

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

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH : MULTIMEDIA & GAME PROGRAMMING + PRACTICUM
 SKS : 3 + 1
 KODE : 1565022 + 1565043
 PROGRAM STUDI : TEKNIK INFORMATIKA
 SEMESTER : 5
 NAMA DOSEN PENGAMPU :
 COURSE LEARNING OUTCOMES : 1. Students are able to explain the concept of multimedia programming & game technology.
 (Capaian Pembelajaran Mata Kuliah) 2. Students are able to design & develop game 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 Basic of scenario design.	Basic of scenario design.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	memahami Basic of scenario design.	6.25 %	An Automatic Scenario Control in Serious Game to Visualize Tourism Destinations Recommendation
Ke-2	Mampu memahami Basic of scenario design.	Basic of scenario design.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	memahami Basic of scenario design.	6.25 %	An Automatic Scenario Control in Serious Game to Visualize Tourism Destinations Recommendation
Ke-3	Mampu mengimplementasikan Basic of scenario design.	Basic of scenario design.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Basic of scenario design.	6.25 %	An Automatic Scenario Control in Serious Game to Visualize Tourism Destinations Recommendation
Ke-4	Mampu memahami Gaming object: obstacle	Gaming object: obstacle	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	Mampu memahami Gaming object: obstacle	6.25 %	A Scoring System For Multiplayer Game Base On Blockchain Technology
Ke-5	Mampu mengimplementasikan Gaming object: obstacle	Gaming object: obstacle	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Gaming object: obstacle	6.25 %	A Scoring System For Multiplayer Game Base On Blockchain Technology
Ke-6	Mampu mengimplementasikan Gaming object: entity	Gaming object: entity	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Gaming object: entity	6.25 %	A Scoring System For Multiplayer Game Base On Blockchain Technology
Ke-7	Mampu	Gaming object: entity	Pertemuan di	3 x 50 menit	mengimplementasikan	6.25 %	A Blockchain-Based Multiplayer

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)
	mengimplementasikan Gaming object: entity		kelas dan Praktikum	dan 1x 100 menit	Gaming object: entity		Transaction For Tourism Serious Game
Ke-8	Mampu mengimplementasikan Gaming object: bonus & score.	Gaming object: bonus & score.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Gaming object: bonus & score.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-9	Mampu mengimplementasikan Gaming object: bonus & score.	Gaming object: bonus & score.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Gaming object: bonus & score.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-10	Mampu mengimplementasikan Non player character.	Non player character.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Non player character.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-11	Mampu mengimplementasikan Non player character.	Non player character.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Non player character.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-12	Mampu mengimplementasikan Non player character.	Non player character.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Non player character.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-13	Mampu mengimplementasikan Intelligence behaviour: FSM & MSM.	Intelligence behaviour: FSM & MSM.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Intelligence behaviour: FSM & MSM.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-14	Mampu mengimplementasikan Intelligence behaviour: FSM & MSM.	Intelligence behaviour: FSM & MSM.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Intelligence behaviour: FSM & MSM.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-15	Mampu mengimplementasikan Intelligence behaviour: FSM & MSM.	Intelligence behaviour: FSM & MSM.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Intelligence behaviour: FSM & MSM.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game
Ke-16	Mampu mengimplementasikan Intelligence behaviour: FSM & MSM.	Intelligence behaviour: FSM & MSM.	Pertemuan di kelas dan Praktikum	3 x 50 menit dan 1x 100 menit	mengimplementasikan Intelligence behaviour: FSM & MSM.	6.25 %	A Blockchain-Based Multiplayer Transaction For Tourism Serious Game

Malang, _____

Dosen Pengampu Mata Kuliah
