

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

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH : CREATIVE GAME & ANIMATION
 SKS : 3
 KODE : 1565056
 PROGRAM STUDI : TEKNIK INFORMATIKA
 SEMESTER : 7
 NAMA DOSEN PENGAMPU :
 COURSE LEARNING OUTCOMES : 1. Students are able to explain the concept of soft computing vs hard computing.
 (Capaian Pembelajaran Mata Kuliah) : 2. Students are able to explain the application of statistics & artificial intelligence for soft computing.
 3. Students are able to develop computer application based on soft computing.

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 Concept of creative & immersive	Concept of creative & immersive	Pertemuan di kelas	3 x 50 menit	memahami Concept of creative & immersive	6.25 %	
Ke-2	Mampu memahami Concept of creative & immersive	Concept of creative & immersive	Pertemuan di kelas	3x 50 menit	memahami Concept of creative & immersive	6.25 %	
Ke-3	Mampu memahami Creative game design	Creative game design	Pertemuan di kelas	3 x 50 menit	memahami Creative game design	6.25 %	
Ke-4	Mampu memahami Creative game design	Creative game design	Pertemuan di kelas	3 x 50 menit	memahami Creative game design	6.25 %	
Ke-5	Mampu memahami Sensor system development	Sensor system development	Pertemuan di kelas	3 x 50 menit	memahami Sensor system development	6.25 %	
Ke-6	Mampu memahami Sensor system development	Sensor system development	Pertemuan di kelas	3 x 50 menit	memahami Sensor system development	6.25 %	
Ke-7	Mampu memahami Integrating sensor system & game environment	Integrating sensor system & game environment	Pertemuan di kelas	3 x 50 menit	memahami Integrating sensor system & game environment	6.25 %	
Ke-8	Mampu memahami Integrating sensor	Integrating sensor system & game	Pertemuan di kelas	3 x 50 menit	memahami Integrating sensor system & game	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)
	system & game environment	environment			environment		
Ke-9	Mampu memahami Integrating sensor system & game environment	Integrating sensor system & game environment	Pertemuan di kelas	3 x 50 menit	memahami Integrating sensor system & game environment	6.25 %	
Ke-10	Mampu memahami Calibration & game performance evaluation	Calibration & game performance evaluation	Pertemuan di kelas	3 x 50 menit	memahami Calibration & game performance evaluation	6.25 %	
Ke-11	Mampu memahami Calibration & game performance evaluation	Calibration & game performance evaluation	Pertemuan di kelas	3 x 50 menit	memahami Calibration & game performance evaluation	6.25 %	
Ke-12	Mampu memahami Calibration & game performance evaluation	Calibration & game performance evaluation	Pertemuan di kelas	3 x 50 menit	memahami Calibration & game performance evaluation	6.25 %	
Ke-13	Mampu mengimplementasikan Student assignment	Student assignment	Pertemuan di kelas	3 x 50 menit	mengimplementasikan Student assignment	6.25 %	
Ke-14	Mampu mengimplementasikan Student assignment	Student assignment	Pertemuan di kelas	3 x 50 menit	mengimplementasikan Student assignment	6.25 %	
Ke-15	Mampu mengimplementasikan Student assignment	Student assignment	Pertemuan di kelas	3 x 50 menit	mengimplementasikan Student assignment	6.25 %	
Ke-16	Mampu mengimplementasikan Student assignment	Student assignment	Pertemuan di kelas	3 x 50 menit	mengimplementasikan Student assignment	6.25 %	

Malang, _____
Dosen Pengampu Mata Kuliah

