

MODULE HANDBOOK

Module Name	Praktikum Desain Grafis Percetakan										
Module level, if applicable	Undergraduate										
Code, if applicable	02143141032										
Subtitle, if applicable	-										
Courses, if applicable	-										
Semester(s) in which the module is taught	3										
Person responsible for the module	Yusfia Hafid Aristyagama.,S.T.,M.T.										
Lecturer	Yusfia Hafid Aristyagama.,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, < 20 students										
Workload	Lecture and Lab Work: 1 x 100 = 100 minutes (1 hours 40 minutes) per week										
Credit points	1 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											
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>By practicing the use of tools in vector-based graphic design software, students are able to operate the tools in vector-based design software smoothly</td><td>PLO-10</td></tr> <tr> <td>2</td><td>By practicing the use of tools in bitmap-based graphic design software, students are able to operate the tools in a bitmap-based design software smoothly</td><td>PLO-10</td></tr> </tbody> </table>		No	Course Learning Outcome	PLO	1	By practicing the use of tools in vector-based graphic design software, students are able to operate the tools in vector-based design software smoothly	PLO-10	2	By practicing the use of tools in bitmap-based graphic design software, students are able to operate the tools in a bitmap-based design software smoothly	PLO-10
No	Course Learning Outcome	PLO									
1	By practicing the use of tools in vector-based graphic design software, students are able to operate the tools in vector-based design software smoothly	PLO-10									
2	By practicing the use of tools in bitmap-based graphic design software, students are able to operate the tools in a bitmap-based design software smoothly	PLO-10									
Content	This course discusses the application of tools in graphic design software to create graphic designs, both vector-based and bitmap-based. • Vector and bitmap based graphic design • Vector and bitmap based graphic design application										

	● Graphic design application tools ● Basic object manipulation ● The basics of graphic design techniques using graphic design applications		
Study and examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	Form of Exam
	1	By practicing the use of tools in vector-based graphic design software, students are able to operate the tools in vector-based design software smoothly	Student Task (15%) Team Based Project (35%)
	2	By practicing the use of tools in bitmap-based graphic design software, students are able to operate the tools in a bitmap-based design software smoothly	Student Task (15%) Team Based Project (35%)
Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.		
Reading list	1. Hendi Hendratman. Computer Graphic Design. 2015 2. Sihombing, Danton, Tipografi dalam Desain Gafis 2001. Gramedia, Jakarta 3. Modul Praktikum Desain Grafis Percetakan		