
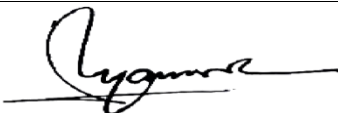




## RENCANA PEMBELAJARAN SEMESTER (SEMESTER LESSON PLAN)

Nomor Dok	FRM/KUL/01/02
Nomor Revisi	02
Tgl. Berlaku	1 Januari 2018
Standar SPMI	3.3.2

Disusun oleh ( <i>Prepared by</i> )	Diperiksa oleh ( <i>Checked by</i> )	Disetujui oleh ( <i>Approved by</i> )	Tanggal Validasi ( <i>Valid date</i> )
			
<b>Siti Sa'uda, M.Kom</b>	<b>Alex Wijaya, S.Kom., M.IT.</b>	<b>Dedy Syamsuar, S.Kom, M.IT., Ph. D</b>	

- |  |  |                                      |  |
|--|--|--------------------------------------|--|
| 1. Fakultas ( <i>Faculty</i> )                   | : Ilmu Komputer  |                                      |  |
| 2. Program Studi ( <i>Study Program</i> )        | : Teknik Informatika   | Jenjang ( <i>Grade</i> ): Strata 1   |  |
| 3. Mata Kuliah ( <i>Course</i> )                 | : Rekayasa Perangkat Lunak   | SKS ( <i>Credit</i> ) : 2            | Semester ( <i>Semester</i> ) : III   |
| 4. Kode Mata Kuliah ( <i>Code</i> )              | : 1401315  | Sertifikasi ( <i>Certification</i> ) | : <input type="checkbox"/> Ya ( <i>Yes</i> ) <input checked="" type="checkbox"/> Tidak ( <i>No</i> ) |
| 5. Mata Kuliah Prasyarat ( <i>Prerequisite</i> ) | : -  |                                      |  |
| 6. Dosen Koordinator ( <i>Coordinator</i> )      | : Syahril Rizal R I , S.T., M.M., M.Kom.   | <input checked="" type="checkbox"/>  | <input type="checkbox"/>   |
| 7. Dosen Pengampuh ( <i>Lecturer</i> )           | : Syahril Rizal R I , S.T., M.M., M.Kom<br>SITI SAUDA , M.Kom,<br>Ahmad Mutatkin Bakti , M.M., M.Kom | Tim ( <i>Team</i> )                  | Mandiri ( <i>Personal</i> )  |

8. Capaian Pembelajaran Mata Kuliah (*Course Learning Outcomes*) :

Capaian Pembelajaran	CPL 08	Memiliki kemampuan untuk memahami dan menganalisa persoalan computing untuk menyelesaikan masalah
Lulusan (CPL)	CPL 09	Memiliki kemampuan untuk menerapkan pengetahuan ilmu komputer menggunakan algoritma/ metode yang relevan

Capaian Pembelajaran Mata Kuliah (CPMK)	CPMK081 CPMK082 CPMK091	Mampu memahami persoalan computing Mampu menganalisa persoalan computing untuk menyelesaikan masalah Mampu memilih algoritma/ metode yang relevan		
SUB-CPMK0811-020	understand and known about Software and Software Engineering			
SUB-CPMK0812-020	understand and known about Process Models			
SUB-CPMK0813-020	understand and known about Agile Development			
SUB-CPMK0821-020	understand and known about Principles that Guide Practice			
SUB-CPMK0822-020	understand and known about Understanding Requirements			
SUB-CPMK0823-020	understand and known about Requirements Modeling: Scenarios, Information, and Analysis Classes			
SUB-CPMK0824-020	understand and known about Requirements Modeling: Flow, Behavior, Patterns, and WebApps			
SUB-CPMK0911-020	understand and known about Design Concepts			
SUB-CPMK0912-020	understand and known about Architectural Design			
SUB-CPMK0913-020	understand and known about Component-Level Design, User Interface Design, and Pattern-Based Design			
SUB-CPMK0914-020	understand and known about User Interface Design and Quality Concepts			
SUB-CPMK0915-020	understand and known about Review Techniques and Software Quality Assurance			
SUB-CPMK0916-020	understand and known about Software Testing Strategies, Testing Conventional Applications			
Matriks Sub-CPMK terhadap CPL dan CPMK	SUB-CPMK	CPL081	CPL09	
		CPMK0811	CPMK0822	CPMK091
	SUB-CPMK0811-020	√		
	SUB-CPMK0812-020	√		
	SUB-CPMK0813-020	√		
	SUB-CPMK0821-020		√	
	SUB-CPMK0822-020		√	
	SUB-CPMK0823-020		√	
	SUB-CPMK0824-020		√	
	SUB-CPMK0911-020			√
	SUB-CPMK0912-020			√
	SUB-CPMK0913-020			√
	SUB-CPMK0914-020			√
SUB-CPMK0915-020			√	

	SUB-CPMK0916-020			√
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### 9. Deskripsi Mata Kuliah

Deskripsi Singkat Mata Kuliah	Mata kuliah Rekayasa Perangkat Lunak ini memberikan pemahaman dan penguasaan kepada mahasiswa mengenai berbagai macam Process Model dalam Software Engineering seperti Waterfall Model, Prototyping Model, RAD Model, dan Evolutionary Process Models (Incremental dan Spiral Model), Analysis Modeling, Design Model, Object Oriented Analysis and Design (OOAD), Testing Strategies, dan Software Testing Method.
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### 10. Deskripsi Mata Kuliah

Bahan Kajian (Materi Pembelajaran)	<ol style="list-style-type: none"> <li>a. Software and Software Engineering</li> <li>b. Process Models</li> <li>c. Agile Development</li> <li>d. Principles that Guide Practice</li> <li>e. Understanding Requirements</li> <li>f. Requirements Modeling: Scenarios, Information, and Analysis Classes</li> <li>g. Requirements Modeling: Flow, Behavior, Patterns, and WebApps</li> <li>h. Design Concepts</li> <li>i. Architectural Design</li> <li>j. Component-Level Design, User Interface Design, and Pattern-Based Design</li> <li>k. WebApp Design and Quality Concepts</li> <li>l. Review Techniques, Software Quality Assurance</li> <li>m. Software Testing Strategies and Testing Conventional Applications</li> </ol>
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### 11. Implementasi Pembelajaran Mingguan (*Implementation Process of weekly learning time*)

Minggu	Sub CPMK (Kemampuan akhir yang direncanakan)	Bahan Kajian/Materi Pembelajaran (Study Material)	Bentuk dan Metode Pembelajaran [Estimasi Waktu] (Learning Method)	Sumber Belajar (Learning Resource)	Penilaian		
					Indikator (Indicator)	Kriteria & bentuk	Bobot
1	Student understand and known about Software and Software Engineering	CHAPTER 1 Software and Software Engineering	Kuliah dan Diskusi (Luring) Tatap Muka [TM:1x(3x50’)] Tugas : Menjelaskan ringkasan	Buku: [1]	Skill, communication and response	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 1	5%

			konsep Software and Software Engineering [PT+BM: (1+1)x(3x60'')]			Kuis	
2	Student understand and known about Process Models	CHAPTER 2 Process Models	Kuliah dan Diskusi (Luring) Tatap Muka [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep Process Models [PT+BM: (1+1)x(3x60'')]	Buku: [1]	Skill, communication and response	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 2 Kuis	5%
3	Student understand and known about Agile Development	CHAPTER 3 Agile Development	Kuliah dan Diskusi (Daring) Elearning [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep Agile Development [PT+BM: (1+1)x(3x60'')]	Buku: [1]	Skill, communication and response	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 3 Kuis	5%
4	C	CHAPTER 4 Principles that Guide Practice	Kuliah dan Diskusi (Daring) Elearning [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep Principles that Guide Practice [PT+BM: (1+1)x(3x60'')]	Buku: [1]	Skill, communication and response	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 4 Kuis	5%
6	Student understand and known about Understanding Requirements	CHAPTER 5 Understanding Requirements	Kuliah dan Diskusi (Luring) Tatap Muka [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep Understanding Requirements [PT+BM: (1+1)x(3x60'')]	Buku: [1]	Material Access and Assigment	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 5 UTS	5%
7	Student understand and known about Requirements	CHAPTER 6 Requirements Modeling:	Kuliah dan Diskusi (Daring) Elearning	Buku: [1]	Skill, communication and	<b>Kriteria</b> :Ketepatan dan	5%

	Modeling: Scenarios, Information, and Analysis Classes	Scenarios, Information, and Analysis Classes	[TM:1x(3x50”)] Tugas : Menjelaskan ringkasan konsep Requirements Modeling: Scenarios, Information, and Analysis Classes [PT+BM: (1+1)x(3x60”)]		response	penguasaan <b>Bentuk :</b> Tugas 6 UTS	
8	Student understand and known about Requirements Modeling: Flow, Behavior, Patterns, and WebApps	CHAPTER 7 Requirements Modeling: Flow, Behavior, Patterns, and WebApps	Kuliah dan Diskusi (Daring) Elearning [TM:1x(3x50”)] Tugas : Menjelaskan ringkasan konsep Requirements Modeling: Flow, Behavior, Patterns, and WebApps [PT+BM: (1+1)x(3x60”)]	Buku: [1]	Skill, communication and response	<b>Kriteria :</b> Ketepatan dan penguasaan <b>Bentuk :</b> Tugas 7 UTS	10%
9	Student understand and known about Design Concepts	CHAPTER 8 Design Concepts	Kuliah dan Diskusi (Luring) Tatap Muka [TM:1x(3x50”)] Tugas : Menjelaskan ringkasan konsep Design Concepts [PT+BM: (1+1)x(3x60”)]	Buku: [1] PKM: Pelatihan Pengembangan Dan Penggunaan Website Smk Antara Palembang	Material Access and Assigment	<b>Kriteria :</b> Ketepatan dan penguasaan <b>Bentuk :</b> Tugas 8 UTS	10%
<b>UTS</b>							
11	Student understand and known about Architectural Design	CHAPTER 9 Architectural Design	Kuliah dan Diskusi (daring) Elearning [TM:1x(3x50”)] Tugas : Menjelaskan ringkasan konsep Architectural Design	Buku: [1]	Material Access and Assigment	<b>Kriteria :</b> Ketepatan dan penguasaan <b>Bentuk :</b> Tugas 9	10%

			[PT+BM: (1+1)x(3x60'')]			UAS	
12	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	Kuliah dan Diskusi (Daring) Elearning [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep Component-Level Design, User Interface Design, adn Pattern-Based Design [PT+BM: (1+1)x(3x60'')]	Buku: [1]	Material Access and Assigment	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 10 UAS	10%
13	Student understand and known about User Interface Design and Quality Concepts	CHAPTER 13 WebApp Design and CHAPTER 14 Quality Concepts	Kuliah dan Diskusi (Luring) Tatap Muka [TM:1x(3x50'')] Tugas : Menjelaskan ringkasan konsep WebApp Design and Quality Concepts [PT+BM: (1+1)x(3x60'')]	Buku: [1] Penelitian: <a href="#">APPLICATI ON OF THE FORWARD CHAINING METHOD IN DOWN SYNDROM E PATIENTS</a>  <a href="#">Implementasi Sistem Informasi Prediksi Hasil Penjualan Perangkat Komputer Menggunkana n Metode Double Exponential Smoothing   Saputri  </a>	Material Access and Assigment	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk</b> : Tugas 11 UAS	10%

				<a href="#">JURNAL MEDIA INFORMATIKA BUDIDARMA (stmik-budidarma.ac.id)</a>  <a href="#">Pemodelan dan Implementasi Aplikasi Mobile Umrah Guide Menggunakan Unified Modeling Language</a>			
14	Student understand and known about Review Techniques and Software Quality Assurance	CHAPTER 15 Review Techniques, Software Quality Assurance	Kuliah dan Diskusi (Daring) Elearning <a href="#">[TM:1x(3x50'')]</a> Tugas : Menjelaskan ringkasan konsep Review Techniques, Software Quality Assurance <a href="#">[PT+BM: (1+1)x(3x60'')]</a>	Buku: [1]	Material Access and Assigment	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk :</b> Tugas 12 UAS	10%
15	Student understand and known about Software Testing Strategies, Testing Conventional Applications	CHAPTER 17 Software Testing Strategies, CHAPTER 18 Testing Conventional Applications	Kuliah dan Diskusi (Luring) Tatap Muka <a href="#">[TM:1x(3x50'')]</a> Tugas : Menjelaskan ringkasan konsep Software Testing Strategies and Testing Conventional	Buku: [1] Penelitian: <a href="#">Pengembangan Sistem Pembelajaran Berbasis Multimedia</a>	Material Access and Assigment	<b>Kriteria</b> :Ketepatan dan penguasaan <b>Bentuk :</b> Tugas 13 UAS	10%

			Applications [PT+BM: (1+1)x(3x60”)]	PKM: Pelatihan Pengembang an Dan Pengguna an Website Sma Muhammadi yah 2 Palembang  Pelatihan Pengembang an Dan Pengguna an Website Sekolah Sma Insan Cendikia Sriwijaya Palembang			
<h1>UAS</h1>							

12. Pengalaman Belajar Mahasiswa (*Student Learning Experiences*)

Sudent learned about development software concept starting from how contract assign to maintenance process.

13. Kriteria dan Bobot Penilaian (*Criteria and Evaluation*)

CPL	CPMK	MBKM	Observasi (Praktek)	Unjuk Kerja (Presentasi)	Tugas	Tes Tertulis			Tes Lisan (Tgs Kel)
						Kuis	UTS	UAS	
CPL08	CPMK081				√				
	CPMK082						√	√	
CPL09	CPMK091					√			



CPL	CPMK	Tahap Penilaian	Teknik Penilaian	Instrumen	Kriteria	Bobot
CPL08	CPMK081	Ujian Tengah Semester	Tes Tertulis (UTS)	Rubrik	Kelengkapan Jawaban	25%
	CPMK082	Ujian Tengah Semester, Akhir Semester	Tes Tertulis (UTS) Tes Tertulis (UAS)	Rubrik, Rubrik	Kelengkapan Jawaban, Kelengkapan Jawaban	20% 25%
CPL09	CPMK091	Akhir Semester	Tes Tertulis (UAS)	Rubrik	Kelengkapan Jawaban	30%

CPL	CPMK	MBKM	Observasi (Praktek)	Unjuk Kerja (Presentasi)	Tugas	Tes Tertulis			Tes Lisan (Tgs Kel)	Total
						Kuis	UTS	UAS		
CPL08	CPMK081						25			25
	CPMK082						20	25		45
CPL09	CPMK091							30		30
Jumlah Total MK Kalkulus Dasar										100

## b). Rubrik Penilaian

Kategori	CPMK	Model Soal	Indikator Penilaian				
			Sangat Kurang <55	Kurang $\geq 50$ s.d < 65	Cukup $\geq 65$ s.d < 75	Baik $\geq 75$ s.d < 85	Sangat Baik $\geq 85$
UTS	CPMK081	-Menyelesaikan Soal Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.	Mahasiswa sangat tidak mampu menyelesaikan Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.	Mahasiswa tidak mampu menyelesaikan Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.	Mahasiswa cukup mampu menyelesaikan Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.	Mahasiswa mampu menyelesaikan Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.	Mahasiswa sangat mampu menyelesaikan Software dan Software Engineering, Process Models, Agile Dev, Principle, Guide Practice.
	CPMK82	-Menyelesaikan Soal pemahaman Requirements, requirements	Mahasiswa sangat tidak mampu menyelesaikan pemahaman	Mahasiswa tidak mampu menyelesaikan pemahaman	Mahasiswa cukup mampu menyelesaikan pemahaman	Mahasiswa mampu menyelesaikan pemahaman	Mahasiswa sangat mampu menyelesaikan pemahaman

		Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep	Requirements, requirements Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep	Requirements, requirements Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep	Requirements, requirements Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep	Requirements, requirements Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep	Requirements, requirements Modeling (Scenarios, Informations, Analysis Classes, Flow, Behaviour, Patterns, dan WebAps), dan Desain Konsep
UAS	CPMK082	-Menyelesaikan soal Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.	Mahasiswa sangat tidak mampu menyelesaikan Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.	Mahasiswa tidak mampu menyelesaikan Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.	Mahasiswa cukup mampu menyelesaikan Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.	Mahasiswa mampu menyelesaikan Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.	Mahasiswa sangat mampu menyelesaikan Desain Arsitektural, Components, UI dan Pattern-Based Design, WebApp Design dan Quality Concepts.
	CMPK091	-Menyelesaikan soal pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications	Mahasiswa sangat tidak mampu menyelesaikan pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications	Mahasiswa tidak mampu menyelesaikan pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications	Mahasiswa cukup mampu menyelesaikan pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications	Mahasiswa mampu menyelesaikan pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications	Mahasiswa sangat mampu menyelesaikan pemahaman Review Techniques, Software Quality Assurance dan Software Testing Strategies, Testing Conventional Applications

a. Bobot penilaian (Ketentuan Bina Darma)

- $\geq 85$  = A
- $\geq 70$  s.d  $< 85$  = B
- $\geq 60$  s.d  $< 70$  = C
- $\geq 50$  s.d  $< 60$  = D
- $< 50$  = E

14. 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.