## **Implementation Of Instrument Development In Schools**

Module Name :	Implementation Of Instrument Development In Schools				
Module Level:	Undergraduate				
Code:	32151153				
Sub-heading, if applicable:					
Classes, if applicable:					
Semester:	7 <sup>th</sup>				
Module coordinator :					
Lecturer(s):	Dr. Hadi Nasbey, M.Si				
Language:	Indonesian				
Classification within the	Compulsory course				
curriculum:					
Type of Teaching	Contact hours per week during the semester	Class Size			
Lecture (Expository,	100 minutes	40			
discussion, exercise)					
Workload	Total workload of this course 90,6 hours (3 ECTS) per semester which consist of 26,67 hours (0,89 ECTS) classroom activity, 32 hours (1.06 ECTS) structured task, and 32 hours (1.06 ECTS) per semester.				
Credit points:	3 ECTS				
Prerequisite course(s):	-				
Course Outcomes:	After taking this course the student have ability to: CLO38. Understanding instruments in learning CLO39. Designing learning instruments CLO40. Applying appropriate instruments in learning				
Content:	<ol> <li>Understand the purpose and function of instruments in teaching</li> <li>Analyze the types of instruments in learning</li> <li>Identify instruments that suit learning needs</li> <li>Designing appropriate instruments in learning</li> <li>Testing the validity of the instrument based on learning criteria</li> <li>Implementing the use of instruments into classroom learning</li> </ol>				
Study/exam achievements:	Examination are conducted as unit test, as following				
Stady chain delite venicities.	No Assesment Object	Assesment Weight			
	1 is a second of the second of	Technique Weight			
	1 Case Based Learning %	Project Assessment (for group project assessment) 55%			
	2 Mid-semester exam (UTS)	Written test 15%			
	Final semester exam	Written test 15%			

	4	Paper presentation	Presentation	20%		
		20%				
Media:	Ms. F	Ms. Power Point and Demonstration tools				
Literatures:	1.	1. Priyanto, Zaky. Making Educational Animation Using				
		Flash. Informatika, 2008				
	2.	2. Suciati, Andreas. Menguasai Pembuatan Animasi				
		dengan Macromedia Flash MX. Jakarta ; PT. Elex				
		Media Komputindo, 2003				
	3.	3. Sadiman, Arief. Media Pendidikan ; Pengertian,				
		Pengembangan dan Pemanfaatannya. Jakarta ; Raja				
		Grafindo Persada, 2003				
	4.	4. Heinich, Robert. Instructional Media and Technologies				
		For Learning. New Jersey; Prentice-Hall, 1996				
	5.	5. Rohani, Ahmad, Media Instruksional Edukatif. Jakarta;				
		PT. Rineka Cipta, 1997				
	6.	6. Smaldino, et al Instructional Media and Technology				
		for Learning. New Jersey: Prentice Hall.2005.				
		Hamalik,Oemar. Media Pendidikan. Bandung: PT.Citra				
		Aditya				
	7.	. Bakti.1994	Arsyad, Azhar.	Media		
		Pembelajaran.Jakarta:PT Raja Grafindo.2004				