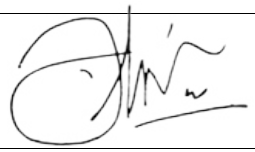
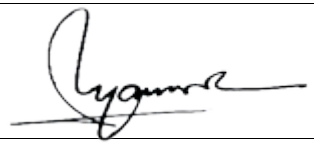
Universitas Bina Darma	**RENCANA PEMBELAJARAN SEMESTER** ***(SEMESTER LESSON PLAN)***	Nomor Dok	FRM/KUL/01/02
		Nomor Revisi	02
		Tgl. Berlaku	1 Januari 2018
		Standar SPMI	3.3.2

Disusun oleh *(Prepared by)*	**Diperiksa oleh** *(Checked by)*	**Disetujui oleh** *(Approved by)*	**Tanggal Validasi** *(Valid date)*
			12 September 2020
Siti Sa'uda, M. Kom	**Alek Wijaya, S.Kom., M.I.T.**	**Dedy Syamsuar, S.Kom, M.I.T., Ph. D**	

1. Fakultas *(Faculty)* : Ilmu Komputer
2. Program Studi *(Study Program)* : Teknik Informatika — Jenjang *(Grade)*: Strata 1
3. Mata Kuliah *(Course)* : Rekayasa Perangkat Lunak — SKS *(Credit)* : 3 — Semester *(Semester)* : III
4. Kode Mata Kuliah *(Code)* : 1401315 — Sertifikasi *(Certification)* : ☐ Ya *(Yes)* ☑ Tidak *(No)*
5. Mata Kuliah Prasyarat *(Prerequisite)* : -
6. Dosen Koordinator *(Coordinator)* : Siti Sa'uda, M. Kom
7. Dosen Pengampuh *(Lecturer)* : Siti Sa'uda, M.Kom., Syahril Rizal, S.T., M.Kom. ☑ Tim *(Team)* ☐ Mandiri *(Personal)*
8. Capaian Pembelajaran Mata Kuliah (*Course Learning Outcomes*) : Students understand the software development process, and everything associated with it. in this course students gain an understanding of how to manage software projects starting from signing contracts to maintenance processes

9. Implementasi Pembelajaran Mingguan *(Implementation Process of weekly learning time)*

Pokok Bahasan (*Subject*)	**Kemampuan Akhir yang Diharapkan (*Expected Learning Outcomes*)**	**Bahan Kajian** *(Study Material)*	**Bentuk dan Metode Pembelajaran** *(Learning Method)*	**Indikator** (*Indicator*)	**Alokasi Waktu** *(Time Allocation)*	**Teknik Penilaian** (*Assessment*)	**Sumber Belajar** *(Learning Resource)*
1. Software and Software Engineering	Student understand and known about Software and Software Engineering	CHAPTER 1 Software and Software Engineering	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]
2. Process Models	Student understand and known about Process Models	CHAPTER 2 Process Models	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]
3. Agile Development	Student understand and known about Agile Development	CHAPTER 3 Agile Development	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]

4. Principles that Guide Practice	Student understand and known about Principles that Guide Practice	CHAPTER 4 Principles that Guide Practice	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]
5. QUIS	QUIS	QUIS	E-learning	QUIZ Question	Time Setting on Elearning 30 Minutes	Question Feedback	-
6. Understanding Requirements	Student understand and known about Understanding Requirements	CHAPTER 5 Understanding Requirements	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
7. Requirements Modeling: Scenarios, Information, and Analysis Classes	Student understand and known about Requirements Modeling: Scenarios, Information, and Analysis Classes	CHAPTER 6 Requirements Modeling: Scenarios, Information, and Analysis Classes	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]
8. Requirements Modeling: Flow, Behavior, Patterns, and WebApps	Student understand and known about Requirements Modeling: Flow, Behavior, Patterns, and WebApps	CHAPTER 7 Requirements Modeling: Flow, Behavior, Patterns, and WebApps	E-learning	Skill, communication and response	1x Meeting 150 Minutes	Question Feedback	[1]
9. Design Concepts	Student understand and known about Design Concepts	CHAPTER 8 Design Concepts	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
10. Architectural Design	Student understand and known about Architectural Design	CHAPTER 9 Architectural Design	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
11. MID TEST	MID TEST	MID TEST	E-learning	MID TEST Question	1x Meeting 150 Minutes	Question Feedback	-
12. Component-Level Design, User Interface Design, adn Pattern-Based Design	Student understand and known about Component-Level Design, User Interface Design, and Pattern-Based Design	CHAPTER 10 Component-Level Design, CHAPTER 11 User Interface Design, CHAPTER 12 Pattern-Based Design	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
13. WebApp Design and Quality Concepts	Student understand and known about User Interface Design and Quality Concepts	CHAPTER 13 WebApp Design and CHAPTER 14 Quality Concepts	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
14. Review Techniques, Software Quality Assurance	Student understand and known about Review Techniques and Software Quality Assurance	CHAPTER 15 Review Techniques, Software Quality Assurance	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
15. Software Testing Strategies and Testing Conventional Applications	Student understand and known about Software Testing Strategies, Testing Conventional Applications	CHAPTER 17 Software Testing Strategies, CHAPTER 18 Testing Conventional Applications	E-Learning	Material Access and Assigment	Time Setting on Elearning 1 Week	Question Feedback	[1]
16. FINAL TEST	FINAL TEST	FINAL TEST	E-learning	Final Project	1x Meeting 150 Minutes	Question Feedback	-

10. Pengalaman Belajar Mahasiswa *(Student Learning Experiences)*
    Sudent learned about development software concept starting from how contract assign to maintenance process.
11. Kriteria dan Bobot Penilaian *(Criteria and Evaluation)*
    a. Assigment : 15%
    b. Quiz : 25%
    c. MID Test : 30%
    d. Final Test (Project) : 40%

Score	Grade
85 – 100	A
70 – 85	B

55 – 69	C
35 – 54	D
0 - 34	E

12. Buku Sumber *(References)*

[1]. P. Regoer, *Software Engineering: A Practitioner's Approach, Seventh Edition*, McGraw-Hill, a business unit of The McGraw-Hill Companies, Inc., 1221 Avenue of the Americas, New York, NY 10020.