

MODULE HANDBOOK

Module Name	Pemrograman Desktop										
Module level, if applicable	Undergraduate										
Code, if applicable	02143242037										
Subtitle, if applicable	-										
Courses, if applicable	-										
Semester(s) in which the module is taught	4										
Person responsible for the module	Endar Suprih Wihidayat S.T., M.Eng.										
Lecturer	Endar Suprih Wihidayat S.T., M.Eng.										
Language	Indonesian and English										
Relation to curriculum	Undergraduate degree program, compulsory course in 4th 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										
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams										
Recommended Prerequisites	Pemrograman Terstruktur										
Module objectives/intended learning outcomes	After completing this module, a student is expected to: <table border="1"> <thead> <tr> <th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr> </thead> <tbody> <tr> <td>1</td><td>Students are able to explain programming concepts through group discussions properly and with honesty</td><td>PLO-11</td></tr> <tr> <td>2</td><td>Students are able to use programming applications through creative demonstrations</td><td>PLO-11</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	Students are able to explain programming concepts through group discussions properly and with honesty	PLO-11	2	Students are able to use programming applications through creative demonstrations	PLO-11
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2	Students are able to use programming applications through creative demonstrations	PLO-11									
Content	This course learns about the basic concepts of programming, analyzing program source code, and creating programs using Desktop Programming Languages										
Study and examination requirements and forms of Examination	Forms of examination: <table border="1"> <thead> <tr> <th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr> </thead> <tbody> <tr> <td>1</td><td>Students are able to explain programming concepts through group discussions properly and with honesty</td><td>Task Portofolio (30%) Project (20%)</td></tr> <tr> <td>2</td><td>Students are able to use programming applications through creative demonstrations</td><td>Task Portofolio (30%)</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	Students are able to explain programming concepts through group discussions properly and with honesty	Task Portofolio (30%) Project (20%)	2	Students are able to use programming applications through creative demonstrations	Task Portofolio (30%)
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			Team Based Project (20%)
Media employed	LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.		
Reading list	1. Grundgeiger, D. (2002). Visual Basic .NET Programming. California: O'Reilly. 2. McMonnies, A. (2004). Object-Oriented Programming with Visual Basic .NET. Essex: Pearson Education. 3. https://docs.microsoft.com/en-us/dotnet/articles/visual-basic		