MODULE HANDBOOK

Module Name	Pengembangan Software Edukasi / Educational Software Development
Module level, if applicable	Undergraduate
Code, if applicable	02143152012
Subtitle, if applicable	-
Courses, if applicable	-
Semester(s) in which the module is taught	7
Person responsible for the module	-
Lecturer	Endar Suprih Wihidayat Dwi Maryono
Language	Indonesian and English
Relation to curriculum	Undergraduate degree program, elective course in 7th 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	
Module objectives/intended learning outcomes	After completing this module, a student is expected to:

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No	Course Learning Outcome	PLO
1	Analyze the problem of learning media in education	PLO-11
2	Mention the applicable and suitable development method for education software development	PLO-11
3	Able to analyze and develop basic features of education software.	PLO-11
4	Able to develop an application by adding video content inside	PLO-11
5	Able to develop an application by adding more advanced education theme content inside	PLO-11

Content	Development Educational Software is different from development of software in general. In this course, the students are going to learn about the software development method for educational purposes which comply with specific criteria of certain curriculum.		
Study and examination requirements and forms of Examination	Forms of examination:		
	No	Course Learning Outcome	PLO
	1	Analyze the problem of learning media in education	Project (50%)
	2	Mention the applicable and suitable development method for education software development	
	3	Able to analyze and develop basic features of education software.	
	4	Able to develop an application by adding video content inside	Project (50%)
	5	Able to develop an application by adding more advanced education theme content inside	
Media employed	LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.		
Reading list	1. Head First, Android Development, Jonathan Simon, O'Reilly Media, 2011 2. Modul Praktikum Mobile Computing Lanjut, EndarS, Sebelas Maret University, 2016 3. App Inventor 2, 2nd Edition, David Wolber dkk, O'Reilly, 2014 4. http:// developer.android.com/reference 5. http://ai2.appinventor.mit.edu/reference/components/		