

MINISTRY OF EDUCATION, CULTURE, RESEARCH, AND TECHNOLOGY UNIVERSITAS NEGERI JAKARTA FACULTY OF MATHEMATICS AND NATURAL SCIENCE

Jl. Rawamangun Muka, RT 11/RW14, Rawamangun, Pulo Gadung East Jakarta City, Special Capital Region Of Jakarta 13220 Email: pend.mat@unj.ac.id, http: https://fmipa.unj.ac.id/penmat

Introduction to Computer Animation

Module designation	Introduction to Computer Animation
Semester(s) in which the module is taught	III (odd semester)
Person responsible for the module	Dr. Makmuri, M.Si. Ari Hendarno, S.Pd., M.Kom. Agus Agung Permana, S.Si., M.Pd.
Language	Bahasa Indonesia
Relation to curriculum	Compulsory
Teaching methods	lecture, lab works, project
Workload (incl. contact hours, self-study hours)	For this course, <i>students</i> required to meet a minimum of 135,99 hours in one semester, which consist of: 39,99 hours for lecture, 96 hours for structured assignments and private study,
Credit points	4.5 ECTS / 3 CP
Required and recommended prerequisites for joining the module	Programming Algorithm
Module objectives/ intended learning outcomes	 Mahasiswa mampu: Explain the basic principles of 2D animation Create 2D animation Choose and use the learning media development model Developing learning media with 2D animation
Content	Students will learn about: 1. Introduction to the basic principles of 2D animation 2. Simple 2D Animation Creation 3. Creation of complex 2D animations 4. Introduction to learning media development models
Examination forms	5. Development of learning media Assessment of the learning process according to the following components: Assignments 20%, Project 1 (UTS) 40%, and Project 2 (UAS) 40%



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Study and examination requirements	 Students must attend a minimum of 80% of lecture sessions and submit all individual and group assignments scheduled before the final exam. Students are declared to have passed the course with a minimum grade of C
	Form of examination: Project
Reading list	Main Reference
	 Chun, Russell, 2018. Adobe Animate CC Classroom in a Book. Adobe Press. Labrecque, Joseph, 2017. Beginning Adobe Animate CC: Learn to Efficiently Create and Deploy Animated and Interactive Content. Apress.