately describe the principles of 2D animation.	PLO-11
	2	Through case study-based learning activities, students are able to analyze the components and workings of 2D animation techniques correctly.	PLO-11
	3	Through project-based learning activities, students are able to design animations by applying at least 3 basic principles of 2D animation correctly..	PLO-11

Content	Pada matakuliah ini diperkenalkan tentang pembuatan animasi 2D beserta tekniknya. Beberapa software seperti adobe flash ataupun adobe after effect akan digunakan untuk mempermudah jalannya pembuatan animasi 2D. ● Membuat dan merancangan animasi 2D sesuai dengan kriteria yang telah ditentukan														
Study and examination requirements and forms of Examination	Forms of examination: <table><tr><th>No</th><th>Course Learning Outcome</th><th>Form of Exams</th></tr><tr><td>1</td><td>Through discovery learning activities, students are able to accurately describe the principles of 2D animation</td><td>Student Activities (5%)</td></tr><tr><td>2</td><td>Through case study-based learning activities, students are able to analyze the components and workings of 2D animation techniques correctly</td><td>Student Activities (5%) Project Based (30%)</td></tr><tr><td>3</td><td>Through project-based learning activities, students are able to design animations by applying at least 3 basic principles of 2D animation correctly.</td><td>Student Activities (10%) Project Based (50%)</td></tr></table>			No	Course Learning Outcome	Form of Exams	1	Through discovery learning activities, students are able to accurately describe the principles of 2D animation	Student Activities (5%)	2	Through case study-based learning activities, students are able to analyze the components and workings of 2D animation techniques correctly	Student Activities (5%) Project Based (30%)	3	Through project-based learning activities, students are able to design animations by applying at least 3 basic principles of 2D animation correctly.	Student Activities (10%) Project Based (50%)
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Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.														
Reading list	1. Animasi 2D. Kemendikbud RI. 2013														