

**RENCANA PEMBELAJARAN SEMESTER
PROGRAM STUDI MAGISTER SASTRA- UNIVERSITAS GUNADARMA**

14/11/2022

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Kode dan Nama MK	SP-666	SASTRA DIGITAL DAN BUDAYA SIBER
SKS dan Semester	SKS 2	Semester II
Prasyarat	-	
Status Mata Kuliah	<input checked="" type="checkbox"/> Wajib <input type="checkbox"/> Pilihan <input type="checkbox"/> Matrikulasi	
Dosen Pengampu		
Capaian Pembelajaran Mata Kuliah	Sikap	<ol style="list-style-type: none"> 1. Mahasiswa/i bertaqwa kepada Tuhan Yang Maha Esa dan mampu menunjukkan sikap religius; 2. Mahasiswa/i menjunjung tinggi nilai kemanusiaan dalam menjalankan tugas berdasarkan agama, moral dan etika; 3. Mahasiswa/I berkontribusi dalam peningkatan mutu kehidupan bermasyarakat, berbangsa, bernegara, dan peradaban berdasarkan Pancasila; 4. Mahasiswa/i berperan sebagai warga negara yang bangga dan cinta tanah air, memiliki nasionalisme serta rasa tanggungjawab pada negara dan bangsa; 5. Mahasiswa/i menghargai keanekaragaman budaya, pandangan, agama, dan kepercayaan, serta pendapat atau temuan orisinal orang lain; 6. Mahasiswa dapat bekerja sama dan memiliki kepekaan social serta kepedulian terhadap masyarakat dan lingkungan; 7. Mahasiswa/I taat hukum dan disiplin dalam kehidupan bermasyarakat dan bernegara; 8. Mahasiswa/I menginternalisasi nilai, norma, dan etika akademik; 9. Mahasiswa/I menunjukkan sikap bertanggungjawab atas pekerjaan di bidang keahliannya, dan; 10. Mahasiswa/I menginternalisasi semangat kemandirian, kejuangan dan kewirausahaan.
	Ketrampilan Umum	<ol style="list-style-type: none"> 1. Mampu melakukan validasi akademik atau kajian sesuai bidang keahliannya dalam menyelesaikan masalah di masyarakat atau industri yang relevan melalui pengembangan pengetahuan dan keahliannya; 2. Mampu menyusun ide, hasil pemikiran, dan argumen saintifik secara bertanggung jawab dan berdasarkan etika akademik, serta mengkomunikasikannya melalui media kepada masyarakat akademik dan masyarakat luas; 3. Mahasiswa mampu mengidentifikasi bidang keilmuan yang menjadi obyek penelitiannya dan memposisikan ke dalam suatu peta penelitian yang dikembangkan melalui pendekatan interdisiplin atau multidisiplin; 4. Mahasiswa mampu mengambil keputusan dalam konteks menyelesaikan masalah pengembangan ilmu pengetahuan dan teknologi yang memperhatikan dan menerapkan nilai humaniora

		berdasarkan kajian analisis atau eksperimental terhadap informasi dan data; 5. Mahasiswa mampu meningkatkan kapasitas pembelajaran secara mandiri.		
	Pengetahuan	<ol style="list-style-type: none"> 1. Mahasiswa/i menguasai pengetahuan tentang permasalahan di bidang keilmuan melalui aktivitas penalaran dalam proses pembelajaran dan penelitian yang sistematis untuk dapat menyelesaikan permasalahan tersebut melalui pendekatan inter atau multidisipliner yang sesuai dan dapat dipertanggungjawabkan. 2. Mahasiswa/i menguasai pengetahuan tentang permasalahan di bidang keilmuan melalui aktivitas penalaran dalam proses pembelajaran dan penelitian yang sistematis untuk dapat menyelesaikan permasalahan tersebut melalui pendekatan inter atau multidisipliner yang sesuai dan dapat dipertanggungjawabkan. 3. Mahasiswa/i menguasai pengetahuan tentang metode dan falsafah di bidang keilmuan, melalui aktivitas penalaran dalam proses pembelajaran dan penelitian yang sistematis untuk dapat mengelola riset serta pengembangan yang bermanfaat bagi masyarakat dan keilmuan secara nasional dan internasional. 		
	Ketrampilan Khusus	<ol style="list-style-type: none"> 1. Mampu menerapkan cara berpikir reflektif kritis dalam mengembangkan keilmuan dan budaya meneliti di bidang sastra dan budaya, sesuai dengan kaidah akademis yang berlaku dengan bertanggungjawab; 2. Mengidentifikasi isu dan tema teori-teori kritis dan kebudayaan kontemporer sesuai dengan kaidah akademis yang berlaku dengan bertanggungjawab; 3. Menganalisis berbagai macam bentuk teks -teks sastra dan budaya sesuai dengan kaidah akademis yang berlaku dengan bertanggungjawab; 4. Menggunakan konsep-konsep multikulturalisme dalam analisis sastra dan budaya sesuai dengan kaidah akademis yang berlaku dengan bertanggungjawab; 5. Memanfaatkan teknologi informasi dalam menganalisis teks sesuai dengan kaidah akademis yang berlaku dengan bertanggungjawab; 		
Deskripsi Umum (Silabus)	Pada mata kuliah ini mahasiswa dibekali dengan pengetahuan tentang sastra digital dan budaya siber. Mahasiswa juga diberikan keterampilan untuk mengkaji sastra digital dan budaya siber dalam kajian sastra serta budaya,			
Metode Pembelajaran	1. Ceramah/Kuliah Pakar	√	4. Praktik Laboratorium	-
	2. Problem Based Learning/FBD	√	5. Self-Learning (V-Class)	-
	3. Project Based Learning		6. Lainnya:	-

Pengalaman Belajar/Tugas	a. Tayangan Presentasi	√	c. Online exercise/kuiz (V-class)	-
	b. Review textbook/Jurnal	√	d. Laporan	√
Referensi	<p>(1) Gere, Charlie, (2008), Digital Culture, Reaktion Books</p> <p>(2) Warnick, Barbara. (2002), Critical Literacy in a Digital Era; Technology, Rhetoric and Public Interest. Lawrence Erlbaum Associates.</p> <p>(3) Matrix, Sidney Eve, (2006), Cyber pop; Digital lifestyle and commodity culture. London: Routledge</p> <p>(4) Murray, Simone, (2018), The Digital Literary Sphere; Reading Writing and Selling Books in the Internet Era. Hopkins Press.</p> <p>(5) Rettberg, Scott. (2019), Electronic Literature. Polity</p>			

Week/ Meeting	Expected End-Competence	Criteria and Indicator	Learning Material(s)	Method of Learning	Learning Hours	Technique of Assessment	Source of Learning
1	Students have the capacity and competence to explain the digital literary and digital culture	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ Digital literature ▪ Digital culture 	1	2 x 50 minutes	Students are able to explain/ elaborate the digital literature and culture in literary and cultural studies	1,4
2	Students have the capacity and competence to explain the beginning of digital culture and cybernetic era and its influence in literature	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ The beginning of digital culture ▪ Cybernetic era 	1	2 x 50 minutes	Students are able to comprehend and elaborate the beginning of digital culture and cybernetic era in literary and cultural studies	1
3	Students have the capacity and competence to explain the digital avant-grade and digital counter culture and its influence in literature	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ The digital avant-garde ▪ The digital counter culture 	1	2 x 50 minutes	Students are able to elaborate the digital avant-garde and digital counter culture in literary and cultural studies	1
4	Students have the capacity and competence to explain digital resistances and nature	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ Digital resistances ▪ Digital nature 	1	3 x 50 minutes	Students are able to elaborate digital resistances and nature in literary and cultural studies	1

5	Students have the capacity and competence to explain the rhetoric and critical literacy in digital era	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ Critical literacy ▪ Technology issues and media policy ▪ Public awareness and media literacy 	1	2 x 50 minutes	Students are able to elaborate rhetoric criticism as analytical method in literary and cultural studies	2
6	MIDTERM TEST						
7	Students have the capacity and competence to explain the concept of cyberspace and cyber gender (femininity and masculinity)	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ Cyber space ▪ Cyber femininity ▪ Cyber masculinity 	1,2	2 x 50 minutes	Students are able to elaborate cyber space and cyber gender in literary and cultural studies	2,3
8-9	Students have the capacity and competence to explain the cyber commerce and digital literary sphere	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ cyber commerce ▪ digital literary sphere 	1	2 x 50 minutes	Students are able to elaborate cyber commerce and digital literary sphere in literary and cultural studies	3,4
10-11	Students have the capacity and competence to explain genres of electronic literature and combinatory poetics	Students' active participation in engaging themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> ▪ Genres of electronic literature ▪ Combinatory poetics 	1	2 x 50 minutes	Students are able to elaborate genres of electronic literature and combinatory poetics in literary and cultural studies	5
12-13	Students have the capacity and competence to explain the hypertext fiction, interactive	Students' active participation in engaging	<ul style="list-style-type: none"> ▪ Hypertext fiction ▪ Interactive fiction 	1,2	2 x 50 minutes	Students are able to elaborate hypertext and interactive	5

	fiction, kinetic and interactive poetry	themselves in reaching the understanding of the learning materials	<ul style="list-style-type: none"> Kinetic and interactive poetry 			fiction, kinetic and interactive poetry in literary and cultural studies	
14-15	Students have the capacity and competence to explain the network writing and divergent streams	Students' active participation in engaging themselves in reaching the understanding of the learning materials	Network writing Divergent streams	1	2 x 50 minutes	Students are able to elaborate the networking writing and divergent streams in literary and cultural studies	5
16	FINAL TEST						

Assignment 1

Subject : Sastra Digital dan Budaya Siber
Program : Magister Program of English Literature

Credit : 2
Meeting : 3

A. Aim:

to deepen the students' knowledge concerning the concept of digital literature and cyber culture

B. Description of assignment :

- a. Object of assignment: Essay (summary) digital literature and cyber culture

- b. Method of composing the assignment
 - Looking up in refernces what is actually meant by digital literature and cyber culture;
 - Giving examples of digital literature and cyber culture in everyday life;
 - Make an essay paper concerning it and present in front of the class.
- c. Output of assignment:
An essay paper concerning the definitions and examples of digital literature and cyber culture

C. Assessment

- Completeness of the assignment
- Right/Wrong of the assignment

Assignment 2

Subject	: Sastra Digital dan Budaya Siber	Credit	: 3
Program	: Magister Program of English Literature	Meeting	: 9

A. AIM OF ASSIGNMENT :

to deepen the students' knowledge concerning the genres of electronic literature

B. DESCRIPTION OF ASSIGNMENT

- The Object of Assignment: genres of electronic literature

- The Procedure of Doing the Assignments
 - Explore the definition and concepts of genres in electronic literature
 - Writing down the genres and comparisons between genres in electronic literature
 - Make an essay paper concerning the genres of electronic literature
- Assignment Outcome: A paper concerning the applications of the models of reading digital literacy

C EVALUATION/ASSESSMENT CRITERIA (30 %)

- Completeness of the assignment
- Right/Wrong of the examples