MODULE HANDBOOK

<table>
<tr><td>Module Name</td><td>Pengembangan Software Edukasi / Educational Software Development</td></tr>
<tr><td>Module level, if applicable</td><td>Undergraduate</td></tr>
<tr><td>Code, if applicable</td><td>02143152012</td></tr>
<tr><td>Subtitle, if applicable</td><td>-</td></tr>
<tr><td>Courses, if applicable</td><td>-</td></tr>
<tr><td>Semester(s) in which the module is taught</td><td>7</td></tr>
<tr><td>Person responsible for the module</td><td>-</td></tr>
<tr><td>Lecturer</td><td>Endar Suprih Wihidayat
Dwi Maryono</td></tr>
<tr><td>Language</td><td>Indonesian and English</td></tr>
<tr><td>Relation to curriculum</td><td>Undergraduate degree program, elective course in 7th semester</td></tr>
<tr><td>Type of teaching, contact hours</td><td>Undergraduate degree program, < 40 students</td></tr>
<tr><td>Workload</td><td>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</td></tr>
<tr><td>Credit points</td><td>2 SKS</td></tr>
<tr><td>Requirements according to the examination regulations</td><td>A student must have attended at least 75% of the lectures to sit in the exams</td></tr>
<tr><td>Recommended Prerequisites</td><td></td></tr>
<tr><td>Module objectives/intended learning outcomes</td><td>After completing this module, a student is expected to:
<table>
<tr><th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr>
<tr><td>1</td><td>Analyze the problem of learning media in education</td><td>PLO-11</td></tr>
<tr><td>2</td><td>Mention the applicable and suitable development method for education software development</td><td>PLO-11</td></tr>
<tr><td>3</td><td>Able to analyze and develop basic features of education software.</td><td>PLO-11</td></tr>
<tr><td>4</td><td>Able to develop an application by adding video content inside</td><td>PLO-11</td></tr>
<tr><td>5</td><td>Able to develop an application by adding more advanced education theme content inside</td><td>PLO-11</td></tr>
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<tr><td>Content</td><td>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.</td></tr>
<tr><td>Study and examination requirements and forms of Examination</td><td>Forms of examination:
<table>
<tr><th>No</th><th>Course Learning Outcome</th><th>PLO</th></tr>
<tr><td>1</td><td>Analyze the problem of learning media in education</td><td rowspan="3">Project (50%)</td></tr>
<tr><td>2</td><td>Mention the applicable and suitable development method for education software development</td></tr>
<tr><td>3</td><td>Able to analyze and develop basic features of education software.</td></tr>
<tr><td>4</td><td>Able to develop an application by adding video content inside</td><td rowspan="2">Project (50%)</td></tr>
<tr><td>5</td><td>Able to develop an application by adding more advanced education theme content inside</td></tr>
</table></td></tr>
<tr><td>Media employed</td><td>LCD, Whiteboard, Power Point Slide Presentation, Practical Guidance Video, websites, etc.</td></tr>
<tr><td>Reading list</td><td>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/</td></tr>
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