



Module Handbook

Printing and Graphic

Technology



## LAMPIRAN

Description No. Mampu menunjukkan sikap dan karakter yang mencerminkan ketakwaan kepada Tuhan YME, berbudi pekerti luhur, peka dan peduli terhadap masalah sosial dan lingkungan, menghargai perbedaan budaya dan kemajemukan, menjunjung tinggi penegakan hukum, mendahulukan kepentingan bangsa dan masyarakat luas, melalui inovasi, kreatifitas, dan potensi lain yang dimiliki. Capable of exemplifying attitudes and virtues indicative of a profound commitment to the divine, possessing noble character, demonstrating sensitivity to and concern for social and environmental issues, exhibiting respect for cultural diversity and pluralism, upholding the principles of law enforcement, and prioritizing the welfare of the nation and broader community. This is achieved through the application of innovation, creativity, and leveraging the inherent potential possessed by oneself and others. Mampu mengkaji dan memanfaatkan ilmu pengetahuan dan teknologi dalam rangka mengaplikasikannya pada bidang keahlian desain komunikasi visual, serta mampu mengambil keputusan secara tepat dari hasil kerja sendiri maupun kerja kelompok melalui pemikiran logis, kritis, sistematis dan inovatif. Proficient in the examination and application of scientific and technological principles for the enhancement of expertise in visual communication design. Capable of rendering judicious decisions based on individual and collaborative endeavors, employing logical, critical, systematic, and innovative thinking to interpret and utilize outcomes effectively. Mampu mengelola pembelajaran diri sendiri, dan mengembangkan diri sebagai pribadi pembelajar sepanjang hayat untuk bersaing ditingkat nasional, maupun internasional, dalam rangka berkontribusi nyata untuk menyelesaikan masalah dengan memperhatikan prinsip keberlanjutan. Competent in self-directed learning management and committed to personal development as a lifelong learner, with the aim of remaining competitive at both national and international echelons. This pursuit is geared toward making substantive contributions to problem-solving endeavors, underscored by a dedicated adherence to sustainability principles.

<u> </u>	Mampu mengkaji dan mengaplikasikan teori dan prinsip desain komunikasi visual Proficient in the examination and application of theories and principles within the realm of visual communication design.
5.	Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi  Competent in the exploration and application of knowledge about communication media.
6.	Mampu mengkaji dan mengaplikasikan ilmu sosial budaya yang terkait dengan desain komunikasi visual Proficient in the examination and application of socio-cultural knowledge relevant to the field of visual communication design.
7.	Mampu mengkaji dan mengaplikasikan ilmu dan keterampilan menggambar, membuat sketsa, dan membuat prototipe Competent in the examination and application of knowledge and skills in drawing, sketching, and prototyping.
8.	Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking  Proficient in the exploration and application of creativity and design thinking.
9.	Mampu mengkaji dan mengaplikasikan ilmu manajemen dan komunikasi marketing dalam bidang desain komunikasi visual  Competent in the examination and application of management and marketing communication knowledge within the domain of visual communication design.
10.	Mampu mengkaji dan mengaplikasikan ilmu riset desain untuk menghasilkan karya desain komunikasi visual yang komprehensif  Proficient in the exploration and application of design research knowledge to generate comprehensive visual communication design projects.
11.	Mampu mengkaji dan mengaplikasikan teknologi dan inovasi dalam desain komunikasi visual Competent in the examination and application of technology and innovation within the context of visual communication design.

Code	Description of CLO	М	apping o	Waiaht af CLO		
Code	Description of CLO	LO 2	LO 3	LO 6	LO 8	Weight of CLO
CLO-1	Mahasiswa mengetahui sejarah perkembangan teknologi cetak dan ragam jenis teknologi grafika (konvensional s.d digital)  Students know the history of the development of printing technology and various types of graphic technology (conventional to digital)	•				15%
CLO-2	Mahasiswa memahami prinsip dasar, teknik dan metode cetak Students understand the basic principles, techniques and methods of printing					15%
CLO-3	Mahasiswa memahami proses dan alur produksi cetak (printing workflow)  Students understand the print production process and flow (printing workflow)					20%

CLO-4	Mahasiswa memahami prinsip manajemen warna untuk produksi cetak Students understand the principles of color management for print production					15%
CLO-5	Mahasiswa memahami ragam material dan finishing cetak Students understand the variety of materials and print finishing					15%
CLO-6	Mahasiswa mampu membuat Final Art Work contoh karya desain komunikasi visual untuk produksi cetak. Students are able to make Final Art Work examples of visual communication design works for print production.					20%
	Total Weight	14%	57%	14%	14%	100%

								Total
lo.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	CLO-5	CLO-6	Weight
	Evaluasi Tugas 1 Task Evaluation 1 Kognitif - Tugas   Cognitive - Assignment	5%	5%	10%	0%	0%	0%	20%
	Evaluasi Tengah Semester Mid-Semester Evaluation Studi Kasus   Case Method	10%	10%	10%	0%	0%	0%	30%
l	Evaluasi Tugas 2 Evaluasi Tugas 2 Kognitif - Tugas   Cognitive - Assignment	0%	0%	0%	5%	5%	10%	20%
	Evaluasi Akhir Semester End of Semester Evaluation Hasil proyek   Team-based Project	0%	0%	0%	10%	10%	10%	30%
	TOTAL	15%	15%	20%	15%	15%	20%	100%

## RPS

Name of Study Program	Visual Communication Design
Course Name	Printing and Graphic Technology
Code	DV184503
Semester	5
credits	3 / 4,8 ECTS
Lecturer	Sayatman

Study Materials	- I - I - I	CologyGraphics; History Development Technology Graphics (conventional – digital) Principle base print And method print Variety technical technique _ technology print in industry graphics Printing Process and Printing Workflow Color Management for Pre Press Final Art Work				
Program Learning	P.2	general concept of design history and culture and its meaning;				
Outcome (PLO)	P.5	concepts, principles, methods and techniques of color application, composition (nirmana), design processes, photography and computer graphics;				
	P.6	methods and techniques drawing and graphics ( technique printing );				
	P.7	knowledge factual raw material designl;				
	P.9	knowledge factual about types and regulations broadcasting, journalism and Information and Transactions Electronics, developments technology cutting edge in the field design visual communication; And				
	KK.	capable communicate alternative prototype solution design visual communication _ independent or group in verbal , graphic , written and communicative forms with manual and digital techniques based on choice rule constant communication ; _ And				
	KK. 5	capable pioneering business independent in the sector visual communication				
COURSE LEARNING	M1	Student capable know history development and variety technology print				
OUTCOME (CLO)	M2	Student capable understand principle base print and method print				
	M3	Student capable understand the process and flow production print				
	M4	Student capable understand various materials and printing finishes				
	M5	Student capable understand concepts and principles production color print				
	M6	Student capable produce sample artwork work design visual communication				

Week	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learning Methods	Estimated Time	Student Learning Experienc e	Criteria and Indicator Evaluation	Wei ght [%]
1,2	Student know	Introduction:	Face to face	TM=150*2	Discussio	Activeness	
	history	MK's Scope of Work	Structured	BT	n,	in	
	development	Graphic technology	Learning	=150*2		Discussion	
	technology	History of Printing	Self-Study	BM=180*2	Question	Ability to	
	print And	Technology			and	answer	15%
	variety type	Developments in Print			answer,	questions	13%
	technology	Technology			Quiz	regarding	
	graphics (	Printing Technique				the history	
	conventional	Types technology				of the	
	digital	print conventional -				developme	

	elementary	digital				nt of	
	school)					various types of printing technology Quiz	
3,4,5,6,7	Student understand principle base print And method And use technology print in industry graphics	Printing Technology: - Screen Printing - Offset Printing - Flexography - Rotogravure - Digital printing	Face to face Structured Learning Self-Study	TM=150*5 BT =150*5 BM=180* 5	Presentati on Question and answer,	Presentatio n  Students are able to answer questions about various types of printing	20%
8.9,	Student understand the process and channel production print / printing workflow	Printing Process & Workflow: - Prepress - Press - Post Press	Face to face Structured Learning Self-Study	TM=150*2 BT =150*2 BM=180*	Lectures, Discussio ns, Visit to Industry	Create a resume/gra phics industry visit assignment	15%
10,11	Student understand various materials and printing finishes	Printing Material & Finishing: - Embossing/ - Debossing - Foil Stamping - UV Varnish - Dye Cutting - Bindings	Face to face Structured Learning Self-Study	TM=150*2 BT =150*2 BM=180* 2	Lectures, Discussio ns, Question and answer	Students are able to show examples of various printing materials and types of printing finishing in question	10%
12,13	Student understand draft And principle use color For production print	Color Management: - ConceptColor - Basic principles Color - Communication Color - Principle of Color Sparation	Face to face Structured Learning Self-Study	TM=150*2 BT =150*2 BM=180*	Lectures, Discussio ns, Question and answer	Students are able to show the color separation process	10%
14,15	Student capable make Art Work example work design printed visual communicatio n And Presentation	Final Art Work - image, - color, - typography PortfolioDesign - Dummies Presentation / Report	Face to face Structured Learning Self-Study	TM = 150*3 BT = 150*3 BM = 180*3	Discussio	Students are able to show Final Artwork and dummy print samples Report	30%

## **REFERENCES**

- 1. Edward Denison, Roger Fawcett-Tang, Jessica Glaser, Carolyn Kanight, Loewy, and Scott Witham: Print Formats and Finishes: The Designer's Illustrated Guide to Brochures, Catalogs, Bags, Labels, Packaging, and Promotion. Roto Vision 2010.
- Rob Sheppard, Hannah Doyle: New Epson Complete Guide to Digital Printing. Piqsiq Sterling Publishing Co. Inc. 2011.
- 3. Heller, Jules. Print Making Today, York University, 1972

- Dameria, Anne. Designer's Guide in Production Print, Link & Match
   Dameria, Anne. Color management, Link & Match
   Dameria, Anne. Digital Workflow in Industry iGraffika, Link & Match
- 7. Dameria, Anne. Designer Handbook in Production Print and Digital Printing