

PROGRAM STUDI
KODE MATA KULIAH
NAMA MATA KULIAH

: D-IV Teknik Informatika
: RTI222003
: Bahasa Inggris 2

RENCANA PEMBELAJARAN

| Pertemuan | Materi | Materi (English) |
|-----------|--------------------------------|--------------------------------|
| 1 | Topik 1: Programming | Topic 1: Programming |
| 2 | Topik 1: Programming | Topic 1: Programming |
| 3 | Topik 1: Programming | Topic 1: Programming |
| 4 | Topik 2: Database | Topic 2: Database |
| 5 | Topik 2: Database | Topic 2: Database |
| 6 | Topik 3: Computer Security | Topic 3: Computer Security |
| 7 | Topik 3: Computer Security | Topic 3: Computer Security |
| 8 | UTS | Mid-Term Test |
| 9 | Topik 4: Electronic Publishing | Topic 4: Electronic Publishing |
| 10 | Topik 5: E-Commerce | Topic 5: E-Commerce |
| 11 | Topik 5: E-Commerce | Topic 5: E-Commerce |
| 12 | Topik 5: E-Commerce | Topic 5: E-Commerce |
| 13 | Topik 6: Recent Development on | Topic 6: Recent Development on |
| 14 | Topik 6: Recent Development on | Topic 6: Recent Development on |
| 15 | Topik 6: Recent Development on | Topic 6: Recent Development on |
| 16 | Topik 6: Recent Development on | Topic 6: Recent Development on |
| 17 | UAS | Final Test |

EVALUASI

| No | Basis Evaluasi | Komponen Evaluasi | Bobot (%) | Deskripsi | Deskripsi (English) |
|----|------------------------------|-------------------|-----------|--|---|
| 1 | Aktivitas Partisipatif | - | 25 | Mahasiswa menunjukkan keaktifan dalam kegiatan belajar mengajar dan memiliki kemampuan bekerja secara mandiri dan kelompok dalam melaksanakan tugas dan berkomunikasi dengan baik dengan menggunakan Inquiry Based Method. | Students show activeness in teaching and learning activities and have the ability to work both independently and in groups in carrying out given tasks and able to communicate well, by implementing Inquiry Based Methods. |
| 2 | Project Based Learning (PBL) | - | | | |
| 3 | Case Method (CM) | | 30 | Mahasiswa dapat menyelesaikan tugas yang diberikan sesuai dengan kasus yang diberikan, baik individu dan kelompok sesuai dengan topik yang dibahas, menggunakan rubrik penilaian dengan minimal kategori baik. Contoh Kasus: Bagaimana membuat dan mempresentasikan Flowchart berdasarkan kasus yang diberikan; Membuat infografic secara detail menggambarkan tentang Computer Crime and How to Prevent it" | Students can complete the assigned tasks according to the given case, both individually and in groups according to the topics discussed, using an assessment rubric with a minimum of good categories. Case Example: How to make and present a detailed Flowchart of the given cases; Create an Infographic about Computer Crime and How to Prevent it" |
| 4 | Kognitif / Pengetahuan | Tugas | 10 | Berupa tugas terstruktur, baik lisan maupun tulisan | In the form of structured assignments, both oral and written |
| | | Quiz | 10 | Berupa soal multiple choice dan/atau essay di LMS | In the form of multiple choice and/or essay questions in LMS |
| | | UTS | 10 | Berupa soal multiple choice dan/atau essay di LMS | In the form of multiple choice and/or essay questions in LMS |
| | | UAS | 15 | Berupa soal multiple choice dan/atau essay di aplikasi ujian online JTI | In the form of multiple choice and/or essay questions in JTI ujian online application |