

A. RENCANA PEMBELAJARAN SEMESTER (RPS) BERDASARKAN PERMENRISTEKDIKTI NO. 44/2015 SNPT PASAL 12

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH : HUMAN COMPUTER INTERACTION  
 SKS : 3  
 KODE : 1565027  
 PROGRAM STUDI : TEKNIK INFORMATIKA  
 SEMESTER : 6  
 NAMA DOSEN PENGAMPU :  
 COURSE LEARNING OUTCOMES : 1. Students are able to explain the concept of man-machine interaction.  
 (Capaian Pembelajaran Mata Kuliah) : 2. Students are able to identify any components composing man-machine interaction.  
 3. Students are able to develop ergonomic interfacing, navigation & dialog to support computer application.

Minggu Ke-	Kemampuan yang Diharapkan pada Setiap Pertemuan	Bahan Kajian	Metode Pembelajaran	Waktu Belajar (Menit)	Pengalaman Belajar Mahasiswa (Deskripsi Tugas)	Kriteria, Indikator dan Bobot Penilaian	Daftar Referensi yang digunakan
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
Ke-1	Mampu memahami The concept of man-machine interaction and ergonomics design.	The concept of man-machine interaction and ergonomics design.	Pertemuan di kelas	3 x 50 menit	memahami The concept of man-machine interaction and ergonomics design.	6.25 %	
Ke-2	Mampu memahami The concept of man-machine interaction and ergonomics design.	The concept of man-machine interaction and ergonomics design.	Pertemuan di kelas	3 x 50 menit	memahami The concept of man-machine interaction and ergonomics design.	6.25 %	
Ke-3	Mampu memahami The concept of man-machine interaction and ergonomics design.	The concept of man-machine interaction and ergonomics design.	Pertemuan di kelas	3 x 50 menit	memahami The concept of man-machine interaction and ergonomics design.	6.25 %	
Ke-4	Mampu memahami Interfacing design	Interfacing design & development	Pertemuan di kelas	3 x 50 menit	memahami Interfacing design & development	6.25 %	
Ke-5	Mampu memahami Interfacing design & development	Interfacing design & development	Pertemuan di kelas	3 x 50 menit	memahami Interfacing design & development	6.25 %	
Ke-6	Mampu memahami Interfacing design & development	Interfacing design & development	Pertemuan di kelas	3 x 50 menit	memahami Interfacing design & development	6.25 %	
Ke-7	Mampu memahami Interfacing design & development	Interfacing design & development	Pertemuan di kelas	3 x 50 menit	memahami Interfacing design & development	6.25 %	

Minggu Ke-	Kemampuan yang Diharapkan pada Setiap Pertemuan	Bahan Kajian	Metode Pembelajaran	Waktu Belajar (Menit)	Pengalaman Belajar Mahasiswa (Deskripsi Tugas)	Kriteria, Indikator dan Bobot Penilaian	Daftar Referensi yang digunakan
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
Ke-8	Mampu memahami Navigation & dialog design & development	Navigation & dialog design & development	Pertemuan di kelas	3 x 50 menit	Mampu memahami Navigation & dialog design & development	6.25 %	
Ke-9	Mampu memahami Navigation & dialog design & development	Navigation & dialog design & development	Pertemuan di kelas	3 x 50 menit	memahami Navigation & dialog design & development	6.25 %	
Ke-10	Mampu memahami Navigation & dialog design & development	Navigation & dialog design & development	Pertemuan di kelas	3 x 50 menit	Mampu memahami Navigation & dialog design & development	6.25 %	
Ke-11	Mampu memahami Navigation & dialog design & development	Navigation & dialog design & development	Pertemuan di kelas	3 x 50 menit	memahami Navigation & dialog design & development	6.25 %	
Ke-12	Mampu memahami Efficiency, user friendly & usability.	Efficiency, user friendly & usability.	Pertemuan di kelas	3 x 50 menit	memahami Efficiency, user friendly & usability.	6.25 %	
Ke-13	Mampu memahami Efficiency, user friendly & usability.	Efficiency, user friendly & usability.	Pertemuan di kelas	3 x 50 menit	memahami Efficiency, user friendly & usability.	6.25 %	
Ke-14	Mampu memahami Efficiency, user friendly & usability.	Efficiency, user friendly & usability.	Pertemuan di kelas	3 x 50 menit	memahami Efficiency, user friendly & usability.	6.25 %	
Ke-15	Mampu memahami Efficiency, user friendly & usability.	Efficiency, user friendly & usability.	Pertemuan di kelas	3 x 50 menit	memahami Efficiency, user friendly & usability.	6.25 %	
Ke-16	Mampu memahami Efficiency, user friendly & usability.	Efficiency, user friendly & usability.	Pertemuan di kelas	3 x 50 menit	memahami Efficiency, user friendly & usability.	6.25 %	

Malang, \_\_\_\_\_  
Dosen Pengampu Mata Kuliah