

COURSE DESCRIPTION & EXAMINATION SCHEME

Bachelor of Industrial Design (BOLD)



1ST SEMESTER

Bachelor of Industrial Design (BOLD)



Design Basics 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Basics 1
Course unit code	DP184101
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Primaditya, S.Sn., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to explore and make 2 dimension composition and exercises to make composition. 2. Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general 3. Students have oral, written and multimedia presentation skills and presentation technology in general 4. Students know the history and development of product design in depth
Mode of delivery	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<p>The Design Basic 1 is a course delivered in the first semester, a core subject alongside Drawing 1. It is an integrated course combining theory and practical exercises in the aesthetics of dual-matrix design, serving as the foundation for new students in preparation for advanced design courses in subsequent levels.</p> <ol style="list-style-type: none"> 1) Visual design element of line 2) Visual design element of plane 3) Visual design element of size 4) Visual design element of gradation 5) Visual design element of color 6) Visual design element of texture

	7) Visual design principle of repetition 8) Visual design principle of variation 9) Visual design principle of balance 10) Visual design principle of proportion 11) Visual design principle of harmony 12) Visual design principle of Gestalt
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Ching, F. D., Architecture: Form, space, and order. John Wiley & Sons. 2014 • Irawan, Bambang & Priscilla T., Dasar-dasar Desain. Jakarta: Griya Kreasi, 2013 • Masri, Andry., Strategi Visual-Bermain dengan Formalistic dan Semiotic untuk Menghasilkan Kualitas Visual dalam Desain. Yogyakarta: Jalasutra, 2012 • Wong, Wucius, Beberapa Asaa Merancang Dwimatra. Bandung: Penerbit ITB, 1986
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184101

Dasar Desain 1
Basic Design 1
5 credits
Coordinator: Primaditya, S.Sn., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah integrasi teori dan aplikasi estetika formal serta latihan reka bentuk dwi-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 5	LO 6	LO 7	LO 10	
CLO-1	Mahasiswa mampu menerapkan prinsip-prinsip dasar desain dalam bentuk komposisi dwi-matra, dengan melakukan latihan membuat komposisi. Students are able to explore and make 2 dimension composition and exercises to make composition. Students are able to explore and make 2 dimension composition and exercises to make composition.	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	70%
CLO-2	Mahasiswa mampu memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mahasiswa memiliki ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum Students have oral, written and multimedia presentation skills and presentation technology in general	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mengetahui sejarah dan perkembangan desain produk secara mendalam Students know the history and development of product design in depth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		25%	25%	25%	25%	100%



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Course Details

DP184101

Dasar Desain 1

Basic Design 1

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah integrasi teori dan aplikasi estetika formal serta latihan reka bentuk dwi-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	membuat komposisi garis lurus <i>make straight line composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
2	membuat komposisi garis lengkung <i>make curve lines composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
3	membuat komposisi bidang <i>make shape composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
4	membuat komposisi warna <i>make colors composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
5	membuat komposisi tekstur <i>make texture composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
6	membuat komposisi berubah bentuk <i>make morph composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
7	membuat komposisi patra <i>make pattern composition</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
8	Evaluasi Akhir Semester <i>End Semester Evaluation</i> Kognitif - UAS Cognitive - Final Exam	0%	10%	10%	10%	30%
TOTAL		70%	10%	10%	10%	100%
Target		70%	10%	10%	10%	100%

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DP184101

Dasar Desain 1

Basic Design 1

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C





















Course Description

Mata kuliah integrasi teori dan aplikasi estetika formal serta latihan reka bentuk dwi-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Mengenal ruang lingkup, tata-aturan & rencana pembelajaran dasdes 1 <i>Introduction of Basic Design 3 Dimention, rule & schedule C</i>	Metode SCL lainnya	 
2	membuat komposisi garis lurus <i>make straight lines composition</i>	Case method	 
3	membuat komposisi garis lengkung <i>make curve lines composition</i>	Case method	 
4	membuat komposisi bidang <i>make shape composition</i>	Case method	 
5	membuat komposisi warna <i>make colors composition</i>	Case method	 
6	membuat komposisi tekstur <i>make textures composition</i>	Case method	 
7	membuat komposisi berubah bentuk <i>make morph composition</i>	Case method	 
8	membuat komposisi patra <i>make pattern composition</i>	Case method	 
9	Ujian Akhir Semester <i>Final Assigment Evaluation</i>	Metode SCL lainnya	 
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>	 

Drawing 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Drawing 1
Course unit code	DP184102
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to draw object with light and shadow 2. Students are able to draw objects with correct proportions 3. Students are able to draw object construction correctly 4. Students are able to understand and draw the perspective of space and objects
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course is a core and fundamental subject mandatory for first-semester students. In this course, students are taught drawing in accordance with product design standards, specifically using pencil as the medium.</p> <ol style="list-style-type: none"> 1) Drawing as thinking tools 2) Pencil medium 3) Basic drawing 4) Construction drawing 5) Figure drawing
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Pipes, Alan, "Drawing for Designer", Laurence King Publishers, 2007 • Erik Olofsson & Klara Sjöln, "Design Sketching", KEEOS Design Books, Sweden, 2005 • Eissen, Koos, & Steur, Roselien, "Sketching : Drawing Technique for Product Designer", Bis Publisher, 2009 • Powell, Dick, "Presentation Techniques: A Guide to Drawing and Presenting Design Ideas", Little, Brown,

	1990 • Waluyohadi, "Gambar Bentuk dan Suasana", Butawarna Publishing, 2015
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184102

Gambar 1

Drawing 1

4 credits

Coordinator: M.Y Alief Samboro, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

: C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 1. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pensil

This course is a core and basic course that must be followed by semester 1 students. In this course, students are taught to draw according to product design standards, especially with pencil media.

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CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184102

Gambar 1

Drawing 1

4 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 1. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pensil

This course is a core and basic course that must be followed by semester 1 students. In this course, students are taught to draw according to product design standards, especially with pencil media.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 6	LO 7	
CLO-1	Mahasiswa mampu menggambar objek dengan cahaya dan bayangan <i>Students are able to draw object with light and shadow</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-2	Mahasiswa mampu menggambar objek dengan proporsi yang benar <i>Students are able to draw objects with correct proportions</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-3	Mahasiswa mampu menggambar konstruksi objek dengan benar <i>Students are able to draw object construction correctly</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-4	Mahasiswa mampu memahami dan menggambar perspektif ruang dan objek <i>Students are able to understand and draw the perspective of space and objects</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
Total Weight		33%	67%	100%

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DP184102

Gambar 1

Drawing 1

4 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 1. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pensil

This course is a core and basic course that must be followed by semester 1 students. In this course, students are taught to draw according to product design standards, especially with pencil media.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Gambar arsir objek <i>Object shading image</i> Kognitif - Tugas Cognitive - Assignment	2%	0%	0%	0%	2%
2	Gambar perspektif objek <i>Object perspective drawing</i> Studi Kasus Case Method	0%	0%	0%	3%	3%
3	Gambar object dengan cahaya dan bayangan <i>Draw objects with light and shadow</i> Studi Kasus Case Method	5%	0%	0%	2%	7%
4	Gambar rangkaian objek modifier <i>Drawing of a series of modifier objects</i> Studi Kasus Case Method	5%	0%	2%	0%	7%
5	Gambar Konstruksi Produk <i>Product Construction Drawing</i> Studi Kasus Case Method	0%	5%	5%	5%	15%
6	Gambar urai produk <i>Product explode drawing</i> Studi Kasus Case Method	0%	5%	5%	2%	12%
7	Gambar objek Still life <i>Still Life Object drawing</i> Studi Kasus Case Method	3%	5%	3%	3%	14%
8	Gambar objek interior <i>Interior Object drawing</i> Studi Kasus Case Method	5%	5%	5%	5%	20%
9	Gambar objek eksterior <i>Exterior object drawing</i> Studi Kasus Case Method	5%	5%	5%	5%	20%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

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DP184102

Gambar 1

Drawing 1

4 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 1. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pensil

This course is a core and basic course that must be followed by semester 1 students. In this course, students are taught to draw according to product design standards, especially with pencil media.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Gambar portofolio suasana imajinatif <i>Imaginatif portfolio scene drawing</i>	Non SCL	📄	🗑
2	Arsir garis dan gradasi gelap terang <i>Line draw and greyscale gradient</i>	Non SCL	📄	🗑
2	Gambar bangun dasar perspektif <i>Basic object perspective drawing</i>	Case method	📄	🗑
4	Cahaya dan bayangan objek <i>Object casting shadow and highlight</i>	Case method	📄	🗑
5	Gambar modifier objek <i>Modifier object drawing</i>	Case method	📄	🗑
6	Gambar rangkaian bangun dasar dan kompleks <i>Series basic object and complex drawing</i>	Metode SCL lainnya	📄	🗑
7	Gambar konstruksi produk sederhana <i>Constructive simple product drawing</i>	Case method	📄	🗑
8	Gambar konstruksi produk organik <i>Constructive organic product drawing</i>	Case method	📄	🗑
9	Gambar produk furnitur <i>Furniture product drawing</i>	Case method	📄	🗑
10	Gambar urai produk <i>Product explode view drawing</i>	Case method	📄	🗑
11	Gambar konstruksi produk silinder <i>Product construct cylinder drawing</i>	Case method	📄	🗑
12	Gambar produk setrika <i>Iron product drawing</i>	Case method	📄	🗑
13	Gambar urai produk appliance <i>Appliance product explode drawing</i>	Case method	📄	🗑
14	Gambar komposisi still life <i>Still life composition drawing</i>	Case method	📄	🗑
15	Gambar produk dalam interior <i>Product inside interior drawing</i>	Case method	📄	🗑
16	Gambar produk pada exterior <i>Exterior product drawing</i>	Case method	📄	🗑

Bahasa Indonesia

English

Choose method



Physics

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Physics
Course unit code	SF184203
Type of course unit	compulsory
Level of course unit	first cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st Semester
Number of ECTS credits allocated	4,8 ECTS credit
Name of lecturer	Dr. Sri Yani Purwaningsih, S.Si., M.Si.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to apply the concept and theory of mechanics especially related to center of mass, energy and dynamics. 2. Able to understand the concept of temperature and heat transfer 3. Able to understand the concept of sound especially related to vibration and wave 4. Able to explain the properties of light and source of light also to calculate the intensity of light 5. Able to understand the concept of current and be able to calculate the quantities in a direct and alternating current circuit
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	-
Course content	<ol style="list-style-type: none"> 1. Introduction, equilibrium 2. Center of mass 3. Concept of energy 4. Fluid dynamics 5. Heat; the relation of heat and change of temperature; the relation of temperature change and size of the object and quiz 1 6. Heat capacity 7. Heat transfer 8. Simple harmonic motion 9. Reflection and transmission of wave 10. Properties of light; Source of light 11. Intensity of light; flux light and quiz 2 12. Ohm's law; direct current 13. Alternating current

Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Fisika untuk Arsitektur dan desain, departemen Fisika, 2019 2. Fisika untuk sains dan teknik “ Mekanika dan Termodinamika”, Departemen Fisika 2018 3. Fisika untuk sains dan teknik “ Listrik-Magnet, gelombang, optik dan Fisika Modern”, Departemen Fisika 2018 4. Halliday, Resnick, Jearl Walker ; 'Fundamental of Physics'. John Wiley and Sons, 10th ed, New York, 2014 5. Douglas C. Giancoli, 'Physics for Scientists and Engineers', Pearson Education, 4th ed, London, 2014 6. Tim Dosen, "Diktat Fisika I", Fisika FMIPA-ITS 7. Tim Dosen, "Soal-soal Fisika I", Fisika FMIPA-ITS 8. "Petunjuk Praktikum Fisika Dasar", Fisika, FMIPA-ITS 9. Sears & Zemansky, "University Physics", Pearson Education, 14th ed, USA, 2016 <p>Tipler, PA, 'Physics for Scientists and Engineers', 6th ed, W.H. Freeman and Co, New York, 2008</p>
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Presentations, assignments, discussions, quizzes, midterm exam, final exam

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Course Details

SF184103

Fisika 1

Physics 1

3 credits

Coordinator: Dr. Sri Yani Purwaningsih, S.Si., M.Si.

Course Form

Course Type

Minimum Passing Grade

:

:

: C

Course Description

Pada mata kuliah ini mahasiswa akan belajar memahami hukum-hukum dasar fisika, mekanika, panas, bunyi, cahaya, dan arus listrik

In this course, students will learn to understand the basic laws of physics, mechanics, heat, sound, light and electric current

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

SF184103

Fisika 1

Physics 1

3 credits

Coordinator: Dr. Sri Yani Purwaningsih, S.Si., M.Si.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Pada mata kuliah ini mahasiswa akan belajar memahami hukum-hukum dasar fisika, mekanika, panas, bunyi, cahaya, dan arus listrik

In this course, students will learn to understand the basic laws of physics, mechanics, heat, sound, light and electric current

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▼

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu menggunakan konsep dan teori mekanika terutama yang berkaitan dengan titik pusat massa, energi dan dinamika <i>Able to apply the concept and theory of mechanics especially related to center of mass, energy and dynamics.</i>		15%
CLO-2	Mampu memahami konsep temperatur dan perpindahan panas <i>Able to understand the concept of temperature and heat transfer</i>		15%
CLO-3	Mampu memahami konsep bunyi yang berkaitan dengan getaran dan gelombang <i>Able to understand the concept of sound especially related to vibration and wave</i>		20%
CLO-4	Mampu menjelaskan sifat-sifat dan cahaya dan sumber cahaya serta menghitung intensitas cahaya <i>Able to explain the properties of light and source of light also to calculate the intensity of light</i>		25%
CLO-5	Mahasiswa mampu memahami konsep arus dan mampu menghitung besaran-besaran dalam rangkaian arus searah dan bolak-balik <i>Able to understand the concept of current and be able to calculate the quantities in a direct and alternating current circuit</i>		25%
Total Weight			100%

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Course Details

SF184103

Fisika 1

Physics 1

3 credits

Coordinator: Dr. Sri Yani Purwaningsih, S.Si., M.Si.

Course Form

:

Course Type

:

Minimum Passing Grade

:

Mata Kuliah Bersama

C

Course Description

Pada mata kuliah ini mahasiswa akan belajar memahami hukum-hukum dasar fisika, mekanika, panas, bunyi, cahaya, dan arus listrik

In this course, students will learn to understand the basic laws of physics, mechanics, heat, sound, light and electric current

[LO](#) [CLO](#) [Assessment & Evaluation Plan](#) [Lesson Plan](#)

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Tugas Task 1 Studi Kasus Case Method	1.5%	1.5%	2%	2.5%	2.5%	10%
2	Kuis 1 Quiz 1 Kognitif - Quiz Cognitive - Quiz	10%	10%	0%	0%	0%	20%
3	Evaluasi Tengah Semester Mid-term examination Kognitif - UTS Cognitive - Midterm Exam	3.5%	3.5%	18%	0%	0%	25%
4	Kuis 2 Quiz 2 Kognitif - Quiz Cognitive - Quiz	0%	0%	0%	10%	10%	20%
5	Evaluasi Akhir Semester Final Examination Kognitif - UAS Cognitive - Final Exam	0%	0%	0%	12.5%	12.5%	25%
TOTAL		15%	15%	20%	25%	25%	100%
Target		15%	15%	20%	25%	25%	100%

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SF184103

Fisika 1

Physics 1

3 credits

Coordinator: Dr. Sri Yani Purwaningsih, S.Si., M.Si.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Pada mata kuliah ini mahasiswa akan belajar memahami hukum-hukum dasar fisika, mekanika, panas, bunyi, cahaya, dan arus listrik

In this course, students will learn to understand the basic laws of physics, mechanics, heat, sound, light and electric current

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method
1	Pendahuluan, kesetimbangan <i>Introduction, equilibrium</i>	Non SCL
2	Pusat massa <i>Center of mass</i>	Metode SCL lainnya
3	Konsep energi <i>Concept of energy</i>	Metode SCL lainnya
4	Fluida dinamis <i>Fluid dynamics</i>	Metode SCL lainnya
5	Panas, hubungan panas dan perubahan temperatur; Hubungan perubahan temperatur dan ukuran benda dan Quiz 1 <i>Heat; the relation of heat and change of temperature; the relation of temperature change and size of the object and quiz 1</i>	Non SCL
6	Kapasitas panas <i>Heat capacity</i>	Non SCL
7	Perpindahan panas <i>Heat transfer</i>	Non SCL
8	Evaluasi tengah semester <i>Mid-term examination</i>	Metode SCL lainnya
9	Getaran selaras/harmonik sederhana <i>Simple harmonic motion</i>	Non SCL
10	Refleksi dan transmisi gelombang <i>Reflection and transmission of wave</i>	Metode SCL lainnya
11	Sifat dan sumber cahaya <i>Properties of light; Source of light</i>	Non SCL
12	Intensitas cahaya; fluks cahaya <i>Intensity of light; flux light and quiz 2</i>	Non SCL
13	Hukum ohm; arus searah <i>Ohm's law; direct current</i>	Non SCL
14	Arus bolak-balik <i>Alternating current</i>	Non SCL
15	Evaluasi akhir semester <i>Final examination</i>	Metode SCL lainnya
16	Evaluasi akhir semester <i>Final examination</i>	Metode SCL lainnya

Civics

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Civics
Course unit code	UG184913
Type of course unit	Compulsory-National
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	3,2 ECTS credits
Name of lecturer	Dra. Ni Wayan Suarmini, M.Sc.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students master the substance of citizenship education to have an Indonesian personality, build a sense of nationality and love the country so that students become good and educated citizens (smart and good citizen) in the life of a democratic society, nation, and state. 2. Students understand the correlation of civic education with the values of life so that becoming a citizen with an Indonesian personality is competitive, disciplined and actively participates in building a peaceful life based on the Pancasila value system. 3. Students master the application of the concept of citizenship, to make good citizens who are able to support the nation and state, democratic citizens, namely citizens who are intelligent, civilized and responsible for the survival of the Indonesian state in exercising the skills of science, technology and arts they have. 4. Students understand the contribution of citizenship in shaping attitudes and values: respecting diversity, being able to work together, having a trustworthy nature, social sensitivity and a high love for the people, nation and state of Indonesia.
Mode of delivery (face-to-face, distance learning)	face-to-face

Prerequisites and co-requisites	
Course content	<ol style="list-style-type: none"> 1. The nature and challenges of KWN 2. State: Constitution and Democracy 3. Law Enforcement: Rights and Obligations of Citizens, Legal Certainty and Justice 4. National Identity and Integration 5. Archipelagic Insight and Regional Autonomy 6. National Resilience and State Defense 7. Anti-Corruption Education
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Kemenristekdikti. 2016. <i>Modul Pendidikan Kewarganegaraan Untuk Perguruan Tinggi</i>. Jakarta: Dirjen Belmawa Kemenristekdikti 2. Armaidy Armawi, <i>Geostrategi Indonesia</i>, Jakarta, Direktorat jenderal Pendidikan Tinggi, 2006 3. Azyumardi Azra, <i>Paradigma Baru Pendidikan Nasional dan Rekonstruksi dan Demokratisasi</i>, Penerbit Kompas, Jakarta, 2002 4. Bahar, Dr. Saefrodi, <i>Konteks Kenegaraan, Hak Asasi Manusia</i>, Pustaka Sinar Harapan, Jakarta, 2000. 5. Kaelan, <i>Pendidikan Kewarganegaraan</i>, UGM Press, Yogyakarta 2005. <p>Slamet Soemiarso, <i>Geopolitik Indonesia</i>, Jakarta, Direktorat Jenderal Pendidikan Tinggi, 2006</p>
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesian and English
Assessment methods and criteria	Assignment, Group Project, Quiz, Midterm Exam and Final Exam



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Course Details

UG184913

Kewarganegaraan

Civics

2 credits

Coordinator: Dra. Ni Wayan Suarmini, M.Sc.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Mata Kuliah Bersama

C

Course Description

Kewarganegaraan (Kwn) pada dasarnya membahas tentang ke-Indonesiaan yakni: menjadi warga negara yang berkepribadian Indonesia, membangun rasa kebangsaan dan mencintai tanah air Indonesia, dengan demikian akan dapat menjadi warga negara yang baik dan terdidik (Smart and good citizen) dalam kehidupan masyarakat, bangsa dan negara yang demokratis

Civics (Kwn) basically discusses Indonesianness, namely: becoming a citizen with an Indonesian personality, building a sense of nationality and loving the Indonesian homeland, thereby becoming a good and educated citizen (Smart and good citizen) in people's lives, a democratic nation and state.

LO

CLO

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Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**), Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

UG184913

Kewarganegaraan

Civics

2 credits

Coordinator: Dra. Ni Wayan Suarmini, M.Sc.

Course Form

Course Type

Minimum Passing Grade

:

: Mata Kuliah Bersama

: C

Course Description

Kewarganegaraan (Kwn) pada dasarnya membahas tentang ke-Indonesianan yakni: menjadi warga negara yang berkepribadian Indonesia, membangun rasa kebangsaan dan mencintai tanah air Indonesia, dengan demikian akan dapat menjadi warga negara yang baik dan terdidik (Smart and good citizen) dalam kehidupan masyarakat, bangsa dan negara yang demokratis

Civics (Kwn) basically discusses Indonesianness, namely: becoming a citizen with an Indonesian personality, building a sense of nationality and loving the Indonesian homeland, thereby becoming a good and educated citizen (Smart and good citizen) in people's lives, a democratic nation and state.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	: Memahami substansi pendidikan kewarganegaraan untuk memiliki kepribadian Indonesia , membangun rasa kebangsaan dan mencintai tanah air, sehingga menjadi warga negara yang baik dan terdidik (smart and good citizen) dalam kehidupan masyarakat, bangsa dan negara yang demokratis <i>Mastering the substance of citizenship education to have an Indonesian personality, build a sense of nationality and love the country, so that they become good and educated citizens (smart and good citizen) in the life of a democratic society, nation and state.</i>		25%
CLO-2	Memahami korelasi pendidikan kewarganegaraan dengan nilai-nilai kehidupan sehingga menjadi warganegara yang berkepribadian Indonesia memiliki daya saing, berdisiplin dan berpartisipasi aktif dalam membangun kehidupan yang damai berdasarkan sistem nilai Pancasila <i>Understand the correlation of civic education with the values of life so that becoming a citizen with an Indonesian personality is competitive, disciplined and actively participates in building a peaceful life based on the Pancasila value system.</i>		25%
CLO-3	Memahami kontribusi kewarganegaraan dalam membentuk tata sikap dan tata nilai: menghargai ke-bhinekaan, mampu bekerjasama, memiliki sifat amanah, kepekaan social dan kecintaan yang tinggi terhadap masyarakat, bangsa dan negara Indonesia <i>Mastering the application of the concept of citizenship, to make good citizens who are able to support the nation and state, democratic citizens, namely citizens who are intelligent, civilized and responsible for the survival of the Indonesian state in exercising the skills of science, technology and arts it has.</i>		25%
CLO-4	Mampu mengaplikasikan konsep kewarganegaraan, untuk menjadikan warga negara yang baik yang mampu mendukung bangsa dan negara, warga negara yang demokratis yaitu warga negara yang cerdas, berkeadaban dan dan bertanggung jawab bagi kelangsungan hidup negara Indonesia dalam mengamalkan kemampuan ilmu pengetahuan, teknologi dan seni yang dimilikinya <i>Understanding the contribution of citizenship in shaping attitudes and values: respecting diversity, being able to work together, having a trustworthy nature, social sensitivity and a high love for the people, nation and state of Indonesia.</i>		25%
Total Weight			100%

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Course Details

UG184913

Kewarganegaraan

Civics

2 credits

Coordinator: Dra. Ni Wayan Suarmini, M.Sc.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Kewarganegaraan (Kwn) pada dasarnya membahas tentang ke-Indonesiaan yakni: menjadi warga negara yang berkepribadian Indonesia, membangun rasa kebangsaan dan mencintai tanah air Indonesia, dengan demikian akan dapat menjadi warga negara yang baik dan terdidik (Smart and good citizen) dalam kehidupan masyarakat, bangsa dan negara yang demokratis

Civics (Kwn) basically discusses Indonesianness, namely: becoming a citizen with an Indonesian personality, building a sense of nationality and loving the Indonesian homeland, thereby becoming a good and educated citizen (Smart and good citizen) in people's lives, a democratic nation and state.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Keaktifan Student Activity Kognitif - Tugas Cognitive - Assignment	5%	0%	5%	0%	10%
2	Tugas 1 Assignment 1 Studi Kasus Case Method	10%	0%	5%	0%	15%
3	Evaluasi Tengah Semester Mid Term Kognitif - UTS Cognitive - Midterm Exam	10%	0%	5%	0%	15%
4	Tugas 2 Assignment 2 Studi Kasus Case Method	0%	10%	0%	5%	15%
5	Tugas 3 Assignment 3 Hasil proyek Team-based Project	0%	10%	0%	15%	25%
6	Evaluasi Akhir Semester Final Exam Kognitif - UAS Cognitive - Final Exam	0%	5%	10%	5%	20%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

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Course Details

UG184913

Kewarganegaraan

Civics

2 credits

Coordinator: Dra. Ni Wayan Suarmini, M.Sc.

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Course Description

Kewarganegaraan (Kwn) pada dasarnya membahas tentang ke-Indonesiaan yakni: menjadi warga negara yang berkepribadian Indonesia, membangun rasa kebangsaan dan mencintai tanah air Indonesia, dengan demikian akan dapat menjadi warga negara yang baik dan terdidik (Smart and good citizen) dalam kehidupan masyarakat, bangsa dan negara yang demokratis

Civics (Kwn) basically discusses Indonesianness, namely: becoming a citizen with an Indonesian personality, building a sense of nationality and loving the Indonesian homeland, thereby becoming a good and educated citizen (Smart and good citizen) in people's lives, a democratic nation and state.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method
1	Hakekat dan Tantangan KWN untuk masa depan bangsa <i>The essence and challenges of Civic</i>	Non SCL
2	Negara, Konstitusi dan Demokrasi <i>Nation, Constitution and Democracy: History and It is implementation</i>	Case method
3	Lembaga dan hubungan antar lembaga negara pemerintahan negara dan Sistem pemerintahan daerah. <i>Institutions and relationships between state government agencies and local government systems.</i>	Non SCL
4	Hakikat demokrasi sebagai sistem nilai dan sistem politik, partai politik, pemilu dan sistem perwakilan, pendidikan demokrasi <i>• The essence of democracy as a value system and political system, political parties, elections and representative systems, democratic education</i>	Case method
5	Penegakan Hukum yang berkeadilan <i>Law enforcement</i>	Non SCL
6	Hak Dan Kewajiban Negara dan Warga Negara <i>Rights and obligations of the Citizens</i>	Non SCL
7	Dinamika, Tantangan hak dan kewajiban Negara Dan Warga Negara <i>Dynamics and Challenges of the rights and obligations of Citizens</i>	Case method
8	Evaluasi Tengah Semester <i>Mid Term</i>	Metode SCL lainnya
9	Identitas nasional sebagai salah satu determinan pembangunan bangsa dan karakter bangsa <i>National identity as one of the determinants of national development and national character</i>	Non SCL
10	Wawasan Nusantara <i>Wawasan Nusantara</i>	Non SCL
11	Otonomi Daerah <i>Regional Autonomy</i>	Team-based project
12	Anti Korupsi <i>Anti-corruption</i>	Non SCL
13	Ketahanan nasional dan bela negara <i>National resilience and state defense</i>	Non SCL
14	Globalisasi dan Tantangan Masa Depan <i>Globalization and It is Challenges</i>	Team-based project
15	Review Materi <i>Material Review</i>	Non SCL
16	Evaluasi Akhir Semester <i>Final Exam</i>	Metode SCL lainnya

English

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	English
Course unit code	UG184914
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	3,2 ECTS credits
Name of lecturer	Hermanto, S.S., M.Pd.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to write sentences and paragraphs in good and correct English in accordance with the rules of writing sentences and paragraphs and standard English grammar. 2. Able to carry out academic presentation well using effective presentation aids (PPT). 3. Able to apply listening strategies to answer questions from conversations (dialogues) and lectures (talks) in English correctly and able to do note taking correctly. 4. Able to apply the right reading strategies such as scanning, skimming, and reading for details as well as vocabulary strategies to answer reading questions correctly.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	
Course content	<ol style="list-style-type: none"> 1. Subject – Verb Agreement 2. Phrases and clauses 3. Sentence types 4. Paragraph 5. Academic presentation 6. Listening to short conversation 7. Listening to longer conversation 8. Listening to talks and note taking 9. Reading strategies 10. Vocabulary recognition 11. Reading for details: 12. Text pattern organizations

Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Tim Dosen Bahasa Inggris ITS, <i>Improving English Skills for Academic Purposes</i>, A Conceptual and Practical Integration 2. Becker Lucinda & Joan Van Emden, <i>Presentation Skills for Students</i>, Palgrave, Macmillan, 2010 3. Hogue Ann, Oshima Alice, <i>Introduction to Academic Writing</i>, Longman, 1997 4. Johnston Susan S, Zukowski Jean/Faust, <i>Steps to Academic Reading</i>, Heinle, Canada, 2002 5. Mikulecky, Beatrice S, <i>Advanced Reading Power</i>, Pearson Education, New York, 2007 6. Preiss Sherry, <i>NorthStar: Listening and Speaking</i>, Pearson Education, New York 2009
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	English
Assessment methods and criteria	Assignment, Quiz, Midterm Exam and Final Exam

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Course Details

UG184914

Bahasa Inggris

English

2 credits

Coordinator: Hermanto, S.S., M.Pd.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Mata Kuliah Bersama

C

Course Description

Pada mata kuliah ini, mahasiswa akan belajar konsep-konsep dasar berbahasa Inggris yang meliputi ketrampilan menulis (writing), berbicara (speaking/presentation), menyimak (listening), dan membaca (reading) serta mampu menerapkannya untuk mengungkapkan ide dan pikirannya secara lisan dan tertulis di dalam kehidupan akademik yang berkaitan dengan sains dan teknologi serta sehari-hari.

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LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

UG184914

Bahasa Inggris

English

2 credits

Coordinator: Hermanto, S.S., M.Pd.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Pada mata kuliah ini, mahasiswa akan belajar konsep-konsep dasar berbahasa Inggris yang meliputi ketrampilan menulis (writing), berbicara (speaking/presentation), menyimak (listening), dan membaca (reading) serta mampu menerapkannya untuk mengungkapkan ide dan pikirannya secara lisan dan tertulis di dalam kehidupan akademik yang berkaitan dengan sains dan teknologi serta sehari-hari.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu menulis kalimat dan paragraf dalam bahasa Inggris yang baik dan benar sesuai dengan kaidah penulisan kalimat dan paragraf serta tata bahasa baku bahasa Inggris. <i>Able to write sentences and paragraphs in good and correct English in accordance with the rules of writing sentences and paragraphs and standard English grammar.</i>		25%
CLO-2	Mampu melakukan presentasi akademik dengan baik menggunakan alat bantu presentasi (PPT) yang efektif. <i>Able to carry out academic presentation well using effective presentation aids (PPT).</i>		25%
CLO-3	Mampu menerapkan listening strategies untuk menjawab pertanyaan dari percakapan (dialogue/conversation) dan ceramah (talk) dalam bahasa Inggris dengan benar serta mampu melakukan note taking dengan benar. <i>Able to apply listening strategies to answer questions from conversations (dialogues) and lectures (talks) in English correctly and able to do note taking correctly.</i>		25%
CLO-4	Mampu menerapkan strategi membaca (reading strategies) yang tepat seperti scanning, skimming dan reading for details serta strategi memahami kosakata (vocabulary) untuk menjawab pertanyaan bacaan dengan benar. <i>Able to apply the right reading strategies such as scanning, skimming and reading for details as well as vocabulary strategies to answer reading questions correctly.</i>		25%
Total Weight			100%

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Course Details

UG184914

Bahasa Inggris

English

2 credits

Coordinator: Hermanto, S.S., M.Pd.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Pada mata kuliah ini, mahasiswa akan belajar konsep-konsep dasar berbahasa Inggris yang meliputi ketrampilan menulis (writing), berbicara (speaking/presentation), menyimak (listening), dan membaca (reading) serta mampu menerapkannya untuk mengungkapkan ide dan pikirannya secara lisan dan tertulis di dalam kehidupan akademik yang berkaitan dengan sains dan teknologi serta sehari-hari.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Tugas Assignment Studi Kasus Case Method	15%	0%	10%	10%	35%
2	Kuis Quiz Kognitif - Quiz Cognitive - Quiz	10%	0%	15%	0%	25%
3	Proyek Project Hasil proyek Team-based Project	0%	25%	0%	0%	25%
4	EAS Final Exam Kognitif - UAS Cognitive - Final Exam	0%	0%	0%	15%	15%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

Lesson Plan

Weeknum	Course Material	Learning Method
1	Mampu mengidentifikasi dan menentukan Subject – Verb kalimat dan membuat kalimat dengan Subject – Verb dengan benar. <i>Able to identify and define the Subject – Verb of the sentences and create sentences with Subject – Verb correctly.</i>	Case method
2	Mampu membedakan antara phrase dan clause, main clause dan sub-clause, serta membuat main clause dan sub-clause terpadu dalam kalimat. <i>Able to distinguish between phrase and clause, main clause and sub-clause, and make main clause and sub-clause integrated in sentence.</i>	Case method
3	Mampu menulis berbagai jenis kalimat (sentence types: simple sentence, compound sentence, complex sentence, dan compound complex sentence) <i>Able to write various types of sentences (simple sentence, compound sentence, complex sentence, and compound complex sentence)</i>	Metode SCL lainnya
4	Mampu menulis paragraph beserta unsur-unsur yang membentuknya (topic sentence, supporting sentences, dan concluding sentence) serta mengikuti kaidah paragraph unity and coherence dengan benar. <i>Able to write paragraphs and the elements that form them (topic sentence, supporting sentences, and concluding sentences) and follow the rules of paragraph unity and coherence correctly.</i>	Metode SCL lainnya
5	Mampu menjelaskan faktor-faktor yang membuat presentasi menjadi baik atau jelek dan mempersiapkan materi presentasi. <i>Able to explain the factors that make a presentation good or bad and prepare presentation materials.</i>	Team-based project
6	Mampu melaksanakan presentasi akademik dengan baik menggunakan alat bantu (PPT) yang efektif secara berkelompok. <i>Able to carry out academic presentations well by using effective presentation aids (PPT) in groups.</i>	Team-based project
7	Mampu melaksanakan presentasi akademik dengan baik menggunakan alat bantu (PPT) yang efektif secara berkelompok. <i>Able to carry out academic presentations well by using effective presentation aids (PPT) in groups.</i>	Team-based project
8	Mampu melaksanakan presentasi akademik dengan baik menggunakan alat bantu (PPT) yang efektif secara berkelompok. <i>Able to carry out academic presentations well by using effective presentation aids (PPT) in groups.</i>	Team-based project
9	Mampu menjelaskan dan menjawab isi wacana lisan dari short conversation <i>Able to explain and answer the content of oral discourse from short conversations.</i>	Metode SCL lainnya
10	Mampu menjelaskan dan menjawab isi wacana lisan dari longer conversation <i>Able to explain and answer the content of oral discourse from longer conversations.</i>	Metode SCL lainnya
11	Mampu menjelaskan dan menjawab isi wacana lisan dari talks serta mampu melakukan note taking dengan benar. <i>Able to explain and answer the content of oral discourse of talks and able to do note taking well.</i>	Metode SCL lainnya
12	Mampu menerapkan strategi membaca skimming dan scanning untuk memahami isi wacana tulis serta mampu menggunakan strategi Vocabulary recognition dalam memahami arti kosa kata. <i>Able to apply skimming and scanning reading strategies to understand the content of written discourse and able to use Vocabulary recognition strategy in understanding the meaning of vocabulary.</i>	Metode SCL lainnya
13	Mampu menggunakan strategi Reading for details untuk memahami main ideas, stated detail information, unstated detail information, serta implied information untuk menjelaskan isi wacana tulis. <i>Able to use the strategy of Reading for details to understand main ideas, stated detail information, unstated detail information, and implied information to explain the content of the written discourse.</i>	Metode SCL lainnya
14	Mampu menjelaskan struktur organisasi bacaan (text pattern organizations) dengan mengidentifikasi key words dan signal words yang digunakan. <i>Able to explain the structure of reading organizations (text pattern organizations) by identifying the key words and the signal words used.</i>	Metode SCL lainnya
15	Mampu membuat inferensi, parafrase (paraphrasing) dan ringkasan (summarizing). <i>Able to make inference, paraphrase and summary.</i>	Metode SCL lainnya
16	Evaluasi Akhir Semester <i>Final Exam</i>	Metode SCL lainnya

Religious Studies

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Islamic Religious Education
Course unit code	UG184901/UG181901/UG18901
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	1 st semester
Number of ECTS credits allocated	3,2 ECTS credits
Name of lecturer	Drs. Mohammad Saifulloh, M.Fil.I
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Believe in God Almighty and able to show a religious attitude 2. Upholding human values in carrying out duties based on religion, morals and ethics 3. Internalizing values, norms, and academic attitude 4. Able to apply logical, critical, systematic, and innovative thinking in the context of developing or implementing science and technology that pays attention to and applies humanities values in accordance with their field of expertise 5. Able to show independent, quality, and measurable performance 6. Able to make decisions appropriately in the context of problem solving in their area of expertise, based on the results of information and data analysis 7. Able to implement the principles of sustainability in developing knowledge
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	-
Course content	<ol style="list-style-type: none"> 1. Building a Qur'anic Paradigm 2. How humans acknowledge the existence of God 3. Integration of Faith, Islam and Ihsan 4. How Religion Ensures Happiness 5. Grounding Islam in Indonesia 6. Religious Moderation in Islam (Deradicalization) 7. Islam Builds Unity in Diversity 8. Zakat, Sadaqah, and Taxes (Islamic Philanthropy) 9. The Role and Function of a Mosque for the Welfare of the Ummah

	10. Islam Faces the Challenge of Modernization (Islam and Science and Technology) 11. Contribution of Islam in the Development of World Civilization
Recommended or required reading and other learning resources/tools	1. Wahyuddin, dkk., <i>Pendidikan Agama Islam Membangun Karakter Mahasiswa di Perguruan Tinggi</i> , Surabaya, Penerbit Litera Jannata Perkasa, 2019. 2. Dirjen Pembelajaran dan Kemahasiswaan Kemenristekdikti, <i>Pendidikan Agama Islam untuk Perguruan Tinggi</i> , Jakarta, Dirjen Belmawa, 2016. 3. Muhibbin, Zainul, dkk, <i>Pendidikan Agama Islam Membangun Karakter Madani</i> , Surabaya, ITS Press, 2012. 4. Razaq, Nasruddin, Dinnul Islam, Bandung, Al-Ma,arif, 2005. 5. Iberani, Jamal Syarif dkk, <i>Mengenal Islam</i> , Jakarta: eL-Kahfi, 2003. 6. Imarah, Muhammad, <i>Islam dan Pluralitas Perbedaan dan Kemajemukan dalam Bingkai Persatuan</i> , Jakarta, Gema Insani, 1999.
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesian and English
Assessment methods and criteria	Assignment, Group Project, Quiz, Midterm Exam and Final Exam

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Course Details

UG184901

Agama Islam

Islamic studies

2 credits

Coordinator: Drs. Mohammad Saifulloh, M.Fil.I

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Mata kuliah Pendidikan Agama Islam ini membahas dan mendalami materi-materi dengan substansi relasi manusia dengan Allah untuk mewujudkan generasi bertakwa dengan paradigma Qur'ani; relasi manusia dengan sesama manusia dalam rangka mengintegrasikan Iman, Islam dan Ihsan; serta relasi manusia dengan lingkungannya dalam rangka membudayakan Islam untuk mewujudkan kesejahteraan. Dengan demikian lahir generasi religius, humanis, berwawasan luas dan memiliki kepedulian.

This Islamic Religious Education course discusses and explores materials with the substance of human relations with Allah to create a generation that is fearful of the Qur'anic paradigm; human relations with fellow human beings in order to integrate faith, Islam and Ihsan; as well as human relations with the environment in order to ground Islam to achieve prosperity. Thus was born a generation of religious, humanist, broad-minded and caring.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

UG184901

Agama Islam

Islamic studies

2 credits

Coordinator: Drs. Mohammad Saifulloh, M.Pd.I

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Mata kuliah Pendidikan Agama Islam ini membahas dan mendalami materi-materi dengan substansi relasi manusia dengan Allah untuk mewujudkan generasi bertakwa dengan paradigma Qur'ani; relasi manusia dengan sesama manusia dalam rangka mengintegrasikan iman, Islam dan Ihsan; serta relasi manusia dengan lingkungannya dalam rangka membunikan Islam untuk mewujudkan kesejahteraan. Dengan demikian lahir generasi religius, humanis, berwawasan luas dan memiliki kepedulian.

This Islamic Religious Education course discusses and explores materials with the substance of human relations with Allah to create a generation that is fearful of the Qur'anic paradigm; human relations with fellow human beings in order to integrate faith, Islam and Ihsan; as well as human relations with the environment in order to ground Islam to achieve prosperity. Thus was born a generation of religious, humanist, broad-minded and caring.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**), Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu menjelaskan esensi relasi manusia dengan Allah, dengan sesama manusia dan dengan lingkungan alam dalam paradigma Qur'ani; <i>Explaining the essence of human relations with Allah, with fellow humans and with the natural environment in the Qur'anic paradigm;</i>		20%
CLO-2	Mampu menyajikan hasil penelaahan konseptual dan/atau empiris terkait esensi dan urgensi nilai-nilai spiritualitas Islam sebagai salah satu determinan dalam pembangunan bangsa yang berakarakter; <i>Presenting the results of conceptual and / or empirical studies related to the essence and urgency of Islamic spirituality values as one of the determinants in building a nation with character;</i>		20%
CLO-3	Mampu bersikap secara konsisten terhadap koherensi pokok-pokok ajaran Islam sebagai implementasi Iman, Islam, dan Ihsan dalam membentuk Insan Kamil; <i>Able to be consistent with the coherence of the principles of Islamic teachings as the implementation of Iman, Islam and Ihsan, and to present Islam rahmatan lil alamin;</i>		20%
CLO-4	Mampu memahami korelasi sumber ajaran Islam dan kontekstualisasinya dalam kehidupan modern sebagai ajaran Islam yang rahmatan lil alamin; <i>Understand the correlation of sources of Islamic teachings and their contextualization in modern life as rahmatan lil alamin.</i>		20%
CLO-5	Mampu menguasai aplikasi konsep Islam tentang IPTEK, seni, sosial-budaya, politik, ekonomi, dan masalah kesejahteraan umat; <i>Mastering the application of Islamic concepts regarding science and technology, arts, socio-culture, politics, economics, and issues of the welfare of the people.</i>		20%
Total Weight			100%

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Course Details

UG184901

Agama Islam

Islamic studies

2 credits

Coordinator: Drs. Mohammad Saifulloh, M.Pd.I

Course Form

:

Course Type

:

Mata Kuliah Bersama

Minimum Passing Grade

:

C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Tugas 1 Al Qur'an Task 1 Al Qur'an Studi Kasus Case Method	10%	0%	5%	5%	5%	25%
2	Tugas 2 Makalah Paper Studi Kasus Case Method	0%	10%	0%	10%	5%	25%
3	UTS Midterm Exam Kognitif - UTS Cognitive - Midterm Exam	5%	5%	10%	5%	0%	25%
4	UAS Final Exam Kognitif - UAS Cognitive - Final Exam	5%	5%	5%	0%	10%	25%
TOTAL		20%	20%	20%	20%	20%	100%
Target		20%	20%	20%	20%	20%	100%

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UG184901

Agama Islam

Islamic studies

2 credits

Coordinator: Drs. Mohammad Saifulloh, M.Pd.I

Course Form

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Course Type

:

Mata Kuliah Bersama

Minimum Passing Grade

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Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method
1	Pendahuluan Introduction	Non SCL
2	Presentasi Hasil Tugas Membaca al-Qur'an Presentation on Reading The Qur'an	Case method
3	Fitrah Manusia Bertuhan Human Nature to Know God	Metode SCL lainnya
4	Membangun Paradigma Qur'ani Build a Quranic Paradigm	Metode SCL lainnya
5	Integrasi Iman, Islam dan Ihsan dalam Membentuk Insan Kamil Integration of Faith, Islam and Ihsan in Forming Insan Kamil	Metode SCL lainnya
6	Agama Menjamin Kebahagiaan Religion Guarantees Happiness	Metode SCL lainnya
7	Membudayakan Islam di Indonesia Grounding Islam in Indonesia	Metode SCL lainnya
8	Evaluasi Tengah Semester Mid-Semester Evaluation	Non SCL
9	Presentasi Hasil Tugas Menghafal al-Qur'an Presentation on Memorizing the Qur'an	Case method
10	Moderasi Beragama Membangun Persatuan dalam Keberagamaan Religious Moderation Builds Unity in Religion	Case method
11	Efektivitas Pengelolaan Zakat dan Wakaf untuk Kemaslahatan Umat Effectiveness of Zakat and Waqf Management for the Benefit of the Ummah	Case method
12	Optimalisasi Peran dan Fungsi Masjid untuk kesejahteraan umat Optimizing the Role and Function of the Mosque for the welfare of the Ummah	Case method
13	Islam Menghadapi Tantangan Modernisasi (Islam dan IPTEKS) Islam Faces the Challenge of Modernization (Islam and Science and Technology)	Case method
14	Kontribusi Islam dalam Pengembangan Peradaban Dunia Contribution of Islam in the Development of World Civilization	Case method
15	Review Tugas Task review	Non SCL
16	Evaluasi Akhir Semester End of Semester Evaluation	Non SCL

2nd SEMESTER

Bachelor of Industrial Design (BOLD)



Design Basics 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Basics 2
Course unit code	DP184203
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 nd semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Primaditya, S.Sn., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to explore and make 3 dimension composition on various materials 2. Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general 3. Students have oral, written and multimedia presentation skills and presentation technology in general 4. Students know the history and development of product design in general
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>The Design Basics 2 is a course delivered in the second semester, a core subject alongside Drawing 2. It is an integrated course combining theory and practical exercises in the aesthetics of tri-matrix design, serving as the foundation for new students in preparation for advanced design courses in subsequent levels.</p> <ol style="list-style-type: none"> 1) Visual design element of texture 2) Visual design element of space 3) Visual design element of depth 4) Visual design principle of repetition 5) Visual design principle of variation 6) Visual design principle of balance

	7) Visual design principle of proportion 8) Visual design principle of harmony 9) Structure & material 10) Exploration of sheet materials 11) Exploration of rod materials 12) Exploration of plastic materials 13) Exploration of solid materials
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Lidwell, William, Universal Principles of Design, USA: Rockport Publishers, 2003 • Lawson, Bryan, How Designers Think, London, The Architectural Press Ltd • Williams, Christopher, Origin Form, New York, Architectural Book Publishing Company, 1981
Planned learning activities and teaching methods	Discovery Learning; Case Study
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184203

Dasar Desain 2
Basic Design 2
5 credits
Coordinator: Primaditya, S.Sn., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah integrasi teori & aplikasi estetika reka bentuk tri-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

DP184203

Dasar Desain 2

Basic Design 2

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah integrasi teori & aplikasi estetika reka bentuk tri-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 5	LO 6	LO 7	LO 10	
CLO-1	Mahasiswa mampu menerapkan prinsip-prinsip dasar desain dalam bentuk komposisi tri-matra, dengan melakukan eksplorasi material <i>Students are able to explore and make 3 dimension composition on various materials</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	70%
CLO-2	Mahasiswa mampu memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mahasiswa memiliki ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Students have oral, written and multimedia presentation skills and presentation technology in general</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mengetahui sejarah dan perkembangan desain produk secara umum <i>Students know the history and development of product design in general</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		25%	25%	25%	25%	100%

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DP184203

Dasar Desain 2

Basic Design 2

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah integrasi teori & aplikasi estetika reka bentuk tri-matra

*A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form*LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Eksplorasi material Lembaran <i>Sheet Material Exploration</i> Studi Kasus <i>Case Method</i>	20%	0%	0%	0%	20%
2	Eksplorasi Material Fleksibel <i>Flexy Material Exploration</i> Studi Kasus <i>Case Method</i>	20%	0%	0%	0%	20%
3	Eksplorasi Material Batangan <i>Frame Material Exploration</i> Studi Kasus <i>Case Method</i>	15%	0%	0%	0%	15%
4	Eksplorasi Material Komposit <i>Composite Material Exploration</i> Studi Kasus <i>Case Method</i>	15%	0%	0%	0%	15%
5	Evaluasi Akhir Semester <i>End Semester Evaluation</i> Kognitif - UAS <i>Cognitive - Final Exam</i>	0%	10%	10%	10%	30%
TOTAL		70%	10%	10%	10%	100%
Target		70%	10%	10%	10%	100%

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Course Details

DP184203

Dasar Desain 2

Basic Design 2

5 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C















Course Description

Mata kuliah integrasi teori & aplikasi estetika reka bentuk tri-matra

A basic design course that contains insights and design theory that is practiced to design in 3 dimensions form

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Mengenal ruang lingkup, tata-aturan & rencana pembelajaran dasdes 2 <i>Introduction of Basic Design 3 Dimention, rule & schedule</i>	Metode SCL lainnya	 
2	Melakukan eksplorasi bentuk dan struktur dengan menggunakan material lembaran <i>Sheet material form and structure exploration</i>	Case method	 
3	Mahasiswa mampu melakukan eksplorasi bentuk dengan menggunakan material fleksibel <i>Flexy material form and structure exploration</i>	Case method	 
4	Mahasiswa mampu melakukan eksplorasi bentuk dan struktur dengan menggunakan material batangan <i>Frame material form and structure exploration</i>	Case method	 
5	Mahasiswa mampu melakukan eksplorasi bentuk dan struktur dengan menggunakan material komposit <i>Composite material form and structure exploration</i>	Case method	 
6	Evaluasi Akhir Semester <i>End semester evaluation</i>	Metode SCL lainnya	 
	<div>Bahasa Indonesia</div> <div>English</div>	<div>Choose method</div>	 

Drawing 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Drawing 2
Course unit code	DP184204
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 nd semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Waluyohadi, S.Ds., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are competent to sketch human anatomy for product operational 2. Student are competent to sketch and render product design by using pen and greyscale illustrator 3. Student are competent to sketch and render product design by using pen and color illustrator 4. Students are competent to make a product design portfolio
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course is a core and fundamental subject mandatory for second-semester students. In this course, students are taught drawing in accordance with product design standards, particularly using a pen as the medium.</p> <ol style="list-style-type: none"> 1) Design as thinking tools 2) Pen medium 3) Organic products 4) Geometric products 5) Appliance products 6) Furniture products 7) Interior products 8) Exterior products 9) Architectural products

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Pipes, Alan, "Drawing for Designer", Laurence King Publishers, 2007 • Erik Olofsson & Klara Sjöln, "Design Sketching", KEEOS Design Books, Sweden, 2005 • Eissen, Koos, & Steur, Roselien, "Sketching : Drawing Technique for Product Designer", Bis Publisher, 2009 • Powell, Dick, "Presentation Techniques: A Guide to Drawing and Presenting Design Ideas", Little, Brown, 1990 • Waluyohadi, "Gambar Bentuk dan Suasana", Butawarna Publishing, 2015
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184204

Gambar 2

Drawing 2

4 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

: C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 2. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pulpen dan ilustrator. Obyek yang digambar mulai dari anatomi manusia sebagai pengguna produk dan desain produk dalam bentuk portofolio final.

This subject is a required subject for the student in semester II. Students learn sketching standards for product design especially the use of pen and illustrator. The drawing objects are figure drawing for product operational and product design in a final portfolio

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184204

Gambar 2

Drawing 2

4 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

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This subject is a required subject for the student in semester II. Students learn sketching standards for product design especially the use of pen and Illustrator. The drawing objects are figure drawing for product operational and product design in a final portfolio

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 5	LO 7	
CLO-1	Mahasiswa mampu membuat sketsa anatomi manusia dalam hal operasional produk <i>Students are competent to sketch human anatomy for product operational</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-2	Mahasiswa mahir membuat sketsa dan render desain produk dengan media pulpen dan ilustrator abu-abu <i>Student are competent to sketch and render product design by using pen and greyscale illustrator</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CLO-3	Mahasiswa mahir membuat sketsa dan render desain produk dengan media pulpen dan ilustrator berwarna <i>Student are competent to sketch and render product design by using pen and color illustrator</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	25%
CLO-4	Mahasiswa mahir membuat portfolio desain produk <i>Students are competent to make a product design portfolio</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
Total Weight		40%	60%	100%

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DP184204

Gambar 2

Drawing 2

4 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Anatomi Anatomy Studi Kasus Case Method	25%	0%	0%	0%	25%
2	UTS : Teknik render hitam putih Minder exam : Greyscale rendering Studi Kasus Case Method	0%	25%	0%	0%	25%
3	Teknik render berwarna Color rendering Kognitif - Tugas Cognitive - Assignment	0%	0%	25%	0%	25%
4	UAS : Portfolio desain produk Final exam : Product Design Portfolio Studi Kasus Case Method	0%	0%	0%	25%	25%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

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DP184204

Gambar 2

Drawing 2

4 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C



































Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 2. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media pulpen dan ilustrator. Obyek yang digambar mulai dari anatomi manusia sebagai pengguna produk dan desain produk dalam bentuk portofolio final.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Perkenalan media ilustrator, bangun dasar, efek material <i>Introduction of Illustrator as sketching media, basic shape, material effect</i>	Non SCL		
2	Anatomi manusia berdiri, laki-laki, wanita, dewasa, anak, tampak depan, samping <i>Torso, male, female, adult, child, front view, side view</i>	Case method		
3	Anatomi manusia berjalan <i>Walking figure drawing</i>	Case method		
4	Anatomi manusia mendorong dan menarik <i>Push and pull figure drawing</i>	Case method		
5	Anatomi manusia duduk <i>Seating figure drawing</i>	Case method		
6	Ilustrasi fashion <i>Fashion illustration</i>	Case method		
7	Pengenalan ilustrator berwarna, obyek sepatu <i>Introducing color illustrator as sketching media, shoe object</i>	Case method		
8	Merender desain produk setrika <i>Iron product design rendering</i>	Case method		
9	Merender desain produk hairdryer <i>Hair dryer product design rendering</i>	Case method		
10	Merender desain produk mebel <i>Furniture product design rendering</i>	Case method		
11	Merender desain produk sepeda motor <i>Motorbike product design rendering</i>	Case method		
12	Merender desain produk mobil <i>Car-styling and rendering</i>	Case method		
13	Porto folio desain produk: gambar tampak <i>Product design portfolio: view drawing</i>	Case method		
14	Porto folio desain produk: gambar perspektif <i>Product design portfolio: perspective drawing</i>	Case method		
15	Porto folio desain produk: gambar urai <i>Product design portfolio: exploded drawing</i>	Case method		
16	Porto folio desain produk: gambar operasional <i>Product design portfolio: product operational drawing</i>	Case method		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>		

Introduction to Built Environment

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Introduction to Built Environment
Course unit code	DI 184733
Type of course unit	Compulsory
Level of course unit	First Cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	7 th
Number of ECTS credits allocated	4,8
Name of lecturer	Lea Kristina Anggraeni, S.T., M.Ds. Dr. Ir. Susy Budi Astuti, M.T.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students understand the concept of behavior, built environment and sustainable design. 2. Students are able to see the phenomena that occurs in Indonesia related to lifestyles and ecological issues. 3. Students understand the relationship between lifestyle prevailing in society as the basic concept in designing interior and its aesthetic elements. 4. Students understand and able to apply the process of design and sustainability management in designing the interior and its supporting elements. 5. Students recognize, understand the characteristics of material, and are able to choose the right material to support the sustainable design. 6. Students are able to create design as problem solver, which is visually attractive and environmentally friendly. 7. Students are able to create research based on behavior, lifestyle and environmental ecological issues.
Mode of delivery	Face-to-Face
Prerequisites and co-requisites	<ol style="list-style-type: none"> 1. Already take Course Study - Interior Design & Culture 2. Already take Course Study – Interior Design Research 3. Already take Course Study – Behavior & environment 4. Already take Course Study – Interior Science 5. Already take Course Study – Material & Interior

	<p>application</p> <p>6. Already take Course Study - Ergonomic</p>
Course content	<ol style="list-style-type: none"> 1. Human behavior 2. Lifestyle 3. Environmental ecological issues 4. Sustainable design
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Obeidat, I., Obeidat, S., Rumman, S. A., & Al-Jubouri, F. (2022). The role of sustainable interior design and its impact on customer's behavior in Commercial Environments. <i>IOP Conference Series: Earth and Environmental Science</i>, 1026(1), 012054. https://doi.org/10.1088/1755-1315/1026/1/012054 2. Whiting, P., Cullen, V., Adkins, H., & Chatteur, F. (2023). A new retail interior design education paradigm for a circular economy. <i>Sustainability</i>, 15(2), 1487. https://doi.org/10.3390/su15021487 3. Pacheco-Torgal, F., & Goran-Granqvist, C. (2023). <i>Adapting the built environment for climate change: Design principles for climate emergencies</i>. Woodhead Publishing. 4. Obeidat, I. (2022). The effect of self-sufficiency in interior design and its reflection on user's behavior within built environments. <i>Dirasat: Human and Social Sciences</i>, 49(1), 428–457. https://doi.org/10.35516/hum.v49i1.1669 5. Araya León, M. J., Guasch, R., Estévez, A. T., & Peña, J. (2022). Interaction between the interior built environment and the human being. an integrative review in relation to perception, health, and well-being. <i>Theoretical Issues in Ergonomics Science</i>, 24(6), 698–728. https://doi.org/10.1080/1463922x.2022.2134940 6. Kotradyova, V. (2019). Sustainability in interior design: Interdisciplinary research used for exploring relation between built environment and human. <i>IOP Conference Series: Materials Science and Engineering</i>, 603(4), 042100. https://doi.org/10.1088/1757-899x/603/4/042100 7. Hes, D., & Hernandez-Santin, C. (2019). <i>Placemaking fundamentals for the built environment</i>. Palgrave Macmillan. 8. Coles, R., Costa, S., & Watson, S. (2019). <i>Pathways to well-being in design: Examples from the Arts, humanities and the built environment</i>. Routledge, Taylor et Francis Group. 9. Seta, F., Biswas, A., Khare, A., & Sen, J. (2018). <i>Understanding built environment proceedings of the National Conference on Sustainable Built Environment 2015</i>. Springer Singapore. 10. Briede, I., & Strode, A. (2020). Possibilities of environmental sustainability in interior design. <i>SOCIETY. INTEGRATION. EDUCATION. Proceedings of the International Scientific</i>

	<i>Conference, 5, 627.</i> https://doi.org/10.17770/sie2020vol5.4870
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Midterm Exam, and Final Exam

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DW184201

Pengantar Lingkungan Binaan
Introduction to Built Environment
2 credits
Coordinator: Denny Indrayana Setyadi, S.T., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DW184201

Pengantar Lingkungan Binaan
Introduction to Built Environment

2 credits

Coordinator: Denny Indrayana Setyadi, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▾

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Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 4	LO 5	
CLO-1	Mampu menguasai konsep umum Lingkungan Binaan <i>Understanding the general concepts of the Built Environment</i>	<input type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mampu memahami peran Desain Komunikasi Visual dalam Lingkungan Binaan <i>Able to understand the role of Visual Communication Design in the Built Environment</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%
CLO-3	Mampu menganalisis fungsi dan peran Desain Komunikasi Visual dalam konteks Lingkungan Binaan <i>Able to analyze the function and role of Visual Communication Design in the context of the Built Environment</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	40%
Total Weight		50%	50%	100%

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Course Details

DW184201[Pengantar Lingkungan Binaan](#)
Introduction to Built Environment

2 credits

Coordinator: Denny Indrayana Setyadi, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Belum ada deskripsi.

No description yet.

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Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	Total Weight
1	Kuis 1 : Konsep Lingkungan Binaan Quiz 1 : Built Environment Concept Kognitif - Quiz Cognitive - Quiz	10%	0%	0%	10%
2	Kuis 2 : Tradisi Lingkungan Binaan Quiz 2 : Traditions Built Environment Kognitif - Quiz Cognitive - Quiz	10%	20%	0%	30%
3	Kuis 3 : Environmental Graphic Design Quiz 3 : Environment Graphic Design Studi Kasus Case Method	10%	10%	0%	20%
4	UTS Midterm Exam Studi Kasus Case Method	0%	0%	10%	10%
5	UAS Final Exam Studi Kasus Case Method	0%	0%	30%	30%
TOTAL		30%	30%	40%	100%
Target		30%	30%	40%	100%

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Course Details

DW184201

Pengantar Lingkungan Binaan
Introduction to Built Environment

2 credits

Coordinator: Denny Indrayana Setyadi, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar Lingkungan Binaan Introduction Built Environment	Metode SCL lainnya		
2	Komponenn Lingkungan Binaan The Built Environment Component	Metode SCL lainnya		
3	Tradisi Lingkungan Binaan Traditions of Built Environment	Metode SCL lainnya		
4	Membangun bersama Manusia Built with people	Metode SCL lainnya		
5	Pengantar Desain Produk dan Lingkungan Binaan Introduction to Product Design and the Built Environment	Metode SCL lainnya		
6	Pengantar Desain Interior dan Lingkungan Binaan Introduction to Interior Design and the Built Environment	Metode SCL lainnya		
7	Pengantar Arsitektur, Lansekap, Kota dan Lingkungan Binaan Introduction to Architecture, Landscape, Cities and the Built Environment	Metode SCL lainnya		
8	Ujian Tengah Semester Midterm Exam	Non SCL		
9	Sejarah Desain Grafis dan Lingkungan Binaan 1 History of Graphic Design and the Built Environment 1	Metode SCL lainnya		
10	Sejarah Desain Grafis dan Lingkungan Binaan 2 History of Graphic Design and the Built Environment 2	Metode SCL lainnya		
11	Branding Kawasan dan Lingkungan Binaan Environment Branding and Built Environment	Metode SCL lainnya		
12	Branding Kota dan Lingkungan Binaan City Branding and Built Environment	Metode SCL lainnya		
13	Signage, Wayfinding dan Lingkungan Binaan Signage, Wayfinding and Built Environment	Metode SCL lainnya		
14	Analisa Desain Grafis Lingkungan 1 Environmental Graphic Design Analysis 1	Metode SCL lainnya		
15	Analisa Desain Grafis Lingkungan 2 Environmental Graphic Design Analysis 2	Metode SCL lainnya		
16	Ujian Akhir Semester Final Term Exam	Non SCL		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>		

Mathematics

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Mathematics
Course unit code	KM184101
Type of course unit	compulsory
Level of course unit	first cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 st Semester
Number of ECTS credits allocated	4,8 Credits
Name of lecturer	Dr. Tahiyatul Asfihani, S.Si., M.Si.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to interpret basic mathematical concepts and prepare proofs directly, indirectly, or by mathematical induction. 2. Able to identify simple problems, form mathematical models and solve them. 3. Master standard methods in mathematics. 4. Able to master fundamental mathematical theory which includes the concepts of matrices, determinants, complex numbers and equations or inequalities, as well as functions, derivatives, and integrals. 5. Able to identify and solve problems, form mathematical models and solve them.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	-
Course content	<ol style="list-style-type: none"> 1. Matrix and Determinants. 2. Equations, inequalities, graphs of functions of parabolas, circles or ellipses. 3. Complex numbers and their polar forms. 4. Continuity of Functions and their derivatives. 5. Integrals and Fundamental theorems of Calculus.
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Tim Dosen Jurusan Matematika ITS, Buku Ajar Kalkulus 1 , Edisi ke-4 Jurusan Matematika ITS, 2018 2. Anton, H. dkk, Calculus, 10-th edition, John Wiley & Sons, New York, 2012. 3. Kreyzig, E, Advanced Engineering Mathematics, 10-th edition, John Wiley & Sons, Singapore, 2011.

	<ol style="list-style-type: none"> 4. Purcell, J, E, Rigdon, S., E., Calculus, 9-th edition, Prentice-Hall, New Jersey, 2006. 5. James Stewart , Calculus, ed.7, Brooks/cole-Cengage Learning, Canada,2012. 6. Strogatz, Steven. 2013. The Joy Of X: A Guided Tour of Math, from One to Infinity. New York : Mariner Books. 7. Budhi,Wono Setya.2001.Kalkulus Peubah banyak dan Penggunaanya.Bandung:ITB. 8. Graham, Alexander. 2018. Kronecker Products and Matrix Calculus with Applications. Dover Publications. 9. Ayes,Frank dan Elliot Mendelson.2004.Kalkulus Lanjut Edisi Keempat.Jakarta:Erlangga. 1988.Calculus (2nd edition).New York:WB Saunders,
Planned learning activities and teaching methods	Lectures, Tutorial activities, exercises
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Group Project, Quiz, Midterm Exam and Final Exam

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EN

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Course Details

KM184151

Matematika 1

Mathematics 1

3 credits

Coordinator: Dr. Tahiyyatul Asfihani, S.Si., M.Si.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Mata Kuliah Bersama

C

Course Description

Mata kuliah ini membekali mahasiswa konsep matrik, determinan dan sistem persamaan linier, konsep berpikir matematis dalam penyelesaian masalah-masalah rekayasa, pemodelan, dan lain-lain dalam keteknikan yang berkaitan dengan aplikasi diferensial. Materi perkuliahan lebih ditekankan pada teknik penyelesaian masalah-masalah riil yang dapat diformulasikan ke dalam fungsi satu variabel bebas. Materi perkuliahan meliputi: matrik dan determinan, penyelesaian sistem persamaan linier, nilai Eigen dan vektor Eigen, sistim bilangan riil (keterurutan bilangan riil), fungsi dan grafik, derivatif dan aplikasinya, integral dan aplikasinya pada perhitungan luas bidang datar dan volume benda putar, geometri.

In this course, students will be given matrix concept, determinant and linear equation system, Mathematicssal thinking conception in order to solve manipulated problems, modeling, etc. in technique that relate to differential application. The course will be focusing on the technique to solve real problems that can be formulated to one independent variable function. In this course, student will learn: matrix and determinant, linear equation system, Eigen value and Eigen vector, real number system (real number order), functions and graph, derivative and its application, integral and its application the area between curves and the volume of area revolution and geometry.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
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Course Details

KM184151

Matematika 1

Mathematics 1

3 credits

Coordinator: Dr. Tahiyatul Asfihani, S.Si., M.Si.

Course Form :
Course Type : Mata Kuliah Bersama
Minimum Passing Grade : C

Course Description

Mata kuliah ini membekali mahasiswa konsep matrik, determinan dan sistem persamaan linier, konsep berpikir matematis dalam penyelesaian masalah-masalah rekayasa, pemodelan, dan lain-lain dalam keteknikan yang berkaitan dengan aplikasi diferensial. Materi perkuliahan lebih ditekankan pada teknik penyelesaian masalah-masalah riil yang dapat diformulasikan ke dalam fungsi satu variabel bebas. Materi perkuliahan meliputi: matrik dan determinan, penyelesaian sistem persamaan linier, nilai Eigen dan vektor Eigen, sistim bilangan riil (keterurutan bilangan riil), fungsi dan grafik, derivatif dan aplikasinya, integral dan aplikasinya pada perhitungan luas bidang datar dan volume benda putar, geometri.

In this course, students will be given matrix concept, determinant and linear equation system, Mathematicssal thinking conception in order to solve manipulated problems, modeling, etc. in technique that relate to differential application. The course will be focusing on the technique to solve real problems that can be formulated to one independent variable function. In this course, student will learn: matrix and determinant, linear equation system, Eigen value and Eigen vector, real number system (real number order), functions and graph, derivative and its application, integral and its application the area between curves and the volume of area revolution and geometry.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu memahami matriks dan determinan serta sifat-sifatnya dan mampu menyelesaikan sistem persamaan linier, menentukan nilai Eigen dan vektor Eigen. <i>Students are able to understand matrix and determinant with its characteristic and able to solve linear equation system.</i>		15%
CLO-2	Mampu memahami pengertian sistem bilangan riil, bentuk desimal bilangan riil, persamaan, dan pertidaksamaan. <i>Students are able to understand real number system, decimal form of real number, equality, and inequality.</i>		10%
CLO-3	Mampu memahami fungsi polinomial, fungsi transenden, dan mampu menggambar grafiknya dasar. <i>Students are able to understand polynomial functions, transcendent functions, and able to draw the basic graph.</i>		10%
CLO-4	Mampu mendefinisikan sinus, cosines, tangent, dan mengaplikasikan kesamaan trigonometri dalam menyederhanakan/menyelesaikan persamaan trigonometri. <i>Students are able to define sinus, cosinus, tangent, and apply trigonometric equation in simplifying /solving trigonometric equation.</i>		10%
CLO-5	Mampu menurunkan (mendiferensialkan) fungsi eksplisit, menerapkan aturan rantai, turunan fungsi implisit serta mampu menentukan nilai maks/min untuk fungsi polinomial. <i>Students are able to differentiate explicit functions, apply chain rule, derivative implicit functions, and able to determine maximum/minimum value of the polynomial function.</i>		15%
CLO-6	Mampu menyelesaikan integral menggunakan teorema fundamental kalkulus dan rumus rumus dasar integrasi. <i>Students are able to solve integral using fundamental calculus theorem and basic integration equation.</i>		15%
CLO-7	Mampu menghitung luas bidang datar dan volume benda putar. <i>Students are able to calculate the area between curves and the volume of area revolution.</i>		15%
CLO-8	Mampu memahami geometri. <i>Students are able to understand geometry.</i>		10%
Total Weight			100%

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KM184151

Matematika 1

Mathematics 1

3 credits

Coordinator: Dr. Tahiyatul Asfihani, S.Si., M.Si.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Mata kuliah ini membekali mahasiswa konsep matrik, determinan dan sistem persamaan linier, konsep berpikir matematis dalam penyelesaian masalah-masalah rekayasa, pemodelan, dan lain-lain dalam keteknikan yang berkaitan dengan aplikasi diferensial. Materi perkuliahan lebih ditekankan pada teknik penyelesaian masalah-masalah riil yang dapat diformulasikan ke dalam fungsi satu variabel bebas. Materi perkuliahan meliputi: matrik dan determinan, penyelesaian sistem persamaan linier, nilai Eigen dan vektor Eigen, sistem bilangan riil (keteraturan bilangan riil), fungsi dan grafik, derivatif dan aplikasinya, integral dan aplikasinya pada perhitungan luas bidang datar dan volume benda putar, geometri.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	CLO-8	Total Weight
1	Tugas, keaktifan & dsb Task, Interaction & etc Kognitif - Tugas Cognitive - Assignment	5%	0%	0%	0%	0%	5%	10%	0%	20%
2	Quis 1 Quiz 1 Kognitif - Quiz Cognitive - Quiz	5%	5%	5%	0%	0%	0%	0%	0%	15%
3	Quis 2 Quiz 2 Kognitif - Quiz Cognitive - Quiz	0%	0%	0%	0%	5%	5%	0%	5%	15%
4	ETS MidExam Kognitif - UTS Cognitive - Midterm Exam	5%	5%	5%	10%	0%	0%	0%	0%	25%
5	UAS FinalExam Kognitif - UAS Cognitive - Final Exam	0%	0%	0%	0%	10%	5%	5%	5%	25%
TOTAL		15%	10%	10%	10%	15%	15%	15%	10%	100%
Target		15%	10%	10%	10%	15%	15%	15%	10%	100%

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Course Details

KM184151

Matematika 1

Mathematics 1

3 credits

Coordinator: Dr. Tahiyyatul Asfihani, S.Si., M.Si.

Course Form :
Course Type : Mata Kuliah Bersama
Minimum Passing Grade : C

Course Description

Mata kuliah ini membekali mahasiswa konsep matrik, determinan dan sistem persamaan linier, konsep berpikir matematis dalam penyelesaian masalah-masalah rekayasa, pemodelan, dan lain-lain dalam keteknikan yang berkaitan dengan aplikasi diferensial. Materi perkuliahan lebih ditekankan pada teknik penyelesaian masalah-masalah riil yang dapat diformulasikan ke dalam fungsi satu variabel bebas. Materi perkuliahan meliputi: matrik dan determinan, penyelesaian sistem persamaan linier, nilai Eigen dan vektor Eigen, sistim bilangan riil (keterurutan bilangan riil), fungsi dan grafik, derivatif dan aplikasinya, integral dan aplikasinya pada perhitungan luas bidang datar dan volume benda putar, geometri.

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Lesson Plan

Weeknum	Course Material	Learning Method
1	Matriks dan Determinan & Penyelesaian Sistem Persamaan Linier. <i>Matrix and Determinant & Solving Linear Equation System</i>	Non SCL
2	Nilai Eigen dan Vektor Eigen. <i>Eigen Value and Eigen Vector.</i>	Metode SCL lainnya
3	Sistem Bilangan Real, logaritma, nilai mutlak & pertidaksamaan. <i>Real Number System, logarithms, absolute value & Inequalities.</i>	Non SCL
4	Koordinat bidang, garis, jarak dua titik, lingkaran & parabola. <i>The coordinates planes, lines, two points distance, circle & parabola.</i>	Case method
5	Fungsi dan operasi fungsi, fungsi polinomial & invers fungsi, <i>Property and operation functions, polynomial functions & inverse functions</i>	Non SCL
6	Fungsi transenden dan trigonometri & grafik fungsi. <i>Transcendent and trigonometry functions, graph functions.</i>	Metode SCL lainnya
7	Sinus, cosines, tangent, cotangent, secan, cosecan, persamaan trigonometri <i>Sinus, cosinus, tangent, cotangent, secan, cosecan, trigonometry equation.</i>	Non SCL
8	ETS <i>MIDTERM EXAM</i>	Non SCL
9	Limit fungsi & kontinuitas <i>Limit functions & continuity</i>	Non SCL
10	Turunan, aplikasi turunan. <i>The derivative, applications of derivatives.</i>	Case method
11	Integral tak tentu, integrasi dengan substitusi, integrasi parsial. <i>Improper integral, integration with substitution, partial</i>	Non SCL
12	Integrasi pecahan rasional, integrasi fungsi fungsi trigonometri, teknik integrasi yang lain. <i>Integration of rational functions, trigonometric functions integration, other integration technique.</i>	Metode SCL lainnya
13	Aplikasi integral tertentu: Luas antara dua kurva <i>Application of Integral: The area between curve</i>	Non SCL
14	Aplikasi integral tertentu: menghitung volume benda putar. <i>Application of integral: The volume of area revolution.</i>	Case method
15	Irisan kerucut, pencerminan, pergeseran dan proyeksi. <i>Cone slice, mirroring, shifting, projection.</i>	Non SCL
16	EAS <i>FINAL EXAM</i>	Non SCL

Bahasa Indonesia

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Bahasa Indonesia
Course unit code	UG 184911
Type of course unit	compulsory
Level of course unit	first cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 nd Semester
Number of ECTS credits allocated	3,2 ECTS credit
Name of lecturer	Eka Dian Savitri, S.Hum., M.A.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students are able to explain and apply academic ethics correctly in preparing KTI; 2. Students are able to find, store, and process references through the Mendeley application to avoid plagiarism; 3. Students are able to explain and / or provide systematic examples, Indonesian language formulations used in KTI with due observance of grammatical rules, PUEBI, and KBBI 4. Students are able to apply logical, critical, systematic, and innovative thinking in the preparation of the introductory KTI using good and correct Indonesian. 5. Students are able to apply logical, critical, systematic, and innovative thinking in the compilation of the KTI results and discussion sections using good and correct Indonesian. 6. Students are able to apply logical, critical, systematic, and innovative thinking in the preparation of KTI conclusions using good and correct Indonesian. 7. Able to present the results of the preparation of KTI orally according to the principles of effective communication.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	
Course content	<ol style="list-style-type: none"> 1. Academic writing of scientific papers. 2. Reference techniques and Mendeley applications for

	<p>reference systems.</p> <ol style="list-style-type: none"> 3. Systematics, selingkung style, and grammatical rules for the Indonesian language in KTI. 4. Effective presentation.
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. 1. Alwi, Hasan, 2007, Tata Bahasa Baku Bahasa Indonesia, Edisi Ketiga, Balai Pustaka: Jakarta. 2. Dirjen Pembelajaran dan Kemahasiswaan Kemenristekdikti, Bahasa Indonesia untuk Perguruan Tinggi, 2016, Jakarta, Dirjen Belmawa. 3. Kamus Besar Bahasa Indonesia (daring atau luring), Kemdikbud RI. 4. Pedoman Umum Ejaan Bahasa Indonesia (PUEBI), 2016, 5. 4. Suyono, dkk. 2015. Cerdas Menulis Karya Ilmiah. Malang: Gunung Samudera 5. Universitas Negeri Malang. 2015. Pedoman Penulisan Karya Ilmiah, Malang 6. Suyanto, Edi. 2015. Membina, Memelihara, dan Menggunakan Bahasa Indonesia Secara Benar. Jakarta 7. Wounde, Sawidagdo. 2005. Bahasa Indonesia untuk Mahasiswa Jurusan Nonbahasa Indonesia, Jakarta 8. Arifin, Zaenal dan Amran Tasai, (2004), Cermat Berbahasa. Jakarta 9. Wijayanti, Sri Hapsari, dkk. (2013). Bahasa Indonesia: Penulisan dan Penyajian Karya Ilmiah. Jakarta 10. Alwi, Hasan, dkk. 2014. Tata Bahasa Baku Bahasa Indonesia (Edisi 3). Jakarta
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Presentations, assignments, discussions, final exam

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Course Details

UG184912

Bahasa Indonesia

Indonesian

2 credits

Coordinator: Eka Dian Savitri, S.Hum., M.A.

Course Form

Course Type

Minimum Passing Grade

:

: Mata Kuliah Bersama

: C

Course Description

Mata kuliah bahasa Indonesia termasuk salah satu mata kuliah wajib umum/nasional. Mahasiswa akan mendalami materi perkuliahan meliputi: (a) etika akademik; (b) teknik preferensian; (c) sistematika KTI dan formulasi bahasa Indonesia yang digunakan dalam KTI dengan memperhatikan kaidah gramatika, PUEBI, dan KBBI; (d) penyusunan KTI secara logis, kritis, sistematis, dan inovatif dengan menggunakan bahasa Indonesia yang baik dan benar; (e) teknik presentasi efektif. Materi yang dipelajari bermanfaat dalam menyusun karya tulis ilmiah baik berupa tugas perkuliahan, laporan penelitian, maupun karya tulis ilmiah yang dikompetisikan.

The Indonesian language course is one of the general / national compulsory courses. Students will explore lecture materials including: (a) academic ethics; (b) referencing techniques; (c) Systematics of Scientific Writing (KTI) and Indonesian language formulations used in KTI with due observance of grammar, PUEBI, and KBBI principles; (d) structuring KTI logically, critically, systematically, and innovatively by using good and correct Indonesian; (e) effective presentation techniques. The material studied is useful in compiling scientific papers in the form of lecture assignments, research reports, as well as completed scientific papers.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

UG184912

Bahasa Indonesia
Indonesian

2 credits

Coordinator: Eka Dian Savitri, S.Hum., M.A.

Course Form :
Course Type : Mata Kuliah Bersama
Minimum Passing Grade : C

Course Description

Mata kuliah bahasa Indonesia termasuk salah satu mata kuliah wajib umum/nasional. Mahasiswa akan mendalami materi perkuliahan meliputi: (a) etika akademik; (b) teknik pereferensian; (c) sistematika KTI dan formulasi bahasa Indonesia yang digunakan dalam KTI dengan memperhatikan kaidah gramatika, PUEBI, dan KBBI; (d) penyusunan KTI secara logis, kritis, sistematis, dan inovatif dengan menggunakan bahasa Indonesia yang baik dan benar; (e) teknik presentasi efektif. Materi yang dipelajari bermanfaat dalam menyusun karya tulis ilmiah baik berupa tugas perkuliahan, laporan penelitian, maupun karya tulis ilmiah yang dikompetisikan.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu menjelaskan dan menerapkan etika akademik dengan benar dalam menyusun Karya Tulis Ilmiah (KTI). <i>Able to explain and apply academic ethics correctly in preparing scientific papers (KTI).</i>		20%
CLO-2	Mengaplikasikan teknik pereferensian dan kutipan melalui aplikasi mendeley. <i>Applying referencing and quotation techniques through the Mendeley application.</i>		10%
CLO-3	Mampu menjelaskan dan/atau memberikan contoh sistematika, formulasi bahasa Indonesia yang digunakan dalam karya tulis ilmiah dengan memperhatikan kaidah gramatika, PUEBI, dan KBBI . <i>Able to explain the systematics and formulations of Indonesian used in KTI by paying attention to the rules of grammar, PUEBI, and KBBI.</i>		10%
CLO-4	Mampu menerapkan pemikiran logis, kritis, sistematis, dan inovatif dalam penyusunan karya tulis ilmiah dengan menggunakan bahasa Indonesia yang baik dan benar . <i>Able to apply logical, critical, systematic, and innovative thinking writing scientific papers using good and correct Indonesian.</i>		45%
CLO-5	Mempresentasikan hasil penyusunan karya tulis ilmiah secara lisan sesuai prinsip komunikasi efektif . <i>Able to present the results of the preparation of KTI orally according to the principles of effective communication.</i>		15%
Total Weight			100%

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Course Details

UG184912

Bahasa Indonesia
Indonesian

2 credits

Coordinator: Eka Dian Savitri, S.Hum., M.A.

Course Form :
Course Type : Mata Kuliah Bersama
Minimum Passing Grade : C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Penilaian 1 : Etika Akademik Assessment 1 : Academic ethics Studi Kasus Case Method	10%	0%	0%	0%	0%	10%
2	Penilaian 2 : Praktik antiplagiasi assessment 2 : Anti-plagiarism practice Hasil proyek Team-based Project	10%	0%	0%	0%	0%	10%
3	Penilaian 3: praktik sitasi dan mendeley Assessment 3: mendeley citation practice Studi Kasus Case Method	0%	10%	0%	0%	0%	10%
4	Penilaian 4: Review artikel ilmiah Assessment 4: reviewing scientific papers Studi Kasus Case Method	0%	0%	10%	0%	0%	10%
5	Penilaian 5: menulis artikel jurnal ilmiah assessment 5: writing scientific papers Hasil proyek Team-based Project	0%	0%	0%	22.5%	0%	22.5%
6	Penilaian 6: presentasi ilmiah assessment 6: paper presentation Studi Kasus Case Method	0%	0%	0%	0%	15%	15%
7	Penilaian 7: menulis esai ilmiah assessment 7: writing scientific essay Kognitif - UAS Cognitive - Final Exam	0%	0%	0%	22.5%	0%	22.5%
TOTAL		20%	10%	10%	45%	15%	100%
Target		20%	10%	10%	45%	15%	100%

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Course Details

UG184912

Bahasa Indonesia
Indonesian

2 credits

Coordinator: Eka Dian Savitri, S.Hum., M.A.

Course Form :

Course Type : Mata Kuliah Bersama

Minimum Passing Grade : C

Course Description

Mata kuliah bahasa Indonesia termasuk salah satu mata kuliah wajib umum/nasional. Mahasiswa akan mendalami materi perkuliahan meliputi: (a) etika akademik; (b) teknik preferensian; (c) sistematika KTI dan formulasi bahasa Indonesia yang digunakan dalam KTI dengan memperhatikan kaidah gramatika, PUEBI, dan KBBI; (d) penyusunan KTI secara logis, kritis, sistematis, dan inovatif dengan menggunakan bahasa Indonesia yang baik dan benar; (e) teknik presentasi efektif. Materi yang dipelajari bermanfaat dalam menyusun karya tulis ilmiah baik berupa tugas perkuliahan, laporan penelitian, maupun karya tulis ilmiah yang dikompetisikan.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method
1	Etika akademik penulisan karya ilmiah. <i>Ethics of writing scientific papers</i>	Case method
2	Etika akademik penulisan karya ilmiah. <i>Ethics of writing scientific papers.</i>	Case method
3	Teknik preferensian dan aplikasi mendeley untuk sistem preferensian. <i>Mendeley reference techniques and applications.</i>	Case method
4	Teknik preferensian dan aplikasi mendeley untuk sistem preferensian. <i>Mendeley reference techniques and applications.</i>	Case method
5	Sistematika, gaya selingkung, dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah. <i>Systematics, writing style and Indonesian grammatical rules in scientific journal articles.</i>	Case method
6	Sistematika, gaya selingkung, dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah. <i>Systematics, writing style and Indonesian grammatical rules in scientific journal articles.</i>	Case method
7	Penerapan sistematika, gaya selingkung dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah bagian pendahuluan. <i>Practising systematics, writing style and Indonesian grammatical rules in scientific journal articles introduction part.</i>	Team-based project
8	Penerapan sistematika, gaya selingkung dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah bagian pendahuluan. <i>Practising systematics, writing style and Indonesian grammatical rules in scientific journal articles introduction part.</i>	Team-based project
9	Penerapan sistematika, gaya selingkung dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah bagian pembahasan. <i>Practising systematics, writing style and Indonesian grammatical rules in scientific journal articles discussion part.</i>	Team-based project
10	Penerapan sistematika, gaya selingkung dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah bagian pembahasan. <i>Practising systematics, writing style and Indonesian grammatical rules in scientific journal articles discussion part.</i>	Team-based project
11	Penerapan sistematika, gaya selingkung dan kaidah gramatika bahasa Indonesia dalam artikel jurnal ilmiah bagian penutup. <i>Practising systematics, writing style and Indonesian grammatical rules in scientific journal articles conclusion part.</i>	Team-based project
12	Presentasi efektif untuk karya tulis ilmiah. <i>Effective presentation for a scientific paper.</i>	Team-based project
13	Presentasi efektif untuk karya tulis ilmiah. <i>Effective presentation for a scientific paper.</i>	Team-based project
14	Presentasi efektif untuk karya tulis ilmiah. <i>Effective presentation for a scientific paper.</i>	Team-based project
15	Evaluasi akhir semester: Menulis esai ilmiah. <i>Final term evaluation: writing a scientific essay.</i>	Metode SCL lainnya
16	Evaluasi akhir semester: Menulis esai ilmiah. <i>Final term evaluation: writing a scientific essay.</i>	Metode SCL lainnya

Pancasila

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Pancasila
Course unit code	UG 184912
Type of course unit	compulsory
Level of course unit	first cycle Bachelor
Year of study when the course unit is delivered	1 st year
Semester/trimester when the course unit is delivered	2 nd Semester
Number of ECTS credits allocated	3,2 ECTS credits
Name of lecturer	Pancasila ITS lecturer team
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to understand the importance of history to strengthen national identity and Indonesian national identity 2. Able to analyze factual national problems based on the Pancasila perspective 3. Able to analyze the concept of developing science and technology based on the values of Pancasila 4. Able to practice social sensitivity, environmental awareness and love for the country
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites	
Course content	<ol style="list-style-type: none"> 1. The urgency of Pancasila in higher education. 2. Pancasila and Indonesia history. 3. Pancasila as the Indonesia national principle and national ideology. 4. Pancasila as a philosophy system. 5. Pancasila as an ethic system. 6. Pancasila as the foundation of science, technology and art development
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Bahar, Saafroedin (ed). 1992. Risalah Sidang Badan Penyelidik Usaha-Usaha Persiapan Kemerdekaan Indonesia (BPUPKI): Panitia Persiapan Kemerdekaan Indonesia (PPKI) 29 Mei – 19 Agustus 1945. Jakarta: Sekretariat Negara Republik Indonesia. 2. Bertens, Kees. 2004. Etika. Jakarta: Gramedia.

	<ol style="list-style-type: none"> 3. Friedman, Thomas. 2006. The World is Flat: Sejarah Ringkas Abad ke 21. Jakarta: Dian Rakyat 4. Kattsoff, Louis O. 1992. Pengantar Filsafat. Yogyakarta: Tiara Wacana. 5. Latif, Yudi. 2011. Negara Paripurna, Jakarta: PT. Gramedia Pustaka Utama. 6. Latif, Yudi. 2018. Wawasan Pancasila: Bintang Penuntun Untuk Pembudayaan. Jakarta: Mizan. 7. Magnis-Suseno, Franz. 2006. Etika Politik: Prinsip-prinsip Moral Dasar Kenegaraan Modern. Jakarta: Penerbit Gramedia Pustaka Utama. 8. Schwab, Klaus. 2016. The Fourth Industrial Revolution. New York: Crown Business. 9. Sukarno. 2001. Tjamkan Pancasila Dasar Falsafah Negara. Jakarta: Panitia Nasional Peringatan Lahirnya Pancasila 1 Juni 1945 – 1 Juni 1964. 10. Soedarso. 2014. Filsafat Pancasila Identitas Indonesia. Surabaya: Pustaka Radja.
Planned learning activities and teaching methods	Problem-Based Learning, Project-Based Learning and Blended Learning
Language of instruction	Indonesia
Assessment methods and criteria	Discussion, group project, presentation, assignment, midterm examination, final examination

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UG184911

Pancasila

Pancasila

2 credits

Coordinator: Banu Prasetyo, S.Fil, M.Phil.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Mata Kuliah Bersama

C

Course Description

Mata Kuliah Pancasila merupakan salah satu mata kuliah wajib umum/nasional. Dalam perkuliahan ini mahasiswa akan mendapatkan pengetahuan dan pengalaman belajar untuk meningkatkan pemahaman dan kesadaran tentang: rasa kebangsaan dan cinta tanah air melalui wawasan tentang Pancasila sehingga menjadi warganegara yang memiliki daya saing, serta berdisiplin tinggi dan berpartisipasi aktif dalam membangun kehidupan yang damai berdasarkan sistem nilai Pancasila. Setelah perkuliahan ini diharapkan mahasiswa mampu mewujudkan diri menjadi warga negara yang baik yang mampu mendukung bangsa dan negaranya. Warga negara yang cerdas, berkeadaban dan bertanggung jawab bagi kelangsungan hidup negara Indonesia dalam mengamalkan kemampuan ilmu pengetahuan, teknologi dan seni yang dimilikinya.

This course provides knowledge of Pancasila, understand and examine experiences related to the application of Pancasila into human lives. This course uses a various range of teaching methods, including classroom and practical learning, learning through community engagement, seminars, interactive discussion and group work. It aims to equip students with the capacities to understand Pancasila from a multi-perspective: Pancasila within Indonesia historical context, Pancasila as national ideology, Pancasila as a national principle, Pancasila viewed from ethical and philosophical contexts and Pancasila as the basis of science, technology and art development. This topic is also designed to improve students' ethical behaviour and personality as well as grow and build nationalism values and a sense of patriotism.

LO

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Learning Outcomes Charged by the Course

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Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
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Course Details

UG184911

Pancasila

Pancasila

2 credits

Coordinator: Banu Prasetyo, S.Fil, M.Phil.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu memahami arti penting sejarah untuk memperkuat jati diri bangsa dan identitas nasional Indonesia <i>Able to understand the importance of history to strengthen national identity and Indonesian national identity</i>		20%
CLO-2	Mampu menganalisis problem-problem faktual kebangsaan berdasarkan perspektif Pancasila <i>Able to analyze factual national problems based on the Pancasila perspective</i>		30%
CLO-3	Mampu menganalisis konsep pengembangan sains dan teknologi berbasis nilai-nilai Pancasila <i>Able to analyze the concept of developing science and technology based on the values of Pancasila</i>		30%
CLO-4	Mampu mempraktekkan kepekaan sosial, kepedulian lingkungan dan cinta tanah air <i>Able to practice social sensitivity, environmental awareness and love for the country</i>		20%
Total Weight			100%

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Course Details

UG184911

Pancasila

Pancasila

2 credits

Coordinator: Banu Prasetyo, S.Fil, M.Phil.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Mata Kuliah Pancasila merupakan salah satu mata kuliah wajib umum/nasional. Dalam perkuliahan ini mahasiswa akan mendapatkan pengetahuan dan pengalaman belajar untuk meningkatkan pemahaman dan kesadaran tentang: rasa kebangsaan dan cinta tanah air melalui wawasan tentang Pancasila sehingga menjadi warganegara yang memiliki daya saing, serta berdisiplin tinggi dan berpartisipasi aktif dalam membangun kehidupan yang damai berdasarkan sistem nilai Pancasila. Setelah perkuliahan ini diharapkan mahasiswa mampu mewujudkan diri menjadi warga negara yang baik yang mampu mendukung bangsa dan negaranya. Warga negara yang cerdas, berkeadaban dan bertanggung jawab bagi kelangsungan hidup negara Indonesia dalam mengamalkan kemampuan ilmu pengetahuan, teknologi dan seni yang dimilikinya.

This course provides knowledge of Pancasila, understand and examine experiences related to the application of Pancasila into human lives. This course uses a various range of teaching methods, including classroom and practical learning, learning through community engagement, seminars, interactive discussion and group work. It aims to equip students with the capacities to understand Pancasila from a multi-perspective: Pancasila within Indonesia historical context, Pancasila as national ideology, Pancasila as a national principle, Pancasila viewed from ethical and philosophical contexts and Pancasila as the basis of science, technology and art development. This topic is also designed to improve students' ethical behaviour and personality as well as grow and build nationalism values and a sense of patriotism.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Tugas Individu 1 Individual assignment Studi Kasus Case Method	10%	0%	0%	0%	10%
2	Tugas Individu 2 Assignment 2 Studi Kasus Case Method	0%	15%	0%	0%	15%
3	Evaluasi Tengah Semester Mid Term Kognitif - UTS Cognitive - Midterm Exam	10%	10%	0%	0%	20%
4	Tugas Kelompok 1 Group Assignment 1 Studi Kasus Case Method	0%	0%	10%	0%	10%
5	Tugas Kelompok 2 Group Assignment 2 Hasil proyek Team-based Project	0%	0%	0%	20%	20%
6	Evaluasi Akhir Semester Final Exam Kognitif - UAS Cognitive - Final Exam	0%	5%	20%	0%	25%
TOTAL		20%	30%	30%	20%	100%
Target		20%	30%	30%	20%	100%



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Course Details

UG184911

Pancasila

Pancasila

2 credits

Coordinator: Banu Prasetyo, S.Fil, M.Phil.

Course Form : :

Course Type : Mata Kuliah Bersama

Minimum Passing Grade : C

Course Description

Mata Kuliah Pancasila merupakan salah satu mata kuliah wajib umum/nasional. Dalam perkuliahan ini mahasiswa akan mendapatkan pengetahuan dan pengalaman belajar untuk meningkatkan pemahaman dan kesadaran tentang: rasa kebangsaan dan cinta tanah air melalui wawasan tentang Pancasila sehingga menjadi warganegara yang memiliki daya saing, serta berdisiplin tinggi dan berpartisipasi aktif dalam membangun kehidupan yang damai berdasarkan sistem nilai Pancasila. Setelah perkuliahan ini diharapkan mahasiswa mampu mewujudkan diri menjadi warga negara yang baik yang mampu mendukung bangsa dan negaranya. Warga negara yang cerdas, berkeadaban dan bertanggung jawab bagi kelangsungan hidup negara Indonesia dalam mengamalkan kemampuan ilmu pengetahuan, teknologi dan seni yang dimilikinya.

This course provides knowledge of Pancasila, understand and examine experiences related to the application of Pancasila into human lives. This course uses a various range of teaching methods, including classroom and practical learning, learning through community engagement, seminars, interactive discussion and group work. It aims to equip students with the capacities to understand Pancasila from a multi-perspective: Pancasila within Indonesia historical context, Pancasila as national ideology, Pancasila as a national principle, Pancasila viewed from ethical and philosophical contexts and Pancasila as the basis of science, technology and art development. This topic is also designed to improve students' ethical behaviour and personality as well as grow and build nationalism values and a sense of patriotism.

LO CLO Assessment & Evaluation Plan [Lesson Plan](#)

Lesson Plan

Weeknum	Course Material	Learning Method
1	Urgensi Pendidikan Pancasila <i>The Urgency of Pancasila</i>	Case method
2	Indonesia dalam Arus Sejarah Bangsa: Pra Kemerdekaan <i>History of Indonesia: Pre Independence Era</i>	Non SCL
3	Indonesia dalam Arus Sejarah Bangsa: Kemerdekaan dan Pasca Kemerdekaan <i>History of Indonesia: Post Independence Era</i>	Non SCL
4	Pancasila sebagai Dasar Negara Republik Indonesia <i>Pancasila as The Basis of Republic Indonesia</i>	Case method
5	Pancasila sebagai Ideologi <i>Pancasila as Ideology</i>	Non SCL
6	Studi kasus Pancasila sebagai Dasar Negara Indonesia <i>Pancasila as The Basis of Republic Indonesia: Case Study</i>	Team-based project
7	Studi Kasus Pancasila sebagai Ideologi <i>Pancasila as Ideology: a Case Study</i>	Team-based project
8	Evaluasi Tengah Semester <i>Mid Term Evaluation</i>	Non SCL
9	Philosophy <i>Philosophy</i>	Case method
10	Etika <i>Ethics</i>	Case method
11	Pancasila sebagai Sistem Filsafat <i>Pancasila as Philosophy</i>	Team-based project
12	Pancasila sebagai sistem etika <i>Pancasila as Ethics System</i>	Team-based project
13	Pancasila sebagai landasan pengembangan ilmu pengetahuan <i>Pancasila as the basis for Science Development</i>	Team-based project
14	Pancasila sebagai landasan pengembangan ilmu pengetahuan: Studi Kasus <i>Pancasila as the basis for Science Development: Case Study</i>	Team-based project
15	Resume Materi <i>Material Review (from the begining until end of material)</i>	Non SCL
16	Evaluasi Akhir Semester <i>Final Evaluation (Final Exam)</i>	Non SCL

3rd SEMESTER

Bachelor of Industrial Design (BOLD)



Design Basics 3

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Basics 3
Course unit code	DP184305
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	3 st semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Andhika Estiyono, S.T., M.T.
Learning outcomes of the course unit	Students are capable of exploring forms and creating three-dimensional design works using various materials: 1. Utilizing thin sheet materials 2. Utilizing rigid sheet materials 3. Utilizing thick sheet materials 4. Utilizing solid sheet materials 5. Utilizing rod materials 6. Utilizing solid materials 7. Utilizing a combination of materials
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The Design Basics 3 is a fundamental core course, specifically an applied course that bridges theory and practice, building upon the principles of twodimensional (flat) and three-dimensional (spatial) product design. 1) Introduction to the characteristics of natural and artificial materials that will impact form, such as: Sheets, rods, strands/wires, powder/flour (plaster, sand, cement), lumps (clay, wax), liquid (resin). 2) Introduction to various simple manual tools: hammer, screwdriver, pliers, saw, drill, rasp. 3) Application of tasks related to composition/application of twodimensional aesthetic theories: lines, planes, lines and planes, shape changes, color gradation, form unity, etc., on product objects, as well as application of aesthetic theories: harmony, rhythm, form unity, shape and color

	<p>gradation, etc.</p> <p>4) Application of tasks related to three-dimensional or spatial aesthetic theories: lines, planes, lines and planes, shape changes, color gradation, form unity, etc., on product objects, as well as application of aesthetic theories: harmony, rhythm, form unity, shape and color gradation, etc.</p> <p>5) Practice applying aesthetics/form unity in 3D on two-dimensional media such as products: Automotive, furniture, street furniture, household items, etc.</p> <p>6) Practice applying aesthetics/form unity in 3D on three-dimensional media such as products: Lampshades, household items, partitions/dividers, etc.</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Lidwell, William, Universal Principles of Design, USA: Rockport Publishers, 2003 • Kimberly, Elam, 2001, Geometry of design, studies in Proportion and composition, Princeton Architectural Press, 37 East 7th Street, New York, New York 10003 • Lawson, Bryan, How Designers Think, London, The Architectural Press Ltd • Williams, Christopher, Origin Form, New York, Architectural Book Publishing Company, 1981
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184305

Dasar Desain 3
Basic Design 3
5 credits
Coordinator: Andhika Estlyono, S.T., M.T.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah Dasar Desain Produk 3 adalah mata kuliah dasar utama yaitu mata kuliah aplikasi/penerapan antara teori dan praktek dari dasar desain produk dua dimensi (datar) dan tiga dimensi (meruang).

Basic Product Design 3 is the core course of application between theory and practice from the basics of two-dimensional (flat) and three-dimensional (spatial) product design.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

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No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184305

Dasar Desain 3

Basic Design 3

5 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah Dasar Desain Produk 3 adalah mata kuliah dasar utama yaitu mata kuliah aplikasi/penerapan antara teori dan praktek dari dasar desain produk dua dimensi (datar) dan tiga dimensi (meruang).

Basic Product Design 3 is the core course of application between theory and practice from the basics of two-dimensional (flat) and three-dimensional (spatial) product design.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk **Show**

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 5	LO 7	
CLO-1	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran tipis. <i>Students are able to explore shapes and create tri-dimensional design works using thin sheet materials.</i>	✓	✓	13%
CLO-2	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran kaku <i>Students are able to explore shapes and create tri-dimensional design works using rigid sheet materials</i>	✓	✓	13%
CLO-3	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran tebal <i>Students are able to explore shapes and create tri-dimensional design works using thick sheet materials</i>	✓	✓	8%
CLO-4	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material lembaran solid <i>Students are able to explore shapes and create tri-dimensional design works using solid sheet materials</i>	✓	✓	13%
CLO-5	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material batangan <i>Students are able to explore shapes and create tri-dimensional design works using sticks</i>	✓	✓	23%
CLO-6	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan material solid <i>Students are able to explore shapes and create tri-dimensional design works using solid materials</i>	✓	✓	13%
CLO-7	Mahasiswa mampu melakukan eksplorasi bentuk dan membuat karya tri-matra desain menggunakan gabungan material <i>Students are able to explore shapes and create tri-dimensional design works using a combination of materials</i>	✓	✓	17%
Total Weight		50%	50%	100%

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Course Details

DP184305

Dasar Desain 3

Basic Design 3

5 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah Dasar Desain Produk 3 adalah mata kuliah dasar utama yaitu mata kuliah aplikasi/penerapan antara teori dan praktek dari dasar desain produk dua dimensi (datar) dan tiga dimensi (meruang).

Basic Product Design 3 is the core course of application between theory and practice from the basics of two-dimensional (flat) and three-dimensional (spatial) product design.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Makalah Analisis Estetika <i>Aesthetic Analysis Paper</i> Studi Kasus Case Method	1%	1%	1%	1%	1%	1%	1%	7%
2	Struktur kertas <i>Paper Structure</i> Studi Kasus Case Method	10%	0%	0%	0%	0%	0%	0%	10%
3	Fungsi Struktur: Penyangga Laptop <i>Structure Function: Product support</i> Studi Kasus Case Method	0%	0%	0%	10%	0%	5%	0%	15%
4	Eksplorasi Material Batang Lentur <i>Exploration of Bending Rod Material</i> Studi Kasus Case Method	0%	0%	0%	0%	10%	0%	8%	18%
5	Material Knowledge: Batang Kaku <i>Material Knowledge: Rigid Rod</i> Studi Kasus Case Method	0%	0%	0%	0%	5%	5%	0%	10%
6	Eksplorasi Material Batang Kaku <i>Rigid Rod Material Exploration</i> Studi Kasus Case Method	0%	5%	0%	0%	5%	0%	5%	15%
7	Review Produk Eksisting-Bentuk & Fungsi <i>Existing Product Review- Form & Function</i> Studi Kasus Case Method	0%	5%	5%	0%	0%	0%	0%	10%
8	Eksplorasi Produk Studi Kasus <i>Case Study Product Exploration</i> Studi Kasus Case Method	2%	2%	2%	2%	2%	2%	3%	15%
TOTAL		13%	13%	8%	13%	23%	13%	17%	100%
Target		13%	13%	8%	13%	23%	13%	17%	100%

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Course Details

DP184305

Dasar Desain 3

Basic Design 3

5 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C



































Course Description

Mata kuliah Dasar Desain Produk 3 adalah mata kuliah dasar utama yaitu mata kuliah aplikasi/penerapan antara teori dan praktek dari dasar desain produk dua dimensi (datar) dan tiga dimensi (meruang).

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduction: Prinsip Dasar Desain <i>Introduction: Basic Principles of Design</i>	Non SCL		
2	Estetika dan fungsi dari eksplorasi material lembaran lemas <i>Aesthetics and functions of limp sheet material exploration</i>	Metode SCL lainnya		
3	Eksplorasi Struktur, Estetika, dan Fungsi Material Lembaran <i>Exploration of Structural, Aesthetics, and Functions of Sheet Materials</i>	Metode SCL lainnya		
4	Eksplorasi Material Lembaran Kaku <i>Rigid Sheet Material Exploration</i>	Metode SCL lainnya		
5	Eksplorasi Material Lembaran Kaku <i>Rigid Sheet Material Exploration</i>	Metode SCL lainnya		
6	Eksplorasi material batangan lentur <i>Exploration of flexible rod materials</i>	Metode SCL lainnya		
7	Diskusi tentang produk eksplorasi material batangan lentur <i>Discussion about exploration products of flexible Ingots</i>	Metode SCL lainnya		
8	Cek kelengkapan dan pengumpulan tugas material tali <i>Check the completeness and collection of rope material assignments</i>	Metode SCL lainnya		
9	Eksplorasi produk menggunakan material batang kaku <i>Product exploration using rigid rod material</i>	Metode SCL lainnya		
10	Eksplorasi fungsi dari material batang kaku <i>Exploration of the function of rigid rod materials</i>	Metode SCL lainnya		
11	Asistensi progress produk bermaterial rotan (batangan kaku) <i>Assistance for product progress made of rattan (rigid bars)</i>	Metode SCL lainnya		
12	Kesesuaian bentuk produk dan fungsinya <i>Conformity of product form and function</i>	Case method		
13	Diskusi material, bentuk dan fungsi <i>Discussion of material, form and function</i>	Metode SCL lainnya		
14	Final Project dengan studi kasus <i>Final Project with case study</i>	Case method		
15	Asistensi produk studi kasus: Produk ketika hujan <i>Case study product assistance: Products for rains</i>	Case method		
16	Pengumpulan Produk Akhir <i>Final Product</i>	Metode SCL lainnya		
	<div>Bahasa Indonesia</div> <div>English</div>	<div>Choose method</div>		

Drawing 3

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Drawing 3
Course unit code	DP184306
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	3 rd semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Oral, written and multimedia presentation skills and general presentation technology 2. Deep 2 and 3 dimension design and visualization skills
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course is a core and fundamental subject mandatory for third-semester students. In this course, students are taught drawing in accordance with product design standards, particularly using Illustrator and soft pastels as media</p> <ol style="list-style-type: none"> 1) Hatching and pen lines 2) Illustrator rendering 3) Soft pastel rendering 4) Orderliness in rendering 5) Rendering according to material 6) Rendering according to the proportions of form (contour) and construction 7) Sketch duration
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Pipes, Alan, "Drawing for Designer", Laurence King Publishers, 2007 • Erik Olofsson & Klara Sjöln, "Design Sketching", KEEOS Design Books, Sweden, 2005 • Eissen, Koos, & Steur, Roselien, "Sketching : Drawing Technique for Product Designer", Bis Publisher, 2009

	<ul style="list-style-type: none"> • Powell, Dick, "Presentation Techniques: A Guide to Drawing and Presenting Design Ideas", Little, Brown, 1990 • Waluyohadi, "Gambar Bentuk dan Suasana", Butawarna Publishing, 2015
Planned learning activities and teaching methods	Discovery Learning; Case Study
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184306

Gambar 3

Drawing 3

4 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah ini adalah mata kuliah inti dan dasar yang wajib diikuti oleh mahasiswa semester 3. Di kuliah ini mahasiswa diajarkan menggambar sesuai dengan standar desain produk khususnya dengan media warna illustratur dan softpastel baik secara manual maupun digital untuk dapat mempresentasikan suatu konsep melalui media gambar.

This course is a core and basic course that must be followed by 3rd semester students. In this course, students are taught to draw according to product design standards, especially with illustratur and softpastel color media, both manually and digitally to be able to present a concept through image media.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
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<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

ITS

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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DP184306

Gambar 3

Drawing 3

4 credits

Coordinator: M.y Allief Samboro, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Gambar Thumbnail Ide <i>Idea Thumbnail Drawing</i> Studi Kasus <i>Case Method</i>	5%	0%	5%
2	Gambar Alternatif Desain <i>Alternative Design Drawing</i> Studi Kasus <i>Case Method</i>	10%	0%	10%
3	Gambar Operasional dan Explode <i>Explofe and Operational Drawing</i> Studi Kasus <i>Case Method</i>	10%	0%	10%
4	Gambar Presentasi Konsep Terpilih <i>Selected Concept Presentation</i> <i>Drawing</i> Kognitif - UTS <i>Cognitive - Midterm Exam</i>	0%	25%	25%
5	Gambar Sketsa Cepat Ide <i>Idea Quick Sketch Drawing</i> Studi Kasus <i>Case Method</i>	5%	0%	5%
6	Gambar Suasana <i>Environmental Drawing</i> Studi Kasus <i>Case Method</i>	10%	0%	10%
7	Gambar Detail <i>Detailed Drawing</i> Studi Kasus <i>Case Method</i>	10%	0%	10%
8	Presentasi Konsep Terpilih <i>Selected Concept Presentation</i> Kognitif - UAS <i>Cognitive - Final Exam</i>	0%	25%	25%
TOTAL		50%	50%	100%
Target		50%	50%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 4	LO 6	LO 7	
CLO-1	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	50%
CLO-2	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Deep 2 and 3 dimension design and visualization skills</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	50%
Total Weight		33%	33%	33%	100%

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DP184306

Gambar 3

Drawing 3

4 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduksi perkuliahan, pengenalan media dan alat <i>Lecture introduction, introduction to media and tools</i>	Non SCL		
2	Pencarian referensi ide <i>Idea reference search</i>	Case method		
3	Sketsa ide thumbnail <i>Thumbnail idea sketch</i>	Case method		
4	Pemilihan desain alternatif <i>Selecting alternative design</i>	Case method		
5	Gambar perspektif alternatif <i>Perspective alternate drawing</i>	Case method		
7	Gambar desain final terpilih dan layout presentasi <i>Selected final design drawing and layout</i>	Case method		
8	Presentasi konsep <i>Concept presentation</i>	Case method		
9	Pencarian referensi otomotif <i>Automotive reference search</i>	Case method		
10	Sketsa cepat <i>Quick sketch</i>	Case method		
11	Pemilihan desain alternatif <i>Selecting alternative design</i>	Case method		
12	Gambar detail dan efek material <i>Detailed drawing and material effect</i>	Case method		
13	Gambar Suasana <i>Environmental Drawing</i>	Case method		
14	Gambar desain final <i>Final design drawing</i>	Case method		
15	Komposisi layout presentasi <i>Presentation layout composition</i>	Case method		
16	Presentasi konsep akhir <i>Final concept presentation</i>	Case method		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>		

Design History

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design History
Course unit code	DP184309
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	3 rd semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer(s)	Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.
Learning outcomes of the course unit	Students can comprehensively explain the development of design in the following periods: 1. Classical-Renaissance Period 2. Industrial Revolution Period 3. Art & Craft Movement Period 4. Art Nouveau Period 5. Art Deco & Modern Period 6. Western & Eastern Regions 7. Specific product items
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<p>The History of Industrial Product Design is a course offered in the third semester. It is a course that provides enrichment for students' insights into the history and development of industrial product design, serving as a reference for the design course</p> <p>1) Background, development, figures, and characteristics of design styles in the Classical-Renaissance Period 2) Background, development, figures, and characteristics of design styles in the Industrial Revolution Period 3) Background, development, figures, and characteristics of design styles in the Art & Craft Movement Period 4) Background, development, figures, and characteristics of design styles in the Art Nouveau</p>

	<p>Period</p> <p>5) Background, development, figures, and characteristics of design styles in the Art Deco Period</p> <p>6) Background, development, figures, and characteristics of design styles in the Modern Period</p> <p>7) Background, development, figures, and characteristics of design styles in Europe</p> <p>8) Background, development, figures, and characteristics of design styles in America</p> <p>9) Background, development, figures, and characteristics of design styles in Asia</p> <p>10) Development of shoe product forms</p> <p>11) Development of radio product forms</p> <p>12) Development of camera product forms</p> <p>13) Development of bicycle product forms</p> <p>14) Development of car product forms</p> <p>15) Development of train product forms</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bhaskaran, Lakshmi, Design of the Times: Using Key Movements and Styles for Contemporary Design, Singapore: Page One Publishing, 2005 • Bürdek, Bernhard E., Design History, Theory and Practice of Product Design, Birkhäuser, 2005 • Davis, Adam Hart, History The Definitive Visual Guide, DK Publishing, 2012 • History of The World in 1000 Objects, DK Publishing, 2014 • Zakzek, Ian, Art Deco, Singapore, Paragon Book, 2002.
Planned learning activities and teaching methods	Discovery Learning; Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Presentation, Midterm Evaluation and Final Evaluation

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Course Details

DP184309

Sejarah Desain
History of Design
3 credits
Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Sejarah Desain Produk Industri adalah mata kuliah yang disampaikan pada semester 3. Merupakan mata kuliah yang dapat memberikan pengayaan wawasan bagi mahasiswa mengenai sejarah dan perkembangan desain khusus desain /benda produk.

History of Industrial Product Design is a course that is delivered in semester 3. It is a course that can provide enriching insight for students regarding the history and development of special designs/product designs.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184309

Sejarah Desain

History of Design

3 credits

Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

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History of Industrial Product Design is a course that is delivered in semester 3. It is a course that can provide enriching insight for students regarding the history and development of special designs/product designs.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 5	LO 10	LO 11	
CLO-1	Masa Klasik-Reinnesance. <i>Classical-Reinnesance Period.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	12%
CLO-2	Masa Revolusi Industri. <i>Industrial Revolution Period.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	13%
CLO-3	Masa Art & Craft Movement. <i>The Art & Craft Movement.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-4	Masa Art Nouveau. <i>Art Nouveau era.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-5	Masa Art Deco & Modern. <i>Art Deco & Modern Age.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-6	Wilayah negara Barat & Timur. <i>Regions of West & East countries.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-7	Benda produk tertentu. <i>Certain product items.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
Total Weight		45%	27%	27%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Presentasi 1. Presentation 1. Studi Kasus Case Method	4%	4%	3%	3%	2%	2%	2%	20%
2	Presentasi 2 Presentation 2. Studi Kasus Case Method	2%	2%	2%	2%	4%	4%	4%	20%
3	Evaluasi 1. Evaluation 1. Studi Kasus Case Method	5%	5%	6%	6%	4%	3%	3%	32%
4	Evaluasi 2. Evaluation 2. Studi Kasus Case Method	1%	2%	4%	4%	5%	6%	6%	28%
TOTAL		12%	13%	15%	15%	15%	15%	15%	100%
Target		12%	13%	15%	15%	15%	15%	15%	100%

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Sejarah Desain

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Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form :

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Minimum Passing Grade : C

































Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan



Lesson Plan

Weeknum	Course Material	Learning Method	
1	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Klasik-Reinnesance. <i>Background, development, character and design style characteristics of the Classical-Reinnesance period.</i>	Case method	 
2	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Revolusi Industri. <i>Background, development, character and design style characteristics of the Industrial Revolution.</i>	Case method	 
3	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Desain Art & Craft Movement. <i>Background, development, character and design style characteristics of the Design Art & Craft Movement.</i>	Case method	 
4	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Art Nouveau. <i>Background, development, character and design style characteristics of the Art Nouveau era.</i>	Case method	 
5	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Art Deco. <i>Background, development, character and design style characteristics of the Art Deco period.</i>	Case method	 
6	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain masa Modern. <i>Background, development, character and characteristics of modern design style.</i>	Case method	 
7	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain di Eropa. <i>Background, development, character and characteristics of design style in Europe.</i>	Case method	 
8	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain di Amerika, <i>Background, development, character and characteristics of design style in America.</i>	Case method	 
9	Latar belakang, perkembangan, tokoh dan karakteristik gaya desain di Asia. <i>Background, development, character and characteristics of design styles in Asia.</i>	Team-based project	 
10	Perkembangan bentuk benda produk sepatu. <i>The development of the shape of the shoe product.</i>	Team-based project	 
11	Perkembangan bentuk benda produk radio. <i>The development of the shape of radio product objects.</i>	Team-based project	 
12	Perkembangan bentuk benda produk kamera. <i>The development of the shape of the camera product.</i>	Team-based project	 
13	Perkembangan bentuk benda produk sepeda. <i>The development of the shape of bicycle products.</i>	Team-based project	 
14	Perkembangan bentuk benda produk mobil <i>The development of the shape of the object of the car product.</i>	Team-based project	 
15	Perkembangan bentuk benda produk kereta. <i>The development of the shape of the train product.</i>	Team-based project	 
16	Evaluasi dan review. <i>Evaluation and review..</i>	Team-based project	 

Bahasa Indonesia

English

Choose method ▾



Design Methodology

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Methodology
Course unit code	DP184308
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2nd year
Semester/trimester when the course unit is delivered	3st semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students understand the steps to develop a design concept by identifying the source of the problem, analyzing, and synthesizing needs by considering the aesthetic, comfort and safety aspects of the user in a product. 2. Students understand the steps of communicating design concepts and specifications including the ability to: (1) present designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions (2) able to apply technology and equipment related to design representation in a multi-faceted manner. dimensional (2D and 3D), in design development 3. Students understand the steps to collaborate in a multi-disciplinary field of work by utilizing their knowledge and design skills 4. Students understand the theoretical concepts of design based on function, aesthetics, economy, social and technology in general. 5. Students understand design principles and methodologies 6. Students understand the concept of user centered design
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The Design Basic 1 is a course delivered in the first semester, a core subject alongside Drawing 1. It is an integrated course combining theory and practical exercises in the aesthetics of dual-matrix design, serving as the foundation for new students in

	<p>preparation for advanced design courses in subsequent levels. The student is capable of creating dual-matrix design works encompassing:</p> <ol style="list-style-type: none"> 1. Line composition 2. Plane composition 3. Color plane composition 4. Changing plane composition 5. Geometric pattern composition 6. Organic pattern composition 7. Texture plane composition
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bielefeld, Basic Design Ideas, Boston, Springer, 2007 • Ching, F. D., Architecture: Form, space, and order. John Wiley & Sons. 2014 • Irawan, Bambang & Priscilla T., Dasar-dasar Desain. Jakarta: Griya Kreasi, 2013 • Masri, Andry., Strategi Visual-Bermain dengan Formalistic dan Semiotic untuk Menghasilkan Kualitas Visual dalam Desain. Yogyakarta : Jalasutra, 2012 • Wong, Wucius, Beberapa Asaa Merancang Dwimatra. Bandung: Penerbit ITB, 1986
Planned learning activities and teaching methods	Case method; Project Based Learning; Team Based Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation, Design Method Portfolio

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Course Details

DP184308

Metodologi Desain

Design Methodology

3 credits

Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah Metodologi Desain merupakan mata kuliah penunjang mata kuliah perancangan agar mahasiswa memahami proses desain dan mengetahui berbagai teknik yang perlu diambil dalam perancangan produk, mulai dari Konseptualisasi, Penyelesaian permasalahan desain, Design Thinking: mulai fase ideation (untuk mencari ide sebanyak-banyaknya) dan fase implementation (termasuk dalam pengambilan keputusan desain) serta faktor-faktor desain.

The Design Methodology course is a supporting course for design courses so that students understand the design process and know the various techniques that need to be taken in product design, starting from Conceptualization, Solving design problems, Design Thinking: starting the ideation phase (to find as many ideas as possible) and implementation phase (including in design decision making) and design factors.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

Course Learning Outcomes



































Curriculum: Kurikulum 2018 S-1 Desain Produk [Show](#)

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 5		
CLO-1	<p>Mahasiswa memahami langkah-langkah menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk</p> <p><i>Students understand the steps to develop a design concept by identifying the source of the problem, analyzing, and synthesizing needs by considering the aesthetic, comfort and safety aspects of the user in a product.</i></p>	<input type="checkbox"/>		20%
CLO-2	<p>Mahasiswa memahami langkah-langkah mengkomunikasikan konsep dan spesifikasi desain meliputi kemampuan: (1) mempresentasikan desain secara lisan, tulisan, dan multimedia dalam bentuk abstraksi dan visual, secara detail fungsinya (2) mampu mengaplikasikan teknologi dan peralatan yang berkaitan dengan representasi desain secara multi-dimensional (2D dan 3D), dalam pengembangan desain.</p> <p><i>Students understand the steps of communicating design concepts and specifications including the ability to: (1) present designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions (2) able to apply technology and equipment related to design representation in a multi-faceted manner, dimensional (2D and 3D), in design development.</i></p>	<input type="checkbox"/>		20%
CLO-3	<p>Mahasiswa memahami langkah-langkah untuk melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya.</p> <p><i>Students understand the steps to collaborate in a multi-disciplinary field of work by utilizing their knowledge and design skills.</i></p>	<input type="checkbox"/>		15%
CLO-4	<p>Mahasiswa memahami konsep teoretis desain berdasar fungsi, estetika, ekonomi, sosial dan, teknologi secara umum.</p> <p><i>Students understand the theoretical concepts of design based on function, aesthetics, economy, social and technology in general.</i></p>	<input checked="" type="checkbox"/>		15%
CLO-5	<p>Mahasiswa memahami prinsip-prinsip dan metodologi desain.</p> <p><i>Students understand design principles and methodologies.</i></p>	<input checked="" type="checkbox"/>		15%
CLO-6	<p>Mahasiswa memahami konsep user centered design.</p> <p><i>Students understand the concept of user centered design.</i></p>	<input type="checkbox"/>		15%

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Total Weight
1	Presentasi 1 <i>Presentation 1</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	4%	4%	3%	26%
2	Presentasi 2 <i>Presentation 2</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	4%	4%	3%	26%
3	Evaluasi 1 <i>Evaluation 1</i> Kognitif - UTS <i>Cognitive - Midterm Exam</i>	4%	4%	4%	4%	4%	4%	24%
4	Evaluasi 2 <i>Evaluation 2</i> Kognitif - UAS <i>Cognitive - Final Exam</i>	4%	4%	4%	4%	4%	4%	24%
TOTAL		18%	18%	18%	16%	16%	14%	100%
Target		20%	20%	15%	15%	15%	15%	100%

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduksi: Fenomena desain di sekitar kita. <i>Introductions: The design phenomenon all around us.</i>	Case method		
2	Konsep desain. <i>Design concept.</i>	Case method		
3	Ruang Lingkup Desain Produk: Produk, Sistem, dan Layanan. <i>Product Design Scope: Products, Systems and Services.</i>	Team-based project		
4	Inovasi dalam pengembangan desain. <i>Innovation in design development.</i>	Team-based project		
5	Ide / gagasan desain. Ideasi 1. <i>Design abduction. Ideation 1.</i>	Case method		
6	Ideasi 2. <i>Ideation 2.</i>	Case method		
7	Ideasi 3. <i>Ideation 3.</i>	Case method		
8	Metode-metode Pengembangan ide desain untuk produk yang sudah ditentukan. <i>Methods Development of design ideas for defined products.</i>	Case method		
9	Ikhtisar cara untuk memahami Pengguna (Peta Empati, Persona, Pemetaan Perjalanan Pengguna). <i>Overview ways to understand User (Empathy Map, Persona, User Journey Mapping).</i>	Case method		
10	Design Thinking: Preposisi Nilai, Penyortiran Kartu, Papan Gambar, Diagram Afinitas, dan Identifikasi Kebutuhan. <i>Design Thinking: Value Proposition, Card Sorting, Image Board, Affinity Diagramming, and Identify Needs.</i>	Case method		
11	Design Thinking: Ide Desain dan Seleksi. <i>Design Thinking: Design Ideation and Selection.</i>	Case method		
12	Design Thinking : Implementasi: Prototyping. <i>Design Thinking : Implementation: Prototyping.</i>	Case method		
13	Pengujian Pengguna: Umpan Balik Tangkap Grid. <i>User Testing: Feedback Capture Grid.</i>	Team-based project		
14	Presentasi Umpan Balik Pengguna dan Hasil Pengembangan berdasarkan Rekomendasi . <i>Presentation of User Feedback and Development Results based on Recommendations.</i>	Case method		
15	Six Thinking Hats: Analisis hasil user testing. <i>Six Thinking Hats: Analysis of user testing results.</i>	Case method		
16	Portofolio Metode Desain. <i>Design Method Portfolio.</i>	Case method		
	<div>Bahasa Indonesia</div> <div>English</div>	Choose method ▾		

Technical Drawing

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Technical Drawing
Course unit code	DP184307
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	3 rd semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Hertina Susandari, S.T., M.T.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students can visualize a product both in two and three-dimension 2. Students are able to make an engineering drawing manually refer to International Standard (ISO/ANSI) 3. Students can explain the role of engineering drawing in the design process 4. Students are able to make an engineering drawing digitally refer to International Standard (ISO/ANSI)
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course serves as the foundation for knowledge and skills that a Product Designer must possess. The aim of this course is to sharpen students' spatial abilities, enable them to read and create production-ready product drawings, provide insights into the role of technical drawings in the design process, and introduce them to rapid prototyping.</p> <ol style="list-style-type: none"> 1) Compound projections and auxiliary views 2) Single-view projections 3) Sections 4) Detail drawings 5) Dimension notations and hatching 6) Exploded views 7) Component drawings

	8) Material specifications 9) CAD and rapid prototyping
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bertoline, Gary R, 2002, Introduction to Graphic Communications for Engineers, Edisi ke-2, Mc Graw Hill, New York • Giesecke, Frederick E, 2001, Gambar Teknik (Jilid 1), Penerbit Erlangga, Jakarta • Giesecke, Frederick E, 2001, Gambar Teknik (Jilid 2), Penerbit Erlangga, Jakarta
Planned learning activities and teaching methods	Discovery Learning; Project Based Learning; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184307

Gambar Teknik

Technical Drawing

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah ini menjadi dasar pengetahuan dan keterampilan yang harus dimiliki oleh seorang Disainer Produk, karena mata kuliah ini bertujuan untuk mengasah kemampuan: spasial ruang mahasiswa, membaca dan membuat gambar teknik untuk keperluan produksi; memberikan wawasan mengenai kedudukan gambar teknik pada sebuah proses desain serta pengenalan pada plotting dari software 3d.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

SKPB

List of Curriculum

Courses >

ASSESSMENT

Evaluation Entry

Scoring Recap

LO CLO Report

Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

DP184307

Gambar Teknik

Technical Drawing

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini menjadi dasar pengetahuan dan keterampilan yang harus dimiliki oleh seorang Disainer Produk, karena mata kuliah ini bertujuan untuk mengasah kemampuan: spasial ruang mahasiswa, membaca dan membuat gambar teknik untuk keperluan produksi; memberikan wawasan mengenai kedudukan gambar teknik pada sebuah proses desain serta pengenalan pada plotting dari software 3d.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 6	LO 7	
CLO-1	Mahasiswa memahami visualisasi sebuah benda produk secara dua dan tiga dimensi <i>Students can visualize a product both in two and three-dimension</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	40%
CLO-2	Mahasiswa mampu membuat gambar teknik secara manual sesuai dengan standar ISO/ ANSI. <i>Students are able to make an engineering drawing manually refer to International Standard (ISO/ANSI)</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	40%
CLO-3	Mahasiswa mampu menjelaskan dengan baik fungsi gambar teknik dalam sebuah proses desain <i>Students can explain the role of engineering drawing in the design process</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	5%
CLO-4	Mahasiswa mampu membuat gambar teknik secara digital sesuai dengan standar ISO/ ANSI. <i>Students are able to make an engineering drawing digitally refer to International Standard (ISO/ANSI)</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
Total Weight		50%	50%	100%

Dashboard

CURRICULUM

List of Curriculum

✓ Learning Outcomes >

Courses >

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Evaluation Entry

Scoring Recap

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Scoring Revision >

MBKM

Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

DP184307

Gambar Teknik

Technical Drawing

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini menjadi dasar pengetahuan dan keterampilan yang harus dimiliki oleh seorang Disainer Produk, karena mata kuliah ini bertujuan untuk mengasah kemampuan: spasial ruang mahasiswa, membaca dan membuat gambar teknik untuk keperluan produksi; memberikan wawasan mengenai kedudukan gambar teknik pada sebuah proses desain serta pengenalan pada plotting dari software 3d.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Proyeksi Majemuk Multiview Projection Kognitif - Tugas Cognitive - Assignment	7%	7%	0%	0%	14%
2	Gambar Potongan Section Drawing Kognitif - Tugas Cognitive - Assignment	7%	7%	0%	0%	14%
3	Gambar Piktorial Pictorial Drawing Hasil proyek Team-based Project	2%	2%	1%	0%	5%
4	Evaluasi Tengah Semester Midterm Examination Kognitif - UTS Cognitive - Midterm Exam	10%	10%	0%	0%	20%
5	Gambar Kerja Produk Furnitur Technical Drawing - Furniture Product Hasil proyek Team-based Project	9%	14%	4%	0%	27%
6	Tugas Besar Final Exam Hasil proyek Team-based Project	5%	0%	0%	15%	20%
TOTAL		40%	40%	5%	15%	100%
Target		40%	40%	5%	15%	100%

Dashboard

CURRICULUM

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Entri Nilai

DASHBOARD > COURSES > DETAIL

Course Details

DP184307

Gambar Teknik

Technical Drawing

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah ini menjadi dasar pengetahuan dan keterampilan yang harus dimiliki oleh seorang Disainer Produk, karena mata kuliah ini bertujuan untuk mengasah kemampuan: spasial ruang mahasiswa, membaca dan membuat gambar teknik untuk keperluan produksi; memberikan wawasan mengenai kedudukan gambar teknik pada sebuah proses desain serta pengenalan pada plotting dari software 3d.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Pengantar Gambar Teknik <i>Introduction</i>	Non SCL	 
2	Garis dan Skala <i>Line and Scale</i>	Metode SCL lainnya	 
3	Proyeksi Majemuk <i>Multiview Projection</i>	Non SCL	 
4	Gambar Potongan <i>Section Drawing</i>	Metode SCL lainnya	 
5	Notasi Dimensi dan Arsir <i>Dimensioning</i>	Non SCL	 
6	Gambar Pictorial <i>Pictorial Drawing</i>	Team-based project	 
7	Gambar Teknik <i>Technical Drawing</i>	Non SCL	 
8	Evaluasi Tengah Semester <i>Midterm Evaluation</i>	Non SCL	 
9	Struktur Gambar Teknik <i>Technical Drawing Tree</i>	Metode SCL lainnya	 
10	Gambar Urai <i>Exploded View</i>	Non SCL	 
11	Standard ANSI <i>ANSI Method</i>	Metode SCL lainnya	 
12	Pandangan Tambahan <i>Auxiliary View</i>	Non SCL	 
13	Pengenalan pada software <i>Introduction: Software</i>	Non SCL	 
14	Menggambar Teknik menggunakan software (1) <i>Digital-based Technical drawing (1)</i>	Non SCL	 
15	Menggambar Teknik menggunakan software (2) <i>Digital Based Technical Drawing (2)</i>	Non SCL	 
16	Mencetak Gambar <i>Plotting</i>	Non SCL	 

Bahasa Indonesia

English

Choose method ▼



4th SEMESTER

Bachelor of Industrial Design (BOLD)



Product Design 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Product Design 1
Course unit code	DP184410
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 th semester
Number of ECTS credits allocated	9,6 ECTS Credits
Name of lecturer	Eri Naharani Ustazah, S.T., M.Ds.
Learning outcomes of the course unit	1) Students can apply the Design Thinking method in the case of fashion/apparel product design. 2) Students can create a Design Brief, Moodboard, and Style Guide. 3) Students can understand the product assembly process through Reverse Engineering. 4) Students can present ideas through Thumbnail sketches, Design Alternatives, and Final Designs. 5) Students can create Study/Forms, Models. 6) Students can perform iteration, development, and presentation of prototypes. 7) Students can design a Bill of Materials (BOM). 8) Students can showcase their work in an exhibition equipped with shop etiquette.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The product design course related to the premises of function and aesthetics (form and image) in the scope of fashion and apparel products such as bags, accessories, and footwear. 1) Introduction: history, figures & works. 2) Fundamental theory: design thinking, concepts, creative exploration, and character, model study, material, finishing. 3) Design Brief: Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product. 4) Research: Perform Product Research (simple) &

	<p>reverse Engineering.</p> <p>5) Concept: Idea sketch, refine sketch, Thumbnail sketch, Design Alternatives, and Final Design.</p> <p>6) Iteration: Create 3D Model, Study/Form, Model prototype.</p> <p>7) Iteration: Development, Presentation prototype Bill of Materials, production, material & processes, shop etiquette.</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing • Charlotte & Peter Fuell, Industrial Design A-Z, Taschen, 2000 • Charlotte & Peter Fuell, Designing The 21st Century, Taschen, 2001 • Design Secrets: Products, Rocport Publisher. Inc., 2001 • Krome, Barrat, Logic and Design, George Godwin Ltd. 1980
Planned learning activities and teaching methods	Case Method; Project Based Learning; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184410

Desain Produk 1

Product Design I

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Perkuliahan perancangan produk yang terkait dengan premis fungsi dan estetika (bentuk dan citra) pada ruang lingkup produk fashion dan apparel seperti : tas, aksesoris, alas kaki

Product design courses are related to the premise of function and aesthetics (form and image) in the scope of fashion and apparel products such as: bags, accessories, footwear

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input checked="" type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184410

Desain Produk 1

Product Design 1

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Perkuliahan perancangan produk yang terkait dengan premis fungsi dan estetika (bentuk dan citra) pada ruang lingkup produk fashion dan apparel seperti : tas, aksesoris, alas kaki

Product design courses are related to the premise of function and aesthetics (form and image) in the scope of fashion and apparel products such as: bags, accessories, footwear

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**), Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 3	LO 7	LO 11	LO 13	
CLO-1	Mahasiswa mampu menerapkan metode Design Thinking dalam kasus desain produk fashion / apparel / lifestyle <i>Able to apply the Design Thinking method in the case of fashion / apparel / lifestyle product design</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-2	Mahasiswa mampu membuat : Design Brief, Moodboard dan Style guide <i>Able to make: Design Brief, Moodboard and Style guide</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mahasiswa mampu memahami proses assembly produk melalui Reverse Engineering <i>Able to understand the product assembly process through Reverse Engineering</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mampu menampilkan ide melalui : Thumbnail sketch, Alternatif Desain dan Desain Final <i>Able to present ideas through: Thumbnail sketch, Alternative Design and Final Design</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-5	Mahasiswa mampu membuat Study/Form, Model, Iterative, Development, Presentation, prototype <i>Able to make Study/Form, Model, Iterative, Development, Presentation, prototype</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-6	Mahasiswa mampu merancang Bill of Materials <i>Able to design Bill of Materials</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-7	Mahasiswa mampu menampilkan karya dalam sebuah pameran dilengkapi dengan shop etiquette <i>Able to display their work in an exhibition equipped with shop etiquette</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
Total Weight		33%	33%	11%	22%	100%



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Course Details

DP184410

Desain Produk 1

Product Design 1

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan perancangan produk yang terkait dengan premis fungsi dan estetika (bentuk dan citra) pada ruang lingkup produk fashion dan apparel seperti : tas, aksesoris, alas kaki

Product design courses are related to the premise of function and aesthetics (form and image) in the scope of fashion and apparel products such as: bags, accessories, footwear

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Case : Profil ukm & permasalahannya Case : SME's profile & problems Studi Kasus Case Method	5%	0%	0%	5%	0%	5%	5%	20%
2	Portofolio desain Design Portfolio Hasil proyek Team-based Project	10%	5%	0%	5%	0%	5%	5%	30%
3	Gambar Teknik Technical Drawing Hasil proyek Team-based Project	0%	0%	10%	5%	5%	0%	0%	20%
4	foto operasional produk dan prototipe Product operation photo & prototipe Hasil proyek Team-based Project	0%	5%	0%	0%	15%	0%	10%	30%
TOTAL		15%	10%	10%	15%	20%	10%	20%	100%
Target		15%	10%	10%	15%	20%	10%	20%	100%

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Course Details

DP184410

Desain Produk 1

Product Design 1

6 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description ✎

Perkuliahan perancangan produk yang terkait dengan premis fungsi dan estetika (bentuk dan citra) pada ruang lingkup produk fashion dan apparel seperti : tas, aksesoris, alas kaki

Product design courses are related to the premise of function and aesthetics (form and image) in the scope of fashion and apparel products such as: bags, accessories, footwear

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar : 1. Deskripsi dan lingkup tugas 2. Topik 3. Wawasan desain dan produksi referensi <i>Introduction : 1. Description and scope of work 2. Topic 3. Design Insight and product references</i>	Non SCL	✎	🗑
2	1. Identifikasi masalah 2. Design brief <i>1.Problem identification 2. Design brief</i>	Case method	✎	🗑
3	Studi dan analisis pengguna : Persona, customer journey mapping <i>User study and analysis : Persona, customer journey mapping</i>	Case method	✎	🗑
4	Studi Produk eksisting and competitor : komposisi material dan Reverse Engineering. <i>Study of existing products and competitors</i>	Case method	✎	🗑
5	Desain awal : thumbnail sketches <i>Preliminary design : thumnall sketches</i>	Team-based project	✎	🗑
6	Pemilihan design dan rendering <i>Selected design and rendering</i>	Team-based project	✎	🗑
7	Gambar teknik <i>Technical drawing</i>	Team-based project	✎	🗑
8	Studi dan analisis model 3 dimensi <i>3D Model study and analysis</i>	Team-based project	✎	🗑
9	Pengembangan desain <i>Design Development</i>	Team-based project	✎	🗑
10	Design refinement <i>Design refinement</i>	Team-based project	✎	🗑
11	Desain varian <i>Variant design</i>	Team-based project	✎	🗑
12	Pembuatan prototipe <i>Prototyping</i>	Team-based project	✎	🗑
13	Pembuatan prototipe <i>Prototyping</i>	Team-based project	✎	🗑
14	Gambar/ foto pengoperasian produk <i>Product operation pictures/photos</i>	Team-based project	✎	🗑
15	Penghitungan harga pokok produksi <i>cost of production calculation</i>	Team-based project	✎	🗑
16	Menyusun dokumen desain dan etiket produk <i>compiling design documents and product etiquette</i>	Case method	✎	🗑
	<div>Bahasa Indonesia</div> <div>English</div>	Choose method ▼	✎	✕



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Computer Aided Design

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Computer Aided Design
Course unit code	DP184412
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 st semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Ari Dwi Krisbianto, S.T., M.Ds.
Learning outcomes of the course unit	1) Students can implement drawing organization using layer and color destination methods. 2) Students can create detailed and complete attributes for drawings. 3) Students can use basic commands for quick drawing
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course delves into the deepening of knowledge and skills that must be possessed by a Product Designer. The purpose of this course is to implement spatial understanding in students, to read and create drawings for ready-to-produce products, provide insights into the role of technical drawings in the design process, and introduce rapid prototyping. The course also train students to produce digital working drawings using digital plotting methods.</p> <ol style="list-style-type: none"> 1) Drawing organization using layer and color destination methods, as well as detailed and complete drawing attributes. 2) Basic commands for quick drawing. 3) Methods in object selection and object snap facilities in the drawing process. 4) Coordinates and unit measures as reference for drawing sheets. 5) Philosophy and interface of AutoCAD.

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • AutoCAD 2009, Autodesk Inc, copyright 2009 • AutoCAD 2008, Autodesk Inc, copyright 2008
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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DASHBOARD > COURSES > DETAIL

Course Details

DP184412

Computer-Aided Design

Computer-Aided Design

4 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah yang mempelajari dan mempraktikkan ketrampilan mewujudkan desain berbasis pada perangkat lunak komputer. Menggunakan perangkat lunak parametrik dan metode workflow untuk tujuan simulasi bentuk, analisis, presentasi dan perencanaan proses manufaktur.

Course that learn and practice the skills of realizing design based on computer software. Using parametric software and workflow methods for simulation, analysis, presentation and manufacturing process planning.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:


Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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📄 Entri Nilai

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Course Details

DP184412

Computer-Aided Design

Computer-Aided Design

4 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah yang mempelajari dan mempraktikkan ketrampilan mewujudkan desain berbasis pada perangkat lunak komputer. Menggunakan perangkat lunak parametrik dan metode workflow untuk tujuan simulasi bentuk, analisis, presentasi dan perencanaan proses manufaktur.

Courses that learn and practice the skills of realizing design based on computer software. Using parametric software and workflow methods for simulation, analysis, presentation and manufacturing process planning.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▼

Show

Code	Description of CLO	Mapping of CLO to LO					Weight of CLO
		LO 2	LO 3	LO 4	LO 7	LO 12	
CLO-1	Mahasiswa mampu mengetahui dan memutuskan untuk menggunakan alat desain dengan bantuan komputer yang tepat untuk aplikasi studi dan perancangan selanjutnya serta mendapat gambaran secara profesional berdasarkan sistem operasi yang kompatibel, fitur unik dan faktor ekonomi <i>Students are able to know and decide to use appropriate computer-aided design tools for further study and design applications and get a professional overview based on compatible operating systems, unique features and economic factors</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	40%
CLO-2	Mahasiswa mampu memahami antar muka aplikasi. <i>Students are able to understand the application interface.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5%
CLO-3	Mahasiswa mampu membuat bentuk geometris dari gambar acuan <i>Students are able to create geometrical representation from reference images</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-4	Mahasiswa mampu menentukan ukuran, toleransi dan pecah komponen pasangan. <i>Able to determine the size, tolerance, paired components and assembling.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-5	Mahasiswa mampu menyediakan informasi komponen dan perakitan dengan pendekatan logika geometri dan faktor teknis. <i>Students are able to provide component and assembly information with a geometrical logic approach and technical factors.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-6	Mahasiswa mampu menggunakan aplikasi-aplikasi pendukung terkini untuk pengukuran dan pembacaan bentuk lebih presisi. <i>Students are able to use the latest supporting applications for more precise measurement and reading of shapes.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		18%	36%	9%	27%	9%	100%

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Course Details

DP184412

Computer-Aided Design

Computer-Aided Design

4 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah yang mempelajari dan mempraktikkan ketrampilan mewujudkan desain berbasis pada perangkat lunak komputer. Menggunakan perangkat lunak parametrik dan metode workflow untuk tujuan simulasi bentuk, analisis, presentasi dan perencanaan proses manufaktur.

Courses that learn and practice the skills of realizing design based on computer software. Using parametric software and workflow methods for simulation, analysis, presentation and manufacturing process planning.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Total Weight
1	Tugas benchmarking aplikasi/software Assignment: Software benchmarking Kognitif - Tugas Cognitive - Assignment	5%	0%	0%	0%	0%	0%	5%
2	Primitif dan ekstrusi Primitive and extrude Studi Kasus Case Method	10%	1%	0%	0%	0%	0%	11%
3	Proses surface Surfacing process Studi Kasus Case Method	5%	1%	0%	10%	0%	0%	16%
4	Fitur khusus: Surface flattening Special feature: Surface flattening Studi Kasus Case Method	5%	1%	5%	0%	0%	0%	11%
5	Reverse Engineering: Pengukuran langsung Reverse engineering: Direct measuring Studi Kasus Case Method	5%	1%	0%	0%	5%	0%	11%
6	Reverse engineering: Fotogrametri Reverse engineering: Photogrammetry Studi Kasus Case Method	0%	0%	0%	0%	5%	5%	10%
7	Video animasi produk Product animation Hasil proyek Team-based Project	10%	1%	10%	5%	5%	5%	36%
TOTAL Target		40%	5%	15%	15%	15%	10%	100%

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Course Details

DP184412

Computer-Aided Design

Computer-Aided Design

4 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

































Course Description

Mata kuliah yang mempelajari dan mempraktikkan ketrampilan mewujudkan desain berbasis pada perangkat lunak komputer. Menggunakan perangkat lunak parametrik dan metode workflow untuk tujuan simulasi bentuk, analisis, presentasi dan perencanaan proses manufaktur.

Courses that learn and practice the skills of realizing design based on computer software. Using parametric software and workflow methods for simulation, analysis, presentation and manufacturing process planning.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Introduksi: Membangun motivasi, pandangan dan wawasan <i>Introduction: Building motivation, views and insights</i>	Non SCL	 
2	Persiapan gambar (setting) Dimensi, 2D (unit, grid, snaps...), add cut out holes, 3D (basic solid construction), operasi boolean <i>Drawing preparation (settings) Dimensions (unit, grid, snaps...), 2D(create lines, rad, part contours...), add cut out holes, 3D (basic solid construction), boolean operation</i>	Metode SCL lainnya	 
3	Organisasi gambar. Olah bentuk primitif (primitive forms) dan transformasi gambar 2D menjadi 3D <i>Drawing organization. Primitive exploration and transform 2D shape into 3D</i>	Case method	 
4	Lines, surface exploration and reverse <i>Lines, surface exploration and reverse</i>	Case method	 
5	Solid geometry and transform <i>Solid geometry and transform</i>	Case method	 
6	Analisis geometri <i>Geometry analyzes</i>	Case method	 
7	Geometri surface <i>Surface geometry</i>	Case method	 
8	Fitur khusus (flatten surface, orient, flow along curve-surface...) <i>Special features (flatten surface, orient, flow along curve-surface...)</i>	Case method	 
9	Logika geometri, proses assembling, detail <i>Geometry logics, assembling process, details</i>	Case method	 
10	Aplikasi untuk render, render tools (preview, light, material properties, drafting...) <i>Render engines, render tools (preview, light, material properties, drafting...)</i>	Team-based project	 
11	Gambar operasional dan urai. Reverse engineering melalui pengukuran nyata <i>Operational drawing and explode. Reverse engineering by real measurements</i>	Case method	 
12	Reverse modeling (photogrammetry) <i>Reverse modeling (photogrammetry)</i>	Case method	 
13	Animations, environments, supporting properties/parts <i>Animations, environments, supporting properties/parts</i>	Team-based project	 
14	Render animation settings <i>Render animation settings</i>	Team-based project	 
15	Telaah ulang dari ideasi menuju persiapan manufaktur <i>From sketch to production</i>	Team-based project	 
16	Animasi untuk proses operasional dan presentasi <i>Animations for operational processes and presentations</i>	Team-based project	 

Bahasa Indonesia

English

Choose method



Ergonomics

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Ergonomics
Course unit code	DP184411
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 th semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Hertina Susandari, S.T., M.T.
Learning outcomes of the course unit	1) Students can implement ergonomic aspects in designing complex physical environments: workstations, cabins, etc. 2) Students can conduct ergonomic experiments in design research. 3) Students can create user interface plans for products.
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<p>Ergonomics is a scientific discipline that studies the understanding of interactions between humans and other elements of a system and a profession that applies theory, principles, data, and methods to design with the goal of optimizing human capabilities and the overall performance of the system. Ergonomics develops a holistic approach by considering and accounting for physical, cognitive, social, organizational, environmental factors, and other relevant factors.</p> <p>1) Scope of Ergonomics:</p> <ul style="list-style-type: none"> • Physical Ergonomics: anatomy and body posture of humans, anthropometry, biomechanics, and human physical characteristics. • Cognitive Ergonomics: perception, memory, thinking, humanmachine interaction, reliability, work fatigue, and usability testing. • Organizational Ergonomics: participatory design.

	<p>2) Elements of Ergonomics:</p> <ul style="list-style-type: none"> • Characteristics of human perception (touch, sight, taste, smell, hearing) and their application in designing work environments. • Anthropometry and its application to design subjects (design of workstations, public facilities, etc.). • Biomechanics and its application to design subjects (design of hand tools, carrying aids, etc.)
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Grandjean E, Fitting the Task to The Man ;London:Taylor & Francis Ltd,1982 • Wesley E. Woodson, Human Factor Design Handbook ;NewYork:McGraw Hill, 1981. • Dumas, J.S., Redish, J.C., A Practical Guide to Usability Testing. Ablex, Norwood, NJ. 1994 • Preece, Jennifer;Rogers, Yvonne;Sharp, Helen.Interaction Design: beyond human-computer Interaction.New York: John Wiley&Sons.Inc. (2002) • Saffer, Dan. Designing for interaction : creating smart applications and clever device. USA : AIGA Design Press, 2007 • Han,Sung H; Yun, Myung Hwan; Kwahk, Jiyoun; Hong, Sang W.2001. "Usability of consumer electronic products". International Journal of Industrial Ergonomic. Vol.28, page 143-151
Planned learning activities and teaching methods	Study Case; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Eri Naharani Ustazah

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DASHBOARD > COURSES > DETAIL

Course Details

DP184411

Ergonomi

Ergonomics

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

Course Type

Minimum Passing Grade

:

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Tidak Ada

C

Course Description

Disiplin saintifik yang mempelajari pengertian dari interaksi antara manusia dan elemen lain dari suatu sistem dan profesi, yang mengaplikasi teori, prinsip, data dan metode untuk mendesain dengan tujuan mengoptimalkan kemampuan manusia dan keseluruhan performa sistem. Ergonomi mengembangkan pendekatan holistik dengan mempertimbangkan dan memperhitungkan faktor fisik, kognitif, sosial, organisasional lingkungan dan faktor lain yang relevan

No description yet.

LO

CLO

Assessment & Evaluation Plan

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

ITS

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

DP184411

Ergonomi

Ergonomics

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Disiplin saintifik yang mempelajari pengertian dari interaksi antara manusia dan elemen lain dari suatu sistem dan profesi, yang mengaplikasi teori, prinsip, data dan metode untuk mendesain dengan tujuan mengoptimalkan kemampuan manusia dan keseluruhan performa sistem. Ergonomi mengembangkan pendekatan holistik dengan mempertimbangkan dan memperhitungkan faktor fisik, kognitif, sosial, organisasional lingkungan dan faktor lain yang relevan

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 6	LO 9	
CLO-1	Mahasiswa mampu mengimplementasikan aspek-aspek ergonomi dalam merancang desain lingkungan fisik yang kompleks <i>Able to implement ergonomic aspects in designing the complex physical environment</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	35%
CLO-2	Mahasiswa mampu melaksanakan eksperimen ergonomi dalam penelitian desain. <i>Able to do an ergonomics experimental through design research</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	35%
CLO-3	Mahasiswa mampu membuat perencanaan user interface pada produk <i>Able designing user interface</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
Total Weight		60%	40%	100%

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Course Details

DP184411

Ergonomi

Ergonomics

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

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Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Disiplin saintifik yang mempelajari pengertian dari interaksi antara manusia dan elemen lain dari suatu sistem dan profesi, yang mengaplikasi teori, prinsip, data dan metode untuk mendesain dengan tujuan mengoptimalkan kemampuan manusia dan keseluruhan performa sistem. Ergonomi mengembangkan pendekatan holistik dengan mempertimbangkan dan memperhitungkan faktor fisik, kognitif, sosial, organisasional lingkungan dan faktor lain yang relevan

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	Total Weight
1	Tugas 1 (Ergonomi Fisik & lingkungan) Assigmt 1 (Physical & Environment Ergo) Studi Kasus Case Method	17.5%	8.75%	0%	26.25%
2	ETS Midterm Test Kognitif - UTS Cognitive - Midterm Exam	17.5%	8.75%	0%	26.25%
3	Tugas 2 (Visual & kognitif Ergo) Assignmnt 2 (Visual & Cognitive Ergo) Hasil proyek Team-based Project	0%	8.75%	15%	23.75%
4	EAS Final Exam Hasil proyek Team-based Project	0%	8.75%	15%	23.75%
TOTAL		35%	35%	30%	100%
Target		35%	35%	30%	100%

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Course Details

DP184411

Ergonomi

Ergonomics

4 credits

Coordinator: Hertina Susandari, S.T., M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Disiplin saintifik yang mempelajari pengertian dari interaksi antara manusia dan elemen lain dari suatu sistem dan profesi, yang mengaplikasi teori, prinsip, data dan metode untuk mendesain dengan tujuan mengoptimalkan kemampuan manusia dan keseluruhan performa sistem. Ergonomi mengembangkan pendekatan holistik dengan mempertimbangkan dan memperhitungkan faktor fisik, kognitif, sosial, organisasional lingkungan dan faktor lain yang relevan

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar: Ergonomi Overview: Ergonomics	Non SCL		
2	Anthropometri 1 Anthropometric 1	Metode SCL lainnya		
3	Anthropometri : Praktikum Anthropometric: Practicum	Metode SCL lainnya		
4	Anthropometri 2 Anthropometric 2	Non SCL		
5	Anthropometri 3 Anthropometric 3	Metode SCL lainnya		
6	Pengkondisian lingkungan kerja 1 Ergoenviromment 1	Non SCL		
7	Pengkondisian Lingkungan Kerja: Praktikum Pengkondisian Lingkungan Kerja: Practicum	Metode SCL lainnya		
8	Pengkondisian Lingkungan Kerja 2 Pengkondisian Lingkungan Kerja 2	Non SCL		
9	Evaluasi Tengah Semester Midterm Test	Non SCL		
10	Ergonomi Visual/ Kognitif 1 Ergo Visual/ Cognitive 1	Non SCL		
11	Ergonomi Visual/ Kognitif 2 Ergo Visual/ Cognitive 2	Team-based project		
12	Ergonomi Visual/ Kognitif 3 Ergo Visual/ Cognitive 3	Metode SCL lainnya		
13	Ergonomi Visual/ Kognitif 4 Ergo Visual/ Cognitive 4	Team-based project		
14	Ergonomi Visual/ Kognitif 5 Ergo Visual/ Cognitive 5	Non SCL		
15	Ergonomi Visual/ Kognitif 6 Ergo Visual/ Cognitive 6	Metode SCL lainnya		
16	Evaluasi Akhir Semester Final Exam	Team-based project		
<div><div><div>Bahasa Indonesia</div><div>English</div></div><div>Choose method ▼</div><div> </div></div>				

Design Appreciation

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023




Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Appreciation
Course unit code	DP184414
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	Students can comprehensively explain the criteria for: 1. Postmodern Design. 2. Popular Culture. 3. Semiotics. 4. Design in Context. 5. Emerging Technologies. 6. Sustainability in Design.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course covers appreciation, which involves identifying, appreciating, and understanding the concepts of product design, as well as phenomena to current design issues. This enables students to assess, sort, and choose concepts as references for product design.</p> <ol style="list-style-type: none"> 1) Applied Aesthetics. 2) Good Design. 3) Iconic Design. 4) Postmodern Design. 5) Popular Culture. 6) Emotional Design. 7) Visual Culture. 8) Design Object & Society. 9) Do-It-Yourself (DIY) Culture. 10) Emerging Technologies. 11) Biomimicry. 12) Mechatronics.

	13) Smart Objects. 14) Semiotics. 15) Sustainable Design. 16) Water Stewardship. 17) Nature-Inspired Design. 18) Product True Cost.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Clay, Robert, Beautiful thing an introduction to design, Ney York, Berg, 2009 • Couturier, Elisabeth, Talk About Design, Paris, Flammarion, 2009 • Norman, Donald A., Emotional Design, Basic Books, 2004 • Papanek, Victor, The Green Imperative: Ecology and Ethics in Design and Architecture, Chicago: Thames and Hudson. 1995 • Vihma, Susan (ed), Semantic and Aesthetic Functions in Design. Report of workshop and three papers of the 2nd Nordcode Seminar, Finland:UIAH Helsinki, 2003
Planned learning activities and teaching methods	Case Study; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184414

Apresiasi Desain

Design Appreciation

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

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Course Description

Mata kuliah yang berisi tentang apresiasi, yakni mengidentifikasi, menghayati dan memahami konsep karya desain produk, serta fenomena hingga isu-isu desain terkini sehingga mahasiswa mampu menilai, memilih dan memilih konsep untuk dijadikan acuan perancangan produk

This course contains appreciation, identifying, appreciating and understanding the concepts of product design works, as well as phenomena to the latest design issues so that students are able to assess, sort and choose concepts to be used as product design references.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:


Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input checked="" type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184414

Apresiasi Desain

Design Appreciation

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah yang berisi tentang apresiasi, yakni mengidentifikasi, menghayati dan memahami konsep karya desain produk, serta fenomena hingga isu-isu desain terkini sehingga mahasiswa mampu menilai, memilah dan memilih konsep untuk dijadikan acuan perancangan produk

This course contains appreciation, identifying, appreciating and understanding the concepts of product design works, as well as phenomena to the latest design issues so that students are able to assess, sort and choose concepts to be used as product design references.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 5	LO 6	LO 11	LO 14	
CLO-1	Mahasiswa memahami apresiasi desain produk yakni menyadari sepenuhnya sehingga mampu menilai secara semestinya keberadaan desain produk <i>Students understand the appreciation of product design, being fully aware so that they are able to properly assess the existence of product design</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-2	Mahasiswa mengerti konsep teoritis produk desain : (1) fungsi, (2) estetika, (3) ekonomi, (4) sosial, dan (5) teknologi secara umum <i>Students understand concepts of industrial design: (1) function, (2) aesthetics, (3) economics, (4) social, and (5) technology in general</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mahasiswa mampu menjabarkan nilai - nilai yang terdapat pada produk desain dan mengidentifikasi struktur dan context desain <i>Students are able to describe the values contained in products and identify the structure and context of the design</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30%
CLO-4	Mahasiswa memiliki wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-5	Mahasiswa menguasai kemampuan apresiasi produk dari konteks : (1) Fungsional & Estetika, (2) Sosial Budaya, (3) Teknologi, (4) Ekonomi, (5) Psikologi, (6) Lingkungan dan (7) Etika <i>Students are able to appreciate products from the context of: (1) Functional and Aesthetics, (2) Social Culture, (3) Technology, (4) Economics, (5) Psychology, (6) Environment and (7) Ethics</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%
Total Weight		33%	42%	17%	8%	100%

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DP184414

Apresiasi Desain

Design Appreciation

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

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Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah yang berisi tentang apresiasi, yakni mengidentifikasi, menghayati dan memahami konsep karya desain produk, serta fenomena hingga isu-isu desain terkini sehingga mahasiswa mampu menilai, memilah dan memilih konsep untuk dijadikan acuan perancangan produk

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Dasar Apresiasi Basic Appreciation Studi Kasus Case Method	5%	0%	5%	0%	0%	10%
2	Nilai-nilai Desain Produk Product Design Value Kognitif - UTS Cognitive - Midterm Exam	0%	0%	15%	5%	0%	20%
3	Presentasi Membedah dan Apresiasi Produk Product Presentation & Design Appreciation Kognitif - Tugas Cognitive - Assignment	0%	10%	0%	0%	10%	20%
4	Majalah Apresiasi Desain Publication of Design Appreciation Artic Hasil proyek Team-based Project	5%	10%	10%	5%	20%	50%
TOTAL		10%	20%	30%	10%	30%	100%
Target		10%	20%	30%	10%	30%	100%

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Apresiasi Desain

Design Appreciation

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

































Course Description

Mata kuliah yang berisi tentang apresiasi, yakni mengidentifikasi, menghayati dan memahami konsep karya desain produk, serta fenomena hingga isu-isu desain terkini sehingga mahasiswa mampu menilai, memilah dan memilih konsep untuk dijadikan acuan perancangan produk

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Penjabaran Literatur dan Modul Ajar; Pengenalan dasar 'Apresiasi Desain'; Fenomena dan eksistensi desain produk; Vitruvius teori - Aesthetics <i>The description of Literature and Teaching Module; Basic introduction to 'Design Appreciation'; Phenomenon and existence of product design; Vitruvius theory - Aesthetics</i>	Metode SCL lainnya		
2	Teori Desain yang Baik <i>Good Design Theory</i>	Metode SCL lainnya		
3	Good Design x Iconic Design <i>Good Design x Iconic Design</i>	Metode SCL lainnya		
4	Struktur Produk dan Kontekstual Produk <i>Product Structure and Contextual Design</i>	Metode SCL lainnya		
5	Teori Semiotika <i>Semiotics Theory</i>	Non SCL		
6	Teori Semantika Product <i>Semantics Theory</i>	Non SCL		
7	Apresiasi Desain : Semiotika dan Semantika <i>Semiotics & Semantics Appreciation</i>	Metode SCL lainnya		
8	Teori Post Modern <i>Post Modern Theory</i>	Metode SCL lainnya		
9	Nilai -nilai Produk <i>Product Value</i>	Case method		
10	Desain vs Sosial Budaya <i>Design vs Socio-Cultural</i>	Metode SCL lainnya		
11	Desain vs Teknologi <i>Design vs Technology</i>	Metode SCL lainnya		
12	Desain vs Ekonomi <i>Design vs Economic</i>	Metode SCL lainnya		
13	Desain vs Psikologi <i>Design vs Psychology</i>	Metode SCL lainnya		
14	Desain vs Lingkungan <i>Design vs Environment</i>	Metode SCL lainnya		
15	Desain vs Etika <i>Design vs Ethics</i>	Metode SCL lainnya		
16	Evaluasi dan Publikasi Apresiasi Desain <i>Design Appreciation, Evaluation and Publication</i>	Team-based project		

Bahasa Indonesia

English

Choose method ▼

Material & Process

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Material and Process
Course unit code	DP184413
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	2 nd year
Semester/trimester when the course unit is delivered	4 th semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.
Learning outcomes of the course unit	Students can comprehensively explain the criteria for: 1. Material properties and material selection in product design. 2. Manufacturing processes. 3. Joints. 4. Springs. 5. Shafts, pins, and bearings. 6. Power screws. 7. Mechanical transmission. 8. Structure and construction. 9. Systems/sub-systems in products, sustainable design.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	This course serves as a supporting subject for design courses, especially focusing on material and process aspects. 1) Material properties: density, Young's modulus, strength, and cost. 2) Material properties: elongation, toughness, resistivity, energy content, maximum service temperature, and recycling. 3) Material selection for product design. 4) Molding process in the production of product components. 5) Casting process in the production of product components.

	6) Bulk forming process in the production of product components. 7) Sheet forming process in the production of product components. 8) Rapid prototyping process, lay-up method, and powder methods in the production of product components. 9) Use and selection of joints in product design. 10) Use and selection of springs in product design. 11) Use and selection of shafts, pins, and bearings in product design. 12) Use and selection of power screws in product design. 13) Use and selection of mechanical transmission (belt, chain, and gear) in product design. 14) Use and selection of structure and construction in product design. 15) Concept and implementation of Sustainable Design
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Asbhy, Mike and Kara Johnson. 2010. Materials and Design-The Art and Science of Material Selection in Product Design. Burlington: Butterworth-Heinemann • Cross, Nigel. 2000. Engineering Design Methods: Strategies for Product Design, 3rd edition, New York: John Wiley & Sons. Ltd • Mott, R.L., 2009, "Elemen-elemen Mesin dalam Perancangan Elemen Mesin Terpadu", Penerbit Andi, Buku 1 dan 2 • Karl T. Ulrich and Steven D. Eppinger, 2015, Product Design And Development (6th Edition) • Daniel F. Cuffaro, 2014, The Industrial Design Reference + Specification Book
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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DP184413

Material dan Proses

Material and Process

3 credits

Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

: C

Course Description

Sebuah mata kuliah penunjang mata kuliah perancangan khususnya dari aspek bahan termasuk karakteristiknya dan proses manufaktur pembuatan produk berikut komponen-komponennya.

A supporting course for design courses in industrial design , especially from the material aspect, including its characteristics and the manufacturing process for making products and their components.

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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DP184413

Material dan Proses

Material and Process

3 credits

Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Sebuah mata kuliah penunjang mata kuliah perancangan khususnya dari aspek bahan termasuk karakteristiknya dan proses manufaktur pembuatan produk berikut komponen-komponennya.

A supporting course for design courses in industrial design, especially from the material aspect, including its characteristics and the manufacturing process for making products and their components.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 3	LO 12	
CLO-1	Mahasiswa mampu menjelaskan secara komprehensif spesifikasi teknik produk dan fungsi setiap komponen produk. <i>Students are able to comprehensively explain the product technical specifications and functions of each product component.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-2	Mahasiswa mampu menjelaskan secara komprehensif bahan dan karakteristik bahan sebuah produk tertentu. <i>Students are able to comprehensively explain the materials and material properties of a particular product.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%
CLO-3	Mahasiswa mampu menjelaskan secara komprehensif proses pembuatan produk secara industri. Memilih dan menjelaskan proses manufaktur yang paling sesuai. <i>Students are able to explain comprehensively the process of making industrial products. Select and describe the most suitable manufacturing process.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%
CLO-4	Mahasiswa mampu menjelaskan bagian-bagian penting dari sebuah produk: sambungan; pegas; poros, pasak dan bearing; ulir pemutar; transmisi mekanik; dan struktur & konstruksi produk. <i>Students are able to explain the important parts of a product: joint/connection; spring; shafts, pins and bearings; turning thread (power screw); mechanical transmission; and product structure & construction.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20%
Total Weight		50%	50%	100%

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DP184413

Material dan Proses

Material and Process

3 credits

Coordinator: Prof.Dr., Ir. Bambang Iskandriawan, M.Eng.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Sebuah mata kuliah penunjang mata kuliah perancangan khususnya dari aspek bahan termasuk karakteristiknya dan proses manufaktur pembuatan produk berikut komponen-komponennya.

A supporting course for design courses in industrial design, especially from the material aspect, including its characteristics and the manufacturing process for making products and their components.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Produk styling, craft, dan apparel. <i>Styling, craft and apparel products.</i> Hasil proyek Team-based Project	4%	6%	6%	4%	20%
2	Produk furniture dan fasilitas publik. <i>Furniture products and public facilities</i> Hasil proyek Team-based Project	4%	6%	6%	4%	20%
3	Produk transportasi dan peralatan. <i>Transportation products and appliances.</i> Hasil proyek Team-based Project	4%	6%	6%	4%	20%
4	Model animasi transmisi mekanik/automata <i>Mech./automata transmission animation.</i> Hasil proyek Team-based Project	4%	6%	6%	4%	20%
5	Pemahaman artikel jurnal desain produk. <i>Understanding of product design journal</i> Kognitif - Quiz Cognitive - Quiz	2%	3%	3%	2%	10%
6	Majalah material dan proses 2021. <i>Material and process magazine 2021.</i> Hasil proyek Team-based Project	2%	3%	3%	2%	10%
TOTAL		20%	30%	30%	20%	100%
Target		20%	30%	30%	20%	100%

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DP164419

Material dan Proses

Material and Process

3 credits

Coordinator: Prof.Dr. Ir. Bambang Iskandriawan, M.Eng.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

:

C

Course Description

Sebuah mata kuliah penunjang mata kuliah perancangan khususnya dari aspek bahan termasuk karakteristiknya dan proses manufaktur pembuatan produk berikut komponen-komponennya.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method
1	Material properties: density, young's modulus, strength dan cost. Material properties: density, young's modulus, strength and cost.	Case method
2	Material properties: elongation, toughness, resistivity, energy content, maximum service temperature dan recycle. Seleksi material untuk desain produk. Material properties: elongation, toughness, resistivity, energy content, maximum service temperature and recycle. Material selection for product design.	Case method
3	Jenis-jenis bahan buatan dan alami. Types of artificial and natural materials.	Case method
4	Proses pembuatan komponen-komponen produk: molding, casting, bulk forming, sheet forming, rapid prototyping, lay-up method dan powder methods. The process of making product components (manufacture process): molding, casting, bulk forming, sheet forming, rapid prototyping, lay-up methods and powder methods.	Case method
5	Presentasi kelas (kelompok) untuk produk-produk styling, craft, dan apparel. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for styling, craft, and apparel products. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
6	Presentasi kelas (kelompok) untuk produk-produk styling, craft, dan apparel. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for styling, craft, and apparel products. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
7	Penggunaan juga pemilihan sistim sambungan dan pegasi pada produk. The using also the selection of the connection /joint system and springs of the product.	Case method
8	Presentasi kelas (kelompok) untuk produk-produk furniture dan fasilitas publik. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for furniture and public facilities products. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
9	Presentasi kelas (kelompok) untuk produk-produk furniture dan fasilitas publik. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for furniture and public facilities products. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
10	Penggunaan juga pemilihan sistim poros, pasak, dan bearings pada produk. The using also the selection of shafts, pins, and bearings in the product.	Case method
11	Presentasi kelas (kelompok) untuk produk-produk transportasi dan peralatan. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for transportation products and equipment/appliances. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
12	Presentasi kelas (kelompok) untuk produk-produk transportasi dan peralatan. Spesifikasi teknik, fungsi setiap komponen/parts, material dan material properties, proses pembuatan komponen produk dan assembly. Class presentation (group) for transportation products and equipment/appliances. Technical specifications, function of each component part, material and material properties, manufacturing process of product components and assembly.	Team-based project
13	Penggunaan juga pemilihan sistim transmisi mekanik, power screw, dan struktur & konstruksi pada produk. The using also the selection of mechanical transmission systems, power screws, and the structure & construction of the product.	Case method
14	Implementasi sistim mekanik gerak dan automata. Implementation of motion mechanics and automata systems.	Case method
15	Presentasi kelas (kelompok) sistim mekanik gerak dan automata. Class presentation (group) of motion mechanics and automata systems.	Team-based project
16	Tugas akhir semester. End of semester assignments.	Team-based project

Bahasa Indonesia

English

Choose method

X

5th SEMESTER

Bachelor of Industrial Design (BOLD)



Product Design 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Product Design 2
Course unit code	DP184515
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	9,6 ECTS Credits
Name of lecturer	Andhika Estiyono, S.T., M.T.
Learning outcomes of the course unit	<p>1) Students can master the stages of the design process, including:</p> <ul style="list-style-type: none"> • Detailed definition of product needs • Conducting research to gather information to derive concepts • Developing and presenting concepts • Iterating - applying concepts in the design cycle and making improvements until finding the final product finalist • Manufacturing production <p>2) Students can sketch product concepts, create design alternatives, and develop them.</p> <p>3) Students can review previously made alternatives and assess them based on design criteria.</p> <p>4) Students can create design specifications, simulate forms in 3DCad, and plan the initial stage of brand strategy (packaging, logo, and product brand).</p> <p>5) Students materialize design alternatives in physical form (study model) and develop them with evaluations of form, ergonomics, technical aspects, and other design factors.</p> <p>6) Students create further prototypes with full scale, functionality, good quality, and representativeness.</p> <p>7) Students complete communicative, coherent, and well-organized presentation tools and product documents</p>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-

Course content	<p>This course introduces mass production after limited production from Product Design 1, covering standardized products that are capable of assembly.</p> <ol style="list-style-type: none"> 1) Insight into the design process of various products with their problem cases. 2) In-depth examination, investigation, and information search for product needs with problem framing, creative proposal, and solutions that have been attempted. 3) Study and review of existing products. 4) Design thinking approach to defining, experimenting, solving, and applying design needs. 5) Decomposition of design factors of case products to achieve aesthetic and functional product appeal. 6) Ideation with alternative sketches. 7) Technical aspects of fabrication, manufacturing through 3D cad simulation to determine the relationships and integration between components. 8) Evaluation of design alternatives with predetermined criteria from quantitative/scoring and qualitative methods (early). 9) Material review of presentation techniques.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Baumann, K., & Thomas, B. (2002). User interface design of electronic appliances. CRC Press. • Boothroyd, G., Dewhurst, P., & Knight, W. A. (1994). Product Design for Manufacture and Assembly, revised and expanded. CRC press. • Cross, N., & Roy, R. (1989). Engineering design methods (Vol. 4). New York: Wiley. • Parsons, T. (2009). Thinking: Objects: Contemporary approaches to product design (Vol. 18). AVA publishing. • Treitz, M. (2006). Production process design using multi-criteria analysis.
Planned learning activities and teaching methods	Discovery Learning; Project Based Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dosen S1 Desain Produk

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Course Details

DP184515

Desain Produk 2

Product Design 2

6 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah yang memperkenalkan tentang produksi massal (mass production) setelah produksi secara terbatas dari Desain Produk 1, meliputi produk yang terstandarisasi dan mampu di-assemble.

This course introduces mass production after limited production from Product Design 1, covering standardized products that can be assembled.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input checked="" type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

ITS

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

DP184515

Desain Produk 2

Product Design 2

6 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah yang memperkenalkan tentang produksi massal (mass production) setelah produksi secara terbatas dari Desain Produk 1, meliputi produk yang terstandardisasi dan mampu di-assemble.

This course introduces mass production after limited production from Product Design 1, covering standardized products that can be assembled.

LO [CLO](#) Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (jalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 5-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO										Weight of CLO
		LO 3	LO 5	LO 6	LO 7	LO 9	LO 10	LO 11	LO 12	LO 14		
CLO-1	Mahasiswa mampu menguasai tahap-tahap proses desain diantaranya: Detail definisi kebutuhan produk; Melakukan riset untuk mendapatkan informasi untuk menurunkan konsep; Mampu mengembangkan dan menampilkan konsep; Melakukan iterasi – menerapkan konsep pada aktifitas siklus desain dan melakukan perbaikan hingga menemukan finalis produk yang akan dibuat; dan Melakukan produksi secara manufaktur <i>Students are able to master the stages of the design process including: Detailed product requirements definition; Conduct research to obtain information to derive concepts; Able to develop and display concepts; Performing iterations - applying concepts to design cycle activities and making improvements to find the final product to be made; and Doing production in manufacturing</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%	
CLO-2	Mahasiswa mampu mensketsa konsep produk, membuat alternatif desain, dan mengembangkannya <i>Students are able to sketch product concepts, create alternative designs, and develop them</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%	
CLO-3	Mahasiswa mampu meninjau kembali alternatif yang telah dibuat dan melakukan penilaian berdasarkan kriteria desain <i>Students are able to review alternatives that have been made and make assessments based on design criteria</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%	
CLO-4	Mahasiswa mampu membuat spesifikasi desain, mensimulasi bentuk dalam 3DCad, dan merencanakan brand strategy tahap awal (kemasan, logo dan merk produk) <i>Students are able to make design specifications, simulate shapes in 3D CAD, and plan early stage brand strategies (packaging, logos and product brands)</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%	
CLO-5	Mahasiswa mewujudkan alternatif desain dalam bentuk fisik (studi model) dan melakukan pengembangan dengan evaluasi bentuk, ergonomi, aspek teknis dan faktor desain lain <i>Students realize design alternatives in physical form (model study) and carry out development by evaluating form, ergonomics, technical aspects and other design factors</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%	
CLO-6	Mahasiswa membuat purwarupa produk lebih lanjut dengan skala penuh, fungsional dengan kualitas yang baik dan representative <i>Students make further product prototypes with full scale, functional with good quality and representative</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%	
CLO-7	Mahasiswa melengkapi dengan alat presentasi dan dokumen produk yang komunikatif, runtut dan baik <i>Students are equipped with presentation tools and product documents that are communicative, coherent and good</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%	
Total Weight		8%	14%	8%	19%	8%	11%	11%	14%	8%	100%	

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Course Details

DP184515

Desain Produk 2

Product Design 2

6 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah yang memperkenalkan tentang produksi massal (mass production) setelah produksi secara terbatas dari Desain Produk 1, meliputi produk yang terstandardisasi dan mampu di-assemble.

This course introduces mass production after limited production from Product Design 1, covering standardized products that can be assembled.

LO CLO [Assessment & Evaluation Plan](#) Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Project 1: Portofolio Project 1: Portfolio Studi Kasus Case Method	0%	5%	0%	0%	0%	0%	5%	10%
2	Project 1: Gambar teknik Project 1: Technical drawing Studi Kasus Case Method	0%	0%	0%	5%	0%	5%	0%	10%
3	Project 1: Animasi Project 1: Animation Studi Kasus Case Method	0%	0%	0%	0%	5%	5%	0%	10%
4	Project 1: Publikasi media sosial Project 1: Social media publication Kognitif - Tugas Cognitive - Assignment	5%	0%	5%	0%	0%	0%	0%	10%
5	Project 2: Portofolio Project 2: Portfolio Studi Kasus Case Method	0%	5%	0%	0%	0%	0%	10%	15%
6	Project 2: Gambar teknik Project 2: Technical drawing Studi Kasus Case Method	0%	0%	0%	5%	0%	10%	0%	15%
7	Project 2: Animasi Project 2: Animation Studi Kasus Case Method	0%	0%	0%	0%	5%	10%	0%	15%
8	Project 2: Publikasi media sosial Project 2: Social media publication Kognitif - Tugas Cognitive - Assignment	5%	5%	5%	0%	0%	0%	0%	15%
TOTAL		10%	15%	10%	10%	10%	30%	15%	100%
Target		10%	15%	10%	10%	10%	30%	15%	100%

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Course Details

DP184515

Desain Produk 2

Product Design 2

6 credits

Coordinator: Andhika Estiyono, S.T., M.T.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

































Course Description

Mata kuliah yang memperkenalkan tentang produksi massal (mass production) setelah produksi secara terbatas dari Desain Produk 1, meliputi produk yang terstandarisasi dan mampu di-assembley.

This course introduces mass production after limited production from Product Design 1, covering standardized products that can be assembled.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Perkenalan Mata Kuliah Desain Produk 2. Penjelasan tugas pertama Desain Produk 2 : Desain handtools <i>Product Design 2 Course Introduction. Explanation of the first task Production Design 2: Hand tools design</i>	Non SCL	 
2	Studi aktivitas dan Faktor Manusia pada Handtools <i>Study of activities and human factors on hand tools</i>	Case method	 
3	Modeling manual pada desain handtools, dan Menentukan desain terpilih <i>Manual modeling on design handtools, and Design selection</i>	Metode SCL lainnya	 
4	Usability testing. Detail Design dan model/purwarupa handtools <i>Usability testing. Detailed designs and models/prototypes of hand tools</i>	Metode SCL lainnya	 
5	Portofolio dan gambar teknik (review). Melanjutkan Membuat Detail Design dan model/purwarupa handtools <i>Portfolio and technical drawings (review). Continuing to make detailed designs and handtools models/prototypes</i>	Metode SCL lainnya	 
6	Project kedua Desain Produk 2 : Desain enclosure speaker. Membuat moodboard <i>Second Project Product Design 2: Speaker enclosure design. Making moodboard</i>	Metode SCL lainnya	 
7	Studi eksisting & studi volume. Reverse Engineering <i>Existing studies & volume studies. Reverse Engineering</i>	Metode SCL lainnya	 
8	UI pada desain enclosure. Preliminary Idea : membuat 25 thumbnail sketches <i>UI on enclosure design. Preliminary idea : make 25 thumbnail sketches</i>	Metode SCL lainnya	 
9	Pengantar tentang desain speaker. Pemilihan alternatif desain: 10 desain terpilih <i>An introduction to speaker design. Selection of design alternatives: 10 selected designs</i>	Metode SCL lainnya	 
10	Studi konfigurasi. Studi alternatif konfigurasi <i>Configuration study. Study alternative configuration</i>	Metode SCL lainnya	 
11	Paper prototyping dan usability testing. Melanjutkan membuat paper prototype dan usability testing <i>Paper prototyping and usability testing. Continuing to make paper prototypes and usability testing</i>	Metode SCL lainnya	 
12	Pengantar CAM. Pemilihan alternatif desain <i>CAM Introduction. Selection of design alternatives</i>	Metode SCL lainnya	 
13	Gambar presentasi & gambar operasional (review). Melanjutkan membuat purwarupa <i>Presentation drawings & operational drawings (review). Continuing prototyping</i>	Metode SCL lainnya	 
14	Cek progres. Melanjutkan membuat purwarupa <i>Check progress. Continuing prototyping</i>	Metode SCL lainnya	 
15	Gambar Teknik. Melanjutkan membuat gambar teknik <i>Technical drawings. Continuing to make technical drawings</i>	Metode SCL lainnya	 
16	Portofolio & presentasi 3 menit. Pengumpulan tugas besar kedua <i>Portfolio & presentation 3 minutes. Second final project</i>	Metode SCL lainnya	 

Bahasa Indonesia

English

Choose method



Design Systems

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design System
Course unit code	DP184516
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	Students will be able to comprehensively explain criteria for: 1. Conceptual products. 2. Design Thinking. 3. Design Factors. 4. Visual Context. 5. Product Management. 6. Design Context.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	Creative learning in understanding the economic value of products and adapting product development strategies according to market segmentation needs and sustainable products. 1) Modularity System and Product Development. 2) Fractals System and Ornamental Variety Development. 3) Exploration of product system and operation: Movable, foldable, knockdown, stacking, knockdown, and transformable systems. 4) Exploration of the application of product semantic aspects. 5) Interchangeability of Parts & Components. 6) Strategies and Alternative Product Development. 7) Strategies for the Development of Product Variants and Product Line up

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Asbhy, Mike and Kara Johnson. 2010. Materials and Design-The Art and Science of Material Selection in Product Design. Burlington: ButterworthHeinemann • Brown, Tim. 2010. Change by Design, HarperCollins • Lawson, Bryan.2012. How Designers Think, London: The Architectural Press Ltd • Martin, Bella and Bruce Hanington. 2010. Universal Methods of Design100 Ways to Research Complex Problems, Develop Innovative Ideas, and Design Effective Solutions. Massachusetts: Rockport Publishers • Nelson, Harold.2012.The Design Way: Intentional Change in Unpredictable World. London : MIT Press
Planned learning activities and teaching methods	Discovery Learning; Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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DASHBOARD > COURSES > DETAIL

Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi ditekankan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▼

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 5	LO 6	LO 12	
CLO-1	Mahasiswa mampu memahami sistem yang terkait dalam pengembangan produk <i>Students are able to understand systems related to product development</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mahasiswa mengerti konsep teoritis produk desain : (1) fungsi, (2) estetika, (3) ekonomi, (4) sosial, dan (5) teknologi secara umum dalam pengembangan produk <i>Students understand the theoretical concepts of product design: (1) function, (2) aesthetics, (3) economics, (4) social, and (5) technology in general in product development</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-3	Mahasiswa mampu menghasilkan konsep pengembangan produk dengan rekayasa sitem dan metode yang terkait guna meningkatkan nilai produk <i>Students are able to produce product development concepts with systems engineering and related methods to increase product value</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mengerti Prinsip dan isu terkini dalam teknologi manufaktur secara umum dalam peningkatan nilai produk <i>Students understand the principles and current issues in manufacturing technology in general in increasing product value</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-5	Mahasiswa mampu menjelaskan secara komprehensif kriteria dalam pengembangan produk, konseptual, dan manajemen desain secara umum <i>Students are able to explain comprehensively the criteria in product development, conceptual, and design management in general</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
Total Weight		56%	22%	22%	100%

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Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Pemahaman Sistem Desain pada eksisting <i>Understanding of the existing Design Sys Studi Kasus Case Method</i>	10%	5%	2%	5%	2%	24%
2	Metode pengembangan desain pada produk <i>Product design development methods Hasil proyek Team-based Project</i>	10%	3%	8%	5%	2%	28%
3	evaluasi sistem pada produk desain <i>system design evaluation Studi Kasus Case Method</i>	5%	3%	0%	5%	2%	15%
4	presentasi dan dokumentasi <i>design system presentation and documenta Hasil proyek Team-based Project</i>	5%	4%	10%	5%	9%	33%
TOTAL		30%	15%	20%	20%	15%	100%
Target		30%	15%	20%	20%	15%	100%

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Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar Desain dan Sistem Terkait <i>Introduction Design & System</i>	Metode SCL lainnya		
2	Metode pengembangan produk <i>Product Development & System</i>	Team-based project		
3	Sistem Modular <i>Modularity System</i>	Team-based project		
4	Sistem Interchangeability <i>Interchangeability System</i>	Case method		
5	Riset Modularity & Interchangeability <i>Modularity & Interchangeability Research</i>	Metode SCL lainnya		
6	Rekayasa sistem mekanika dan operasional dasar <i>Basic mechanical and operational systems engineering</i>	Metode SCL lainnya		
7	Rekayasa Sistem , modifikasi, custom dan opensourch <i>System Engineering, modification, custom and open source</i>	Case method		
8	Evaluasi Tengah Semester <i>Mid-Semester Evaluation</i>	Metode SCL lainnya		
9	Semiotika <i>semiotic</i>	Non SCL		
10	Semantika Produk <i>Product Semantics</i>	Non SCL		
11	Semantics Differential <i>Semantics Differential</i>	Case method		
12	Metode Pengembangan Bentuk <i>Forming Development Systems</i>	Team-based project		
13	Sustainable Sistem <i>Sustainable Systems</i>	Case method		
14	Matrix Product Quality <i>Matrix Product Quality</i>	Case method		
15	Studi kasus pengembangan produk <i>Product Development & Case Study</i>	Team-based project		
16	Evaluasi Akhir Semester <i>Final Exam</i>	Case method		

Bahasa Indonesia

English

Choose method

Computer Aided Manufacture

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Computer Aided Manufacture
Course unit code	DP184517
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	<p>Students will be able to design maximally within the limitations of tools and machines.</p> <ol style="list-style-type: none"> 1. Students will be able to operate machines correctly and safely. 2. Students will be able to operate CAM software and generate G-Code as machine input. 3. Students will know the workflow steps in a manufacturing process according to the case and product creation. 4. Students will be able to use applications that support evaluation and correction goals. 5. Students will be able to assemble components that have been created.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Planning and Rapid and Accurate Prototyping. There is clarity of information for review in subsequent production stages in a workflow. Utilizing subtractive methods (CNC) or additive methods (3D printing) according to the product case and already meeting the prerequisites and limitations of the automated machine operation.</p> <ul style="list-style-type: none"> • Bryden, D. (2014). CAD and rapid prototyping for product design. Laurence King Publ.. • Chang, K. H. (2014). Product design modeling using CAD/CAE: the computer aided engineering design series. Academic Press.

	• Brunet, P., Hoffmann, C., & Roller, D. (Eds.). (2013). Cad Tools and algorithms for product design. Springer Science & Business Media.
Recommended or required reading and other learning resources/tools	-
Planned learning activities and teaching methods	Discovery Learning; Case Study; Team Based Learning (Metode Pembelajaran)
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalian knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 5	LO 6	LO 12	
CLO-1	Mahasiswa mampu memahami sistem yang terkait dalam pengembangan produk <i>Students are able to understand systems related to product development</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mahasiswa mengerti konsep teoritis produk desain : (1) fungsi, (2) estetika, (3) ekonomi, (4) sosial, dan (5) teknologi secara umum dalam pengembangan produk <i>Students understand the theoretical concepts of product design: (1) function, (2) aesthetics, (3) economics, (4) social, and (5) technology in general in product development</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%
CLO-3	Mahasiswa mampu menghasilkan konsep pengembangan produk dengan rekayasa sitem dan metode yang terkait guna meningkatkan nilai produk <i>Students are able to produce product development concepts with systems engineering and related methods to increase product value</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mengerti Prinsip dan isu terkini dalam teknologi manufaktur secara umum dalam peningkatan nilai produk <i>Students understand the principles and current issues in manufacturing technology in general in increasing product value</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-5	Mahasiswa mampu menjelaskan secara komprehensif kriteria dalam pengembangan produk, konseptual, dan manajemen desain secara umum <i>Students are able to explain comprehensively the criteria in product development, conceptual, and design management in general</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
Total Weight		56%	22%	22%	100%

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DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalan knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Pemahaman Sistem Desain pada eksisting <i>Understanding of the existing Design Sys Studi Kasus Case Method</i>	10%	5%	2%	5%	2%	24%
2	Metode pengembangan desain pada produk <i>Product design development methods Hasil proyek Team-based Project</i>	10%	3%	8%	5%	2%	28%
3	evaluasi sistem pada produk desain <i>system design evaluation Studi Kasus Case Method</i>	5%	3%	0%	5%	2%	15%
4	presentasi dan dokumentasi <i>design system presentation and documenta Hasil proyek Team-based Project</i>	5%	4%	10%	5%	9%	33%
TOTAL		30%	15%	20%	20%	15%	100%
Target		30%	15%	20%	20%	15%	100%

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DP184516

Sistem Desain

System Design

4 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C






Course Description

Perkuliahan di Desain Produk ITS Surabaya yang berisi tentang pemahaman pada sistem desain. Pada dasarnya perkuliahan ini berhubungan dengan teori yang disampaikan pada apresiasi desain dan metodologi desain, sedangkan pada perkuliahan sistem desain, pendalaman tentang metodologi dititik beratkan pada penggalian knowledge sistem pada desain produk.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Pengantar Desain dan Sistem Terkait <i>Introduction Design & System</i>	Metode SCL lainnya	 
2	Metode pengembangan produk <i>Product Development & System</i>	Team-based project	 
3	Sistem Modular <i>Modularity System</i>	Team-based project	 
4	Sistem Interchangeability <i>Interchangeability System</i>	Case method	 
5	Riset Modularity & Interchangeability <i>Modularity & Interchangeability Research</i>	Metode SCL lainnya	 
6	Rekayasa sistem mekanika dan operasional dasar <i>Basic mechanical and operational systems engineering</i>	Metode SCL lainnya	 
7	Rekayasa Sistem , modifikasi, custom dan opensourch <i>System Engineering, modification, custom and open source</i>	Case method	 
8	Evaluasi Tengah Semester <i>Mid-Semester Evaluation</i>	Metode SCL lainnya	 
9	Semiotika <i>semiotic</i>	Non SCL	 
10	Semantika Produk <i>Product Semantics</i>	Non SCL	 
11	Semantics Differential <i>Semantics Differential</i>	Case method	 
12	Metode Pengembangan Bentuk <i>Forming Development Systems</i>	Team-based project	 
13	Sustainable Sistem <i>Sustainable Systems</i>	Case method	 
14	Matrix Product Quality <i>Matrix Product Quality</i>	Case method	 
15	Studi kasus pengembangan produk <i>Product Development & Case Study</i>	Team-based project	 
16	Evaluasi Akhir Semester <i>Final Exam</i>	Case method	 

Bahasa Indonesia

English

Choose method ▼



Trend & Lifestyle

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Trend and Lifestyle
Course unit code	DP184518
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year (tahun)
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Eri Naharani Ustazah, S.T., M.Ds.
Learning outcomes of the course unit	Students will be able to comprehensively explain criteria for: 1. Design Thinking. 2. Client Interaction. 3. Product Management. 4. Design Context
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Course on Lifestyle Analysis and Contemporary Product Trend Issues. The course covers problem-solving methods, market opportunity identification, and the selection of design concepts based on cultural perspectives and human lifestyles.</p> <ol style="list-style-type: none"> 1) Introduction and insight into trends and lifestyles. 2) Fundamental differences between trends and lifestyles. 3) Design insights, designers, and design works that become trends. 4) Insights into trend forms in industrial design products (stepform: 1925-1935, streamform: 1935-1955, aeroform: 1945-1965, sheerform: 1953-1970, sculptureform: 1960-1975, crispform: 1975-1990, ergoform: 1985-2005, geomodform 2005-2015). 5) Relationship between Trend and Lifestyle. 6) Product value: lifestyle values in design works. 7) Trend forecasting. 8) Persona theory.

	<p>9) Muse Theory.</p> <p>10) MOODBOARD (Trend-board, form-board, color-board, materialboard, pattern-board) as a stage in the inspiration and ideation process of product design.</p> <p>11) Implementation of MOODBOARD in the language of form/product.</p> <p>12) Product utility image (products emphasizing image value, lifestyle, and products emphasizing functional value), Lifestyle aspects in product design: Visceral aspect, Behavioral aspect, and Reflective aspect.</p> <p>13) Emotional Design.</p> <p>14) User experience in product design.</p> <p>15) Product Context in lifestyle</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Brown, Tim. 2010. Change by Design, HarperCollins • Burke, Sandra. 2012. Fashion Designer-Concept to Collection. Burke publishing : London • Chaney, David. Lifestyle-Sebuah Pengantar Komprehensif. Yogyakarta, Jalasutra , 2011 • Lawson, Bryan. 2012. How Designers Think, London: The Architectural Press Ltd • Nelson, Harold. 2012. The Design Way: Intentional Change in Unpredictable World. London : MIT Press
Planned learning activities and teaching methods	Case Study; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184518

Tren dan Gaya-hidup

Lifestyle Trends

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata Kuliah yang berisi tentang analisis perkembangan gaya hidup dan isu-isu trend produk terkini. Mempelajari metode penyelesaian masalah, melihat peluang pasar serta memilih dan memilih konsep desain sesuai dengan sudut pandang budaya dan gaya hidup sebagai elemen budaya

This course contains the analysis of lifestyle developments and the latest product trend issues. Studying problem solving methods, reading market opportunities and sorting, selecting design concepts according to the point of view of culture and hifestyle as culture element

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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DP184518

Tren dan Gaya-hidup

Lifestyle Trends

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description ✎

Mata Kuliah yang berisi tentang analisis perkembangan gaya hidup dan isu-isu trend produk terkini. Mempelajari metode penyelesaian masalah, melihat peluang pasar serta memilih dan memilih konsep desain sesuai dengan sudut pandang budaya dan gaya hidup sebagai elemen budaya

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk ▼

Show

Code	Description of CLO		Mapping of CLO to LO				Weight of CLO	
			LO 5	LO 6	LO 11	LO 12		
CLO-1	↑ Mahasiswa dapat menjelaskan dan memahami makna Trend dan gaya hidup	✎	✓	□	✓	□	25	%
	↓ Able to explain and understand the meaning of Trend and lifestyle	🗑						
CLO-2	↑ Mahasiswa dapat memahami adanya peluang desain produk pada fenomena trend dan gaya hidup	✎	□	✓	□	✓	25	%
	↓ Able to understand the existence of product design opportunities in trend and lifestyle phenomena	🗑						
CLO-3	↑ Mahasiswa memahami aspek gaya hidup memiliki nilai-nilai (value) yang dapat menjadi Ideasi dalam proses desain	✎	✓	□	✓	□	25	%
	↓ Able to understand that lifestyle aspect have values ??that can be used as ideation in the design process	🗑						
CLO-4	↑ Mahasiswa mengerti konsep lifestyle dan keterkaitanya dengan kebutuhan desain	✎	□	✓	□	✓	25	%
	↓ Able to understand the concept of lifestyle and its relationship to design needs	🗑						
CLO- <input type="text"/>	Bahasa Indonesia	✎						
	English	✕						
Total Weight			25%	25%	25%	25%	100%	

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Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

: C











Course Description


Mata Kuliah yang berisi tentang analisis perkembangan gaya hidup dan isu-isu trend produk terkini. Mempelajari metode penyelesaian masalah, melihat peluang pasar serta memilih dan memilih konsep desain sesuai dengan sudut pandang budaya dan gaya hidup sebagai elemen budaya

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight	
1	Tugas 1 Assignment 1 Studi Kasus Case Method	5 %	5 %	5 %	5 %	20%	 
2	ETS Midterm test Kognitif - UTS Cognitive - Midterm Exam	10 %	5 %	5 %	5 %	25%	 
3	Tugas 2 Assignment 2 Hasil proyek Team-based Project	5 %	5 %	10 %	10 %	30%	 
4	EAS Final Test Hasil proyek Team-based Project	5 %	10 %	5 %	5 %	25%	 
	ID Nama Evaluasi						
5	EN Evaluation Name						
Choose evaluation type							
TOTAL		25%	25%	25%	25%	100%	
Target		25%	25%	25%	25%	100%	

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Course Details

DP184518

Tren dan Gaya-hidup

Lifestyle Trends

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata Kuliah yang berisi tentang analisis perkembangan gaya hidup dan isu-isu trend produk terkini. Mempelajari metode penyelesaian masalah, melihat peluang pasar serta memilih dan memilih konsep desain sesuai dengan sudut pandang budaya dan gaya hidup sebagai elemen budaya

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[LO](#) [CLO](#) [Assessment & Evaluation Plan](#) [Lesson Plan](#)

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar trend dan gaya hidup <i>Introduction tp trend and lifestyle</i>	Non SCL		
2	Pemahaman awal tentang teori dan fenomena trend dan lifestyle <i>Initial understanding of trend and lifestyle theories and phenomena</i>	Non SCL		
3	Gaya hidup, marketing dan kelayakan jual desain Produk <i>Lifestyle, marketing and marketability of Product design</i>	Case method		
4	Personality dan pencarian style <i>Personality and style finding</i>	Case method		
5	Buyer persona canvas & arahan gaya desain <i>Buyer persona canvas & design style directions</i>	Metode SCL lainnya		
6	Product value : nilai-nilai gaya hidup pada karya desain produk <i>Product value: lifestyle values in product design</i>	Non SCL		
7	Proses ideasi dari nilai-nilai gaya hidup <i>The process of ideation based on lifestyle values</i>	Metode SCL lainnya		
8	Pemahaman metode penyusunan trendboard <i>Understanding of composing trendboard methods</i>	Team-based project		
9	ETS <i>Midterm test</i>	Metode SCL lainnya		
10	Membaca dan memahami trendboard <i>Reading and Understanding Trendboard</i>	Team-based project		
11	Metode pembuatan MOODBOARD yang terkait riset gaya hidup <i>Method of making MOODBOARD related to lifestyle research</i>	Non SCL		
12	Metode pembuatan MOODBOARD yang terkait riset gaya hidup <i>Method of making MOODBOARD related to lifestyle research</i>	Team-based project		
13	Selera, identity dan differensiasi dalam praktek gaya hidup <i>Taste, identity and differentiation in lifestyle practice</i>	Team-based project		
14	Gaya hidup dalam desain produk: Aspek visceral, Aspek behavioral, Aspek reflektif <i>Lifestyle in product design: Visceral aspects, behavioral aspects, reflective aspects</i>	Non SCL		
15	Review materi kuliah <i>Course materials review</i>	Non SCL		
16	EAS <i>Final test</i>	Team-based project		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>		

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Apparel Product Design 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Apparel Design 1
Course unit code	DP184519
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Eri Naharani Ustazah, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> • student will be able to apply Design Thinking metho in fashion / apparel case • student will be able to make : Design Brief, Moodboard dan Style guide • student will be able to assembly product by using reverse engineering method • student will be able to show their idea through : Thumbnail sketch, Alternatif Desain dan Desain Final • student will be able to make Study/Form Model, • student will be able to do iteration, development, dan presentation prototype • student will be able to calculate Bill of Materials (BOM) • students will be able to show their design work in an exhibiton with shop etiquette
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>In this course, student learn to conduct design project that is related to function and aesthetics in simple fashion product such as : simple pouch</p> <ol style="list-style-type: none"> 1. Introduksi : history, designer icon, design works 2. Basic theory : design thinking, concept, creative eksploration and study model, material, finishing 3. Design Brief : Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product 4. Research : Perform Product Research & reverse Engineering 5. Concept : Idea sketch, refine sketch, thumbnail

	<p>sketch, design alternative dan final design</p> <p>6. Iteration : Create 3D Model, Study/Form, Model prototype</p> <p>7. Iteration : Development, Presentation prototype</p> <p>8. Bill of Materials, Production, material & process, shop etiquette</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing • Charlotte & Peter Fuell, Industrial Design A-Z, Taschen, 2000 • Charlotte & Peter Fuell, Designing The 21st Century, Taschen, 2001 • Design Secrets: Products, Rocport Publisher. Inc., 2001 • Krome, Barrat, Logic and Design, George Godwin Ltd. 1980 • Larsen, Jack Lenor, Design Since 1945, Philadelphia Museum of Art Rizzoli, New York, 1983 • Pearce, Peter, Experiments in Form, V.N, Reinhold Co. 1980 • William, Christoper, Origin of Form, Arch Book Co, New York, 1981
Planned learning activities and teaching methods	Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184519

Desain Produk Apparel 1

Apparel Design 1

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pilihan yang berfokus pada bidang desain produk apparel dengan menerapkan metode desain dan menghasilkan prototype produk apparel sederhana

Courses that focus on the field of apparel product design by applying design methods and producing simple apparel products prototypes

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

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Curriculum: Kurikulum 2018 S-1 Desain Produk **Show**

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
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<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184519

Desain Produk Apparel 1

Apparel Design 1

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah pilihan yang berfokus pada bidang desain produk apparel dengan menerapkan metode desain dan menghasilkan prototipe produk apparel sederhana

Courses that focus on the field of apparel product design by applying design methods and producing simple apparel products prototypes











LO CLO Assessment & Evaluation Plan Lesson Plan


Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

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Code	Description of CLO		Mapping of CLO to LO			Weight of CLO	
			LO 2	LO 5	LO 6		
CLO-1	Mahasiswa mampu mengaplikasikan metode desain pada pengembangan produk apparel <i>Students are able to apply design methods to apparel product development</i>	 	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	40	%
CLO-2	Mahasiswa mampu menggunakan peralatan produksi produk apparel <i>able to use apparel production equipment</i>	 	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	%
CLO-3	Mahasiswa mampu menerapkan teori estetika pada pengembangan produk apparel <i>Students are able to apply aesthetic theory to apparel design developmet</i>	 	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20	%
CLO-4	Mahasiswa mampu mempresentasikan hasil pengembangan desain apparel <i>Students are able to present the results of apparel design development</i>	 	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20	%
CLO-	<div>Bahasa Indonesia</div> <div>English</div>	 					
Total Weight			40%	40%	20%	100%	

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight	
1	Menyusun konsep desain masker fashion <i>Develop fashion mask design concept</i> Studi Kasus Case Method	10 %	0 %	5 %	5 %	20%	<div></div>
2	Membuat prototipe desain masker fashion <i>Making a fashion mask design prototype</i> Studi Kasus Case Method	10 %	5 %	5 %	5 %	25%	<div></div>
3	Konsep dan prototipe design tote bag <i>Tote bag design concept and prototype</i> Studi Kasus Case Method	10 %	10 %	5 %	5 %	30%	<div></div>
4	Prototipe : outer/kimono <i>Prototype : outer/ kimono</i> Studi Kasus Case Method	10 %	5 %	5 %	5 %	25%	<div></div>
5	<div><div>ID</div><div>Nama Evaluasi</div></div>						<div></div>
	<div><div>EN</div><div>Evaluation Name</div></div>						
	<div>Choose evaluation type</div>						
TOTAL		40%	20%	20%	20%	100%	
Target		40%	20%	20%	20%	100%	

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Course Details

DP184519

Desain Produk Apparel 1

Apparel Design 1

3 credits

Coordinator: Eri Naharani Ustazah, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description ✎

Mata kuliah pilihan yang berfokus pada bidang desain produk apparel dengan menerapkan metode desain dan menghasilkan prototipe produk apparel sederhana

Courses that focus on the field of apparel product design by applying design methods and producing simple apparel products prototypes

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengenalan dasar desain apparel <i>Basic introduction to apparel design</i>	Non SCL	✎	🗑
2	Pengenalan dasar desain apparel <i>Basic introduction to apparel design</i>	Non SCL	✎	🗑
3	Pengenalan dasar menjahit <i>Basic introduction to sewing</i>	Metode SCL lainnya	✎	🗑
4	Metode reverse engineering pada desain masker fashion <i>Reverse engineering method on fashion mask design</i>	Case method	✎	🗑
5	Membuat pola masker fashion <i>Making fashion mask pattern</i>	Case method	✎	🗑
6	Membuat prototipe masker fashion <i>Making a fashion mask prototype</i>	Case method	✎	🗑
7	Membuat prototipe masker fashion <i>Making a fashion mask prototype</i>	Case method	✎	🗑
8	Metode reverse engineering pada desain tote bag <i>Reverse engineering method on tote bag design</i>	Case method	✎	🗑
9	Membuat pola tote bag <i>Making a fashion mask pattern</i>	Case method	✎	🗑
10	Membuat prototipe tote bag <i>Making a tote bag prototype</i>	Case method	✎	🗑
11	Membuat prototipe tote bag <i>Making a tote bag prototype</i>	Case method	✎	🗑
12	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Non SCL	✎	🗑
13	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	✎	🗑
14	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	✎	🗑
15	Kuliah tamu : Menyusun konsep pada produk fashion <i>Guest lecture: Develop concepts on fashion products</i>	Non SCL	✎	🗑
16	Membuat prototipe outer/ kimono <i>Making outer/kimono prototype</i>	Case method	✎	🗑

Bahasa Indonesia

English

Choose method ▼

✎ ✕

🔒 Set Permanent of LO, CLO, and Assessment & Evaluation Plan

Carstyling 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Carstyling 1
Course unit code	DP184524
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> - Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions of carbody design - Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development - Able to develop design concepts by forming development methods carstyling - Able to read trends and car styling according to the user's persona
Mode of delivery	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	<p>Courses as well as knowledge about trends and styles of car body design with vision. The implementation of lectures is in the forming development of carbody on visual concepts that can be explained well, clearly, and systematically.</p> <ol style="list-style-type: none"> 1) Insights into current trends in car design, designers, and design works. 2) Visual theory of car design. 3) Platform analysis. 4) Brand identity in car appearance. 5) Consumer behavior, persona, and designer impression. 6) Techniques for sketching and car design concepts. 7) Car Design Concepts and Portfolio. 8) Techniques for presenting car designs.

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Leon G. Schiffman, Leslie Lazar Kanuk (2007), “Consumer Behaviour”, Ninth Edition, Prentice Hall, Pearson Education, Inc, New Jersey. • Nikolaos Gkikas (2013), “Automotive Ergonomics-Driver Vehicle Interaction”, CRC Press, Taylor & Francis Group, 6000 Broken Sound Parkway, NW Suite 300, Boca Raton, London. • Stuart Macey, Geoff Wardley (2008), “H Point-The Fundamental of Car Design & Packaging”, Design Studio Press, Higuera Street, Culver City, California. • Eissen, Koos & Roselien Steur.2014. Sketching Product Design Presentation, Amsterdam:BIS Publisher
Planned learning activities and teaching methods	Discovery Learning; Case Method; Team Based Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184524

Car Styling 1

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa pengembangan bentuk kendaraan yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Courses as well as knowledge about trends and styles of car body design with vision. The implementation of lectures is in the forming development of carbody on visual concepts that can be explained well, clearly and systematically.

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184524

Car Styling 1

Car Styling 1

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa pengembangan bentuk kendaraan yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Courses as well as knowledge about trends and styles of car body design with vision. The implementation of lectures is in the forming development of carbody on visual concepts that can be explained well, clearly and systematically.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk [Show](#)

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 6	LO 7	LO 11	
CLO-1	Mempresentasikan desain secara lisan, tulisan, dan multimedia dalam bentuk abstraksi dan visual, secara detail fungsinya pada carstyling <i>Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions of carbody design</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mampu mengaplikasikan teknologi dan peralatan yang berkaitan dengan representasi desain secara multi-dimensional (2D dan 3D), dalam pengembangan desain. <i>Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mampu menyusun konsep desain dengan metode pengembangan bentuk pada carbody <i>Able to develop design concepts by forming development methods carstyling</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	50%
CLO-4	Mampu membaca trend dan gaya bentuk kendaraan sesuai dengan persona penggunanya <i>Able to read trends and car styling according to the user's persona</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
Total Weight		50%	25%	25%	100%

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Course Details

DP184524

Car Styling 1

Car Styling 1

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa pengembangan bentuk kendaraan yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Courses as well as knowledge about trends and styles of car body design with vision. The implementation of lectures is in the forming development of carbody on visual concepts that can be explained well, clearly and systematically.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	pengembangan bentuk morphology morphologycal forming Studi Kasus Case Method	0%	1%	5%	0%	6%
2	pengembangan bentuk biomimicry biomimicry forming Studi Kasus Case Method	0%	1%	5%	0%	6%
3	persona persona Studi Kasus Case Method	5%	1%	5%	5%	16%
4	identitas merek kendaraan brand identityt Studi Kasus Case Method	5%	1%	5%	5%	16%
5	semiotika semiotics Studi Kasus Case Method	0%	1%	5%	0%	6%
6	batasan manufaktur manufactur analysis Studi Kasus Case Method	0%	1%	5%	0%	6%
7	studi kasus desain mobil case study carstyling Studi Kasus Case Method	5%	2%	10%	5%	22%
8	strategi pengembangan bentuk minor mayor minor & major change Kognitif - Tugas Cognitive - Assignment	5%	2%	10%	5%	22%
TOTAL Target		20% 20%	10% 10%	50% 50%	20% 20%	100% 100%

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DP184524

Car Styling 1

Car Styling 1

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C
















Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa pengembangan bentuk kendaraan yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Courses as well as knowledge about trends and styles of car body design with vision. The implementation of lectures is in the forming development of carbody on visual concepts that can be explained well, clearly and systematically.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Peran cartyling pada kendaraan <i>The role of cartyling in vehicles</i>	Metode SCL lainnya	 
2	Morfologi bentuk <i>Morphological forming</i>	Case method	 
3	biomimicry <i>biomimicry</i>	Case method	 
4	persona-image board <i>persina image board</i>	Metode SCL lainnya	 
5	trend forecasting <i>trend forecasting</i>	Metode SCL lainnya	 
6	brand identity - bahasa merek <i>brand identity - language design</i>	Metode SCL lainnya	 
7	brand identity research forming <i>brand identity research forming</i>	Case method	 
8	transformasi bentuk <i>transformation forming</i>	Metode SCL lainnya	 
9	iconic, signature & arhetype study <i>iconic, signature & arhetype study</i>	Metode SCL lainnya	 
10	syntactic forming <i>syntactic forming</i>	Metode SCL lainnya	 
11	semantic case study <i>semantic case study</i>	Team-based project	 
12	jiku-kufu forming <i>jiku-kufu forming</i>	Metode SCL lainnya	 
13	aerodynamic vs diamond cuts forming <i>aerodynamic vs diamond cuts forming</i>	Metode SCL lainnya	 
14	Metode kombinasi <i>Combination methods</i>	Team-based project	 
15	minor change & major change <i>minor change & major change</i>	Case method	 
16	presentasi carstyling <i>carstyling presentation</i>	Case method	 
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>	 

Desainer toy 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Toy Design 1
Course unit code	DP184521
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Primaditya, S.Sn., M.Ds.
Learning outcomes of the course unit	Students will be able to create designer toy concepts and character design proposals with the output being a proposal and portfolio
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Study on Toys Created from Personal Sensitivity, Excluding Toys Produced for Film, Comic, and Game Sales Purposes. Specifically, toys in the form of limited edition tri-matra figures.</p> <ul style="list-style-type: none"> • Design Character Research: <ul style="list-style-type: none"> - Designer toy identification. - Character merchandising • Design Character Research: <ul style="list-style-type: none"> - Character Design Visualization. - Character Design Presentation. - Character Design Portfolio.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Budnitz, Paul, I am plastic: the designer toy explosion, Abrams - 2006 • Hakim, Primaditya, Development of Designer-toy by Utilizing WoodWaste, 2013 • Phoenix, W, Plastic culture: how Japanese toys conquered the world, 2006
Planned learning activities and teaching methods	Case Method

Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Eri Naharani Ustazah
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Course Details

DP184521

Designer Toy 1

Designer Toy 1

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184521

Designer Toy 1

Designer Toy 1

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 5	LO 6	LO 7	LO 10	
CLO-1	Mahasiswa mendapat wawasan desain produk mainan secara umum <i>Students know more about the history and development of toy in general</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-2	Mahasiswa mampu mengenali kategori designer/ art toys <i>Students able to identify designer/ art toys category</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mahasiswa mampu membuat konsep desain karakter <i>Students able to make the character design concept</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-4	Mahasiswa dapat memvisualisasikan dan mengembangkan desain karakter <i>Students able to develop and visualize the character design concept</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%
CLO-5	Mahasiswa dapat mempresentasikan desain karakter dalam bentuk portfolio <i>Students able to presenting the character design into portfolio</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
Total Weight		25%	25%	25%	25%	100%

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Course Details

DP184521

Designer Toy 1

Designer Toy 1

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Esai Sejarah dan perkembangan mainan <i>history and development of toy essay</i> Kognitif - Tugas Cognitive - Assignment	0%	0%	0%	0%	20%	20%
2	Pengenalan designer/ art toys <i>identify designer/ art toys category</i> Kognitif - Tugas Cognitive - Assignment	0%	20%	0%	0%	0%	20%
3	Konsep designer toy <i>character design concept</i> Studi Kasus Case Method	20%	0%	0%	0%	0%	20%
4	Visualisasi desain karakter <i>character design concept visualization</i> Studi Kasus Case Method	0%	0%	0%	20%	0%	20%
5	Portofolio desain karakter <i>character design portfolio</i> Studi Kasus Case Method	0%	0%	20%	0%	0%	20%
TOTAL		20%	20%	20%	20%	20%	100%
Target		20%	20%	20%	20%	20%	100%

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DP184521

Designer Toy 1

Designer Toy 1

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C













Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Wawasan mengenai produk mainan secara umum <i>the history and development of toy in general</i>	Metode SCL lainnya		
3	Mengenal kategori designer/ art toys <i>designer/ art toys category identification</i>	Metode SCL lainnya		
5	Membuat konsep desain karakter <i>make the character design concept</i>	Case method		
7	Melakukan pengembangan dan visualisasi desain karakter <i>character design concept developement and visualization</i>	Case method		
9	Membuat presentasi dan portfolio desain karakter <i>the character design into portfolio presentation</i>	Case method		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>		

Furniture Design 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Furniture Design 1
Course unit code	Kode
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 st semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> – Knowing the types of furniture materials, structure and their treatment, as well as joinery system and accessories – Fulfilling the need for furniture in a case study and making a furniture concept model
Mode of delivery	face-to-face
Prerequisites and co-requisites	Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.
Course content	Penjabaran RPS
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

Course Details

DP184523

Desain Furnitur 1
Furniture Design 1
3 credits
Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description


Mata kuliah yang menekankan pengetahuan dasar dan wawasan mengenai furnitur. Implementasi mata kuliah ini diharapkan mampu membuat konsep desain produk furnitur dengan mengaplikasikan pengetahuan material, struktur, dan penggayaan yang sesuai dengan kebutuhan dan aktifitas pengguna

Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.

LO	CLO	Assessment & Evaluation Plan	Lesson Plan
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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk  [Show](#)

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoritis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184523

Desain Furnitur 1
Furniture Design 1
3 credits
Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah yang menekankan pengetahuan dasar dan wawasan mengenai furnitur. Implementasi mata kuliah ini diharapkan mampu membuat konsep desain produk furnitur dengan mengaplikasikan pengetahuan material, struktur, dan penggayaan yang sesuai dengan kebutuhan dan aktifitas pengguna

Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 7		
CLO-1	Mengetahui jenis material furnitur, struktur, dan perlakuannya, serta sistem sambung dan aksesoris <i>Knowing the types of furniture materials, structure and their treatment, as well as joinery system and accessories</i>	<input type="checkbox"/>		50%
CLO-2	Pemenuhan kebutuhan atas furnitur pada suatu kasus studi dan pembuatan model konsep furnitur <i>Fulfilling the need for furniture in a case study and making a furniture concept model</i>	<input checked="" type="checkbox"/>		50%
Total Weight		100%		100%

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Course Details

DP184523

Desain Furnitur 1
Furniture Design 1
3 credits
Coordinator: M.y Allief Samboro, S.T., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah yang menekankan pengetahuan dasar dan wawasan mengenai furnitur. Implementasi mata kuliah ini diharapkan mampu membuat konsep desain produk furnitur dengan mengaplikasikan pengetahuan material, struktur, dan penggayaan yang sesuai dengan kebutuhan dan aktifitas pengguna

Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Pre-Test Pengetahuan Furnitur <i>Furniture Knowledge Pre-Test</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	10%
2	Pengetahuan material <i>Material knowledge</i> Studi Kasus Case Method	10%	0%	10%
3	Pengetahuan sistem sambung dan struktur <i>Joinery system and structure knowledge</i> Studi Kasus Case Method	10%	0%	10%
4	Konsep furnitur <i>Furniture concept</i> Studi Kasus Case Method	5%	10%	15%
5	Presentasi model <i>Model presentation</i> Studi Kasus Case Method	5%	15%	20%
6	Konsep furniture 2 <i>Furniture concept 2</i> Studi Kasus Case Method	5%	10%	15%
7	Presentasi model 2 <i>Model presentation 2</i> Studi Kasus Case Method	5%	15%	20%
TOTAL		50%	50%	100%
Target		50%	50%	100%

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Course Details

DP184523

Desain Furnitur 1

Furniture Design 1

3 credits

Coordinator: M.Y Alief Samboro, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C
































Course Description

Mata kuliah yang menekankan pengetahuan dasar dan wawasan mengenai furnitur. Implementasi mata kuliah ini diharapkan mampu membuat konsep desain produk furnitur dengan mengaplikasikan pengetahuan material, struktur, dan penggayaan yang sesuai dengan kebutuhan dan aktifitas pengguna

Courses that emphasize basic knowledge and insight into furniture. The implementation of this course is expected to be able to create a design concept for furniture products by applying knowledge of materials, structures, and styling according to the needs and activities of users.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Introduksi, pengenalan furnitur <i>Introduction of furniture</i>	Non SCL	 
2	Presentasi pengetahuan dasar furnitur <i>Presentation of basic knowledge of furniture</i>	Case method	 
3	Material furnitur dan perlakuannya <i>Furniture material and treatment</i>	Case method	 
4	Eksplorasi bentuk dan struktur <i>Shape exploration and structure</i>	Case method	 
5	Sambungan furnitur <i>Joinery in furniture</i>	Non SCL	 
6	Pembuatan konsep furnitur berbasis eksplorasi material <i>Making furniture concepts based on material exploration</i>	Case method	 
7	Pembuatan model <i>Model making</i>	Case method	 
8	Presentasi konsep <i>Concept presentation</i>	Case method	 
9	Furnitur kayu <i>Wooden furniture</i>	Non SCL	 
10	Review furnitur karya desainer <i>Designer furniture review</i>	Case method	 
11	Studi kasus : storage furnitur <i>Case studi : storage furniture</i>	Case method	 
12	Eksplorasi kebutuhan pengguna <i>Exploration of user needs</i>	Case method	 
13	Pembuatan konsep <i>Concept making</i>	Case method	 
14	Detail struktur dan sambungan <i>Joinery and structure detail</i>	Case method	 
15	Pembuatan model 2 <i>Model making 2</i>	Case method	 
16	Presentasi konsep <i>Concept presentation</i>	Case method	 

Bahasa Indonesia

English

Choose method ▼



Jewelry Design 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Jewelry Design 1
Course unit code	DP184520
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Ari Dwi Krisbianto, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> • Students capable to design jewelry with ideas according on trend and create shape inovation • Students capable to develop creativity by using around materials to enhance the value in jewelry shape • Students capable to produce jewelry by themselves uniquely and saleable
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Learning about basic method of craft jewelry designing start from ideation, presentation, technical evaluation and correction. Using trend and jewelry design evolution currently, both on technology and alternative material which can be produced by simple technology.</p> <ol style="list-style-type: none"> 1. Jewelry basic (philosophy and history) 2. Type of jewelry 3. Jewelry components 4. Jewelry presentation technic 5. Digital modeling and evaluation 6. Jewelry prototyping
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Olver, E. (2002). The Art of Jewelry Design: From Idea to Reality. Northlight • Pinkas, Anna. (2017). Digital Handmade: Craftmanships in the New Industrial Revolution, by Lucy Johnston
Planned learning activities and teaching methods	Discovery Learning; Case Method

Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184520

Desain Perhiasan 1

Jewellery Design 1

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah yang mempelajari produk kategori styling-perhiasan melalui sistem pembelajaran studio berupa penelusuran ide, perumusan konsep dan praktik menggambar sesuai kaidah perancangan kreatif melalui pengolahan elemen dan prinsip desain menjadi sebuah ornamen dan motif yang estetik dan diharapkan mampu berinteraksi dengan tubuh manusia yang mengenakannya.

Courses that study jewelry as styling product, by ideation, formulating concepts and drawing practices according to creative design, perform elements and design principles exploration into aesthetic ornaments and motifs that are able to interact with the human body which wears them.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184520

Desain Perhiasan 1

Jewellery Design 1

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah yang mempelajari produk kategori styling-perhiasan melalui sistem pembelajaran studio berupa penelusuran ide, perumusan konsep dan praktik menggambar sesuai kaidah perancangan kreatif melalui pengolahan elemen dan prinsip desain menjadi sebuah ornamen dan motif yang estetik dan diharapkan mampu berinteraksi dengan tubuh manusia yang mengenakannya.

Courses that study jewelry as styling product, by ideation, formulating concepts and drawing practices according to creative design, perform elements and design principles exploration into aesthetic ornaments and motifs that are able to interact with the human body which wears them.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (Lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 5	LO 7	LO 11	
CLO-1	Mampu menggunakan konsep desain pragmatik (desain yang didasarkan pada penggunaan bahan dan dilakukan dengan eksperimen, sampai tercipta suatu bentuk yang sesuai) dan konstruktif. <i>Able to use pragmatic design concepts (design based on the use of materials and carried out by experimentation, until an appropriate form is created) and constructive.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-2	Mampu melakukan praktik penataan komponen hias <i>Able to perform the practice of arranging decorative components</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mampu membuat bentuk perhiasan mengikuti tren <i>Able to create jewelry shape following the trend</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-4	Mahasiswa mengetahui aspek teknis dasar pada perhiasan <i>Students know the basic technical aspects of jewelry</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-5	Mahasiswa mampu membuat model ringan dengan material substitusi sebagai representasi konsep <i>Students are able to make lightweight models with substitute materials as a representation of the concept</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%
CLO-6	Mahasiswa mengetahui nilai-nilai dalam produk perhiasan. <i>Students know the values in jewelry products.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	5%
CLO-7	Mahasiswa mampu membuat bentuk perhiasan baru menggunakan inspirasi dari bentuk lain. <i>Students are able to create new forms of jewelry using inspiration from others.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
Total Weight		20%	50%	30%	100%

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DP184520

Desain Perhiasan 1

Jewellery Design 1

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah yang mempelajari produk kategori styling-perhiasan melalui sistem pembelajaran studio berupa penelusuran ide, perumusan konsep dan praktik menggambar sesuai kaidah perancangan kreatif melalui pengolahan elemen dan prinsip desain menjadi sebuah ornamen dan motif yang estetik dan diharapkan mampu berinteraksi dengan tubuh manusia yang mengenakannya.

Courses that study jewelry as styling product, by ideation, formulating concepts and drawing practices according to creative design, perform elements and design principles exploration into aesthetic ornaments and motifs that are able to interact with the human body which wears them.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	Total Weight
1	Sketsa dan Alternatif <i>Sketches and Alternatives</i> Studi Kasus <i>Case Method</i>	2%	2%	2%	0%	0%	0%	4%	10%
2	Menata Batu Pulung Bentuk Bunga dan Batu <i>Arranging Stones</i> Studi Kasus <i>Case Method</i>	0%	5%	0%	5%	0%	0%	0%	10%
3	Produk Perhiasan Polymer Clay <i>Polymer Clay Jewelry</i> Hasil proyek <i>Team-based Project</i>	0%	0%	0%	0%	20%	0%	0%	20%
4	Tugas contoh jewellery values <i>Jewelry values sample</i> assignment Studi Kasus <i>Case Method</i>	5%	0%	0%	0%	0%	5%	0%	10%
5	Tugas desain variasi <i>Variation design</i> Studi Kasus <i>Case Method</i>	1%	6%	0%	3%	0%	0%	0%	10%
6	Perhiasan Kalung dengan Inspirasi bentuk <i>Jewelry necklace from other</i> <i>inspiration</i> Hasil proyek <i>Team-based Project</i>	0%	0%	0%	0%	0%	0%	15%	15%
7	Padu Padan Busana <i>Fashion mix and match</i> Studi Kasus <i>Case Method</i>	0%	5%	5%	0%	0%	0%	5%	15%
8	Portfolio <i>Portfolio</i> Kognitif - Tugas <i>Cognitive -</i> <i>Assignment</i>	2%	2%	3%	2%	0%	0%	1%	10%
TOTAL		10%	20%	10%	10%	20%	5%	25%	100%
Target		10%	20%	10%	10%	20%	5%	25%	100%

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LO CLO Report

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Entri Nilai

DASHBOARD ▸ COURSES ▸ DETAIL

Course Details

DP184520

Desain Perhiasan 1

Jewellery Design I

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

































Course Description

Mata kuliah yang mempelajari produk kategori styling-perhiasan melalui sistem pembelajaran studio berupa penelusuran ide, perumusan konsep dan praktik menggambar sesuai kaidah perancangan kreatif melalui pengolahan elemen dan prinsip desain menjadi sebuah ornamen dan motif yang estetik dan diharapkan mampu berinteraksi dengan tubuh manusia yang mengenakannya.

Courses that study jewelry as styling product, by ideation, formulating concepts and drawing practices according to creative design, perform elements and design principles exploration into aesthetic ornaments and motifs that are able to interact with the human body which wears them.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Mengoleksi benda-benda atraktif sekitar untuk dijadikan point of interest dari produk perhiasan <i>Collecting attractive objects from around to be used as points of interest for jewelry products</i>	Case method		
2	Mengolah material atraktif yang telah diambil menjadi lebih memiliki tingkat fungsionalitas untuk tahap eksplorasi berikutnya. Minimal memiliki fungsi perlindungan material atraktif dari impact luar dan ergonomi. <i>Processing the attractive material that has been taken into a more functional level for the next exploration stage. At a minimum, it has the function of protecting attractive materials from external impacts and ergonomics.</i>	Case method		
3	Sistem sketsa dan penggambaran dalam penataan batu standar industri untuk tiap kasus bentuk bidang. <i>Industry standard for sketching and drawing. Case study: Stone setting</i>	Case method		
4	Sistem mechanism and chains pada perhiasan sebagai fungsi rangkaian dan dekorasi <i>Mechanism and chains system in jewelry as a function of connection and decoration</i>	Case method		
5	Eksplorasi bentuk dan motif perhiasan dengan membuat sketsa alternatif perhiasan (liontin atau cincin) <i>Explore jewelry shapes and motifs by sketching jewelry alternatives (pendant or ring)</i>	Case method		
6	Evaluasi tugas sketsa alternatif. Pengerucutan menuju desain final yang akan dimodelkan <i>Evaluation of alternative sketch assignments. Pruning towards the final design to be modeled</i>	Case method		
7	Asistensi pengembangan alternatif terpilih <i>Selected alternative development assistance</i>	Non SCL		
8	Perhiasan Polymer Clay <i>Polymer Clay Jewelry</i>	Team-based project		
9	Jewelry values <i>Jewelry values</i>	Case method		
10	Desain variasi <i>Variation design</i>	Case method		
11	Material Populer dari Waktu ke waktu <i>Popular Materials time by time</i>	Metode SCL lainnya		
12	Jewelry Inspiration <i>Jewelry Inspiration</i>	Case method		
13	Dasar-dasar penyusunan <i>Drafting basics</i>	Case method		
14	Tren perhiasan <i>Jewelry trends</i>	Case method		
15	Padu padan busana <i>Fashion mix and match</i>	Case method		
16	Presentasi akhir <i>Final presentation</i>	Metode SCL lainnya		

Bahasa Indonesia

English

Choose method ▾

Medical Device 1

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Medical Device Design 1
Course unit code	DP184522
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	5 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Djoko Kuswanto, S.T., M.Biotech.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students have insight and product design skills related to the field of medical devices. 2. Students are able to increase the role and human needs for product design related to medical devices. 3. Students are able to carry out the basic design process in developing medical devices. 4. Students are able to carry out rapid prototyping and additive manufacturing processes for specialty medical devices & equipment products. 5. Students are able to conduct research and business opportunities in the field of medical device design.
Mode of delivery	face-to-face
Prerequisites and co-requisites (if applicable)	-
Course content	This course aims to teach students to know and provide alternative designs for various types of assistive/adaptive technologies that address the various needs of persons with disabilities, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Discovery Learning; Case Study; Team Based Learning

Language of instruction	Indonesia and English (Bahasa yang digunakan)
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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KURIKULUM

Daftar Kurikulum

✓ CPL ▸

Mata Kuliah ▸

SKPB

Daftar Kurikulum

Mata Kuliah ▸

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Laporan CPL CPMK

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MBKM

Entri Nilai

DASBOR ▸ MATA KULIAH ▸ DETAIL

Detail Mata Kuliah

DP184522

Desain Alat Kesehatan 1

Medical Design and Engineering 1

3 sks

Koordinator: Djoko Kuswanto, S.T., M.Biotech.

Bentuk Mata Kuliah

Jenis Mata Kuliah

Nilai minimum lulus

: Tatap muka di kelas

: Tidak Ada

: C

Deskripsi Mata Kuliah

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan desain alternatif untuk berbagai jenis teknologi bantu/adaptif yang menjawab berbagai kebutuhan penyandang disabilitas, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide alternative designs for various types of assistive/adaptive technologies that address the various needs of persons with disabilities, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.

CPL

CPMK

Rencana Asesmen & Evaluasi

Rencana Pembelajaran

Capaian Pembelajaran Lulusan yang Dibebankan pada Mata Kuliah

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Kurikulum: Kurikulum 2018 S-1 Desain Produk ▾

Tampilkan

No.	Deskripsi
<input type="checkbox"/> CPL 1	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> CPL 2	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> CPL 3	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/> CPL 4	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> CPL 5	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> CPL 6	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> CPL 7	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> CPL 8	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/> CPL 9	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> CPL 10	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> CPL 11	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/> CPL 12	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input checked="" type="checkbox"/> CPL 13	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> CPL 14	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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✓ CPL

Mata Kuliah

SKPB

Daftar Kurikulum

Mata Kuliah

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Laporan CPL Mahasiswa

MBKM

Entri Nilai

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Detail Mata Kuliah

DP184522

Desain Alat Kesehatan 1

Medical Design and Engineering 1

3 sks

Koordinator: Djoko Kuswanto, S.T., M.Biotech.

Bentuk Mata Kuliah

Jenis Mata Kuliah

Nilai minimum lulus

: Tatap muka di kelas

: Tidak Ada

: C

Deskripsi Mata Kuliah

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan desain alternatif untuk berbagai jenis teknologi bantu/adaptif yang menjawab berbagai kebutuhan penyandang disabilitas, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide alternative designs for various types of assistive/adaptive technologies that address the various needs of persons with disabilities, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.

CPL

CPMK

Rencana Asesmen & Evaluasi

Rencana Pembelajaran

Capaian Pembelajaran Mata Kuliah

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Kurikulum: Kurikulum 2023 S-1 Desain Produk ▾

Tampilkan

Kode	Deskripsi CPMK	Pemetaan CPMK ke CPL			Bobot CPMK
		CPL 5	CPL 6	CPL 8	
CPMK-1	Mahasiswa mampu memahami dan menerapkan pengetahuan, wawasan dan keilmuan yang terkait desain produk, meliputi: sejarah desain, tinjauan desain, sistem desain, perkembangan teknologi, ekonomi dan bisnis, kewirausahaan, kode etik dan HKI. <i>Students are able to understand and apply knowledge, insights and knowledge related to product design, including: design history, design reviews, design systems, technological developments, economics and business, entrepreneurship, codes of ethics and IPK.</i>	35%			35%
CPMK-2	Mahasiswa mampu mendesain produk dan sistemnya dengan pertimbangan semua aspek yang mempengaruhinya, meliputi: prinsip dasar desain dan estetika, karakter bahan, fungsi, Pengalaman pengguna, ergonomi, rekayasa sistem desain, teknologi, faktor ekonomis, Faktor Lingkungan dan sosial budaya, aspek pasar dan bisnis. <i>Students are able to design products and systems by considering all aspects that influence them, including: basic principles of design and aesthetics, material characteristics, function, user experience, ergonomics, design system engineering, technology, economic factors, environmental and socio-cultural factors, market aspects and business.</i>		40%		40%
CPMK-3	Mahasiswa mampu dan terampil menggunakan sarana bantu proses desain yang meliputi: peralatan manual atau digital sesuai teknologi dan perkembangan zaman. <i>Students are able and skilled in using design process tools which include: manual or digital equipment in accordance with current technology and developments.</i>			25%	25%
Total Bobot		35%	40%	25%	100%

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SKPB

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MBKM

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Detail Mata Kuliah

DP234630

Alat Kesehatan

Medical Equipments

3 sks

Koordinator: Djoko Kuswanto, S.T., M.Biotech.

Bentuk Mata Kuliah

Jenis Mata Kuliah

Nilai minimum lulus

: Tatap muka di kelas

: Program Studi

: C

Deskripsi Mata Kuliah

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan alternatif desain pada berbagai jenis alat kesehatan termasuk teknologi bantu/adaptif, memahami dan mampu melakukan rapid prototyping berbasis digital fabrication, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide design alternatives for various types of medical devices including assistive/adaptive technology, understand and be able to carry out rapid prototyping based on digital fabrication, as well as an understanding of ethical testing and clinical trials in medical device design.

[CPL](#) [CPMK](#) [Rencana Asesmen & Evaluasi](#) [Rencana Pembelajaran](#)

Rencana Asesmen & Evaluasi

No.	Rencana Evaluasi	CPMK-1	CPMK-2	CPMK-3	Total Bobot
1	Keaktifan dan Sikap Ilmiah <i>Academic Activity and Attitude</i> Kognitif - Tugas <i>Cognitive - Assignment</i>	5%	5%	0%	10%
2	Identifikasi Masalah dan Urgensi <i>Identification of Problems and Urgency</i> Studi Kasus <i>Case Method</i>	10%	10%	0%	20%
3	Proses Pengembangan Desain <i>Design Development Process</i> Studi Kasus <i>Case Method</i>	0%	10%	0%	10%
4	Prototip Produk <i>Product Prototype</i> Hasil proyek <i>Team-based Project</i>	0%	0%	25%	25%
5	Bisnis Desain Kanvas, Etik dan HKI <i>Canvas Design Business, Ethics and IPR</i> Hasil proyek <i>Team-based Project</i>	20%	15%	0%	35%
TOTAL		35%	40%	25%	100%
Target		35%	40%	25%	100%

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Detail Mata Kuliah

DP184522

Desain Alat Kesehatan 1

Medical Design and Engineering 1

3 sks

Kordinator: Djoko Kuswanto, S.T., M.Biotech.

Bentuk Mata Kuliah

Jenis Mata Kuliah

Nilai minimum lulus

: Tatap muka di kelas

: Tidak Ada

: C

Deskripsi Mata Kuliah

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan desain alternatif untuk berbagai jenis teknologi bantu/adaptif yang menjawab berbagai kebutuhan penyandang disabilitas, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide alternative designs for various types of assistive/adaptive technologies that address the various needs of persons with disabilities, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.

[CPL](#)[CPMK](#)[Rencana Asesmen & Evaluasi](#)[Rencana Pembelajaran](#)

Rencana Pembelajaran

Minggu ke-	Materi Perkuliahan	Metode Pembelajaran
1	Pengantar Desain Alat & Peralatan Medis. <i>Introduction to Medical Devices & Equipment Design.</i>	Non SCL
2	Teknologi Asistif dan Adaptif. <i>Assistive and Adaptive Technology.</i>	Non SCL
3	Focus Group Discussion studi medis kasus nyata (teknologi asistif dan adaptif) <i>Focus Group Discussion of real case medical studies (assistive and adaptive technology)</i>	Case method
4	Focus Group Discussion studi medis kasus nyata (teknologi asistif dan adaptif) <i>Focus Group Discussion of real case medical studies (assistive and adaptive technology)</i>	Case method
5	Proyek Desain Alat & Peralatan Medis. <i>Medical Devices & Equipment Design Project.</i>	Team-based project
6	Proyek Desain Alat & Peralatan Medis <i>Medical Devices & Equipment Design Project.</i>	Team-based project
7	Proyek Desain Alat & Peralatan Medis. <i>Medical Devices & Equipment Design Project.</i>	Team-based project
8	Proyek Desain Alat & Peralatan Medis. <i>Medical Devices & Equipment Design Project.</i>	Team-based project
9	Proyek Desain Alat & Peralatan Medis. <i>Medical Devices & Equipment Design Project.</i>	Team-based project
10	Proyek Desain Alat & Peralatan Medis. <i>Medical Devices & Equipment Design Project.</i>	Team-based project
11	Alur Kerja Desain Digital Terintegrasi <i>Integrated Digital Design Workflow</i>	Metode SCL lainnya
12	Pembuatan Prototipe & Aditif Cepat. <i>Rapid Prototyping & Additive Manufacturing.</i>	Metode SCL lainnya
13	Pembuatan Prototipe & Aditif Cepat. <i>Rapid Prototyping & Additive Manufacturing.</i>	Metode SCL lainnya
14	Proposal uji coba etis dan uji klinis dalam desain perangkat medis. <i>Ethical trials and clinical trials proposal in the design of medical devices.</i>	Metode SCL lainnya
15	Bisnis Desain Kanvas, Etik dan HKI <i>Canvas Design Business, Ethics & Intellectual Property Right</i>	Non SCL
16	Ujian Akhir Mahasiswa <i>Final Exam</i>	Metode SCL lainnya

6th SEMESTER

Bachelor of Industrial Design (BOLD)



Product Design 3

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Product Design 3
Course unit code	DP184625
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	5 th year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	11,2 ECTS Credits
Name of lecturer	Drs. Taufik Hidayat, M.T.
Learning outcomes of the course unit	Students will be able to design various products equivalent to furniture based on comprehensive premises: engineering, functionality, and aesthetics (concept, design, costing, materials, processes, and aesthetics).
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Product Design 3 is a core course that covers designing products equivalent to furniture with the premises of engineering, functionality, and aesthetics.</p> <ul style="list-style-type: none"> • Introduction to furniture product design and analyzing phenomena related to product design problems. • Title creation, problem definition, and limitations. • Search for methods suitable for the problem. • Types of joints: wood, rattan, metal, and others. • Types of furniture accessories and/or furniture. • Preservation processes for natural materials (wood, rattan) • Furniture manufacturing processes and finishing. • Types of simple mechanics in furniture. • Introduction to several material characteristics. • Methods of analysis - problem-solving analysis. • Furniture design concepts. • Functionality premises: Needs, activities, anthropometrics, ergonomics, weight and volume, layout, study of item treatment/nature of the item. • Engineering premises: Structure and construction,

	<p>mechanical movement, manufacturing processes, tools or machines, components or accessories, materials, and processes.</p> <ul style="list-style-type: none"> • Aesthetic premises: Form and color of designed furniture. • Use of data from both psychological and sociological perspectives. • Application of rule-based data in other furniture product designs. • Prototype creation. • Standardization of presentations, both verbal, visual, model, and/or prototype. • Display and/or exhibition.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Dreyfuss, Henry, 1999, The Measure of man, human factor in design, Whitney Library of Design, New York • Alvin R. Tilley, 1993, The Measure of man and woman, Human factors in design, The Whitney Library of design, New York • Ernest, J, Mc Cormic, 1996, Human factor in engineering and design, Tata Mc Graw-Hill, New York • Kimberly, Elam, 2001, Geometry of design, studies in Proportion and composition, Princeton Architectural Press, 37 East 7th Street, New York, new York 10003
Planned learning activities and teaching methods	Discovery Learning; Project Based Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dashboard

CURRICULUM

Learning Outcomes

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▼

Eri Naharani Ustazah

Dosen S1 Desain Produk

DASHBOARD > COURSES > DETAIL

Course Details

DP184625

Desain Produk 3

Product Design 3

7 credits

Coordinator: Drs. Taufik Hidayat, M.T.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah inti yang mendesain/merancang berbagai macam benda produk setara furnitur berdasarkan premis: rekayasa, fungsi dan estetika secara komprehensif meliputi konsep, desain, biaya, bahan, proses dan estetika.

Course that design various kinds of products equivalent to furniture based on the premises: engineering, function and aesthetics comprehensively covering concepts, designs, costs, materials, processes and aesthetics

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input checked="" type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

DP184625

Desain Produk 3

Product Design 3

7 credits

Coordinator: Drs. Taufik Hidayat, M.T.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah inti yang mendesain/merancang berbagai macam benda produk setara furnitur berdasarkan premis: rekayasa, fungsi dan estetika secara komprehensif meliputi konsep, desain, biaya, bahan, proses dan estetika.

Course that design various kinds of products equivalent to furniture based on the premises: engineering, function and aesthetics comprehensively covering concepts, designs, costs, materials, processes and aesthetics

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▾ Show

Code	Description of CLO	Mapping of CLO to LO										Weight of CLO
		LO 3	LO 5	LO 6	LO 7	LO 9	LO 10	LO 11	LO 12	LO 14		
CLO-1	Mampu mengidentifikasi urgensi, tujuan dan manfaat, batasan masalah, serta kesesuaian desain akhir dengan kebutuhan dan permasalahan <i>Able to identify urgency, goals and benefits, problem limitations, and suitability of the final design with needs and requirements problem</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%	
CLO-2	Mahasiswa mampu menganalisis meliputi kesesuaian tolok ukur, kesinambungan analisis dengan kebutuhan, kewajaran dan kelengkapan kriteria desain. <i>Students are able to analyze including the suitability of benchmarks, continuity of analysis with needs, fairness and completeness of design criteria.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%	
CLO-3	Mampu mempresentasikan desain secara lisan, tulisan, dan multimedia dalam bentuk abstraksi dan visual, secara detil fungsinya <i>Able to present designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15%	
CLO-4	Mampu mengaplikasikan teknologi dan peralatan yang berkaitan dengan representasi desain secara multi-dimensional (2D dan 3D), dalam pengembangan desain <i>Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation, in design development</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%	
CLO-5	Mampu mengusulkan solusi terbaik dengan mengevaluasi alternatif-desain, melakukan tes dan menyempurnakan solusi untuk menyelesaikan masalah desain berdasarkan pertimbangan manufaktur, efisiensi produksi <i>Able to propose the best solution by evaluating design-alternatives, conducting tests and refining solutions to solve design problems based on manufacturing considerations, production efficiency</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%	
CLO-6	Mampu membuat model dan prototype sebagai bahan studi dan simulasi operasional dan aktivitas <i>Able to make models and prototypes as study object, operational and activity simulations</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20%	
Total Weight		11%	11%	11%	6%	17%	6%	17%	17%	6%	100%	

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Course Details

DP184625

Desain Produk 3

Product Design 3

7 credits

Coordinator: Drs. Taufik Hidayat, M.T.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini yang mendesain/merancang berbagai macam benda produk setara furnitur berdasarkan premis: rekayasa, fungsi dan estetika secara komprehensif meliputi konsep, desain, biaya, bahan, proses dan estetika.

Course that design various kinds of products equivalent to furniture based on the premises: engineering, function and aesthetics comprehensively covering concepts, designs, costs, materials, processes and aesthetics

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Total Weight
1	Pemenuhan Kebutuhan dan Masalah <i>Fulfillment of Needs and Problems</i> Studi Kasus Case Method	5%	0%	5%	0%	0%	0%	10%
2	Ketajaman Analisis Desain <i>Accuracy of Design Analysis</i> Kognitif - Tugas Cognitive - Assignment	0%	5%	0%	0%	2.5%	2.5%	10%
3	Inovasi Produk <i>Product Innovation</i> Kognitif - Tugas Cognitive - Assignment	5%	0%	0%	0%	2.5%	2.5%	10%
4	Mekanisme Sistem <i>System mechanism</i> Studi Kasus Case Method	0%	0%	2.5%	2.5%	2.5%	2.5%	10%
5	Material dan Struktur <i>Material and Structure</i> Studi Kasus Case Method	2.5%	2.5%	0%	2.5%	0%	2.5%	10%
6	Gambar Kerja dan Assembly <i>Drawing and Assembling</i> Kognitif - Tugas Cognitive - Assignment	0%	0%	2.5%	5%	2.5%	0%	10%
7	Struktur Laporan <i>Report Structure</i> Kognitif - Tugas Cognitive - Assignment	2.5%	2.5%	5%	0%	0%	0%	10%
8	Model/prototype <i>Model/prototype</i> Hasil proyek Team-based Project	0%	5%	0%	5%	10%	10%	30%
TOTAL		15%	15%	15%	15%	20%	20%	100%
Target		15%	15%	15%	15%	20%	20%	100%

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Course Details

DP184625

Desain Produk 3

Product Design 3

7 credits

Coordinator: Drs. Taufik Hidayat, M.T.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

































Course Description

Mata kuliah inti yang mendesain/merancang berbagai macam benda produk setara furnitur berdasarkan premis: rekayasa, fungsi dan estetika secara komprehensif meliputi konsep, desain, biaya, bahan, proses dan estetika.

Course that design various kinds of products equivalent to furniture based on the premises: engineering, function and aesthetics comprehensively covering concepts, designs, costs, materials, processes and aesthetics

LO CLO Assessment & Evaluation Plan [Lesson Plan](#)

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Kontrak kuliah, jadwal, aturan kuliah Despro 3 dan membuat usulan judul dengan premis, estetika, fungsi dan rekayasa <i>Lecture contract, schedule, course rules Despro 3 and make a title proposal with premise, aesthetics, function and engineering</i>	Metode SCL lainnya	 
2	Mencari data guna kelayakan dan mampu membuat identifikasi masalah, batasan, tujuan dan manfaat <i>Looking for data for feasibility and able to identify problems, limitations, goals and benefits</i>	Metode SCL lainnya	 
3	Membuat analisis-sintesis data-data survey dan produk eksisting <i>Make analysis-synthesis of survey data and existing products</i>	Case method	 
4	Membuat analisis-sintesis data dari hasil survei, sketsa awal dan studi bahan untuk model <i>Make data analysis-synthesis from survey, preliminary sketches and study materials for models</i>	Metode SCL lainnya	 
5	Membuat analisis-sintesis data desain terdahulu, dan produk pesaing setara <i>Perform analysis-synthesis of previous design data, and equivalent competitor products</i>	Metode SCL lainnya	 
6	Membuat gambar skala satu banding satu, dan mampu membuat beberapa komponen <i>Creates one-to-one scale drawings, and is able to create multiple components</i>	Metode SCL lainnya	 
7	Membuat eksplorasi sketsa ide dan alternatif desain <i>Making exploration of idea sketches and design alternatives</i>	Metode SCL lainnya	 
8	Membuat analisis-sintesis hasil perancangan; analisis aktifitas, komponen, konfigurasi, ergonomi <i>Make analysis-synthesis of the design results; activity analysis, components, configuration, ergonomics</i>	Metode SCL lainnya	 
9	Mengumpulkan tugas awal sampai studi prototipe <i>Collect initial assignments to prototype studies</i>	Metode SCL lainnya	 
10	Membuat alternatif dan penyempurnaan desain; material & struktur, join & mekanisme <i>Making design alternatives and improvements; materials & structures, joints & mechanisms</i>	Metode SCL lainnya	 
11	Membuat desain; detail & desain part, assembly, sub-assembly & production cost <i>Make designs; detail & part design, assembly, sub-assembly & production cost</i>	Metode SCL lainnya	 
12	Membuat gambar tampak lengkap dan potongan dan detail plus perspektif <i>Makes complete images from all views, snippet image and detail plus perspective</i>	Metode SCL lainnya	 
13	Membuat drawing: gambar part produk, detail dan urai <i>Making drawings; product part, details and explode view</i>	Metode SCL lainnya	 
14	Membuat presentation drawing: rendering tampak dan perspektif <i>Making presentation drawings; view rendering and perspective</i>	Metode SCL lainnya	 
15	Membuat presentation drawing: gambar operasional, gambar suasana dan portofolio <i>Making presentation drawings; operational drawings, environments and portfolios</i>	Metode SCL lainnya	 
16	Mengumpulkan seluruh tugas merancang despro 3 lengkap dalam pameran <i>Collect all complete Despro 3 tasks in the exhibition</i>	Non SCL	 

Bahasa Indonesia

English

Choose method ▾



Creativity

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Creativity
Course unit code	DP184627
Type of course unit	Enrichment
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Ellya Zulaikha, S.T., M.Sn., Ph.D.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to design products (or systems) with consideration of human behavior, environment, economy, security, safety, and social issues 2. Able to operate design technology and equipment, both manual and digital, in an integrated and multi-dimensional way 3. Able to research design problems using design principles and methods 4. Able to implement design methods in the design process by considering various aspects such as human (user experience), environment, economic, security, safety, and social issues 5. Able to apply design skills using interdisciplinary knowledge
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Creativity Course is an Enrichment Course to explore techniques for using the information as a source of inspiration to enhance divergent thinking, creative problem solving, and strengthening aspects of aesthetic taste and sensitivity. Topics discussed include Creative Potential, empathy, lateral thinking, six thinking hats, mind mapping, SCAMPER, Brainstorming (Brain-dumping, Brainwriting, and Brain-walking), Worst Possible Ideas, Challenge Assumptions, Analogy, Rough Prototyping.</p> <ol style="list-style-type: none"> 1) Introduction 2) Six thinking hats (emphaty) 3) Assumption busting 4) Random word generation 5) Random word generation

	6) Scamper 7) Change perspective 8) Reverse 9) Lateral thinking 10) Picture association 11) Consensus mapping 12) Snack writing 13) Triggered brainwalking 14) Analogy 15) Project presentation
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • De Bono, E. (2017). Six thinking hats. Penguin UK. • De Bono, E., & Zimbalist, E. (2010). Lateral thinking. Viking. • De Bono, E. (2015). Serious creativity: How to be creative under pressure and turn ideas into action. Random House. • De Bono, E. (2008). Creativity workout: 62 exercises to unlock your most creative ideas. Ulysses Press. • Kahneman, D. (2011). Thinking, fast and slow. Macmillan
Planned learning activities and teaching methods	Case method; Team Based Learning
Language of instruction	Indonesia and English
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184627

Kreativitas

Creativity

3 credits
Coordinating

Coordinator: Ellysa Zulaikha, S.I., M.Si., Ph.D.

Course Form

2

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata Kuliah Kreativitas merupakan Mata Kuliah Pengayaan berisikan teknik-teknik efektif untuk mengakses dan menggunakan informasi sebagai sumber inspirasi, berpikir divergen, penyelesaian masalah desain secara kreatif, serta memperhatikan aspek rasa dan kepekaan estetika. Topik yang dibahas meliputi: Potensi Kreativitas, empathy, lateral thinking, six thinking hats, mind mapping, SCAMPER, Brainstorming (Braindumping, Brainwriting, and Brainwalking), Worst Possible Idea, Challenge Assumptions, Analogy, Rough Prototyping.

Creativity Course is an Enrichment Course to explore techniques for using the information as a source of inspiration to enhance divergent thinking, creative problem solving, and strengthening aspects of aesthetic taste and sensitivity. Topics discussed include Creative Potential, empathy, lateral thinking, six thinking hats, mind mapping, SCAMPER, Brainstorming (Brain-dumping, Brainwriting, and Brain-walking), Worst Possible Ideas, Challenge Assumptions, Analogy, Rough Prototyping.

LO	CLO	Assessment & Evaluation Plan	Lesson Plan
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Learning Outcomes Charged by the Course

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

Course Learning Outcomes

Curriculum: Kurikulum 2018 S-1 Desain Produk

























Show









Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 2	LO 3	LO 4	
CLO-1	Mampu mendesain produk (atau sistem) dengan pertimbangan perilaku manusia, lingkungan, ekonomi, keamanan, keselamatan dan isu sosial <i>Able to design products (or systems) with consideration of human behavior, environment, economy, security, safety, and social issues</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mampu mengoperasikan teknologi dan peralatan desain, baik manual maupun digital secara terpadu dan multi-dimensi <i>Able to operate design technology and equipment, both manual and digital, in an integrated and multi-dimensional way</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mampu meneliti permasalahan desain menggunakan prinsip dan metode desain <i>Able to research design problems using design principles and methods</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-4	Mampu menggunakan metode user experience dengan pertimbangan faktor manusia, lingkungan, ekonomi, keamanan, keselamatan dan isu sosial <i>Able to implement design methods in the design process by considering various aspects such as human (user experience), environment, economic, security, safety, and social issues.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-5	Mampu mengaplikasikan pengetahuan dan kemampuan desain secara inter-disiplin <i>Able to apply design skills using interdisciplinary knowledge</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
Total Weight		33%	33%	33%	100%

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Everyday Creativity SCAMPER Chindogu <i>Everyday Creativity SCAMPER Chindogu Studi Kasus Case Method</i>	20%	0%	0%	0%	0%	20%
2	Portofolio Kreativitas Creative Portfolio Kognitif - UAS <i>Cognitive - Final Exam</i>	0%	30%	0%	0%	0%	30%
3	Six Thinking Hats Six Thinking Hats Studi Kasus <i>Case Method</i>	0%	0%	10%	0%	0%	10%
4	Empathy Empathy Studi Kasus <i>Case Method</i>	0%	0%	0%	10%	0%	10%
5	Brainstorm-Random Input-Mind Map Brainstorm-Random Input-Mind Map Studi Kasus <i>Case Method</i>	0%	0%	0%	0%	30%	30%
TOTAL		20%	30%	10%	10%	30%	100%
Target		20%	20%	20%	20%	20%	100%

Lesson Plan



Weeknum	Course Material	Learning Method	
1	<p>Pengantar Kreativitas : Pada pertemuan pertama ini, mahasiswa akan memahami rencana perkuliahan dan saling mengenal satu sama lain. Siswa akan mengenali setiap potensi kreativitas masing-masing melalui diskusi dan kontemplasi. Tujuan pengenalan adalah agar siswa terbiasa berinteraksi dan berkolaborasi dengan orang lain.</p> <p><i>Introduction to Creativity : At this first meeting, students will understand the course plan and get to know each other. Students will recognize each potential for creativity by discussion and contemplation. The purpose of the introduction is for students to get used to interacting and collaborating with others</i></p>	Metode SCL lainnya	 
2	<p>Every Day Creativity : Sesi ini akan meningkatkan kepekaan siswa untuk mengenali masalah sehari-hari di sekitar mereka, apakah itu terkait dengan kepraktisan, kenyamanan, keamanan, keselamatan, keindahan, atau aspek lain, dan hal-hal yang mereka (atau orang lain) sukai atau tidak sukai. Siswa dapat memecahkan masalah sesuai dengan pengetahuan awal yang telah mereka miliki (Tidak harus canggih, percaya diri dan orisinalitas lebih penting). Pelajaran ini melatih siswa untuk menerapkan berpikir dan berperilaku kreatif.</p> <p><i>Every Day Creativity : This session will enhance students' sensitivity to recognize everyday problems around them, whether it is related to practicality, comfort, security, safety, beauty, or other aspects, and things they (or others) like or dislike. Students can solve problems according to their prior knowledge they already have (It doesn't have to be sophisticated, confidence and originality is more important). This lesson to train students to apply creative thinking and behavior.</i></p>	Case method	 
3	<p>Pemetaan Pikiran (1) : Mampu menemukan ide-ide baru/ unik menggunakan metode Pemetaan Pikiran secara berkelompok dan komprehensif (memikirkan sebanyak mungkin hubungan). Mahasiswa harus memilih 20 ide baru/ unik yang belum pernah ada, dan divisualisasikan</p> <p><i>Mind Mapping (1) : Students will explore new and unique ideas using Mind Mapping in group, comprehensively (thinking about possible relationships as much as possible). Students must choose 20 new/unique ideas that have never existed, then visualize them</i></p>	Case method	 
4	<p>Pemetaan Pikiran (2) : Mahasiswa menyeleksi dan mengembangkan ide-ide yang diperoleh dari metode Mind Mapping</p> <p><i>Mind Mapping (2) : Students able to select and develop ideas obtained from the Mind Mapping method.</i></p>	Case method	 
5	<p>Empati : Empati sebagai Pemicu Kreativitas, Membuat Persona, dan Membuat Peta Empati</p> <p><i>Empathy : How Empathy Fuels Creativity, Making Persona and Empathy Map</i></p>	Case method	 
6	<p>Lateral Thinking : cara berpikir mengedepankan alternatif-alternatif, mengakomodir kemungkinan sebanyak mungkin, sehingga terlatih untuk berpikir terbuka, berani berpikir kritis, analitis dan bisa menentukan arah.</p> <p><i>Lateral Thinking : a way of thinking that puts forward alternatives, accommodates as many possibilities as possible so that they are used to think openly, dare to think critically, analytically and can determine direction.</i></p>	Metode SCL lainnya	 
7	<p>Random Input: sebuah cara mencari hubungan dan membaca pola atas hubungan-hubungan yang terjadi antar hal, kemudian menentukan nilai atas hubungan yang terjadi</p> <p><i>Random Input: a way of looking for relationships and reading patterns that occur between things, then determining the value of the relationships</i></p>	Metode SCL lainnya	 
8	<p>Brainstorming : metode berpikir kreatif secara lateral untuk mengeksplorasi dengan prinsip-prinsip yang benar, baik Brainstorming Individual maupun Kelompok</p> <p><i>Brainstorming: creative thinking method to explore ideas, using the right brainstorming Alex Osborn principles, both Individual and Group Brainstorming</i></p>	Metode SCL lainnya	 
9	<p>Presentasi Proyek Kreatif</p> <p><i>Creative Project Presentation</i></p>	Metode SCL lainnya	 
10	<p>SCAMPER : teknik pencarian ide sebanyak-banyaknya (Alex Osborn), untuk mengembangkan produk yang sudah ada dengan cara: Substitusi, Kombinasi, Adaptasi, Modifikasi, Penggunaan Lain, Eliminasi and Reverse. Mahasiswa akan mengembangkan satu produk atau jasa layanan berangkat dari produk yang sudah ada dengan minimal 7 kemungkinan pengembangan.</p> <p><i>SCAMPER : a way to explore as many ideas as possible by Alex Osborn techniques: Substitution, Combination, Adaptation, Modification, Other Uses, Elimination, and Reverse. Students will develop a product or service starting from a precedent product or service with a minimum of 7 development possibilities.</i></p>	Case method	 
11	<p>Six Thinking Hats : Sebuah Metode Edward de Bono untuk Evaluasi Desain / Kasus secara menyeluruh</p> <p><i>Metode Enam Topi: An Edward de Bono Method for Design/Case Evaluation</i></p>	Case method	 
12	<p>CHINDOGU : Metode mendesain produk secara bebas cara Kenji Kawakami untuk penyelesaian masalah sehari-hari</p> <p><i>CHINDOGU : Kenji Kawakami's method of designing products independently of everyday problems</i></p>	Case method	 

13	Proyek CHINDOGU (1) : Mahasiswa mengasistensikan progress Produk Chindogu yang dibuat <i>CHINDOGU Project (1) : Students present the progress of the Chindogu Project that they made</i>	Case method	 
14	Proyek CHINDOGU (2) : Mahasiswa mempresentasikan Proyek CHINDOGU yang dibuat <i>CHINDOGU Project (2) : Students present the Chindogu Project that they made</i>	Case method	 
15	PORTOFOLIO KREATIF (1) : Mahasiswa mengembangkan portofolio kreatif berdasarkan semua proyek kreatif yang telah dibuat <i>CREATIVE PORTFOLIO (1) : Students develop a creative portfolio based on all creative projects that they have made</i>	Metode SCL lainnya	 
16	PORTOFOLIO KREATIF (2) : Mahasiswa mempresentasikan portofolio kreatif dan direview oleh teman dalam satu kelompok <i>CREATIVE PORTFOLIO (2) : Students present their creative portfolio and are peer-reviewed by friends in a group</i>	Metode SCL lainnya	 

Bahasa Indonesia

English

Choose method

Presentation Techniques

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Presentation Techniques
Course unit code	DP184626
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 st year
Semester/trimester when the course unit is delivered	6 st semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Djoko Kuswanto, S.T., M.Biotech.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economics, 4. social and, 5. technology in general. 2. Students can apply oral, written and multimedia presentation skills and general presentation technology. 3. Students can convey design principles and methodologies that meet their needs in a structured and clear manner. 4. Students can convey the history and development of product design as needed in a structured and clear manner
Mode of delivery	face-to-face
Prerequisites and co-requisites	
Course content	<p>This enrichment course focuses on effective techniques in both written and verbal communication (presentation) and includes creative communication techniques and simulations of professional conditions in the product design profession.</p> <ol style="list-style-type: none"> 1) Communication Theory. 2) Verbal and Visual Communication Theory. 3) Principles of visual communication in presentations. 4) Semiotics Theory. 5) Verbal Presentation Techniques. 6) Sketching and Rendering Presentation Techniques. 7) Concept Design Presentation. 8) Detailed Engineering Design Presentation.

	9) Animation and Multimedia Presentation. 10) 3 Minutes Speech Technique. 11) Portfolio Design. 12) Simulation of Client Interaction. 13) Exhibition and Product Display.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Lawson, Bryan.2012. How Designers Think, London: The Architectural Press Ltd • Lidwell, William, Kritina Holden and Jill Butler. 2003. Universal Principles of Design- 100 Ways to Enhance Usability, Influence Perception, Increase Appeal, Make Better Design Decisions, and Teach through Design. Massachusetts: Rockport Publishers • Mulyana, Deddy.2009. Ilmu Komunikasi,Bandung: PT. Remaja Rosdakarya • Ledden, Emma.2017. The Presentation Book, London: Pearson • Eissen, Koos & Roselien Steur.2014.Sketching Product Design Presentation, Amsterdam:BIS Publisher
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184626

Teknik Presentasi

Presentation Techniques

4 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah pendukung profesi desain yang berisi teknik-teknik efektif dalam komunikasi baik tertulis maupun verbal (presentasi). Berisi tentang Teknik komunikasi kreatif dan simulasi kondisi profesional profesi desain produk.

Supporting courses for the design profession contain effective techniques in written and verbal communication (presentations). Contains creative communication techniques and simulations of the professional condition of the product design profession.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input checked="" type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184626

Teknik Presentasi

Presentation Techniques

4 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah pendukung profesi desain yang berisi teknik-teknik efektif dalam komunikasi baik tertulis maupun verbal (presentasi). Berisi tentang Teknik komunikasi kreatif dan simulasi kondisi profesional profesi desain produk.

Supporting courses for the design profession contain effective techniques in written and verbal communication (presentations). Contains creative communication techniques and simulations of the professional condition of the product design profession.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Keaktifan dan sikap akademik <i>Academic activity and attitude</i> Kognitif - Tugas Cognitive - Assignment	10%	0%	0%	0%	10%
2	Teori Komunikasi Verbal & Visual <i>Verbal & Visual Communication Theory</i> Kognitif - Tugas Cognitive - Assignment	5%	15%	5%	5%	30%
3	Prinsip komunikasi dalam presentasi <i>Principles of communication in presentat</i> Studi Kasus Case Method	5%	15%	0%	0%	20%
4	Tugas-tugas Presentasi <i>Presentation projects</i> Studi Kasus Case Method	5%	15%	5%	0%	25%
5	Teknologi presentasi dan multimedia <i>Presentation and multimedia technology</i> Studi Kasus Case Method	5%	5%	0%	5%	15%
TOTAL		30%	50%	10%	10%	100%
Target		30%	50%	10%	10%	100%

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DP184626

Teknik Presentasi

Presentation Techniques

4 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pendukung profesi desain yang berisi teknik-teknik efektif dalam komunikasi baik tertulis maupun verbal (presentasi). Berisi tentang Teknik komunikasi kreatif dan simulasi kondisi profesional profesi desain produk.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 5	LO 6	LO 10	
CLO-1	Mahasiswa memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum. <i>Students understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economics, 4. social and, 5. technology in general.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mahasiswa mampu menerapkan ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum. <i>Students are able to apply oral, written and multimedia presentation skills and general presentation technology.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	50%
CLO-3	Mahasiswa mampu menyampaikan prinsip dan metodologi desain yang sesuai kebutuhan dengan terstruktur dan jelas <i>Students are able to convey design principles and methodologies that meet their needs in a structured and clear manner</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mahasiswa mampu menyampaikan sejarah dan perkembangan desain produk sesuai kebutuhan dengan terstruktur dan jelas <i>Students are able to convey the history and development of product design as needed in a structured and clear manner</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		33%	33%	33%	100%

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Course Details

DP184626

Teknik Presentasi

Presentation Techniques

4 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pendukung profesi desain yang berisi teknik-teknik efektif dalam komunikasi baik tertulis maupun verbal (presentasi). Berisi tentang Teknik komunikasi kreatif dan simulasi kondisi professional profesi desain produk.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar Mata kuliah & Teori Presentasi Singkat <i>Course Introduction & Short Presentation Theory</i>	Non SCL	📄	🗑
2	Tugas Presentasi Metode Petcha Kucha 1 <i>1st Pecha Kucha Metode Method Presentation Assignment</i>	Metode SCL lainnya	📄	🗑
3	Tugas Presentasi Metode Petcha Kucha 2 <i>2nd Pecha Kucha Metode Method Presentation Assignment</i>	Metode SCL lainnya	📄	🗑
4	Tugas Presentasi Metode Petcha Kucha 3 <i>3rd Pecha Kucha Metode Method Presentation Assignment</i>	Metode SCL lainnya	📄	🗑
5	Tugas presentasi visual 1 <i>1st Visual presentation assignment</i>	Case method	📄	🗑
6	Tugas presentasi visual 2 <i>2nd Visual presentation assignment</i>	Case method	📄	🗑
7	Tugas presentasi visual 3 <i>3rd Visual presentation assignment</i>	Case method	📄	🗑
8	Presentasi desain 1 <i>1st Design Presentation</i>	Case method	📄	🗑
9	Presentasi desain 2 <i>2nd Design Presentation</i>	Case method	📄	🗑
10	Presentasi desain 3 <i>3rd Design Presentation</i>	Case method	📄	🗑
11	Presentasi desain 4 <i>4th Design Presentation</i>	Case method	📄	🗑
12	Pengantar presentasi video <i>Introduction to video presentation</i>	Non SCL	📄	🗑
13	Presentasi video 1 <i>1st Video Presentation</i>	Metode SCL lainnya	📄	🗑
14	Presentasi video 2 <i>2nd Video Presentation</i>	Metode SCL lainnya	📄	🗑
15	Presentasi video 3 <i>3rd Video Presentation</i>	Metode SCL lainnya	📄	🗑
16	Presentasi video 4 & review mata kuliah <i>4th Video presentation & course review</i>	Metode SCL lainnya	📄	🗑

Bahasa Indonesia

English

Choose method ▼

📄

✕

Technology Knowledge & Application

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Nama Mata Kuliah
Course unit code	Kode
Type of course unit (compulsory, optional)	Compulsory/ Elective/ National
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	First cycle Bachelor
Year of study when the course unit is delivered (if applicable)	1 st year (tahun)
Semester/trimester when the course unit is delivered	1 st semester (semester)
Number of ECTS credits allocated	... ECTS Credits (konversi dari sks)
Name of lecturer(s)	Nama dosen
Learning outcomes of the course unit	CPMK
Mode of delivery (face-to-face, distance learning)	face-to-face
Prerequisites and co-requisites (if applicable)	
Course content	Penjabaran RPS
Recommended or required reading and other learning resources/tools	List Pustaka Utama
Planned learning activities and teaching methods	Discovery Learning; Project Based Learning; Team Based Learning (Metode Pembelajaran)
Language of instruction	Indonesia and English (Bahasa yang digunakan)
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Apparel Product Design 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Apparel Design 2
Course unit code	DP1846328
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Waluyohadi, S.Ds., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. student will be able to apply Design Thinking metho in fashion / apparel case 2. student will be able to make : Design Brief, Moodboard dan Style guide 3. student will be able to assembly product by using reverse engineering method 4. student will be able to show their idea through : Thumbnail sketch, Alternatif Desain dan Desain Final 5. student will be able to make Study/Form Model, 6. student will be able to do iteration, development, dan presentation prototype 7. student will be able to calculate Bill of Materials (BOM) 8. students will be able to show their design work in an exhibiton with shop etiquette
Mode of delivery	face-to-face
Prerequisites and co-requisites	
Course content	<p>This course is an elective course that can be taken by students in semester 2 and above. In contrast to Apparel 1 which focuses more on technical skills, in this course students are taught about the design of apparel products with an emphasis on business processes.</p> <ol style="list-style-type: none"> 1. Introduksi : history, designer icon, design works 2. Basic theory : design thinking, concept, creative eksplorasi and study model, material, finishing 3. Design Brief : Image, inspiration, mood board, Style guide, Identify the Opportunity for a New Product

	<p>4. Research : Perform Product Research & reverse Engineering</p> <p>5. Concept : Idea sketch, refine sketch, thumbnail sketch, design alternative dan final design</p> <p>6. Iteration : Create 3D Model, Study/Form, Model prototype</p> <p>7. Iteration : Development, Presentation prototype</p> <p>8. Bill of Materials, Production, material & process, shop etiquette</p>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Burke, Sandra.2012.Fashion Designer-Concept to Collection. London: Burke publishing • Charlotte & Peter Fuell, Industrial Design A-Z, Taschen, 2000 • Charlotte & Peter Fuell, Designing The 21st Century, Taschen, 2001 • Design Secrets: Products, Rocport Publisher. Inc., 2001 • Krome, Barrat, Logic and Design, George Godwin Ltd. 1980 • Larsen, Jack Lenor, Design Since 1945, Philadelphia Museum of Art, Rizzoli, New York, 1983 • Pearce, Peter, Experiments in Form, V.N, Reinhold Co. 1980 • William, Christoper, Origin of Form, Arch Book Co, New York, 1981
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184628

Desain Produk Apparel 2

Apparel Design 2

3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

: Tidak Ada

: C

Course Description

Mata kuliah ini adalah mata kuliah pilihan yang boleh diikuti oleh mahasiswa semester 2 keatas. Berbeda dengan Apparel 1 yang lebih memfokuskan pada kemampuan teknis, di mata kuliah ini mahasiswa diajarkan tentang desain produk apparel dengan menitikberatkan pada proses bisnisnya.

This course is an elective course that can be taken by students in semester 2 and above. In contrast to Apparel 1 which focuses more on technical skills, in this course students are taught about the design of apparel products with an emphasis on business processes.

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input checked="" type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184628

Desain Produk Apparel 2

Apparel Design 2

3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini adalah mata kuliah pilihan yang boleh diikuti oleh mahasiswa semester 2 keatas. Berbeda dengan Apparel 1 yang lebih memfokuskan pada kemampuan teknis, di mata kuliah ini mahasiswa diajarkan tentang desain produk apparel dengan menitikberatkan pada proses bisnisnya.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 11	LO 12	LO 13	
CLO-1	Mahasiswa memahami budaya tekstil Indonesia melalui konsep desain dan produksi batik <i>Students understand the Indonesian textile culture through batik's design concept and production process</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	50%
CLO-2	Mahasiswa memahami proses bisnis apparel <i>Students understand the apparel business process</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	50%
Total Weight		25%	50%	25%	

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Course Details

DP184628

Desain Produk Apparel 2

Apparel Design 2

3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

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Course Type

:

Tidak Ada

Minimum Passing Grade

:

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Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	Total Weight
1	Legenda fashion Fashion Legend Studi Kasus Case Method	0%	15%	15%
2	Pustaka desain tas Bag design library Kognitif - Quiz Cognitive - Quiz	0%	15%	15%
3	UTS : Sketsa desain batik Midterm exam : Batik design sketch Kognitif - UTS Cognitive - Midterm Exam	20%	0%	20%
4	Prototip batik Batik prototype Hasil proyek Team-based Project	30%	0%	30%
5	UAS : Proses bisnis apparel Final exam : Apparel business process Studi Kasus Case Method	0%	20%	20%
TOTAL		50%	50%	100%
Target		50%	50%	100%

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DP184628

Desain Produk Apparel 2

Apparel Design 2

3 credits

Coordinator: Waluyohadi, S.Ds., M.Ds.

Course Form

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Course Type

:

Tidak Ada

Minimum Passing Grade

:

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Course Description

Mata kuliah ini adalah mata kuliah pilihan yang boleh diikuti oleh mahasiswa semester 2 keatas. Berbeda dengan Apparel 1 yang lebih memfokuskan pada kemampuan teknis, di mata kuliah ini mahasiswa diajarkan tentang desain produk apparel dengan menitikberatkan pada proses bisnisnya.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Perkenalan & bahan batik <i>Introduction & batik material</i>	Non SCL		
2	Filosofi dan konsep batik <i>Batik : concept & philosophy</i>	Metode SCL lainnya		
3	Sketsa motif batik <i>Batik pattern sketch</i>	Metode SCL lainnya		
4	Sketsa full motif batik <i>Full batik pattern sketch</i>	Metode SCL lainnya		
5	Pewarnaan motif batik & produksi <i>Batik production & coloring</i>	Team-based project		
6	Analisis persaingan bisnis apparel <i>Competitor analysis of apparel business</i>	Metode SCL lainnya		
7	Brand, core value, & people in fashion <i>Brand, core value, & people in fashion</i>	Metode SCL lainnya		
8	UTS : Sketsa desain batik <i>Midterm exam : Batik design sketch</i>	Case method		
9	Bag design library <i>Bag design library</i>	Metode SCL lainnya		
10	Fashion legends <i>Fashion legends</i>	Metode SCL lainnya		
11	Foto produk <i>Product photography</i>	Metode SCL lainnya		
12	Brand : value, label, fashion show <i>Brand : value, label, fashion show</i>	Non SCL		
13	Kultam : IG, influencer, promotion guide <i>Guest lecturer : IG, influencer, promotion guide</i>	Case method		
14	Go online : Google trend, SEO, copywriting, deskripsi produk marketplace <i>Go online : Google trend, SEO, copywriting, product description on marketplace</i>	Non SCL		
15	Retail : floor plan, display, lipat baju, hanger, keagenan, pricing, HKI <i>Retail : floor plan, display, cloth folding, hanger, distribution channel, pricing, IPR</i>	Non SCL		
16	UAS & pengumpulan tugas prototip batik <i>Final exam & batik prototype submission</i>	Non SCL		

Bahasa Indonesia

English

Choose method ▼

Carstyling 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOID)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Carstyling 2
Course unit code	DP184633
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Arie Kurniawan, S.T., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to develop design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering aesthetic aspects 2. Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions. 3. Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development. 4. Able to read trends and car styling according to the user's persona
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Optional courses that emphasize knowledge/insight about car design trends and styling both now and in the future. Implementation of lectures in the form of concepts that emphasize visual concepts that can be explained well, clearly and systematically.</p> <ol style="list-style-type: none"> 1) Design insights, designers, and design works that are current trends in automobiles 2) Visual theory of automotive design 3) Platform analysis 4) Brand identity in the appearance of automobiles 5) Consumer Behavior, persona, and designer impression 6) Image Board and Semantics analysis 7) 3D Modeling and Rendering 8) Clay Modeling 9) Exhibition and Presentation Techniques

Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bou, Louis, We Are Indie Toys: Make Your Own Resin Characters, 2014 • Budnitz, Paul, I Am Plastic, Too: The Next Generation of Designer Toys, 2010 • Hakim, Primaditya, Development of Designer-toy by Utilizing WoodWaste, 2013
Planned learning activities and teaching methods	Team-based project; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184633

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa konsep yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Optional courses that emphasize knowledge/insight about car design trends and styling both now and in the future. Implementation of lectures in the form of concepts that emphasize visual concepts that can be explained well, clearly and systematically.

LO

CLO

Assessment & Evaluation Plan

Lesson Plan

Learning Outcomes Charged by the Course

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Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184633

Car Styling 2

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah pilihan yang menekankan pengetahuan/ wawasan tentang trend dan gaya desain mobil baik sekarang maupun masa yang akan datang. Implementasi perkuliahan berupa konsep yang menekankan pada konsep visual yang dapat dijelaskan secara baik, jelas dan sistematis.

Optional courses that emphasize knowledge/insight about car design trends and styling both now and in the future. Implementation of lectures in the form of concepts that emphasize visual concepts that can be explained well, clearly and systematically.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 6	LO 7	LO 11	
CLO-1	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangan aspek estetika <i>Able to develop design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering aesthetic aspects</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mempresentasikan desain secara lisan, tulisan, dan multimedia dalam bentuk abstraksi dan visual, secara detail fungsinya. <i>Presenting designs orally, in writing, and multimedia in the form of abstractions and visuals, in detail their functions.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mampu mengaplikasikan teknologi dan peralatan yang berkaitan dengan representasi desain secara multi-dimensional (2D dan 3D), dalam pengembangan desain. <i>Able to apply technology and equipment related to multi-dimensional (2D and 3D) design representation in design development.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Mampu membaca trend dan gaya bentuk kendaraan sesuai dengan persona penggunanya <i>Able to read trends and car styling according to the user's persona</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	50%
Total Weight		50%	25%	25%	100%

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Course Details

DP184633

Car Styling 2

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

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Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Visi dan Misi Project Carstyling 2 Vision & Mission Carstyling 2 Studi Kasus Case Method	10%	0%	0%	0%	10%
2	User Journey maps; Persona; Imageboard User Journey maps; Persona; Imageboard Studi Kasus Case Method	0%	0%	0%	10%	10%
3	Keysketch & Forming Development Keysketch & Forming Development Kognitif - Tugas Cognitive - Assignment	10%	5%	0%	10%	25%
4	Presentasi visual Interior & Eksterior Visual Presentation Interior & Eksterior Hasil proyek Team-based Project	0%	10%	5%	20%	35%
5	Presentasi Detailing Carstyling 2 Detailing Presentation Carstyling 2 Kognitif - UAS Cognitive - Final Exam	0%	5%	5%	10%	20%
TOTAL		20%	20%	10%	50%	100%
Target		20%	20%	10%	50%	100%

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Course Details

DP184633

Car Styling 2

Car Styling 2

3 credits

Coordinator: Arie Kurniawan, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	vision in carstyling <i>vision in carstyling</i>	Case method		
2	Persona Pengguna <i>User Persona</i>	Case method		
3	Pemahaman Pengguna dan Pengalaman Pengguna <i>Understanding User & Experiences</i>	Case method		
4	Misi Carstyling <i>Mision statement in Carstyling</i>	Case method		
5	User Journey Maps <i>User Journey Maps</i>	Metode SCL lainnya		
6	User Journey Maps 2 <i>User Journey Maps 2</i>	Metode SCL lainnya		
7	Product Planning Result <i>Product Planning Result</i>	Case method		
8	Ideasi <i>Ideation</i>	Case method		
9	Teori dan Metode Reka Bentuk pada Carstyling <i>Forming Development Theory</i>	Non SCL		
10	Trend an Metode Reka Bentuk pada Carstyling <i>Trend & Styling Theory</i>	Metode SCL lainnya		
11	Passanger Package & Engineering Package <i>Passanger Package & Engineering Package</i>	Case method		
12	Penentuan Platform <i>Platform Selection</i>	Metode SCL lainnya		
13	Konsep Styling <i>Styling Concept</i>	Case method		
14	Kunci Sketsa dan Pengembangan Bentuk <i>Keysketch & Forming Development workshop</i>	Team-based project		
15	Presentasi visual Exterior & Interior <i>Exterior & Interior visual Presentation</i>	Team-based project		
16	Presentasi visual Exterior & Interior Detail <i>Detailing Exterior & Interior visual Presentation</i>	Team-based project		
<div><div><div>Bahasa Indonesia</div><div>English</div></div><div>Choose method ▼</div><div> </div></div>				

Furniture Design 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Furnitur Design 2
Course unit code	DP184632
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	M.y Alief Samboro, S.T., M.Ds.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to understand, analyze, predict lifestyle, furniture trends, and user needs and can apply them in design 2. Able to describe the need for tools and raw materials as well as the production process of a furniture in detail and structured 3. Able to design a budget for the production of a furniture 4. Able to analyze socio-cultural aspects in designing furniture
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	Knowledge-based courses followed by case studies to get a furniture concept that is in accordance with market demand and needs. The focus in this course is designing furniture by analyzing user needs, making manufacturing schemes, designing costs, to make a furniture concept that is ready to be produced.
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Eri Naharani Ustazah
Dosen S1 Desain Produk

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Course Details

DP184632

Desain Furnitur 2

Furniture Design 2

3 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

Course Type

Minimum Passing Grade

:

:

:

Tidak Ada

C

Course Description

Mata kuliah yang berbasis pengetahuan yang dilanjutkan dengan studi kasus untuk mendapatkan sebuah konsep furnitur yang sesuai dengan permintaan dan kebutuhan pasar. Fokus dalam mata kuliah ini merancang furnitur dengan menganalisa kebutuhan user, pembuatan skema manufaktur, rancangan biaya, sehingga menghasilkan suatu konsep furnitur yang siap diproduksi.

Knowledge-based courses followed by case studies to get a furniture concept that is in accordance with market demand and needs. The focus in this course is designing furniture by analyzing user needs, making manufacturing schemes, designing costs, so as to make a furniture concept that is ready to be produced.

LO

CLO

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input checked="" type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Desain Furnitur 2

Furniture Design 2

3 credits

Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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Knowledge-based courses followed by case studies to get a furniture concept that is in accordance with market demand and needs. The focus in this course is designing furniture by analyzing user needs, making manufacturing schemes, designing costs, so as to make a furniture concept that is ready to be produced.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 11	LO 12	
CLO-1	Mampu memahami, menganalisa, memprediksi gaya hidup, tren furnitur, dan kebutuhan user serta dapat mengaplikasikannya dalam desain <i>Able to understand, analyze, predict lifestyle, furniture trends, and user needs and can apply them in design</i>	<input type="checkbox"/>	<input type="checkbox"/>	35%
CLO-2	Mampu menjabarkan kebutuhan alat dan bahan baku serta proses produksi suatu furnitur secara detail dan terstruktur <i>Able to describe the need for tools and raw materials as well as the production process of a furniture in detail and structured</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	35%
CLO-3	Mampu merancang anggaran biaya produksi suatu furnitur <i>Able to design a budget for the production of a furniture</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mampu menganalisa aspek sosial budaya dalam mendesain furnitur <i>Able to analyze socio-cultural aspects in designing furniture</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
Total Weight		33%	67%	100%

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Course Details

DP184632

Desain Furnitur 2
Furniture Design 2
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Coordinator: M.y Alief Samboro, S.T., M.Ds.

Course Form :
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Minimum Passing Grade : C

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Kebutuhan Market + Eksisting <i>Market Needs + Existing Studi Kasus Case Method</i>	15%	0%	0%	5%	20%
2	Material dan Manufacturing <i>Materials and Manufacturing Hasil proyek Team-based Project</i>	10%	10%	10%	0%	30%
3	Struktur dan Gambar Kerja <i>Structure and Working Drawing Hasil proyek Team-based Project</i>	0%	15%	10%	0%	25%
4	Model Terskala <i>Scaled Model Hasil proyek Team-based Project</i>	5%	10%	0%	0%	15%
5	Pameran dan Presentasi <i>Exhibitions and Presentations Kognitif - UAS Cognitive - Final Exam</i>	5%	0%	0%	5%	10%
TOTAL		35%	35%	20%	10%	100%
Target		35%	35%	20%	10%	100%

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3 credits

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduksi, silabus, kontrak kuliah <i>Introduction, syllabus, lecture contract</i>	Non SCL		
2	Penentuan tema furnitur set (Kursi dan meja) <i>Determination of the theme of furniture sets (chairs and tables)</i>	Team-based project		
3	Survey user untuk menemukan kebutuhan user <i>User survey to find user needs</i>	Case method		
4	Analisa pasar berdasar dari eksisting produk yang ada di pasar <i>Market analysis based on existing products in the market</i>	Case method		
5	Konstruksi dan manufaktur pada furnitur berbahan kayu <i>Construction and manufacturing of wooden furniture</i>	Metode SCL lainnya		
6	Konstruksi dan manufaktur pada furnitur berbahan non-kayu <i>Construction and manufacturing of non-wood furniture</i>	Metode SCL lainnya		
7	Presentasi moodboard dan konsep atas kebutuhan pasar <i>Moodboard presentation and concept on market needs</i>	Team-based project		
8	Detail furnitur terkait asesori, perangkat konstruksi, dan finishing furnitur <i>Furniture details related to accessories, construction equipment, and furniture finishing</i>	Metode SCL lainnya		
9	Pembuatan alternatif desain <i>Making alternative designs</i>	Team-based project		
10	Penetapan final desain <i>Final design determination</i>	Team-based project		
11	Detail final desain terkait dengan material dan potensi manufaktur <i>Final design details related to materials and manufacturing potential</i>	Case method		
12	Skema manufaktur <i>Manufacturing scheme</i>	Metode SCL lainnya		
13	Pembuatan skema manufaktur dalam project <i>Creating a manufacturing scheme in the project</i>	Case method		
14	Gambar kerja detail dengan disertai assembly <i>Detailed working drawings accompanied by assembly</i>	Team-based project		
15	Pembuatan mockup atau studi model <i>Mockup creation or model study</i>	Team-based project		
16	Presentasi dan pameran <i>Presentations and exhibitions</i>	Team-based project		

Bahasa Indonesia

English

Choose method ▼

Jewelry Design 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Jewelry Design 2
Course unit code	DP1846329
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Ari Dwi Krisbianto, S.T., M.Ds.
Learning outcomes of the course unit	<ul style="list-style-type: none"> • Students capable to design jewelry with unique and innovative shape • Students capable to comply arrangement and technical restriction due jewelry form cases • Students capable to operate common program application by jewelry industry • Students know the workflow and production process in industry • Students capable to create jewelry come near to jewelry industry
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This lecture is given so that students have skills from ideation to preparation for the jewelry manufacturing process. Students are able to apply aesthetic principles in the form of jewelry composition in the manufacturing process.</p> <ol style="list-style-type: none"> 1. Jewelry shape ideation 2. Jewelry idea usage in real scale and standard elements and components application 3. Digital modeling and technical simulation 4. Jewelry design application program (Rhinceros, RhinoGold, Matrix etc) 5. Assembling 6. Finishing
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Donohue, N. (2014). The Jewelry Maker's Design Book: An Alchemy of Objects. • Worsley, H. (2014). 100 Ideas that Changed Fashion.

	Lauren King Publishing
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184629

Desain Perhiasan 2

Jewellery Design 2

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

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Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
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<input checked="" type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>



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DP184629

Desain Perhiasan 2

Jewellery Design 2

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

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Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 3	LO 5	LO 7	LO 12	
CLO-1	Mampu membuat alternatif model dengan ideasi melalui sketsa yang memenuhi kaedah estetika perhiasan <i>Able to make alternative models through ideation sketches that meet the aesthetic</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-2	Mampu melakukan pengembangan ide bentuk untuk memperkaya alternatif dan eksplorasi reka bentuk <i>Able to develop ideas to enrich alternatives and design exploration</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mampu memahami dan merencanakan detail bentuk perhiasan secara tiga dimensi <i>Able to understand and plan the details of the form of jewelry in three dimensions</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-4	Mampu menerjemahkan sketsa ide menuju persiapan proses digital dengan memperhatikan kaedah teknis manufaktur perhiasan <i>Able to translate idea sketches into digital process preparation by paying attention to the technical rules of jewelry manufacturing</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-5	Mampu menerapkan prinsip-prinsip estetika dalam bentuk komposisi rupa perhiasan dalam proses manufaktur dengan menggunakan aplikasi digital <i>Able to apply aesthetic principles in the form of jewelry composition in the manufacturing process using digital applications</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-6	Mahasiswa mampu melakukan penyesuaian teknis mengikuti profil bentuk pada saat proses digital <i>Students are able to make technical adjustments following the shape profile during the digital process</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-7	Mampu mengaplikasikan Kemampuan membuat digital 3D menjadi model perhiasan tahap awal <i>Able to apply the ability to make 3D digital into early-stage jewelry models</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-8	Mampu menyajikan karya dan proses pembuatan berdasarkan konsep dan teknik presentasi yang baik <i>Able to present works and manufacturing processes based on good presentation concepts and techniques</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
Total Weight		19%	24%	33%	24%	100%

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	CLO-8	Total Weight
1	Brainstorming sketsa ide <i>Brainstorming ideation sketches</i> Studi Kasus Case Method	10%	0%	0%	0%	0%	0%	0%	0%	10%
2	Pengembangan sketsa ide <i>Idea sketch development</i> Kognitif - Tugas Cognitive - Assignment	0%	10%	0%	0%	0%	0%	0%	0%	10%
3	Vector template 3D <i>Vector template 3D</i> Hasil proyek Team-based Project	0%	0%	10%	0%	0%	0%	0%	0%	10%
4	Sketsa detail perhiasan untuk pemrofilan <i>Detail sketch for 3D profiling</i> Hasil proyek Team-based Project	0%	0%	0%	10%	0%	0%	0%	0%	10%
5	Pemrofilan 3 dimensi <i>3D profiling</i> Hasil proyek Team-based Project	0%	0%	0%	0%	15%	0%	0%	0%	15%
6	Profil 3D akhir <i>Final 3D profil</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	15%	0%	0%	15%
7	Support model perhiasan <i>Jewelry model support</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	0%	10%	0%	10%
8	Booklet portfolio dan Produk Perhiasan <i>portfolio booklet and jewelry product</i> Hasil proyek Team-based Project	0%	0%	0%	0%	0%	0%	0%	20%	20%
TOTAL		10%	10%	10%	10%	15%	15%	10%	20%	100%
Target		10%	10%	10%	10%	15%	15%	10%	20%	100%

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Course Details

DP184629

Desain Perhiasan 2

Jewellery Design 2

3 credits

Coordinator: Ari Dwi Krisbianto, S.T., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

































Course Description

Kuliah ini diberikan agar mahasiswa memiliki ketrampilan reka bentuk perhiasan dari ideasi hingga persiapan menuju proses manufaktur. Mahasiswa mampu menerapkan prinsip-prinsip estetika dalam bentuk komposisi rupa perhiasan dalam proses manufaktur.

This lecture is given so that students have skills from ideation to preparation for the jewelry manufacturing process. Students are able to apply aesthetic principles in the form of jewelry composition in the manufacturing process.

LO CLO Assessment & Evaluation Plan Lesson Plan



Lesson Plan

Weeknum	Course Material	Learning Method	
1	Perkenalan: Mengenal ruang lingkup, tata aturan & rencana pembelajaran Desain Perhiasan 2 <i>Introduction: Getting to know the scope, rules & learning plan of Jewelry Design 2</i>	Case method	 
2	Eksplorasi bentuk <i>Design exploration</i>	Case method	 
3	Pengembangan bentuk <i>Design development</i>	Case method	 
4	Seleksi alternatif perhiasan sesuai logika geometri <i>Selection of jewelry alternatives according to geometric logic</i>	Case method	 
5	Seleksi alternatif perhiasan dan penyesuaian menurut kriteria ergonomi <i>Selection of jewelry alternatives and adjustment according to ergonomic criteria</i>	Case method	 
6	Seleksi alternatif perhiasan dan penyesuaian menurut standar umum perhiasan industri <i>Selection of jewelry alternatives and customization according to general jewelry industry standards</i>	Case method	 
7	Pemasangan dan Penambahan komponen pendukung <i>Assembling and Addition of supporting components</i>	Team-based project	 
8	Merangkai dan menambahkan komponen mekanis sederhana pada perhiasan <i>Assembling and adding simple mechanical parts to jewelry</i>	Team-based project	 
9	Proses dan tahap-tahap pemrosesan sesuai studi kasus bentuk <i>Process and stages of processing according to the case study form</i>	Case method	 
10	Pengolahan bentuk digital <i>Digital modeling processing</i>	Team-based project	 
11	Penyesuaian proses digital <i>Digital process adjustment</i>	Team-based project	 
12	Proses transformasi referensi berat <i>Weight reference transformation process</i>	Case method	 
13	Proses pecah komponen <i>Component splitting process</i>	Case method	 
14	Proses simulasi berat <i>Weight simulation process</i>	Case method	 
15	Proses support <i>Supporting process</i>	Team-based project	 
16	Pembuatan master positif produk perhiasan dalam bentuk 3d print <i>Making positive master jewelry products in 3d print</i>	Team-based project	 

Bahasa Indonesia

English

Choose method ▼

Medical Device 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Medical Device Design 2
Course unit code	DP184631
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 st semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Djoko Kuswanto, S.T., M.Biotech.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Students have insight and product design skills related to the field of medical devices. 2. Students can increase the role and human needs for product design related to medical devices. 3. Students can carry out the basic design process in developing medical devices. 4. Students can carry out rapid prototyping and additive manufacturing processes for specialty medical devices & equipment products 5. Students can conduct research and business opportunities in the field of medical device design.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	This course aims to teach students to know and provide alternative designs on many types of medical devices outside of assistive/adaptive technologies, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.
Recommended or required reading and other learning resources/tools	
Planned learning activities and teaching methods	Team Based Learning
Language of instruction	Indonesia

Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation
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Course Details

DP184631

Desain Alat Kesehatan 2

Medical Design and Engineering 2

3 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

Course Type

Minimum Passing Grade

:

:

: Tidak Ada

: C

Course Description

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan alternatif desain pada berbagai jenis alat kesehatan di luar teknologi bantu/adaptif, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide alternative designs on many types of medical devices outside of assistive/adaptive technologies, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum:

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Ketramampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketramampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input checked="" type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184631

Desain Alat Kesehatan 2
Medical Design and Engineering 2
3 credits
Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan alternatif desain pada berbagai jenis alat kesehatan di luar teknologi bantu/adaptif, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

This course aims to teach students to know and provide alternative designs on many types of medical devices outside of assistive/adaptive technologies, understand and be able to do rapid prototyping & additive manufacturing, and understanding of ethical trials and clinical trials in the design of medical devices.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk **Show**

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 4	LO 9	LO 12	LO 13	
CLO-1	Mahasiswa memiliki wawasan dan keterampilan desain produk terkait bidang alat kesehatan. <i>Students have insight and product design skills related to the field of medical devices.</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mahasiswa mampu meningkatkan peran dan kebutuhan manusia terhadap desain produk yang berkaitan dengan alat kesehatan. <i>Students can increase the role and human needs for product design related to medical devices.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mahasiswa mampu melakukan proses desain dasar dalam pengembangan alat kesehatan. <i>Students can carry out the basic design process in developing medical devices.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30%
CLO-4	Mahasiswa mampu melakukan proses pembuatan prototipe dan aditif yang cepat untuk produk perangkat & peralatan medis khusus. <i>Students can carry out rapid prototyping and additive manufacturing processes for specialty medical devices & equipment products</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	20%
CLO-5	Mahasiswa mampu melakukan penelitian dan peluang bisnis di bidang desain alat kesehatan. <i>Students can conduct research and business opportunities in the field of medical device design.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
Total Weight		33%	33%	17%	17%	100%

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DP184631

Desain Alat Kesehatan 2
Medical Design and Engineering 2
3 credits
Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Keaktifan dan sikap akademik <i>Academic activity and attitude</i> Kognitif - Tugas <i>Cognitive - Assignment</i>	0%	0%	5%	0%	0%	5%
2	Identifikasi Masalah dan Urgensi <i>Identification of Problems and Urgency</i> Studi Kasus <i>Case Method</i>	10%	10%	10%	0%	0%	30%
3	Proses Pengembangan Desain <i>Design Development Process</i> Studi Kasus <i>Case Method</i>	10%	10%	15%	0%	0%	35%
4	Prototip produk <i>Product Prototype</i> Hasil proyek <i>Team-based Project</i>	0%	0%	0%	20%	0%	20%
5	Bisnis Desain Kanvas, Etik dan HKI <i>Canvas Design Business, Ethics and Intel</i> Kognitif - UAS <i>Cognitive - Final Exam</i>	0%	0%	0%	0%	10%	10%
TOTAL		20%	20%	30%	20%	10%	100%
Target		20%	20%	30%	20%	10%	100%

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DP184631

Desain Alat Kesehatan 2

Medical Design and Engineering 2

3 credits

Coordinator: Djoko Kuswanto, S.T., M.Biotech.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah ini bertujuan untuk mengajarkan mahasiswa untuk mengetahui dan memberikan alternatif desain pada berbagai jenis alat kesehatan di luar teknologi bantu/adaptif, memahami dan mampu melakukan rapid prototyping & additive manufacturing, serta pemahaman tentang uji etik dan uji klinis dalam desain alat kesehatan.

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LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pengantar Desain Alat & Peralatan Medis. Introduction to Medical Devices & Equipment Design.	Non SCL		
2	Kuliah tamu (dokter) : Inovasi dan Kebutuhan Peralatan Medis Guest Lecture (Medical Doctor): Innovation and the Need for Medical Equipment	Non SCL		
3	Kuliah tamu (peneliti) : Inovasi dan Kebutuhan Peralatan Medis Guest Lecture (researcher): Innovation and the Need for Medical Equipment	Non SCL		
4	Focus Group Discussion studi medis kasus nyata Focus Group Discussion of real case medical studies	Case method		
5	Focus Group Discussion studi medis kasus nyata Focus Group Discussion of real case medical studies	Case method		
6	Proyek Desain Alat & Peralatan Medis. Medical Devices & Equipment Design Project.	Team-based project		
7	Proyek Desain Alat & Peralatan Medis. Medical Devices & Equipment Design Project.	Team-based project		
8	Proyek Desain Alat & Peralatan Medis. Medical Devices & Equipment Design Project.	Team-based project		
9	Proyek Desain Alat & Peralatan Medis. Medical Devices & Equipment Design Project.	Team-based project		
10	Pengantar Alur Kerja Desain Digital Terintegrasi Introduction to Integrated Digital Design Workflow	Non SCL		
11	Pembuatan Prototipe & Aditif Cepat. Rapid Prototyping & Additive Manufacturing.	Metode SCL lainnya		
12	Pembuatan Prototipe & Aditif Cepat. Rapid Prototyping & Additive Manufacturing.	Metode SCL lainnya		
13	Pembuatan Prototipe & Aditif Cepat. Rapid Prototyping & Additive Manufacturing.	Metode SCL lainnya		
14	Proposal uji coba etis dan uji klinis dalam desain perangkat medis. Ethical trials and clinical trials proposal in the design of medical devices.	Metode SCL lainnya		
15	Bisnis Desain Kanvas, Etik dan HKI Canvas Design Business, Ethics & Intellectual Property Right	Non SCL		
16	Ujian Akhir: Presentasi Karya Desain Final Exam: Design Work Presentation	Metode SCL lainnya		
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>		

Desainer toy 2

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Toy Design 2
Course unit code	DP184630
Type of course unit	Elective
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	3 rd year
Semester/trimester when the course unit is delivered	6 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Primaditya, S.Sn., M.Ds.
Learning outcomes of the course unit	Students will be able to produce their designer toy in limited quantities and present it in a special exhibition.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>This course focuses on the study of producing limited edition tri-matra figurines.</p> <ul style="list-style-type: none"> - Finalization of design in tri-matra presentation images. - Design of accessories/supplements. - Design of parts/components. - Production of the tri-matra model. - Packaging design. - Portfolio Presentation & Exhibition.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Bou, Louis, We Are Indie Toys: Make Your Own Resin Characters, 2014 • Budnitz, Paul, I Am Plastic, Too: The Next Generation of Designer Toys, 2010 • Hakim, Primaditya, Development of Designer-toy by Utilizing WoodWaste, 2013
Planned learning activities and teaching methods	Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Dosen S1 Desain Produk

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Course Details

DP184630

Designer Toy 2

Designer Toy 2

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

Mempelajari bagaimana memproduksi mainan figur tri-matra dalam jumlah terbatas.
Learning how to produce three-dimensional figure based in relatively small batches.

LO

CLO

Assessment & Evaluation Plan

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaldah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input checked="" type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184630

Designer Toy 2

Designer Toy 2

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mempelajari bagaimana memproduksi mainan figur tri-matra dalam jumlah terbatas.

Learning how to produce three-dimensional figure based in relatively small batches.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO					Weight of CLO
		LO 2	LO 3	LO 6	LO 7	LO 12	
CLO-1	Mahasiswa dapat mengembangkan deskripsi konsep menjadi desain visual Students are able to make design visualization	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mahasiswa dapat membuat figure 3D Modeling Students are able to make 3D Modeling	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mahasiswa dapat memprinting desain figur Students are able to printing design figure	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-4	Mahasiswa dapat mencetak figur resin Mahasiswa dapat mencetak figur resin Students are able to casting resin figure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-5	Mahasiswa dapat membuat portofolio desain Students are able to make design portfolio	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-6	Mahasiswa dapat membuat cetakan figur Students are able to make figure mold	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	5%
CLO-7	Mahasiswa dapat melakukan presentasi desain Students are able to make design presentation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-8	Mahasiswa dapat mencat figur resin Students are able to painting resin figure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	5%
Total Weight		13%	13%	13%	25%	38%	100%

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Course Details

DP184630

Designer Toy 2

Designer Toy 2

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mempelajari bagaimana memproduksi mainan figur tri-matra dalam jumlah terbatas.

Learning how to produce three-dimensional figure based in relatively small batches.

LO CLO **Assessment & Evaluation Plan** Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	CLO-7	CLO-8	Total Weight
1	Modeling 3D 3D Modeling Studi Kasus Case Method	10%	20%	0%	0%	0%	0%	0%	0%	30%
2	Cetak 3d 3d Printing Studi Kasus Case Method	0%	0%	20%	0%	0%	0%	0%	0%	20%
3	Cetak Resin Resin Casting Studi Kasus Case Method	0%	0%	0%	10%	0%	5%	0%	5%	20%
4	Porto folio desain Design Portfolio Studi Kasus Case Method	10%	0%	0%	0%	10%	0%	10%	0%	30%
TOTAL		20%	20%	20%	10%	10%	5%	10%	5%	100%
Target		20%	20%	20%	10%	10%	5%	10%	5%	100%

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Course Details

DP184630

Designer Toy 2

Designer Toy 2

3 credits

Coordinator: Primaditya, S.Sn., M.Ds.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C



















Course Description

Mempelajari bagaimana memproduksi mainan figur tri-matra dalam jumlah terbatas.

Learning how to produce three-dimensional figure based in relatively small batches.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Mengembangkan deskripsi konsep menjadi desain visual Design visualization Case method	Metode SCL lainnya	 
3	Membuat figure 3D Modeling 3D Modeling	Case method	 
5	Memprinting desain figur Design figure printing	Case method	 
7	Membuat cetakan figur figure mold making	Case method	 
9	Mencetak figur resin Resin figure casting	Case method	 
11	Pengecatan figur resin Resin figure painting	Case method	 
13	Melakukan presentasi desain Design presentation	Case method	 
15	Membuat portofolio desain Design portfolio making	Case method	 
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method ▼</div>	 

7th SEMESTER

Bachelor of Industrial Design (BOLD)



Product Design 4

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Product Design 4
Course unit code	DP184734
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	7 th semester
Number of ECTS credits allocated	11,2 ECTS Credits
Name of lecturer	Dr. Agus Windharto, DEA
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Product planning- Able to formulate design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering the aesthetic, comfort and safety aspects of users in a product planning 2. Able to determine DR&O, Platforms, technical specifications and concepts in transportation design along with related design analysis and methodologies 3. Able to propose the best solution by evaluating alternative designs, conducting tests and refining solutions to solve design problems based on user, operational, manufacturing, and production efficiency considerations. 4. In-depth design and visualization skills 2 and 3 complemented by other design documents 5. Good visual presentation of transportation design with complete designs in the form of scale models, portfolios, animations and working drawings
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	Product Design 4 - transportation design is a core course that emphasizes knowledge/insight about transportation trends/needs either now or in the future by paying attention to economic/social-cultural and regulatory aspects. The required output targets are concept generation, analysis and synthesis, producing design documents, models or prototypes, presentations and exhibitions of design project results. The scope of transportation products includes personal, public, utility/special modes of transportation based on

	<p>machines or manual (paddle) both land, water and air; interior and exterior scope. (2 or 3 wheel bicycles, 2 or 3 motorbikes, private cars, unit cars, unit boats, public transport vehicles/mass-buses, trains, electric trains, boats, planes, and the equivalent)</p> <ol style="list-style-type: none"> 1) Course contract for design and title proposal. 2) Brainstorming design themes/ideas, including; problems, objectives, targeting, design concept, idea sketches, schedule. 3) Initial data processing; survey data, existing products, previous designs, and competitor products. 4) Brief idea and needs; needs (MSCA, psychographics), ideation (mind map, image board, objective tree). 5) Preliminary design; exploration of idea sketches and alternative designs. 6) Analysis of activities, components, dimensions. 7) Analysis of design results; configuration (engineering package, lopas), ergonomics (posture, vision, accessibility), shape (normative, analogy/character), cross-section, color, technical aspects. 8) Design development; material & structure, joint & mechanism, detail & part design, assembly & sub-assembly, color scheme & brand identity. 9) Design program/criteria. 10) Production cost. 11) Product documentation; shop drawing, 3D model & rendering, final report. 12) Model/prototype.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Clifford Fiore (2003), "Lean strategies for product development", ASQ Quality Press, Milwaukee, Wisconsin. • Leon G. Schiffman, Leslie Lazar Kanuk (2007), "Consumer Behaviour", Ninth Edition, Prentice Hall, Pearson Education, Inc, New Jersey. • Nikolaos Gkikas (2013), "Automotive Ergonomics-Driver Vehicle Interaction", CRC Press, Taylor & Francis Group, 6000 Broken Sound Parkway, NW Suite 300, Boca Raton, London. • Rhenald Kasali (2003), "Membidik Pasar Indonesia; Segmentasi, Targeting dan Positioning", PT. Gramedia Pustaka Utama, Jakarta. • Stuart Macey, Geoff Wardley (2008), "H Point-The Fundamental of Car Design & Packaging", Design Studio Press, Higuera Street, Culver City, California
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184734

Desain Produk 4
Product Design 4
7 credits
Coordinator: Dr. Agus Windharto, DEA

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

MK Desain Produk 4 bertema desain produk transportasi adalah mata kuliah inti yang menekankan pengetahuan/wawasan tentang trend/kebutuhan transportasi baik sekarang atau masa datang dengan memperhatikan aspek ekonomi/sosial-budaya dan regulasi. Target luaran yang disyaratkan adalah pembuatan konsep, analisis dan sintesis, menghasilkan dokumen desain, model atau prototip, presentasi dan pameran hasil proyek desain. Ruang lingkup produk transportasi meliputi moda transportasi personal, publik, utilitas/khusus yang berbasis mesin atau manual (kayuh) baik darat, air dan udara; lingkup interior maupun eksterior. (sepeda roda 2 atau 3, sepeda motor unit 2 atau 3, mobil pribadi, mobil unit, kapal unit, kendaraan transportasi umum/massal-bus, kereta api, kereta listrik, kapal, pesawat, dan seterusnya)

Product Design 4 - transportation design is a core course that emphasizes knowledge/insight about transportation trends/needs either now or in the future by paying attention to economic/social-cultural and regulatory aspects. The required output targets are concept generation, analysis and synthesis, producing design documents, models or prototypes, presentations and exhibitions of design project results. The scope of transportation products includes personal, public, utility/special modes of transportation based on machines or manual (paddle) both land, water and air; interior and exterior scope. (2 or 3 wheel bicycles, 2 or 3 motorbikes, private cars, unit cars, unit boats, public transport vehicles/mass-buses, trains, electric trains, boats, planes, and the equivalent)

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input type="checkbox"/>	6. Keterampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/>	7. Keterampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184734

Desain Produk 4

Product Design 4

7 credits

Coordinator: Dr. Agus Windharto, DEA

Course Form :
Course Type : Tidak Ada
Minimum Passing Grade : C

Course Description

MK Desain Produk 4 bertema desain produk transportasi adalah mata kuliah inti yang menekankan pengetahuan/wawasan tentang trend/kebutuhan transportasi baik sekarang atau masa datang dengan memperhatikan aspek ekonomi/sosial-budaya dan regulasi. Target luaran yang disyaratkan adalah pembuatan konsep, analisis dan sintesis, menghasilkan dokumen desain, model atau prototip, presentasi dan pameran hasil proyek desain. Ruang lingkup produk transportasi meliputi moda transportasi personal, publik, utilitas/khusus yang berbasis mesin atau manual (kayuh) baik darat, air dan udara; lingkup interior maupun eksterior. (sepeda roda 2 atau 3, sepeda motor unit 2 atau 3, mobil pribadi, mobil unit, kapal unit, kendaraan transportasi umum/massal-bus, kereta api, kereta listrik, kapal, pesawat, dan setaranya)

Product Design 4 - transportation design is a core course that emphasizes knowledge/insight about transportation trends/needs either now or in the future by paying attention to economic/social-cultural and regulatory aspects. The required output targets are concept generation, analysis and synthesis, producing design documents, models or prototypes, presentations and exhibitions of design project results. The scope of transportation products includes personal, public, utility/special modes of transportation based on machines or manual (paddle) both land, water and air; interior and exterior scope. (2 or 3 wheel bicycles, 2 or 3 motorbikes, private cars, unit cars, unit boats, public transport vehicles/mass-buses, trains, electric trains, boats, planes, and the equivalent)

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 2	LO 3	LO 5	LO 7	
CLO-1	Product planning- Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk. <i>Product planning- Able to formulate design concepts by identifying the source of the problem, analyzing, and synthesizing needs by considering the aesthetic, comfort and safety aspects of users in a product planning</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-2	Mampu menentukan DR&O, Platform, spesifikasi teknis dan Konsep pada desain transportasi beserta analisis dan metodologi desain terkait <i>Able to determine DR&O, Platforms, technical specifications and concepts in transportation design along with related design analysis and methodologies</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10%
CLO-3	Mampu mengusulkan solusi terbaik dengan mengevaluasi alternatif-desain, melakukan tes dan menyempurnakan solusi untuk menyelesaikan masalah desain berdasarkan pertimbangan user, operasional, manufaktur, dan efisiensi produksi. <i>Able to propose the best solution by evaluating alternative designs, conducting tests and refining solutions to solve design problems based on user, operational, manufacturing, and production efficiency considerations.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	10%
CLO-4	Ketrampilan rekabentuk dan visualisasi 2 dan 3 secara mendalam dilengkapi dokumen desain lainnya <i>In-depth design and visualization skills 2 and 3 complemented by other design documents</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-5	Presentasi visual desain transportasi secara baik dengan kelengkapan desain berupa model berskala, portfolio, animasi dan gambar kerja <i>Good visual presentation of transportation design with complete designs in the form of scale models, portfolios, animations and working drawings</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	60%
Total Weight		11%	22%	44%	22%	100%

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Course Details

DP184734

Desain Produk 4

Product Design 4

7 credits

Coordinator: Dr. Agus Windharto, DEA

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

MK Desain Produk 4 bertema desain produk transportasi adalah mata kuliah inti yang menekankan pengetahuan/wawasan tentang trend/kebutuhan transportasi baik sekarang atau masa datang dengan memperhatikan aspek ekonomi/sosial-budaya dan regulasi. Target luaran yang disyaratkan adalah pembuatan konsep, analisis dan sintesis, menghasilkan dokumen desain, model atau prototip, presentasi dan pameran hasil proyek desain. Ruang lingkup produk transportasi meliputi moda transportasi personal, publik, utilitas/khusus yang berbasis mesin atau manual (kayuh) baik darat, air dan udara; lingkup interior maupun eksterior. (sepeda roda 2 atau 3, sepeda motor unit 2 atau 3, mobil pribadi, mobil unit, kapal unit, kendaraan transportasi umum/massal-bus, kereta api, kereta listrik, kapal, pesawat, dan setaranya)

Product Design 4 - transportation design is a core course that emphasizes knowledge/insight about transportation trends/needs either now or in the future by paying attention to economic/social-cultural and regulatory aspects. The required output targets are concept generation, analysis and synthesis, producing design documents, models or prototypes, presentations and exhibitions of design project results. The scope of transportation products includes personal, public, utility/special modes of transportation based on machines or manual (paddle) both land, water and air; interior and exterior scope. (2 or 3 wheel bicycles, 2 or 3 motorbikes, private cars, unit cars, unit boats, public transport vehicles/mass-buses, trains, electric trains, boats, planes, and the equivalent)

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Product Planning Product Planning Studi Kasus Case Method	5%	0%	0%	0%	0%	5%
2	DR&O DR&O Studi Kasus Case Method	0%	5%	0%	0%	0%	5%
3	Platform Analysis Platform Analysis Hasil proyek Team-based Project	0%	0%	3%	1%	0%	4%
4	Portfolio & Presentasi Desain Portfolio & Presentation Design Hasil proyek Team-based Project	5%	5%	7%	5%	10%	32%
5	Sketsa dan Preliminary Design Sketch dan Preliminary Design Hasil proyek Team-based Project	0%	0%	0%	1%	5%	6%
6	3d visual & Animation 3d visual & Animation Hasil proyek Team-based Project	0%	0%	0%	1%	10%	11%
7	Gambar teknik Technical Drawing Hasil proyek Team-based Project	0%	0%	0%	1%	10%	11%
8	Model Berskala/ 3d model Model Making Hasil proyek Team-based Project	0%	0%	0%	0%	10%	10%
9	Laporan & Evaluasi Desain Design Report & Evaluation Hasil proyek Team-based Project	0%	0%	0%	1%	15%	16%
TOTAL		10%	10%	10%	10%	60%	100%
Target		10%	10%	10%	10%	60%	100%

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Course Details

DP184734

Desain Produk 4

Product Design 4

7 credits

Coordinator: Dr. Agus Windharto, DEA

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C



































Course Description

MK Desain Produk 4 bertema desain produk transportasi adalah mata kuliah inti yang menekankan pengetahuan/wawasan tentang trend/kebutuhan transportasi baik sekarang atau masa datang dengan memperhatikan aspek ekonomi/sosial-budaya dan regulasi. Target luaran yang disyaratkan adalah pembuatan konsep, analisis dan sintesis, menghasilkan dokumen desain, model atau prototip, presentasi dan pameran hasil proyek desain. Ruang lingkup produk transportasi meliputi moda transportasi personal, publik, utilitas/khusus yang berbasis mesin atau manual (kayu) baik darat, air dan udara; lingkup interior maupun eksterior. (sepeda roda 2 atau 3, sepeda motor unit 2 atau 3, mobil pribadi, mobil unit, kendaraan transportasi umum/massal-bus, kereta api, kereta listrik, kapal, pesawat, dan setaranya)

Product Design 4 - transportation design is a core course that emphasizes knowledge/insight about transportation trends/needs either now or in the future by paying attention to economic/social-cultural and regulatory aspects. The required output targets are concept generation, analysis and synthesis, producing design documents, models or prototypes, presentations and exhibitions of design project results. The scope of transportation products includes personal, public, utility/special modes of transportation based on machines or manual (paddle) both land, water and air; interior and exterior scope. (2 or 3 wheel bicycles, 2 or 3 motorbikes, private cars, unit cars, unit boats, public transport vehicles/mass-buses, trains, electric trains, boats, planes, and the equivalent)

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Tema perancangan, Empatized Empatized	Case method	 
2	Product Planning Product Planning	Case method	 
3	User Insight & Activity User Insight & Activity	Case method	 
4	Design Requirements & Objectives Design Requirements & Objectives	Case method	 
5	Technical Aspect analysis Technical Aspect analysis	Case method	 
6	Passanger Package & Engineering Package Passanger Package & Engineering Package	Case method	 
7	Platform Analisis Platform Analisis	Case method	 
8	Platform & Technical Spesification Platform & Technical Spesification	Case method	 
9	Conceptual Design & Ideation Conceptual Design & Ideation	Team-based project	 
10	Preliminary Design Preliminary Design	Team-based project	 
11	Forming Development & Sketch Ideation Forming Development & Sketch Ideation	Team-based project	 
12	Detailing Engineering Design & Analysis Detailing Engineering Design & Analysis	Case method	 
13	Alternative Design Alternative Design	Team-based project	 
14	visualization design & Presentation visualization design & Presentation	Team-based project	 
15	Model Making Model Making	Team-based project	 
16	Dokumen Design & Presentasi Design Documents & Presentation	Team-based project	 
	<div><div>Bahasa Indonesia</div><div>English</div></div>	<div>Choose method</div>	 

Design Research

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk
Bachelor of Industrial Design (BOLD)
2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Research
Course unit code	DP184736
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	7 th semester
Number of ECTS credits allocated	6,4 ECTS Credits
Name of lecturer	Ellya Zulaikha, S.T., M.Sn., Ph.D.
Learning outcomes of the course unit	<p>1) Students will be able to analyze the feasibility of a design project (urgency, complexity, impact) based on scientifically justifiable data, considering aesthetic aspects, user comfort, and safety in accordance with design principles, considering the design context (such as history, lifestyle, local culture).</p> <p>2) Students will be able to create a project design plan or determine the steps to be taken in implementing the final project.</p> <p>3) Students will be able to present data and design research analysis verbally/written according to the standards of academic writing.</p> <p>4) Students will be able to present data and design research analysis visually in a design portfolio, using both print and digital media (multimedia).</p> <p>5) Students will be able to communicate the research process for the feasibility of the design project in the form of an oral presentation.</p>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	The Design Research course is an introductory course to construct the feasibility study for the final project that will be taken in the following semester. In this course, relevant design theories (that have been obtained in the previous semester) are implemented in the preparation of a final project design proposal, including Product Design Scope of Work, Design Thinking, Design Methodology, Design Ethnography, Creativity, Primary

	and Secondary Data Collection Techniques, Business Analysis, User or Customer Analysis, Environmental / Social / Regulatory Analysis, Design Concepts (Design Requirements and Objectives), Construct Preliminary Design, Academic Publications, Design Presentations. In this course, students will be able to apply the principles of design thinking in data collection, apply user-related theories to design projects, such as user experience design, ethnographic design methods, personas, mapping consumer journeys, determining design methods, and formulating design concepts, implement design concepts into design ideas, visualize design ideas using manual and digital media, present design projects through academic writing, posters, and verbal presentations.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Anon, & Villaumbrosia. (2017). The Product Book: How to Become a Great Product Manager. Product School. • Banfield, Eriksson and Walkingshaw (2017). Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams. O'Reilly Media, Inc. • Cagan, Marty. (2017) INSPIRED: How to Create Tech Products Customers Love. Wiley • Kalbach, J. (2016). Mapping experiences: A complete guide to creating value through journeys, blueprints, and diagrams. " O'Reilly Media, Inc." • Nunnally, B., & Farkas, D. (2016). UX Research: Practical Techniques for Designing Better Products. • O'Grady, J. V., & O'Grady, K. V. (2017). A Designer's Research Manual, Updated and Expanded: Succeed in Design by Knowing Your Clients and Understanding what They Really Need. Rockport.
Planned learning activities and teaching methods	Discovery Learning; Case Method
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184736

Riset Desain

Design Research

4 credits

Coordinator: Ellyia Zulaikha, S.T., M.Sn., Ph.D.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade :

C

Course Description

Mata kuliah Riset Desain merupakan mata kuliah pengantar untuk menyusun studi kelayakan untuk tugas akhir yang akan diambil pada semester berikutnya. Pada mata kuliah ini, teori-teori desain yang relevan (yang telah diperoleh pada semester sebelumnya) diimplementasikan dalam penyusunan proposal desain tugas akhir, meliputi Lingkup Karya Desain Produk, Design Thinking, Metodologi Desain, Etnografi Desain, Kreativitas, Primer dan Sekunder Teknik Pengumpulan Data, Analisis Bisnis, Analisis Pengguna atau Pelanggan, Analisis Lingkungan / Sosial / Peraturan, Konsep Desain (Persyaratan dan Tujuan Desain), Membuat Desain Awal, Publikasi Akademik, Presentasi Desain. Pada mata kuliah ini dibimbing agar mahasiswa mampu menerapkan prinsip-prinsip design thinking dalam pengumpulan data, menerapkan teori terkait pengguna untuk merancang proyek, seperti desain pengalaman pengguna, metode desain etnografis, persona, pemetaan perjalanan konsumen, menentukan metode desain, dan merumuskan konsep desain, mampu mengimplementasikan konsep desain ke dalam alternatif desain, memvisualisasikan alternatif desain menggunakan media manual dan digital, mempresentasikan proyek desain melalui tulisan akademik, poster dan presentasi verbal.

The Design Research course is an introductory course to construct the feasibility study for the final project that will be taken in the following semester. In this course, relevant design theories (that have been obtained in the previous semester) are implemented in the preparation of a final project design proposal, including Product Design Scope of Work, Design Thinking, Design Methodology, Design Ethnography, Creativity, Primary and Secondary Data Collection Techniques, Business Analysis, User or Customer Analysis, Environmental / Social / Regulatory Analysis, Design Concepts (Design Requirements and Objectives), Construct Preliminary Design, Academic Publications, Design Presentations. In this course, students will be able to apply the principles of design thinking in data collection, apply user-related theories to design projects, such as user experience design, ethnographic design methods, personas, mapping consumer journeys, determining design methods, and formulating design concepts, implement design concepts into design ideas, visualize design ideas using manual and digital media, present design projects through academic writing, posters, and verbal presentations.

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input checked="" type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.



































Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO								Weight of CLO
		LO 2	LO 3	LO 4	LO 5	LO 6	LO 7	LO 9	LO 14	
CLO-1	Mahasiswa memahami konteks desain melalui pengumpulan data sekunder terkait aspek teknologi, bisnis dan pertimbangan lingkungan yang bertanggung jawab <i>Students understand the design context through secondary data collection related to responsible technology, business and environmental considerations</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-2	Mahasiswa dapat menentukan metode desain yang tepat untuk perumusan konsep desain <i>Students can determine the proper design method for the formulation of a design concept.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-3	Mahasiswa memperdalam konteks desain melalui pengumpulan data primer dengan mengidentifikasi dan menganalisis kebutuhan pengguna dengan bekerjasama dengan berbagai pihak dalam pelaksanaan penelitian desain <i>Students deepen the design context through primary data collection by identifying and analyzing user needs by collaborating with various parties to implement design research.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mampu mengembangkan ide-ide desain inovatif dari hasil penelitian desain <i>Students can develop innovative design ideas by considering the results of design research.</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-5	Mahasiswa mampu mempresentasikan ide desain pada forum ilmiah dan publikasi ilmiah <i>Students can present design ideas in scientific forums and scientific publications.</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
Total Weight		12%	12%	12%	24%	6%	12%	12%	12%	100%

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Kajian Pustaka <i>Literature Review</i> Studi Kasus <i>Case Method</i>	20%	0%	0%	0%	0%	20%
2	Metode Desain <i>Design Method</i> Studi Kasus <i>Case Method</i>	0%	20%	0%	0%	0%	20%
3	Data Primer dan Analisis <i>Data Primer dan Analisis</i> Studi Kasus <i>Case Method</i>	0%	0%	30%	0%	0%	30%
4	Ideasi Solusi Desain <i>Design Ideas</i> Studi Kasus <i>Case Method</i>	0%	0%	0%	10%	0%	10%
5	Kolokium <i>Colloquium</i> Studi Kasus <i>Case Method</i>	0%	0%	0%	0%	20%	20%
TOTAL		20%	20%	30%	10%	20%	100%
Target		20%	20%	20%	20%	20%	100%

Lesson Plan

Weeknum	Course Material	Learning Method	
1	Ruang Lingkup Riset Desain Industri, aspek-aspek inovasi: feasibility, viability dan desirability dan hipotesis terhadap suatu konteks desain <i>The scope of Industrial Design Research, aspects of innovation: feasibility, viability, and desirability, and hypotheses of a design context.</i>	Metode SCL lainnya	 
2	Telusur literatur ilmiah yang relevan dan valid <i>Advanced Information Retrieval Skill to search relevant and valid scientific literature.</i>	Metode SCL lainnya	 
3	Identifikasi konteks desain dan proses desain yang relevan untuk mengerjakan proyek desain <i>Identify the design context and relevant design process for starting on a design project.</i>	Case method	 
4	Analisis perbandingan produk dengan mengidentifikasi nilai / value pada produk kompetitor, menentukan value desain yang akan dikembangkan berdasar analisis perbandingan produk yang sudah ada sebelumnya, sekaligus memprediksi target penggunaannya <i>Create a bench-marking analysis by identifying the value of competitors' products and determine the design value to be developed as well as predict the prospective target user</i>	Case method	 
5	Pengumpulan data primer kepada target pengguna dan/atau ahli di bidang terkait <i>Primary data collection to target users and/or experts in related fields</i>	Case method	 
6	Memahami target pengguna melalui Pemetaan Pengalaman Pengguna/Pelanggan dan Peta Empati <i>Understanding users by making a User/Customer Journey Map and Empathy Map</i>	Case method	 
7	Mengelompokkan dan membuat prioritas kebutuhan pengguna dengan Affinity Diagram, serta membuat Design Requirement and Objectives (DR&O) <i>Grouping and prioritizing user needs using Affinity Diagramming, then developing a Design Requirement and Objectives (DR&O)</i>	Case method	 
8	Presentasi Kemajuan Proyek Desain <i>Design Project - Progress Presentation</i>	Metode SCL lainnya	 
9	Pengembangan alternatif desain /ide inovatif dengan visualisasi manual atau digital <i>Development of Innovative Design Ideas by Manual or Digital Visualization</i>	Case method	 
10	Seleksi desain berdasar kebaruan ide dan relevansi dengan kebutuhan pengguna <i>Design selection based on novelty and relevance to user needs</i>	Case method	 
11	Pengujian ide desain kepada calon pengguna <i>Testing design ideas to potential users</i>	Case method	 
12	Komunikasi desain dalam media digital <i>Design Communication in digital media</i>	Metode SCL lainnya	 
13	Persiapan Publikasi Ilmiah: Jenis publikasi ilmiah, Aspek publikasi ilmiah, Sistem referensi, Plagiarisme, dan Menulis Abstrak <i>Academic Publication Preparation: Types of scientific publications, Aspects of scientific publications, Reference system, Plagiarism and Writing an Abstract</i>	Metode SCL lainnya	 
14	Penulisan latar belakang, tinjauan pustaka, metode, pembahasan, kesimpulan dan referensi pada jurnal ilmiah <i>Writing background, literature review, methods, discussions, conclusions and references in scientific journals</i>	Metode SCL lainnya	 
15	Persiapan Presentasi : alur, penekanan, visualisasi, intonasi, gaya bahasa, manajemen waktu <i>Presentation Preparation: flow, emphasis, visualization, intonation, style, time management</i>	Metode SCL lainnya	 
16	Presentasi Kolokium <i>Colloquium 1</i>	Metode SCL lainnya	 
	<div>Bahasa Indonesia</div> <div>English</div>	Choose method ▼	 

Technopreneur

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Technopreneur
Course unit code	UG 4915
Type of course unit (compulsory, optional)	Compulsory
Level of course unit (according to EQF: first cycle Bachelor, second cycle Master)	First Cycle Bachelor
Year of study when the course unit is delivered (if applicable)	4 th year
Semester/trimester when the course unit is delivered	7 th
Number of ECTS credits allocated	3,2
Name of lecturer(s)	Muchammad Nurif, SE. MT.
Learning outcomes of the course unit	<ol style="list-style-type: none"> 1. Able to adapt to the situation at hand and survive in uncertain conditions. 2. Able to adapt to uncertain situations by calculating feasibility analysis. 3. Able to innovate and be creative to produce market-oriented technology-based business/product designs (prototypes) by utilizing science and technology. 4. Able to recognize and formulate marketing models and formulate the needs of HR aspects through a marketing strategy approach based on its stages which are realized in simulations to build a sense of team responsibility that prioritizes business ethics. 5. Able to compile financial plans and formulate the needs of operating aspects can be applied in business proposals. 6. Able to compile an attractive business plan proposal and be able to persuade investors.
Mode of delivery (face-to-face, distance learning)	Face-to-Face
Prerequisites and co-requisites (if applicable)	-
Course content	<ol style="list-style-type: none"> 1. Introduction to Technopreneur and Business 2. Recognizing Opportunities and Creating Business Ideas 3. Business Feasibility 4. Developing an effective Business Model 5. Systematics of Business Plan Writing 6. Marketing Management 7. Operations and HR Management

	Financial Management
Recommended or required reading and other learning resources/tools	<ol style="list-style-type: none"> 1. Barringer, B. R., & Ireland, R. D. (2010). Entrepreneurship: Successfully launching new ventures. Upper Saddle River, N.J: Prentice Hall. 2. International Labor Organization, Generate Your Business Idea 3. International Labor Organization, Memulai Bisnis 4. Osterwalder, A., Pigneur, Y., & Clark, T. (2010). Business model generation: A handbook for visionaries, game changers, and challengers. Hoboken, NJ: Wiley. 5. William, B. K., Sawyer, S. C., Berston, S., (2013). Business: A Practical Introduction. Upper Saddle River, N.J: Prentice Hall 6. Kotler, Philips (2002). Majemen Pemasaran. Erlangga (translated edition)
Planned learning activities and teaching methods	Problem-Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

UG184915

Teknopreneur

Technopreneurship

2 credits

Coordinator: Muchammad Nurif, S.E., M.T.

Course Form :

Course Type : Mata Kuliah Bersama

Minimum Passing Grade : C

Course Description

Belum ada deskripsi.

No description yet.

LO

CLO

Assessment & Evaluation Plan

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Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
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<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
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<input type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
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<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
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<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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ADVANCING HUMANITY

Gedung Desain Produk ITS Jl. Despro No.1 Kampus ITS Sukolilo Surabaya. 60111
Hotline Call official : +62315931147 email : despro@its.ac.id

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Course Details

UG184915

Teknopreneur

Technopreneurship

2 credits

Coordinator: Muchammad Nurif, S.E., M.T.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

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Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO	Weight of CLO
CLO-1	Mampu beradaptasi dengan situasi yang tidak pasti dengan menyebutkan dan merumuskan macam dan ragam bisnis yang bertahan dalam terkini sesuai tren sebagai peluang usaha baru. ---		20%
CLO-2	Mampu berinovasi dan berkreasi untuk menghasilkan rancangan bisnis berbasis teknologi yang berorientasi pasar dengan memanfaatkan IPTEKS melalui model bisnis ---		20%
CLO-3	Mampu mengenali dan merumuskan model pemasaran melalui pendekatan strategi pemasaran berdasarkan tahap-tahapnya yang diwujudkan dalam simulasi untuk dalam membangun rasa tanggung jawab tim yang mengedepankan etika bisnis. ---		20%
CLO-4	Mampu mengenali dan merumuskan aspek operasi dan mampu menyusun rencana keuangan dan melakukan perhitungan yang tepat dalam mengembangkan rencana bisnis yang dapat aplikasikan dalam proposal bisnis. ---		10%
CLO-5	Mampu menyusun proposal business plan yang menarik dan mampu mempersuasi pihak investor ---		30%
Total Weight			100%

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Course Details

UG184915

Teknopreneur

Technopreneurship

2 credits

Coordinator: Muchammad Nurif, S.E., M.T.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Belum ada deskripsi.

No description yet.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Keaktifan di kelas & tugas individu --- Kognitif - Tugas <i>Cognitive - Assignment</i>	15%	0%	0%	0%	0%	15%
2	Tugas 1: Menciptakan Ide Bisnis --- Hasil proyek <i>Team-based Project</i>	25%	0%	0%	0%	0%	25%
3	Tugas 2: Business Model, Rencana Pemasar --- Hasil proyek <i>Team-based Project</i>	30%	0%	0%	0%	0%	30%
4	Tugas 3: Business Plan <i>Assignment 3: Business Plan</i> Hasil proyek <i>Team-based Project</i>	30%	0%	0%	0%	0%	30%
TOTAL		100%	0%	0%	0%	0%	100%
Target		20%	20%	20%	10%	30%	100%

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Course Details

UG184915

Technopreneur

Technopreneurship

2 credits

Coordinator: Muchammad Nurif, S.E., M.T.

Course Form

:

Course Type

: Mata Kuliah Bersama

Minimum Passing Grade

: C

Course Description

Belum ada deskripsi.

No description yet.

[LO](#) [CLO](#) [Assessment & Evaluation Plan](#) [Lesson Plan](#)

Lesson Plan

Weeknum	Course Material	Learning Method
1	Pengantar Technopreneur dan Bisnis ? Mampu menjelaskan prinsip Technopreneur dan perannya. ? Mampu mengidentifikasi dan menjelaskan karakteristik successful Technopreneur ? Mampu menjelaskan proses menjadi seorang Technopreneur. ? Mampu menjelaskan peranan Technopreneurship dalam masyarakat ---	Team-based project
2	Mengenal Peluang dan Menciptakan Ide Bisnis ? Mampu menjelaskan pentingnya memulai usaha baru ? Mampu mengidentifikasi karakteristik personal yang diperlukan untuk mengidentifikasi peluang bisnis ? Memahami langkah-langkah kreatif dalam mengidentifikasi peluang bisnis ---	Team-based project
3	Kelayakan Bisnis ? Mampu menjelaskan pentingnya analisis kelayakan ide bisnis ? Mampu menjelaskan dan mengaplikasikan concept statement dan market feasibility. ? Mampu mengevaluasi kelayakan ide bisnis ---	Team-based project
4	PRESENTASI TUGAS 1 ---	Case method
5	PRESENTASI TUGAS 1 ---	Case method
6	Mengembangkan Business Model yang efektif ? Mampu menjelaskan inovasi model bisnis ? Mampu menyusun dan merancang Business Model Canvas berdasarkan ide bisnis yang telah diusulkan. ? Mampu mengevaluasi model bisnis ---	Team-based project
7	Mengembangkan Business Model yang efektif ? Mampu menjelaskan inovasi model bisnis ? Mampu menyusun dan merancang Business Model Canvas berdasarkan ide bisnis yang telah diusulkan. ? Mampu mengevaluasi model bisnis ---	Team-based project
8	Manajemen Pemasaran • Mampu memahami aspek pasar secara keseluruhan • Memahami aspek pemasaran dan strategi pemasaran • Memahami konsep 4P Place, Product, Price Promotion • Mampu mengaplikasikan rencana pemasaran pada ide usaha ---	Team-based project
9	PRESENTASI TUGAS 2 ---	Case method
10	PRESENTASI TUGAS 2 ---	Case method
11	Sistematika Penulisan Business Plan ? Mampu menjelaskan tujuan dari business plan ? Mampu menulis business plan secara sistematis dan efektif ---	Team-based project
12	Manajemen Operasional dan SDM ? Mampu menjelaskan proses bisnis dari ide bisnis yang dirancang. ? Mampu memahami bagaimana cara membuat struktur organisasi dan menyusun manajemen organisasi yang baik. ---	Team-based project
13	Manajemen Keuangan ? Mampu memahami fungsi aspek keuangan dari pembuatan business plan ? Mampu menghitung break even point ? Mampu menghitung kebutuhan modal kerja ---	Team-based project
14	PAMERAN PRODUK TECHNOPRENEUR dikelas masing masing ---	Case method
15	PRESENTASI TUGAS 3 ---	Case method
16	PRESENTASI TUGAS 3 ---	Case method

Internship

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOID)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Internship
Course unit code	DP184735
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	7 th semester
Number of ECTS credits allocated	8 ECTS Credits
Name of lecturer	Bambang Tristiyono, S.T., M.Si.
Learning outcomes of the course unit	1) Students will understand the work procedures, starting from the job application process to presenting their work. 2) Students will be able to apply their knowledge in the workplace effectively. 3) Students will be knowledgeable about and capable of applying professional work standards.
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	Introduction to employment and professions so that students are able to apply their knowledge and applications to real conditions in the real work environment, both in the pre- and post-design phases. 1) Workplace conditions and situations 2) Company profiles 3) Design jobs 4) Recommendations
Recommended or required reading and other learning resources/tools	Panduan Kerja Praktek, Jurusan Desain Produk Industri FTSP ITS, 2009
Planned learning activities and teaching methods	Project Based Learning; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Internship Report

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Course Details

DP184735

Kerja Praktek

On Job Training

5 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Pengenalan lapangan kerja dan profesi agar mahasiswa mampu menerapkan ilmu dan aplikasinya dengan kondisi riil di lingkungan kerja sesungguhnya, baik dalam fase sebelum – ketika atau sesudah proses desain dikerjakan.

Introduction to employment and professions so that students are able to apply their knowledge and applications to real conditions in the real work environment, both in the pre- and post-design phases.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input checked="" type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input checked="" type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input checked="" type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184735

Kerja Praktek

On Job Training

5 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Pengenalan lapangan kerja dan profesi agar mahasiswa mampu menerapkan ilmu dan aplikasinya dengan kondisi riil di lingkungan kerja sesungguhnya, baik dalam fase sebelum - ketika atau sesudah proses desain dikerjakan.

Introduction to employment and professions so that students are able to apply their knowledge and applications to real conditions in the real work environment, both in the pre- and post-design phases.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk Show

Code	Description of CLO	Mapping of CLO to LO					Weight of CLO
		LO 4	LO 5	LO 6	LO 7	LO 9	
CLO-1	Mahasiswa memahami prosedur kerja, mulai proses melamar hingga mempresentasikan pekerjaan <i>Students understand work procedures, from the application process to presenting jobs</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
CLO-2	Mahasiswa mampu menerapkan ilmu yang dimiliki pada dunia kerja dengan baik <i>Students are able to apply their knowledge in the world of work well</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	30%
CLO-3	Mahasiswa mengetahui dan mampu menerapkan profesionalisme kerja <i>Students know and are able to apply work professionalism</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	30%
CLO-4	Mahasiswa mampu membuat laporan kerja praktek dengan benar <i>Students are able to make practical work reports correctly</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20%
Total Weight		30%	10%	40%	10%	10%	100%

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DP184735

Kerja Praktek

On Job Training

5 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Pengenalan lapangan kerja dan profesi agar mahasiswa mampu menerapkan ilmu dan aplikasinya dengan kondisi riil di lingkungan kerja sesungguhnya, baik dalam fase sebelum - ketika atau sesudah proses desain dikerjakan.

Introduction to employment and professions so that students are able to apply their knowledge and applications to real conditions in the real work environment, both in the pre- and post-design phases.

LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	Membuat laporan kerja praktek <i>Make practical work reports</i> <i>laporan</i> Hasil proyek Team-based Project	0%	0%	0%	20%	20%
2	Tugas 1: prosedur kerja, mulai proses me <i>Task 1: work procedures, starting from t</i> Kognitif - Tugas Cognitive - Assignment	20%	0%	0%	0%	20%
3	Tugas 2: Menerapkan ilmu yang dimiliki p <i>Task 2: Applying knowledge in the world</i> Hasil proyek Team-based Project	0%	30%	0%	0%	30%
4	Tugas 3: Menerapkan profesionalisme kerj <i>Task 3: Apply work professionalism</i> <i>[comp</i> Hasil proyek Team-based Project	0%	0%	30%	0%	30%
TOTAL		20%	30%	30%	20%	100%
Target		20%	30%	30%	20%	100%

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DP184735

Kerja Praktek

On Job Training

5 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Pengenalan lapangan kerja dan profesi agar mahasiswa mampu menerapkan ilmu dan aplikasinya dengan kondisi riil di lingkungan kerja sesungguhnya, baik dalam fase sebelum - ketika atau sesudah proses desain dikerjakan.

Introduction to employment and professions so that students are able to apply their knowledge and applications to real conditions in the real work environment, both in the pre- and post-design phases.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pendahuluan, kontrak kuliah <i>Introduction, college contract</i>	Non SCL	📄	🗑
2	Prosedure kerja praktek <i>Practical work procedures</i>	Non SCL	📄	🗑
3	Administrasi dan verifikasi <i>Administration and verification</i>	Metode SCL lainnya	📄	🗑
4	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
5	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
6	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
7	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
8	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
9	Monitoring dan evaluasi <i>Monitoring and evaluation</i>	Metode SCL lainnya	📄	🗑
10	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
11	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
12	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
13	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
14	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
15	Kerja Mandiri <i>Independent Work</i>	Team-based project	📄	🗑
16	Monitoring dan evaluasi <i>Monitoring and evaluation</i>	Metode SCL lainnya	📄	🗑

Bahasa Indonesia

English

Choose method



8th SEMESTER

Bachelor of Industrial Design (BOLD)



Design Management

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Design Management
Course unit code	DP184837
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	8 th semester
Number of ECTS credits allocated	4,8 ECTS Credits
Name of lecturer	Bambang Tristiyono, S.T., M.Si.
Learning outcomes of the course unit	<p>1) Internalizing the spirit of independence, financial literacy, and entrepreneurship.</p> <p>2) Applying logical, critical, systematic, and innovative thinking in the development or implementation of knowledge and technology, considering and applying relevant humanistic values in their field of expertise.</p> <p>3) Communicating design concepts and specifications, including the ability to present designs orally, in writing, and through multimedia, in abstract and detailed functional forms.</p> <p>4) Applying technology and equipment related to multi-dimensional design representation (2D and 3D) in design development.</p>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>Knowledge-based courses, followed by product design business studies (case studies) and ending with an exercise in making product design business model proposals. The focus of this course is a discussion of the importance of management for a product design-based business, including the planning, production and marketing stages and being able to define market needs and wants into profitable business opportunities.</p> <p>1) Essential aspects of products and management.</p> <p>2) Design process.</p> <p>3) Product life cycle.</p> <p>4) Product strategy and brand strategy.</p>

	5) Product launching. 6) Business model/business plan. 7) Intellectual Property Rights (HAKI) in industrial design.
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Debbie Millman (2011), Brand Thinking and Other Noble Pursuits, Allworth Press, New York, 2011 • Grieves, Michael (2005). Product Lifecycle Management: Driving the Next Generation of Lean Thinking. McGraw-Hill. ISBN 978-0-07-145230-4. • Haris Munandar (2009), Mengenal HAKI (Hak Kekayaan Intelektual), Airlangga, ISBN; 9789790331952. • Karnie, Arie; Reich, Yoram (2011). Managing the Dynamic of New Product Development Processes. A new Product Lifecycle Management Paradigm. Springer. hlm. 13. ISBN 978-0-85729-569-9. Diakses 25 February 2012. • Kathryn Best (2006), Design Management-Managing Design Strategy, Process and Implementation, AVA Publishing SA, Lausanne.
Planned learning activities and teaching methods	Case Method; Team Based Learning
Language of instruction	Indonesia
Assessment methods and criteria	Assignment, Project, Midterm Evaluation and Final Evaluation

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Course Details

DP184837

Manajemen Desain

Design Management

3 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata kuliah yang berbasis pengetahuan yang dilanjutkan dengan kajian-kajian bisnis desain produk (case study) dan diakhiri dengan latihan pembuatan usulan bisnis model desain produk. Fokus dari mata kuliah ini adalah bahasan tentang arti penting manajemen untuk berbisnis berbasis desain produk, mencakup tahap perencanaan, produksi dan pemasarannya serta mampu mendefinisikan kebutuhan dan keinginan pasar menjadi peluang bisnis yang menguntungkan.

Knowledge-based courses, followed by product design business studies (case studies) and ending with an exercise in making product design business model proposals. The focus of this course is a discussion of the importance of management for a product design-based business, including the planning, production and marketing stages and being able to define market needs and wants into profitable business opportunities.

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk **Show**

No.	Description
<input type="checkbox"/> 1.	Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input type="checkbox"/> 2.	Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input type="checkbox"/> 3.	Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input type="checkbox"/> 4.	Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/> 5.	Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/> 6.	Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/> 7.	Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/> 8.	Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/> 9.	Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/> 10.	Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/> 11.	Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/> 12.	Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input checked="" type="checkbox"/> 13.	Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input checked="" type="checkbox"/> 14.	Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184837

Manajemen Desain

Design Management

3 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

:

Tidak Ada

Minimum Passing Grade

:

C

Course Description

Mata kuliah yang berbasis pengetahuan yang dilanjutkan dengan kajian-kajian bisnis desain produk (case study) dan diakhiri dengan latihan pembuatan usulan bisnis model desain produk. Fokus dari mata kuliah ini adalah bahasan tentang arti penting manajemen untuk berbisnis berbasis desain produk, mencakup tahap perencanaan, produksi dan pemasarannya serta mampu mendefinisikan kebutuhan dan keinginan pasar menjadi peluang bisnis yang menguntungkan.

Knowledge-based courses, followed by product design business studies (case studies) and ending with an exercise in making product design business model proposals. The focus of this course is a discussion of the importance of management for a product design-based business, including the planning, production and marketing stages and being able to define market needs and wants into profitable business opportunities.

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu Klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk ▼ Show

Code	Description of CLO	Mapping of CLO to LO			Weight of CLO
		LO 6	LO 13	LO 14	
CLO-1	Mampu memahami aspek penting produk dan manajemen <i>Able to understand important aspects of product and management</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	10%
CLO-2	Mampu memahami dan menganalisis product life cycle <i>Able to understand and analyze product life cycle</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-3	Mampu memahami dan menganalisis product strategy dan brand strategy. <i>Able to understand and analyze product strategy and brand strategy.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-4	Mampu memahami riset konsumen <i>Able to understand consumer research</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-5	Mampu memahami dan membuat bisnis model canvas <i>Able to understand and create a business model canvas</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	15%
CLO-6	Mampu memahami dan membuat dokumen tentang HKI; desain industri dan paten <i>Able to understand and create documents about IPR; Industrial design and patent</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
Total Weight		33%	33%	33%	100%

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Course Details

DP184837

Manajemen Desain

Design Management

3 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form :

Course Type : Tidak Ada

Minimum Passing Grade : C

Course Description

Mata kuliah yang berbasis pengetahuan yang dilanjutkan dengan kajian-kajian bisnis desain produk (case study) dan diakhiri dengan latihan pembuatan usulan bisnis model desain produk. Fokus dari mata kuliah ini adalah bahasan tentang arti penting manajemen untuk berbisnis berbasis desain produk, mencakup tahap perencanaan, produksi dan pemasarannya serta mampu mendefinisikan kebutuhan dan keinginan pasar menjadi peluang bisnis yang menguntungkan.

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LO CLO **Assessment & Evaluation Plan** Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Total Weight
1	soft skills soft skills Studi Kasus Case Method	5%	10%	10%	0%	0%	0%	25%
2	Ujian Tulis Writing Exam Kognitif - UTS Cognitive - Midterm Exam	5%	5%	5%	0%	0%	0%	15%
3	Tugas Riset Konsumen Consumer Research Tasks Studi Kasus Case Method	0%	0%	0%	15%	15%	0%	30%
4	Tugas HKI IPR tasks Studi Kasus Case Method	0%	0%	0%	0%	0%	30%	30%
TOTAL		10%	15%	15%	15%	15%	30%	100%
Target		10%	15%	15%	15%	15%	30%	100%

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DP184837

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3 credits

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Knowledge-based courses, followed by product design business studies (case studies) and ending with an exercise in making product design business model proposals. The focus of this course is a discussion of the importance of management for a product design-based business, including the planning, production and marketing stages and being able to define market needs and wants into profitable business opportunities.

LO CLO Assessment & Evaluation Plan Lesson Plan

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Introduction, silabus, kontrak kuliah Introduction, syllabus, lecture contract	Non SCL		
2	Arti produk & Manajemen Produk Product Meaning & Product Management	Non SCL		
3	Strategi Produk, Siklus Hidup Produk Product Strategy, Product Life Cycle	Metode SCL lainnya		
4	Pricing, Brand & Brand Strategy Pricing, Brand & Brand Strategy	Metode SCL lainnya		
5	Product Launching Product Launching	Non SCL		
6	Riset Konsumen Consumer Research	Non SCL		
7	Metode Kuisisioner Questionnaire Method	Team-based project		
8	Ujian Tulis Writing Exam	Non SCL		
9	Pembuatan kuisisioner Questionnaire creation	Team-based project		
10	Penyebaran kuisisioner Questionnaire distribution	Team-based project		
11	Pengolahan dan rekapitulasi kuisisioner Processing and recapitulation of questionnaires	Team-based project		
12	Artikel Riset Konsumen dan Canvas Model Consumer Research Articles and Model Canvas	Team-based project		
13	Penjelasan HKI IPR explanation	Non SCL		
14	Dokumen Desain Industri Industrial Design Documents	Case method		
15	Dokumen Paten Patent Document	Case method		
16	Evaluasi dokumen HKI IPR document evaluation	Non SCL		

Bahasa Indonesia

English

Choose method ▼

Final Project

DESCRIPTION OF COURSE UNIT

Program Studi Sarjana (S1) Desain Produk

Bachelor of Industrial Design (BOLD)

2018-2023



Description of Course Unit
according to the ECTS User's Guide 2015

Course unit title	Final Assignment
Course unit code	DP184838
Type of course unit	Compulsory
Level of course unit	First cycle Bachelor
Year of study when the course unit is delivered	4 th year
Semester/trimester when the course unit is delivered	8 th semester
Number of ECTS credits allocated	12,8 ECTS Credits
Name of lecturer	Bambang Tristiyono, S.T., M.Si.
Learning outcomes of the course unit	<p>1) Execute a design project based on the planning steps tested in the Design Proposal course.</p> <p>2) Document each step of the design implementation in detail and neatly, being able to academically justify the design work.</p> <p>3) Present design research data and analysis verbally/written according to academic writing standards.</p> <p>4) Present design research data and analysis visually in a design portfolio, using both print and digital media (multimedia).</p> <p>5) Communicate the research process in the final project design through oral presentations.</p>
Mode of delivery	face-to-face
Prerequisites and co-requisites	-
Course content	<p>The Final Project Course is a studio course which is a continuation of the design project from the feasibility study that has been carried out in the Design Proposal Course. In this course, students carry out their design tasks independently under the supervision of a supervisor. The relevant design theories (which have been obtained in the previous semester) are implemented in the final project project design task</p> <p>1) Design Process 2) Conceptualization</p>

	3) Emerging Technologies 4) Design in Context 5) Design and Sustainability 6) Problem Solving with Design 7) Design Thinking 8) Design Factors 9) Design Objectives 10) Design Research 11) Verbal Communication: Oral and Academic Writing 12) Visual Communication: Perspective, Sketch, Drawing, Rendering, CAD, and Professional Portfolio Creation 13) Human Factors 14) Material, Production, Prototyping & Model Making 15) Manufacturing Planning 16) Leadership and Project Management 17) Collaboration with Other Disciplines 18) Marketing 19) Intellectual Property Rights (IPR) 20) Business Planning & Resourcing
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> • Anon, & Villaumbrosia. (2017). The Product Book: How to Become a Great Product Manager. Product School. • Banfield, Eriksson and Walkingshaw (2017). Product Leadership: How Top Product Managers Launch Awesome Products and Build Successful Teams. O'Reilly Media, Inc. • Blessing, L. T., & Chakrabarti, A. (2009). DRM, a design research methodology. Springer Science & Business Media. • Cagan, Marty. (2017) INSPIRED: How to Create Tech Products Customers Love. Wiley • Cohen, A. (2015). Prototype to Product: A Practical Guide for Getting to Market. O'Reilly Media, Inc.. • Cooper, R. G. (2011). Winning at new products: Creating value through innovation. Basic Books (AZ). • Dorst, K., & Cross, N. (2001). Creativity in the design process: coevolution of problem–solution. Design studies, 22(5), 425-437. • Greenberg, S., Carpendale, S., Marquardt, N., & Buxton, B. (2011). Sketching user experiences: The workbook. Elsevier. • Kalbach, J. (2016). Mapping experiences: A complete guide to creating value through journeys, blueprints, and diagrams. " O'Reilly Media, Inc." • Koskinen, I., Zimmerman, J., Binder, T., Redstrom, J., & Wensveen, S. (2011). Design research through practice: From the lab, field, and showroom. Elsevier. • Laurel, B. (2003). Design research: Methods and perspectives. MIT press. • Marczyk, G., DeMatteo, D., & Festinger, D. (2005). Essentials of research design and methodology. John Wiley & Sons Inc. • Milton, A., & Rodgers, P. (2013). Research methods

	<p>for product design. Laurence King Publishing.</p> <ul style="list-style-type: none"> • Muratovski, G. (2015). Research for designers: A guide to methods and practice. Sage. • Nunnally, B., & Farkas, D. (2016). UX Research: Practical Techniques for Designing Better Products. • O'Grady, J. V., & O'Grady, K. V. (2017). A Designer's Research Manual, Updated and Expanded: Succeed in Design by Knowing Your Clients and Understanding what They Really Need. Rockport. • Radjou, N., & Prabhu, J. (2015). Frugal Innovation: How to do more with less. The Economist. • Urban, G. L., & Hauser, J. R. (1980). Design and marketing of new products. Prentice hall. • Ward, D. (2014). FIRE: How Fast, Inexpensive, Restrained, and Elegant Methods Ignite Innovation. Harper Collins.
Planned learning activities and teaching methods	Discovery Learning
Language of instruction	Indonesia
Assessment methods and criteria	Final project report

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Course Details

DP184838

Tugas Akhir

Final Project

8 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata Kuliah Tugas Akhir merupakan mata kuliah studio yang merupakan kelanjutan proyek desain dari studi kelayakan yang sudah dilakukan di Mata Kuliah Proposal Desain. Pada mata kuliah ini mahasiswa melaksanakan tugas perancangannya secara mandiri di bawah supervisi dosen pembimbing. Teori-teori desain yang relevan (yang telah diperoleh pada semester sebelumnya) diimplementasikan dalam tugas perancangan proyek tugas akhir

The Final Project Course is a studio course which is a continuation of the design project from the feasibility study that has been carried out in the Design Proposal Course. In this course, students carry out their design tasks independently under the supervision of a supervisor. The relevant design theories (which have been obtained in the previous semester) are implemented in the final project project design task

LO CLO Assessment & Evaluation Plan Lesson Plan

Learning Outcomes Charged by the Course

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

No.	Description
<input type="checkbox"/>	1. Mampu menyusun konsep desain dengan mengidentifikasi sumber masalah, menganalisis, dan mensintesis kebutuhan dengan mempertimbangkan aspek estetika, kenyamanan dan keselamatan pengguna pada suatu produk <i>Able to develop design concepts by identifying problem sources, analyzing, and synthesizing needs by considering aesthetic, comfort and user safety aspects of a product</i>
<input checked="" type="checkbox"/>	2. Mampu merancang sistem produk dan benda produk berdasarkan penguasaan metoda desain, cara produksi dan sistem distribusi, untuk menghasilkan produk yang dapat dipertanggungjawabkan terhadap kaidah desain, dampak pada lingkungan hidup, dan isu-isu sosial budaya <i>Able to design product systems and product objects based on mastery of design methods, production methods and distribution systems, to produce products that can be accounted for by design principles, impacts on the environment, and socio-cultural issues</i>
<input checked="" type="checkbox"/>	3. Mampu membuat model untuk menyelesaikan masalah desain yang kompleks secara kreatif berdasarkan prinsip-prinsip desain dan rekayasa, dengan mempertimbangkan faktor ekonomi, keamanan, keselamatan, dan kelestarian lingkungan <i>Able to create models to solve complex design problems creatively based on design and engineering principles, taking into account economic, security, safety, and environmental sustainability factors</i>
<input checked="" type="checkbox"/>	4. Melakukan kolaborasi dalam bidang kerja yang multi disiplin dengan memanfaatkan pengetahuan dan kemampuan desainnya <i>Collaborating in multi-disciplinary work areas by utilizing design knowledge and skills</i>
<input type="checkbox"/>	5. Memahami konsep teoretis desain: 1. fungsi, 2. estetika, 3. ekonomi, 4. sosial dan, 5. teknologi secara umum <i>Understand the theoretical concepts of design: 1. function, 2. aesthetics, 3. economy, 4. social and, 5. technology in general</i>
<input checked="" type="checkbox"/>	6. Ketrampilan presentasi lisan, tulisan dan multimedia dan teknologi presentasi secara umum <i>Oral, written and multimedia presentation skills and general presentation technology</i>
<input type="checkbox"/>	7. Ketrampilan rekabentuk dan visualisasi 2 dan 3 matra secara mendalam <i>Design skills, 2 and 3 dimension visualization in depth</i>
<input type="checkbox"/>	8. Prinsip dan metodologi desain secara mendalam <i>Design principles and methodologies</i>
<input type="checkbox"/>	9. Konsep user centered design secara mendalam <i>The concept of user centered design in depth</i>
<input type="checkbox"/>	10. Sejarah dan perkembangan desain produk secara mendalam <i>The history and development of product design in depth</i>
<input type="checkbox"/>	11. Wawasan budaya dan perkembangan tren secara mendalam <i>Insight into culture and trend developments in depth</i>
<input type="checkbox"/>	12. Prinsip dan isu terkini dalam teknologi manufaktur secara umum <i>Current principles and issues in manufacturing technology in general</i>
<input type="checkbox"/>	13. Bisnis dan pemasaran, kewirausahaan, kode etik dan HAKI (Hak atas Kekayaan Intelektual) secara umum <i>Business and marketing, entrepreneurship, code of ethics and IPR (Intellectual Property Rights) in general</i>
<input type="checkbox"/>	14. Konsep dan prinsip pelestarian lingkungan secara umum <i>Environmental conservation concepts and principles in general</i>

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Course Details

DP184838

Tugas Akhir

Final Project

8 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

:

Course Type

: Tidak Ada

Minimum Passing Grade

: C

Course Description

Mata Kuliah Tugas Akhir merupakan mata kuliah studio yang merupakan kelanjutan proyek desain dari studi kelayakan yang sudah dilakukan di Mata Kuliah Proposal Desain. Pada mata kuliah ini mahasiswa melaksanakan tugas perancangannya secara mandiri di bawah supervisi dosen pembimbing. Teori-teori desain yang relevan (yang telah diperoleh pada semester sebelumnya) diimplementasikan dalam tugas perancangan proyek tugas akhir

The Final Project Course is a studio course which is a continuation of the design project from the feasibility study that has been carried out in the Design Proposal Course. In this course, students carry out their design tasks independently under the supervision of a supervisor. The relevant design theories (which have been obtained in the previous semester) are implemented in the final project project design task

LO CLO Assessment & Evaluation Plan Lesson Plan

Course Learning Outcomes

Mohon untuk mengecek kurikulum yang lain juga pada pilihan di bawah ini (lalu klik **Tampilkan**). Kemudian mohon pastikan centang CPL telah sesuai dengan yang dibutuhkan oleh CPMK.

Curriculum: Kurikulum 2018 S-1 Desain Produk

Show

Code	Description of CLO	Mapping of CLO to LO				Weight of CLO
		LO 2	LO 3	LO 4	LO 6	
CLO-1	Mahasiswa mampu mengeksekusi suatu proyek desain berdasarkan langkah-langkah perencanaan pelaksanaan perancangan yang telah diuji sebelumnya pada mata kuliah Proposal Desain. <i>Students are able to execute a design project based on the planning implementation steps that have been tested previously in the Design Proposal course.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	30%
CLO-2	Mahasiswa mampu mendokumentasikan dengan detil dan rapi setiap langkah pelaksanaan tugas perancangan serta dapat mempertanggungjawabkan karya desain secara akademik. <i>Students are able to document in detail and neatly every step of the implementation of the design task and can be responsible for the design work academically.</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-3	Mahasiswa mampu menyajikan data serta analisis penelitian desain secara verbal/tertulis sesuai dengan kaidah penulisan karya ilmiah <i>Students are able to present data and design research analysis verbally/written in accordance with the rules of scientific writing</i>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mampu menyajikan data serta analisis penelitian desain secara visual dalam suatu portofolio desain baik menggunakan media cetak maupun digital (menggunakan multimedia) <i>Students are able to present data and analysis of design research visually in a design portfolio using both print and digital media (using multimedia)</i>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
CLO-5	Mahasiswa mampu mengkomunikasikan proses penelitian dalam perancangan tugas akhir dalam bentuk presentasi lisan <i>Students are able to communicate the research process in designing the final project in the form of an oral presentation</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	15%
Total Weight		33%	11%	11%	44%	100%

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DP184838

Tugas Akhir

Final Project

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Course Form

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LO CLO Assessment & Evaluation Plan Lesson Plan

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	Total Weight
1	Eksekusi konsep desain <i>Design concept execution</i> Studi Kasus Case Method	35%	0%	0%	0%	0%	35%
2	Penyajian portofolio dan dokumen <i>Portfolio and document presentation</i> Studi Kasus Case Method	0%	15%	0%	15%	0%	30%
3	Laporan Tugas Akhir <i>Final report</i> Kognitif - Tugas Cognitive - Assignment	0%	5%	10%	0%	5%	20%
4	Komunikasi dan Presentasi Sidang <i>Session Communication and Presentation</i> Kognitif - Tugas Cognitive - Assignment	0%	0%	0%	0%	15%	15%
TOTAL		35%	20%	10%	15%	20%	100%
Target		30%	20%	20%	15%	15%	100%

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Course Details

DP184838

Tugas Akhir

Final Project

8 credits

Coordinator: Bambang Tristiyono, S.T., M.Si.

Course Form

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Course Type

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Minimum Passing Grade

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LO CLO Assessment & Evaluation Plan [Lesson Plan](#)

Lesson Plan

Weeknum	Course Material	Learning Method		
1	Pendahuluan, kontrak kuliah Introduction, college contract	Non SCL		
2	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
3	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
4	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
5	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
6	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
7	Asistensi Kemajuan Progress Assistant	Metode SCL lainnya		
8	Evaluasi dan monitoring Evaluation and monitoring	Metode SCL lainnya		
9	Kolokium 2 Colloquium 2	Metode SCL lainnya		
10	Kolokium 2 Colloquium 2	Metode SCL lainnya		
11	Kolokium 2 Colloquium 2	Metode SCL lainnya		
12	Kolokium 2 Colloquium 2	Metode SCL lainnya		
13	Kolokium 2 Colloquium 2	Metode SCL lainnya		
14	Kolokium 2 Colloquium 2	Metode SCL lainnya		
15	Kolokium 2 Colloquium 2	Metode SCL lainnya		
16	Kolokium 2 Colloquium 2	Metode SCL lainnya		
18	Pameran BFA Tugas Akhir Final Project BFA Exhibition	Metode SCL lainnya		
19	Kolokium 3 Colloquium 3	Metode SCL lainnya		
20	Kolokium 4 Colloquium 4	Metode SCL lainnya		
<div><div><div>Bahasa Indonesia</div><div>English</div></div><div>Choose method ▼</div><div> </div></div>				