

# 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 <sup>rd</sup> year
Semester/trimester when the course unit is delivered	5 <sup>th</sup> 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"> <li>• Design Character Research: <ul style="list-style-type: none"> <li>- Designer toy identification.</li> <li>- Character merchandising</li> </ul> </li> <li>• Design Character Research: <ul style="list-style-type: none"> <li>- Character Design Visualization.</li> <li>- Character Design Presentation.</li> <li>- Character Design Portfolio.</li> </ul> </li> </ul>
Recommended or required reading and other learning resources/tools	<ul style="list-style-type: none"> <li>• Budnitz, Paul, I am plastic: the designer toy explosion, Abrams - 2006</li> <li>• Hakim, Primaditya, Development of Designer-toy by Utilizing WoodWaste, 2013</li> <li>• Phoenix, W, Plastic culture: how Japanese toys conquered the world, 2006</li> </ul>
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

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. 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 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 &amp; 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 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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LO CLO Assessment & Evaluation Plan Lesson Plan

## Assessment &amp; 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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LO CLO Assessment &amp; 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>Bahasa Indonesia</div> <div>English</div>	<div>Choose method</div>	📄	✕