RANCANGAN MUTU PERKULIAHAN (RMP)

Mata Kuliah:
WEB ANIMATION - KPT0502408

Oleh:
Bambang Pujiarto, S.Kom., M. Kom

PM-UMM-02-03/L1

PROGRAM STUDI TEKNIK INFORMATIKA (D3)
FAKULTAS TEKNIK
UNIVERSITAS MUHAMMADIYAH MAGELANG
TAHUN 2018

LAPORAN PENGEMBANGAN MATA KULIAH

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Dibiayai dengan Dana Operasional Pengembangan Pendidikan (DOPP)
Program Studi Teknik Informatika (D3) Tahun Akademik 2018/2019

PROGRAM STUDI TEKNIK INFORMATIKA (D3)
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PENGESAHAN

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Mata Kuliah:
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PM-UMM-02-03/L1

Revisi	:	02
Tanggal	:	-
Dikaji Ulang Oleh	:	Ketua Program Studi Teknik Informatika (D3)
Dikendalikan Oleh	:	Gugus Kendali Mutu Fakultas
Disetujui Oleh	:	Dekan

NO. DOKUMEN	:	PM-UMM-02-03/L1	TANGGAL	:	
NO. REVISI	:	00	NO. HAL	:	-

Disiapkan Oleh Koordinator Mata Kuliah	Diperiksa Oleh Ka. Prodi Teknik Informatika (D3)	Disahkan Oleh : Dekan
Bambang Pujiarto, S.Kom., M.Kom NIDN. 0623107802	Andi Widiyanto, S.Kom, M.Kom NIK. 107906052	Yun Arifatul Fatimah, ST., MT., Phd NIK. 987408139

*Catatan : Dokumen ini **milik Fakultas Teknik Universitas Muhammadiyah Magelang** dan **TIDAK DIPERBOLEHKAN** dengan cara dan alasan apapun membuat salinan tanpa seijin **Dekan***

A. INFORMASI MATA KULIAH

1. Nama mata kuliah	:	WEB ANIMATION
2. Kode mata kuliah	:	KPT0502408
3. Bobot	:	4 SKS
4. Substansi kajian	:	Exploring Adobe Flash CS3, Working with Graphics, Managing Text in a Flash Document, Adding Animations to a Flash Document, Adding Interactivity to Buttons, Working with Movie Clips, Adding Audio to a Movie, Adding Video to a Movie, Publishing Flash Documents, Using ActionScript, Manipulating Components with ActionScript, Working with Movie Clips, Adding Data Using Built-in Classes, Reusing Code with Functions, Connecting to External Data, Building a Navigation System, Managing User Data Using Forms,
5. Capaian Pembelajaran Lulusan (CPL)	:	P.01 Menguasai konsep dasar HTML, XHTML, CSS, Javascript, Jquery dan bahasa pemrograman web untuk menghasilkan tampilan web yang indah dengan konten yang beragam (teks, audio, image, video). P.02 Menguasai konsep dasar sketsa dan estetika yang meliputi layout, komposisi, color harmony, tema, typography, white space dalam mengatur image, teks, font untuk menghasilkan suatu grafis yang bagus sebagai bentuk komunikasi visual antara pemilik pesan dan khalayak yang dituju.
6. Capaian Pembelajaran Mata Kuliah (CPMK)	:	1. Mahasiswa mampu merancang dan menggunakan tool untuk membuat content animasi website. 2. Mampu menjelaskan dan membuat grafis dengan Adobe Flash website 3. Mampu membuat halaman html dengan flash
7. Koordinator Mata Kuliah		
Nama	:	Bambang Pujiarto, S.Kom., M.Kom
NIDN	:	0623107802
Pangkat/ Golongan	:	Penata Muda/ IIIa
Jabatan	:	-
Fakultas/Program Studi	:	Teknik/ Teknik Informatika D3
Universitas	:	Universitas Muhammadiyah Magelang
Tim Pengajar	:	Bambang Pujiarto, S.Kom., M.Kom Rochim Widaryanto, S.T., M.T

A. MATRIKS PERKULIAHAN

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
1	WA-00	1. Mengenal dan memahami lingkungan Adobe Flash 2. Membuat grafis dengan Adobe Flash	1. Lesson 1: Exploring Adobe Flash CS3 a. Rationale b. Objectives c. Topic A- Examine rich Internet applications d. Topic-B- Explore the Adobe Flash Cs3 Environment e. Topic C - Produce a flash application file 2. Lesson 2: Working with Graphics a. Topic A- Import Graphics b. Topic B- Create Vector graphics c. Topic C Modify vector graphics d. Topic D Organize content with layers	Collaborative Learning Praktikum	1. Activity 1-1 2. Activity 1-2- Exploring the adobe flash cs3 environment 3. Activity 1-3- Producing a flash application 4. Activity 2-1 Importing graphics 5. Activity 2-2 6. Activity 2-3 7. Activity 2-4	1. Mhs mampu menjelaskan lingkungan Adobe Flash Cs3 2. Mhs mampu menjelaskan cara membuat gambar vektor pada Adobe Flash	2,5
2	WA-01	1. Memodifikasi grafis 2. Mengatur penggunaan text pada Flash	1. Lesson 2: Working with Graphics (Contd.) a. Topic E Modify colors b. Topic F Convert graphics to symbol c. Topic G Create a Mask effect 2. Lesson 3: Managing Text in a Flash Document a. Topic A Add text to a flash document b. Topic B Set font options	Collaborative Learning Praktikum	1. Activity 2-5 2. Activity 2-6 3. Activity 2-7 4. Activity 3-1 Adding text fields 5. Activity 3-2 setting font options 6. Activity 3-3 7. Activity 3-4	1. Mhs mampu menjelaskan dan menerapkan konsep modifikasi grafis 2. Mhs mampu menjelaskan dan menerapkan konsep pengaturan text pada Flash	2,5

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
			c. Topic C Add input text using flash components d. Topic D Apply a skin to a component				
3	WA-02	1. Mengenal lingkungan Adobe Flash 2. Membuat grafis 3. Membuat Reservation Form	1. Lesson1 Lab1 Exploring the Adobe Flash CS3 environment 2. Lesson 2 Lab 1 Creating Graphics 3. Lesson 3 Lab1 Creating a Reservation Form	Collaborative Learning Prakttikum	1. Activity 2-6 2. Activity 2-7 3. Activity 3-4	Mhs mampu mengerjakan sesuai soal	10
4	WA-03	1. Mengenal animasi flash 2. Membuat animasi flash	1. Lesson 4- Adding Animations to a Flash Document a. Topic A Create a frame-by-frame animation b. Topic B Create a motion tween animation c. Topic C Create a complex motion tween d. Topic D Control the timeline with action script	Collaborative Learning Praktikum	1. Activity 4-1 Creating a frame-by-frame animation 2. Activity 4-2 Creating a motion tween animation 3. Activity 4-3 Creating a path for a motion tween 4. Activity 4-4 Controlling the timeline	Mhs mampu menjelaskan dasar-dasar animasi flash	5
5	WA-04	1. Membuat animasi lanjutan 2. Membuat tombol interaktif	1. Lesson 4- Adding Animations to a Flash Document (Contd.) a. Topic E Create a shape tween animation b. Topic F Animate using timeline effects 2. Lesson 5: Adding Interactivity to Buttons	Collaborative Learning Praktikum	1. Activity 4-5 creating a shape tween animation 2. Activity 4-6 Creating Animations Using Timeline Effects 3. Activity 5-1 Creating Buttons 4. Activity 5-2 Controlling Movies with Button Behaviors	1. Mhs mampu membuat animasi lanjutan. 2. Mhs mampu membuat tombol interktif	5

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
			a. Topic A Create buttons b. Topic B Control movies with Button behaviors				
6	WA-05	1. Mampu membuat animasi 2. Mampu membuat tombol	1. Lesson 4 Lab 1 Creating an Animation 2. Lesson 5 Lab 1 Creating Buttons	Collaborative Learning Praktikum	1. Activity 4-5 creating a shape tween animation 2. Activity 4-6 Creating Animations Using Timeline Effects 3. Activity 5-1 Creating Buttons 4. Activity 5-2 Controlling Movies with Button Behaviors	1. Mhs mampu menjelaskan dan menerapkan konsep animasi 2. Mhs mampu menjelaskan dan menerapkan tombol interaktif	10
7	WA-06	1. Mampu menerapkan sistem navigasi 2. mampu bekerja dengan Movie Clips 3. Mampu menambahkan audio pada movie	1. Lesson 5: Adding Interactivity to Buttons (Contd.) a. Topic C Create navigation systems 2. Lesson 6: Working with Movie Clips a. Topic A Add interctivity with Movie clips b. Topic B Create a flash slide presentation c. Topic C Apply effects to movie clips 3. Lesson 7: Adding Audio to a Movie a. Topic A Import audio b. Topic B Control sound playback	Collaborative Learning Praktikum	1. Activity 5-3 Creating Navigation Systems 2. Activity 6-1 Assigning Movieclip Properties 3. Activity 6-2 Creating Interactivity with Movie Clips 4. Activity 6-3 Adding On Roll Over and On Roll Out Behaviors 5. Activity 6-4 Creating a Slide Show 6. Activity 6-5 Applying Effects to a Movie Clip 7. Activity 7-1 Importing a Sound File 8. Activity 7-2 Associating Sounds with Frames 9. Activity 7-3 Compressing an Audio File	1. Mhs mampu membuat sistem navigasi 2. Mhs mampu membuat movie clips 3. Mhs mampu menambahkan audio pada movie	5

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
					10. Activity 7-4 Controlling Sound Playback		
8	WA-07	1. Mampu menerapkan audio pada movie 2. mampu menambahkan video pada Movie 3. Mampu mengenal sistem Publishing Flas Documents	1. Lesson 7: Adding Audio to a Movie (Contd.) a. Topic C Add sounds with behaviors 2. Lesson 8: Adding Video to a Movie a. Topic A Encode a video object b. Topic B Create a video object 3. Lesson 9: Publishing Flash Documents a. Topic A Publich a flash document b. Topic B Detect the flash player version		1. Activity 7-5 Loading a Sound into a Movie Clip Using Sound Behaviors 2. Activity 8-1 Encoding a Video Object Using Flash CS3 3. Activity 8-2 Encoding a Video Object Using the Flash CS3 Video 4. Encoder 5. Activity 8-3 Embedding a Video Object 6. Activity 9-1 Publishing a Flash Document to an HTML Page 7. Activity 9-2 Publishing with Flash Player Detection	1. Mhs mampu menerapkan audio pada movie lanjutan 2. Mhs mampu mempraktekkan 3. Mhs mampu menjelaskan sistem Publishing Flas Documents	5
9	WA-08	1. Membuat slide show 2. Memanfaatkan sound 3. Memanfaatkan video 4. Melakukan publishing flash	1. Lesson 6 Lab1 Creating a Slide Show 2. Lesson 7 Lab 1 Incorporating Sounds into an Online Gallery 3. Lesson 8 Lab 1 Working with Video Objects 4. Lesson 9 Lab 1 Publishing a Flash Movie		1. Activity 6-5 Applying Effects to a Movie Clip 2. Activity 7-5 Loading a Sound into a Movie Clip Using Sound 3. Behaviors 4. Activity 9-1 Publishing a Flash Document to an HTML Page	1. Mhs mampu menerapkan audio dan video pada movie 2. Mhs mampu mempraktekkan 3. Mhs mampu membuat halaman html dengan flash	10

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
10	WA-09	1. Mengenal actionscript 2. Mampu bekerja dengan ActionScript	1. Lesson 1: Using ActionScript a. Topic A Add Components from the Actions Panel b. Topic B Trace a String c. Topic C Populate a Text Area with ActionScript d. Topic D Store Data in Variables 2. Lesson 2: Manipulating Components with ActionScript a. Topic A Create an Event Handler b. Topic B Create a Form with Interactive Components.		1. Activity 1-1 Adding components from the action panel 2. Activity 1-2 Adding code to a Flash document 3. Activity 1-3 Populating a Text Area with ActionScript 4. Activity 1-4 5. Activity 2-1 Creating an Event Handler 6. Activity 2-2 Creating a Form with Interactive Components	Mhs mampu menerapkan ActionScript	5
11	WA-10	1. Mengenal actionscript 2. Mampu bekerja dengan ActionScript 3. Mampu bekerja dengan Movie Clips	1. Lesson 2: Manipulating Components with ActionScript (Contd.) a. Topic C Use Conditional Logic in ActionScript. 2. Lesson 3:Working with Movie Clips a. Topic A Create a Movie Clip b. Topic B Check for Movie Clip Collisions		1. Activity 2-3 Creating an if..else Conditional Statement 2. Activity 3-1 Creating a Movie Clip 3. Activity 3-2 Checking for Movie Clip Collisions	Mhs mampu menerapkan ActionScript untuk Movie Clips	5

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
12	WA-11	Membuat Aplikasi sederhana dengan ActionScript	1. Lesson 1 Lab 1Creating a Basic Application Using ActionScript 2. Lesson 2 Lab 1 Building a Simple Rich Internet Application	Collaborative Learning Praktikum	1. Activity 1-3 Populating a Text Area with ActionScript 2. Activity 2-2 Creating a Form with Interactive Components 3. Activity 2-3 Creating an if..else Conditional Statement 4. Activity 3-1 Creating a Movie Clip 5. Activity 3-2 Checking for Movie Clip Collisions	1. Mahasiswa dapat mempraktekkan 2. mahasiswa dapat membuat aplikasi sederhana menggunakan ActionScript	10
13	WA-12	1. Menambahkan data menggunakan Built-in Classes 2. Menjelaskan Dynamic Text 3. Memanfaatkan Buil-in Functions	1. Lesson 3:Working with Movie Clips (Contd.) a. Topic C Attach a Movie Clip from the Library Panel 2. Lesson 4: Adding Data Using Built-in Classes a. Topic A Create a Dynamic Text Field 3. Lesson 5: Reusing Code with Functions a. Topic A Streamline Code Using Built-in Functions	Collaborative Learning Praktikum	1. Activity 3-3 Attaching a Movie Clip from the Library Panel 2. Activity 4-1 Creating Dynamic Text Fields 3. Topic B Read Data from a Text File 4. Activity 4-2 Reading Data from a Text File 5. Activity 5-1 Using a Built-in Function	1. Mhs mampu menambahkan data menggunakan Built-in Classes 2. Mahasiswsa mampu menjelaskan Dynamic Text 3. Mhs dapat memanfaatkan Buil-in Functions	5
14	WA-13	Mengenal fungsi lanjutan	1. Lesson 5: Reusing Code with Functions (Contd.) a. Topic B Create User-Defined Functions	Collaborative Learning Praktikum	1. Activity 5-1 Using a Built-in Function 2. Activity 5-2 Creating a User-Defined Function	Mhs dapat menjelaskan penggunaan fungsi pada ActionScript	10

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
			b. Topic C Reference an External ActionScript File 2. Lesson 6: Connecting to External Data a. Topic A Examine Dynamic Content in Flash		3. Activity 5-2 Creating a User-Defined Function 4. Activity 5-3 Referencing an External ActionScript File 5. Activity 6-1 Examining Dynamic Content		
15	WA-14	Membangun sistem navigasi	1. Lesson 6: Connecting to External Data (Contd.) a. Topic B Add Data to an XMLFile b. Topic D Create Dependent Components. 2. Lesson 7: Building a Navigation System a. Topic A Display SWFs Using Buttons b. Topic B Add a Submenu Using Buttons.	Collaborative Learning Praktikum	1. Activity 6-2 Adding Data to an XML File 2. Topic C Load Data from an External Data Source 3. Activity 6-3 Loading Data from an XML Data Source 4. Activity 6-4 Creating Dependent Components 5. Activity 7-1 Displaying SWFs Using Buttons 6. Activity 7-2 Adding a Submenu Using Buttons	Mhs dapat menjelaskan XML	5
16	WA-15	Mengatur User Data Menggunakan XML	1. Lesson 8: Managing User Data Using Forms a. Topic A Gather User Data Using a Form b. Topic B Create a Submit Button c. Topic C Submit User Data 2. Quiz 3. Practice a. Lesson 6 Lab 1Connecting to XML Data	Collaborative Learning Praktikum	1. Activity 8-1 Adding a TextInput Component to the Form 2. Activity 8-2 Creating a Submit Button 3. Activity 8-3 Submitting User Data	1. Mhs mampu mengatur User Data 2. Mhs mampu menggunakan XML	5

Perte-muan	Kode	Kemampuan akhir/ Goal Kompetensi	Materi	Strategi Perkuliahan	Latihan yang dilakukan	Kriteria Penilaian (Indikator)	Bobot (%)
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)
			b. Lesson 7 Lab 1 Completing Navigation d. Lesson 8 Lab 1 Submitting User Data Using Forms				
			TOTAL SKOR				**100**

B.KRITERIA PENILAIAN

Penilaian dilakukan dengan melihat hasil praktek dari setiap sesi

a. Kesesuaian hasil praktek dengan instruksi setiap sesi latihan
b. Kemampuan menarik kesimpulan untuk setiap kasus

RUBRIK PENILAIAN

Indicator	Exelent	Good	Limit	Poor	Not do	Score
	4	3		1	0	
	lengkap, jelas, tersetruktur dan sesuai dengan soal yang diberikan	Lengkap dan jelas		Tidak lengkap	Tidak mengerjakan	
	sda	sda		sda	sda	
					Total score	
					Average	