



Module Handbook Comic



Bachelor of Visual Communication Design Program
Faculty of Creative Design and Digital Business
Institut Teknologi Sepuluh Nopember

Lampiran

No.	Description
<input type="checkbox"/>	<p>1. 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.</p> <p><i>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.</i></p>
<input type="checkbox"/>	<p>2. 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.</p> <p><i>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.</i></p>
<input checked="" type="checkbox"/>	<p>3. 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.</p> <p><i>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.</i></p>

- | | |
|--------------------------|---|
| <input type="checkbox"/> | 4. Mampu mengkaji dan mengaplikasikan teori dan prinsip desain komunikasi visual
<i>Proficient in the examination and application of theories and principles within the realm of visual communication design.</i> |
| <input type="checkbox"/> | 5. Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi
<i>Competent in the exploration and application of knowledge about communication media.</i> |
| <input type="checkbox"/> | 6. Mampu mengkaji dan mengaplikasikan ilmu sosial budaya yang terkait dengan desain komunikasi visual
<i>Proficient in the examination and application of socio-cultural knowledge relevant to the field of visual communication design.</i> |
| <input type="checkbox"/> | 7. Mampu mengkaji dan mengaplikasikan ilmu dan keterampilan menggambar, membuat sketsa, dan membuat prototipe
<i>Competent in the examination and application of knowledge and skills in drawing, sketching, and prototyping.</i> |
| <input type="checkbox"/> | 8. Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking
<i>Proficient in the exploration and application of creativity and design thinking.</i> |
| <input type="checkbox"/> | 9. Mampu mengkaji dan mengaplikasikan ilmu manajemen dan komunikasi marketing dalam bidang desain komunikasi visual
<i>Competent in the examination and application of management and marketing communication knowledge within the domain of visual communication design.</i> |
| <input type="checkbox"/> | 10. Mampu mengkaji dan mengaplikasikan ilmu riset desain untuk menghasilkan karya desain komunikasi visual yang komprehensif
<i>Proficient in the exploration and application of design research knowledge to generate comprehensive visual communication design projects.</i> |
| <input type="checkbox"/> | 11. Mampu mengkaji dan mengaplikasikan teknologi dan inovasi dalam desain komunikasi visual
<i>Competent in the examination and application of technology and innovation within the context of visual communication design.</i> |

LO 3

CLO-1	Mahasiswa mampu mengenal struktur dan unsur di dalam komik <i>Students are able to recognize the structure and elements in comics</i>	<input checked="" type="checkbox"/>	20%
CLO-2	Mahasiswa mampu memahami konsep komunikasi dalam bahasa komik <i>Students are able to understand the concept of communication in comic language</i>	<input checked="" type="checkbox"/>	20%
CLO-3	Mahasiswa mampu memahami aplikasi komik kedalam berbagai karakter media <i>Students are able to understand the application of comics into various media characters</i>	<input checked="" type="checkbox"/>	20%
CLO-4	Mahasiswa mampu merancang konsep komik berdasarkan sebuah studi kasus <i>Students are able to design comic concepts based on a case study</i>	<input checked="" type="checkbox"/>	20%
CLO-5	Mahasiswa mampu menghasilkan karya komik yang memenuhi kriteria dan kaidah desain <i>Students are able to produce comic works that meet the criteria and design rules</i>	<input checked="" type="checkbox"/>	20%
Total Weight		100%	100%

rps

Name of Study Program	Visual Communication Design
Course Name	Comic
Code	DV184509
Semester	5
credits	3 / 4,8 ECTS
Lecturer	Rabendra Yudhistira

Study Materials	Comic language and applications Comic in various media	
Program Learning Outcome (PLO)	P. 1	draft theoretical about design (<i>Design Theory</i>) in a way general and at least one draft theorists design visual communication (<i>Ecological Theory, Constructivism, Semiotics, Gestalt Theory, Cognitive Theory, or Huxley - lester Model</i>) deep ;
	P.5	concepts , principles , methods , and techniques application color , composition (nirmana) , design process , photography , and computers graphics ;
	P.6	drawing and graphic methods and techniques (printing techniques);
	P.8	draft general , principles , and techniques communication effective ;
	P.9	factual knowledge about the types and regulations of broadcasting, journalism and Electronic Information and Transactions, the latest technological developments in the field of visual communication design
	KK. 1	capable make work design printed and digital visual communications that have mark add and aesthetic For overcome problem identity , communication masses , and competition faced by stakeholders interest with No give rise to anxiety society and disturbing sustainability environment ;
	KK. 4	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 Outcome (CLO)	M1	Able to understand the various languages used in comic media
	M2	Able to compose a complete story according to the specified <i>genre</i>
	M3	Able to design a <i>storyboard</i> from a story script
	M4	Student capable designing A Comic Strip with specific themes and genres
	M5	Able to design an educational themed comic
	M6	Able to design serial comics as part of the branding and promotion strategy for a product or service
	M7	Student capable designing A comic as part from Advertisement Community Service .

Wee k	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learnin g Method s	Estima ted Time	Student Learnin g Experie nce	Criteria and Indicator Evaluation	Weig ht [%]
1-2	Able to understand the various languages used in comic media	Comics as a communication medium, structure and elements in comics	Face to face Assistan ce Self- Study	TM = 192 BT = 480 BM = 288	- Studyi ng - Discus sion - Assig nment	Students are able to explain the elements in a comic in relation to it as a communication medium	5%

3-4	Able to compose a complete story according to the specified <i>genre</i>	Story or <i>Storyline</i> , <i>data collecting</i> method , <i>genre</i> in comics	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to gather ideas from around them through observation and review of existing literature	5%
5-6	Able to design a <i>storyboard</i> from a story script	Comic language (<i>storyboard</i> , paneling, layout, phase)	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to adapt text language (script) into image language in the form of <i>storyboards</i> and comics	10%
7-8	Student capable designing A Comic Strip with specific themes and genres .	Comic strip / one shot, punchline	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Students are able to design A Color comic strip in A4 format (portrait or landscape)	20%
9-11	Able to design an educational themed comic	Draft comic education , target audience , categorization of sub-discussions / teaching materials	Face to face Assistance Self-Study	TM = 288 BT = 720 BM = 432	- Studying - Discussion - Assignment	Students are able to design science visualizations in comic form, sourced from educational curriculum-based subject matter at school.	20%
12-14	Able to design serial comics as part of the branding and promotion strategy for a product or service	Draft branding comics , comics series , genre and target market, <i>punchline</i> , broadcast strategy	Face to face Assistance Self-Study	TM = 288 BT = 720 BM = 432	- Studying - Discussion - Assignment	Students are able to design visualizations of branding and promotion of a product or service in comic form. The concept is adapted to the marketing strategy of a selected case study.	20%
15-16	Student capable designing A comic as part from Advertisement Community Service .	Communication strategy, CSR advertising, comic series	Face to face Assistance Self-Study	TM = 192 BT = 480 BM = 288	- Studying - Discussion - Assignment	Designing A Color comic strip in A3 format (portrait or landscape)	20%

REFERENCES

1. Bonneff, Marcel, 1998. *Indonesian Comics* . Scholastic. Jakarta
2. Hart, John. 2008, *The Art of Storyboards*, Elsevier Publishers. United Kingdom
3. McCloud, Scott, 1994, *Understanding Comics : The Invisible Art*. William Morrow Paperbacks
4. Masdiono , Toni, 2000, *14 Kicks Make Comics* . Creative Media. Jakarta
5. Wooley, Charles. 1986. *Wooley's History of The Comic Book*. Charles Wooley (privately published)