



Module Handbook

Basics Design 2



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

Lampiran

<input checked="" 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. <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. <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. <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"/>	<p>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></p>
<input type="checkbox"/>	<p>5. Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi <i>Competent in the exploration and application of knowledge about communication media.</i></p>
<input type="checkbox"/>	<p>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></p>
<input type="checkbox"/>	<p>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></p>
<input type="checkbox"/>	<p>8. Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking <i>Proficient in the exploration and application of creativity and design thinking.</i></p>
<input type="checkbox"/>	<p>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></p>
<input type="checkbox"/>	<p>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></p>
<input type="checkbox"/>	<p>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></p>

Kode	Deskripsi CPMK	Pemetaan CPMK ke CPL		Bobot CPMK
		CPL 1	CPL 3	
CPMK-1	Mahasiswa mampu menguasai prinsip-prinsip mendesain dalam membuat sebuah karya desain yang bersifat 3D <i>Mahasiswa mampu menguasai prinsip-prinsip mendesain dalam membuat sebuah karya desain yang bersifat 3D</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CPMK-2	Mahasiswa mampu mengenal karakteristik sifat dan material yang digunakan dalam membuat karya-karya desain yang bersifat 3D <i>Mahasiswa mampu mengenal karakteristik sifat dan material yang digunakan dalam membuat karya-karya desain yang bersifat 3D</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CPMK-3	Mahasiswa mampu mengeksplorasi berbagai macam bentuk 3D dengan berbagai macam teknik <i>Mahasiswa mampu mengeksplorasi berbagai macam bentuk 3D dengan berbagai macam teknik</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
CPMK-4	Mahasiswa mampu menampilkan nilai-nilai estetika ke bentuk 3D dengan menggunakan unsur-unsur, keseimbangan, kesatuan, komposisi, ritme dan irama <i>Mahasiswa mampu menampilkan nilai-nilai estetika ke bentuk 3D dengan menggunakan unsur-unsur, keseimbangan, kesatuan, komposisi, ritme dan irama</i>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	25%
Total Bobot		50%	50%	100%

Rencana Asesmen & Evaluasi

No.	Rencana Evaluasi	CPMK-1	CPMK-2	CPMK-3	CPMK-4	Total Bobot
1	Tugas 1 : Repetisi bentuk <i>Task 1: Repetition of shapes</i> Studi Kasus <i>Case Method</i>	5%	5%	5%	5%	20%
2	Tugas 2: gerak dan keseimbangan struktur <i>Task 2: movement and structural balance</i> Kognitif - Tugas <i>Cognitive - Assignment</i>	5%	5%	5%	5%	20%
3	Tugas 3: bentuk Organik <i>Task 3: Organic shape</i> Kognitif - Tugas <i>Cognitive - Assignment</i>	5%	5%	5%	5%	20%
4	Exploration Shape <i>Exploration Shape</i> Kognitif - UTS <i>Cognitive - Midterm Exam</i>	5%	5%	5%	5%	20%
5	Tugas 5 : Rhtym Design <i>Task 5: Rhythm Design</i> Kognitif - UAS <i>Cognitive - Final Exam</i>	5%	5%	5%	5%	20%
TOTAL		25%	25%	25%	25%	100%
Target		25%	25%	25%	25%	100%

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Name of Study Program	Visual Communication Design
Name of Course	Basic Design 2
Code	DV
Semester	1
Credit	5 / 8 ECTS
Head of Lecturer	R. Eka Rizkiantono. S.Sn, M.Ds

Study Materials		
Program Learning Outcome (PLO)	P.1	The course will explore foundational concepts within the field of design theory and delve into a comprehensive analysis of one specific theoretical framework in visual communication design. The selected theoretical framework may include, but is not limited to, <i>Ecological Theory, Constructivism, Semiotics, Gestalt Theory, Cognitive Theory, or the Huxley-Lester Model.</i> "
	P.5	Concepts, principles, methods and techniques of color application, composition (nirmana), design processes, photography and computer graphics;
	P. 6	Drawing and graphic methods and techniques (printing techniques);
	KK. 4	Capable of independently or collaboratively presenting alternative prototypes of visual communication design solutions through verbal, graphical, written, and communicative models, employing both manual and digital techniques, adhering to established communication guidelines.
Course Learning Outcome (CLO)	M 1	Students are able to master the principles of design in creating a 3D design work
	M 2	Students are able to recognize the characteristics and materials used in creating 3D design works
	M3	Students are able to explore various 3D shapes with various techniques Students are able to display aesthetic values in 3D form using elements, balance, unity, composition, rhythm and rhyme

Week-	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learning Method	Estimated Duration	Student Learning Experience	Assessment Criteria and Indicators	Assessment weight [%]
1-3	Students have knowledge and understand design principles to apply to the creation of 3D works Students are able to recognize the properties and characteristics of paper	A Basic Introduction to 3D Design Paper Exploration	Face to face Assistance Independent learning	TM = 128 BT = 320 BM = 192	Seminar Class Discussion Assignment	Students are able to adapt knowledge and design principles Students are able to recognize the characteristics of paper material	20%

	materials and explore shapes using techniques, cutting, slicing, folding, bending and are able to inspire aesthetic values into 3D works using elements; Balance, harmony, repetition, and space					Able to explore various forms of objects using the medium of paper Assignment I: Nirmana Paper	
4-6	Able to recognize and master the characteristics of straw materials, explore techniques for cutting, folding, connecting, locking to arrange and explore shapes into a 3D structure that has aesthetic values using elements of harmony, rhythm, shape and composition	Exploration of Straw Structure	Face to face Assistance Self-Study	TM = 256 BT = 640 BM = 384	Studying Discussion Assignment	Students master and understand the characteristics of straw media. Students are able to explore straws into 3D modules with various shapes. Students are able to arrange 3D modules into a complete structure that has aesthetic value Task II: Straw Structure	20%

7-9	<p>Students are able to process and recognize the characteristics of t-shirt materials and twigs combined into a 3D organic shape.</p> <p>Students are able to use bending, pulling, folding techniques and arouse aesthetic values into 3D works using elements; rhythm, harmony, movement and balance</p>	Eksplorasi Organik	Face to face Assistance Self-Study	TM = 256 BT = 640 BM = 384	Studying Discussion Assignment	<p>Students are able to master and understand the properties and characteristics of t-shirt materials and twigs Students are able to display various possible 3D shapes using T-shirt material Students are able to display aesthetic values in 3D t-shirt works by using elements, rhythm, harmony, movement and balance</p> <p>Assignment III: Organic Sculpture</p>	20%
10-12	<p>Students are able to recognize the characteristics of metal materials Students are able to explore various 3D shapes using</p>	Eksplorasi Bentuk/Shape logam	Face to face Assistance Self-Study	TM = 256 BT = 640 BM = 384	Studying Discussion Assignment	<p>Students are able to master and understand the characteristics of aluminum metal materials</p>	15%

	<p>techniques; fold, bend. Cutting, shearing, joining metal materials</p> <p>Students are able to display aesthetic values in 3D form using elements; Harmony, repetition, balance and rhythm</p>					<p>Students are able to explore 3D shapes</p> <p>Students display aesthetic values in 3D form using elements, harmony, repetition, balance and rhythm</p> <p>Task IV: Aluminum Form</p>	
<p>13 - 16</p>	<p>Students are able to recognize various characteristics of the media used</p> <p>Students are able to combine different materials into a unified whole to form 3D works and explore various shapes and techniques.</p> <p>Students are able to display aesthetic values in the 3D works they create using elements; harmony, rhythm, form, color, movement,</p>	<p>Eksplorasi Rhythm Mix Media</p> <p>-</p>	<p>Face to face Assistance Self-Study</p>	<p>TM = 256 BT = 640 BM = 384</p>	<p>Studying Discussion Assignment</p>	<p>Students become familiar with the characteristics of the various types of media they choose</p> <p>Students are able to combine various types of media into various 3D shapes in one unified form</p> <p>Students are able to display aesthetic values in 3D works by using elements of harmony, rhythm,</p>	<p>25%</p>

	space and balance					shape, color, movement and balance	
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REFERENCES

- *Wucius Wong. 1996. Asas-asas Merancang Trimatra*
- *Sadjiman Ebdj Sanyoto. 2005. Nirmana Elemen-elemen Seni dan Desain*