THE DOCUMENT OF OUTCOME BASED EDUCATION CURRICULUM

BACHELOR PROGRAM OF EDUCATIONAL TECHNOLOGY



UNIVERSITAS NEGERI PADANG 2021

A. THE IDENTITY OF STUDY PROGRAM

1	University	Universitas Negeri Padang				
2	Faculty	Faculty of Education				
3	Study Program	Educational Technology				
4	Study Program Code	86203				
5	Degree	Bachelor				
6	Graduate title	S.Pd.				
		Vision				
		Becoming a study program that produces excellent				
		educational technology developers by mastering the				
		field of Information and Communication				
		Technology in order to facilitate the learning process				
		in educational institutions or government institutions				
		and in the community in 2025 Mision 1. Performing education to produce educational technology developers which include curriculum analysis, development of educational programs, management of education and training, and				
		Faculty of Education Educational Technology 86203 Bachelor S.Pd. Vision Becoming a study program that produces excellent educational technology developers by mastering the field of Information and Communication Technology in order to facilitate the learning process in educational institutions or government institutions and in the community in 2025 Mision 1. Performing education to produce educational technology developers which include curriculum analysis, development of educational programs, management of education and training, and development of learning multimedia. 2. Performing scientific research and development, and practice in the fields of curriculum analysis, development of educational programs,				
7	Vision and Mision	1. Performing education to produce educational				
7	Vision and Mision	technology developers which include curriculum				
		analysis, development of educational programs,				
		management of education and training, and				
		development of learning multimedia.				
		2. Performing scientific research and development,				
		and practice in the fields of curriculum analysis,				
		development of educational programs,				
		management of education and training, and				
		development of learning multimedia.				
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12	The decree of establishment	241/DIKTI/Kep/96/Tanggal:11Juli 1996				
	number					
13	The latest national	131/SK/BAN-PT/Ak-PPJ/S/I/2021				
	accreditation decree number	131/31/D111-1 1/1K-113/3/1/2021				
14	International Accreditation	_				

B. THE IDENTITY OF HEAD OF STUDY PROGRAM

1	Name	Dr. Abna Hidayati, M.Pd.
2	Position	Head of Study Program
3	The number of Assignment letter	603/UN35/KP/2019
4	Start	1 Oktober 2019
5	End	1 Oktober 2023
6	Telephone number	085374716105

A. Foundations for Curriculum Design and Development

1. Philosophical Foundation

The philosophical foundation for developing the curriculum of Bachelor Program of Educational Technology always refers to the educational philosophy of Pancasila. This philosophical basis is the main reference which shows that the curriculum development in the Bachelor Program of Educational Technology refers to the values contain in it. The philosophical values of *Pancasila* embraced by Indonesian society are reflected in the formulation of national education goals as contained in UU No. 20 of 2003 about National Education System, which states that national education is based on *Pancasila* and the constitution of the Republic of Indonesia 1945. National education functions to develop the skills and to shape the character as well as civilization of a dignified nation in the context of developing the nation's intellectual life, to develop the potential of students so they can be a human being who believes and pious to God Almighty, virtuous, healthy, knowledgeable, competent, creative, independent, and can be a democratic and responsible citizen (Article 2 and 3). In the formulation of national educational goals, the values of Pancasila are embedded explicitly and implicitly. Curriculum of higher education, in its development also refers to other philosophical foundations, namely naturalism, idealism, and pragmatism. These foundations indicate that the educational process is a continuous process and is influenced by the development of science and technology. Essentially, education is the basis to shape the religious values and character values as formulated by the foundation of idealism. The educational process is a means to gain the best experience and life for students. In higher education, independence values are developed to prepare the students so they can gain an improvement in the quality of their life.

2. Historical Foundation

Bachelor Program of Educational Technology is in the Department of Curriculum and Educational Technology under the Faculty of Educational Sciences which initially began with the establishment of Teachers Education College (PTPG) Batu Sangkar (1954-1956), and period of Faculty of Teachers Training and Education (FKIP) Andalas University (UNAND) Bukittingi in Batu Sangkar (1956-1958). Then, FKIP UNAND Padang was developed (1958-1964). During this period, several new

departments were established, including the Department of Educational Guidance which became the forerunner of the Faculty of Educational Sciences. From 1964 to 1965, the Padang branch of the Institute of Teachers Training and Education (IKIP) Jakarta was established. In the period of 1965 to 1999, the Padang Branch of IKIP Jakarta became an independent institution under the name of IKIP Padang. In 1999, IKIP Padang received an expanded mandate to become a university under the name of Universitas Negeri Padang. Furthermore, Faculty of Educational Sciences (FIP) of IKIP Padang was also changed into the Faculty of Educational Sciences (FIP) of UNP based on the Decree of the President of the Republic of Indonesia No. 93/1999 on August 24, 1999.

The Department of Curriculum and Educational Technology in 1969 was originally named the Department of General Education. Then, in 1977-1982, the Department of General Education changed its name to the Didactic Curriculum (DK) and one year later, it was changed again to the Department of Education. After that, in 1982-1989, or in 1983 to be precise, the Department of Education was renamed to the Department of Curriculum and Educational Technology (KTP). The Department of Education was renamed to the Department of Curriculum and Educational Technology (KTP) and until now it has an Bachelor Program of Educational Technology. The development of curriculum in the Bachelor Program of Educational Technology is based on the Higher Education Curriculum which initially refers to the Indonesian Qualifications Framework (KKNI), namely undergraduate degree at level 6. The descriptions of KKNI curriculum refers to the Learning Outcomes of Existing Courses. In 2020, there were significant changes in the study program curriculum based on the Higher Education Curriculum that refers to the changes in the era of industrial revolution 4.0 and Independent Learning (*Merdeka Belajar*).

3. Legal Foundations

- a. Law of the Republic of Indonesia Number 14 of 2005 on Teachers and Lecturers (State Gazette of the Republic of Indonesia year of 2005 Number 157, Supplement to the State Gazette of the Republic of Indonesia Number 4586);
- b. Presidential Regulation of the Republic of Indonesia Number 8 of 2012 on Indonesian Qualifications Framework (KKNI);
- c. Law of the Republic of Indonesia Number 12 of 2012 on Higher Education (State Gazette of the Republic of Indonesia year of 2012 Number 158, Supplement to the State Gazette of the Republic of Indonesia Number 5336);
- d. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 73 of 2013 on the Implementation of the Indonesian Qualifications Framework (KKNI) in the Higher Education Sector;
- e. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 5 of 2020 on Accreditation of Study Programs and Universities;
- f. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 7 of 2020 on the Establishment, Amendment, Dissolution of State Higher

- Education Institutions, and the Establishment, Amendment, and Revocation of Permit for Private Higher Education Institutions;
- g. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 3 of 2020 on National Higher Education Standards;
- h. Regulation of the Minister of Education and Culture of the Republic of Indonesia Number 81 of 2014 on Diplomas, Certificate of Competence, and Professional Certificates of Higher Education;
- i. Guidebook of Independent Learning-Independent Campus, (*Merdeka Belajar-Kampus Merdeka /* MBKM), Directorate General of Learning and Student Affairs, Higher Education-Ministry of Education and Culture, 2020;
- j. Guidebook of Higher Education Curriculum (KPT) Development in the Era of Industrial Revolution 4.0 to Support Independent Learning-Independent Campus, Directorate General of Learning and Student Affairs, Higher Education-Ministry of Education and Culture, 2020;
- k. Regulation of the Rector of Universitas Negeri Padang Number 02 of 2021 on Guidelines for the Implementation of Independent Learning-Independent Campus at Universitas Negeri Padang.

B. Vision, Missions, Goals, Strategies, and University Value

1. Vision

Becoming a study program that produces excellent educational technology developers by mastering the field of Information and Communication Technology in order to facilitate the learning process in educational institutions or government institutions and in the community in 2025

2. Missions

- a. Performing education to produce educational technology developers which include curriculum analysis, development of educational programs, management of education and training, and development of learning multimedia.
- b. Performing scientific research and development, and practice in the fields of curriculum analysis, development of educational programs, management of education and training, and development of learning multimedia.

3. Goals

- a. To produce high quality, excellent, and competitive educational and learning services in the field of Educational Technology developers who are creative and innovative, competent and devoted to God Almighty.
- b. To produce graduates in the field of Educational Technology who are competent, creative and innovative as well as dignified and able to compete in international level.
- c. To produce scientific papers in the field of Educational Technology which are published in national and international accredited scientific journals, and presented at national and international forums.

- d. To produce graduates in the field of Educational Technology who have the ability to analyse, design, develop, implement, and evaluate educational technology products and they are able to develop themselves in this field for professional development.
- e. To produce entrepreneurs in the field of Educational Technology who are creative, innovative, excellent, and able to compete.

4. Strategies

Table 1. Strategies Bachelor Program of Educational Technology

No.	Objectives	Strategies
1.	The realization of the Bachelor Program of	Involving the academic community and
	Educational Technology that is excellent and	stakeholders in formulating the study
	able to compete in national and international	program curriculum.
	level.	
2.	The realization of the Bachelor Program of	Developing a high quality learning
	Educational Technology as a centre for the	process and establishing a ratio of
	development of professional personnel in the	educators and students according to
	field of Educational Technology.	relevant standards.
3.	The implementation of academic and	a. Implementing the learning method of
	administrative activities in accordance with	student center learning in an effort to
	the objectives of the study program that have	improve critical and creative
	been determined.	thinking of the students and
		providing excellent service by using
		various learning resources with the
		basis Information and
		Communication Technology.
		b. Implementing excellent and IT-based
		administrative services.
4.	The realization of a high quality academic	a. Requiring every student to write
	atmosphere.	scientific articles which are
		published in national journals with
		ISSN and indexed.
		b. Improving students' English skills by
		commanding them to have a TOEFL
		certificate with a minimum score of
		400.
		c. Carrying out improvement and
		revision on curriculum, syllabus, and
		learning tools according to OBE
		standards at least once a year.
		d. Improving and developing the

		learning process through the
		improvement of quality on learning
		supports laboratory.
5.	The realization of accountable, transparent,	Developing an organizational structure
٥.	-	
	effective and efficient governance.	and work procedures (STOK) in the
		Bachelor Program of Educational
		Technology based on professional
		competences.
6.	The establishment of a centre of excellence	Improving the ability and quality of
	for the development of learning products in	services in the form of education,
	the field of Educational Technology.	training, research, and community
		service.
7.	The realization of domestic and foreign	a. Collaborating with a number of
	institutional cooperation for the development	related parties to accept student
	of academic programs, research and	internships.
	community service in the field of Educational	b. Increasing the promotion program
	Technology.	broadly and integrated to attract
		prospective new students.
		c. Collaborating between Teacher
		Training Colleges (LPTK) and
		Education Offices in province, city
		and regency level as well as alumni.
		d. Conducting MOU programs with domestic and foreign institutions.
		e. Running a program of becoming a
		Indonesian Bachelor Program of
		Educational Technology (APSTPI)
		and the International Association
		AECT.
		f. Organizing international conferences
		and collegial meetings of
		Association of Indonesian Bachelor
		Program of Educational Technology.
8.	The increase on numbers of internationally	a. Increasing the numbers of
	published research from the teaching staff.	international publications.
		b. Pioneering the publication of the
		Educational Technology Scientific
		journal (ETECH).
	The improvement on input quality through	Conducting a high quality student
<u></u>	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	<i>O O</i> 1 1

appropriate and strict selection methods.	admission	selection	based	on	school
	report scor	es and test	results	i	

5. University Value

Universitas Negeri Padang is a higher education institution developed with an educational philosophy of *Pancasila* which contains scientific and religious values. These values were developed and became the basis for the entire academic community to perform *Tri Dharma* or Three Pillars of Higher Education. The vision of Universitas Negeri Padang which is to become a reputable and world-class university becomes a reference and benchmark for all higher education performances. Universitas Negeri Padang has now changed its status from State Higher Education Institution of Public Service Agency (PTN BLU) to State Higher Education Institution of Incorporated Legal Entity (PTH BH). Based on PP Number 114 on Higher Education Institution of Incorporated Legal Entity of Universitas Negeri Padang, it is stated that the university value of Universitas Negeri Padang is "*Alam Takambang Menjadi Guru*". The meaning that can be inferred from this value is that the educational process can take place in all conditions and contexts. Universitas Negeri Padang as a producer of teachers and education personnel has a role to put these values into practice in the scope of its professional work.

The Faculty of Education, which is currently the faculty that manages the Bachelor Program of Educational Technology, has a vision to produce professional teachers and education personnel who have faith and devotion to God Almighty. Referring to this vision, in the Bachelor Program of Educational Technology, the values of faith and devotion are embedded as the basis for producing creative and innovative graduates who are excellent in accordance with the study program's vision and mission. In relation to this, it is necessary to develop a curriculum in the Bachelor Program of Educational Technology which is used as a guideline for shaping graduates who can master the field of Educational Technology and also have faith and devotion to God Almighty, have noble character, honesty, independence, creativity, innovation and good responsibility.

C. Profile of Graduates

Profile of graduates of the Bachelor Program of Educational Technology is Educational Technology Developers. The graduates have the ability to analyze, design, develop, manage, implement, and assess various learning resources and learning programs that are adapted to the development of Information and Communication Technology by upholding the character values of religion, nationalism, integrity, independence, innovation, creativity and responsibility, and they can compete at regional and international level.

Profile of graduates of the Bachelor Program of Educational Technology has details of Program Educational Objective (PEO) as follows:

Table 2. Descriptions of Program Educational Objectives (PEO)

PEO	Description					
PEO-1	Graduates are able to improve their competence in the field of Educational					
	Technology and they are able to continue to higher education levels both at					
	home country and abroad.					
PEO-2	Graduates are able to demonstrate professional performance in the field					
	Educational Technology.					
PEO-3	Graduates are able to develop their potential in the field of Education					
	Technology by developing the spirit of entrepreneurship.					

Table 3. The Indicators of Program Educational Objectives (PEO)

PEO	Indicator
	1. Continuing education to master degree in educational technology or
PEO -1	relevant educational program
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2. Obtaining scholarship or funding competitively to continue the study in
	Indonesia or abroad.
	1. Become an educational technology developer in educational institutions
	2. Become an analyst in educational program development
PEO -2	3. Become an analyst in education and training program development in
	government institution and society
	4. Become a curriculum analyst
	1. Be actively involved in the Indonesian Educational Technology Professional
PEO-3	Association
PEU-3	2. Become a creative, innovative, and responsible entrepreneur in educational
	technology

D. Graduate Learning Outcome

Graduate Learning Outcome consists of three aspects, such as: attitude, knowledge, general skills, and specific skills. The formulation of attitude and general skills is standardized from national standard of higher education. Meanwhile, the aspects of knowledge and specific skills are formed from the descriptors of Indonesian Qualifications Framework (KKNI) which are associated with its level. The table below shows the format of graduate learning outcome:

Table 4. Graduate Learning Outcome

	1. ATTITUDE	
Λ.	Demonstrate scientific, educative, responsible, independent and religious attitudes and behavior to	
A1	improve the quality of life in society, nation and state based on academic norms and ethics.	

	2. KNOWLEDGE
K1	Understanding the concept of educational technology.
K2	Understanding the domains of educational technology namely design, development,
K2	implementation, management, and evaluation.
К3	Understanding the concept of research methodology in the scope of educational
KS	technology.
	3. GENERAL SKILLS
GS1	Having the ability to innovate, integrate the learning and life skills, and master the
USI	information, communication, and technology.
	Having the ability to apply the scientific and innovative thinking in the process of
GS2	knowledge and technology development which is relevant to educational
	technology.
	4. SPECIFIC SKILLS
SS1	Formulating the problem solving in educational technology issues found in learning
351	and training activities.
SS2	Conducting the activities of design, development, implementation, management,
332	and evaluation in the scope of educational technology.
SS3	Conducting the research and dissemination of research result in the scope of
دود	educational technology.

Tabel 5. The map of PEO with learning outcomes

	Program Educational Outcomes (PEO)	Learning Outcomes								
No.		Attitu de	Knowledge		Knowledge General Skills		Specific Skills			
		A1	K1	K2	К3	GS1	GS2	SS1	SS2	SS3
1	PEO 1	1				$\sqrt{}$	1	1		
2	PEO 2	√	V	$\sqrt{}$			1	1		
3	PEO 3	V		$\sqrt{}$		$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$

E. The Study Materials

The study materials have been managed based on the result of need analysis in working world associated with the scope of educational technology. This study is applied to construct the specific courses in Bachelor Program of Educational Technology, with the details below:

Tabel 6. The Study Materials

No.	Kode	Bahan Kajian
	General	Introduction to Entrepreneurship, Religion Education, Indonesian,
1.	Course	Introduction to Coding, Pancasila Education, Citizenship education,
		English, Fundamental of Education,

		Introduction to entrepreneurship, religious education, Indonesian language, introduction to coding, basic science education, Pancasila education, civic education, English, guidance and counseling, Arabic/Japanese/Mandarin*, educational psychology, administration and supervision.
2.	Pedagogical Course	Education Philosophy, Inclusive Education, Pedagogy
3.	Educational Technology Content	Basic Of Education Technology, Basic of Curriculum, Basic of Communication, Computers and Operating Systems, Media and Digital Literacy, Teaching and Learning Theory, Scientific Writing Methods, Descriptive Statistics, Audio and Radio Media Development, Graphic Design, Analysis of Primary Curriculum, Development of Instructional System, Development of Video and Television, Learning Evaluation, Computer Network, Programming Languages, Learning Strategies, Statistics Inferential, Design and Innovative Learning Models, Teaching Material and Textbooks Development, Program Evaluation, Educational Technology Profession, Development of E-Learning, Animation, Learning Resource Development, Human Resource Development, Quantitative Research, Training System Management, Digital Printscreen Media Development, Photography, Library Management, English Language Education Technology, Multimedia Computers, Broadcasting, Analysis of Secondary Education Curriculum, Micro Teaching, Research Quality, IT-Based Entrepreneurship, Educational Technology Seminar, Virtual and Augmanted Reality, Computer-Based Learning.
4.	Integrated Educational	Community Service Program, Educational Technology Internship,
	Technology Content	Educational Field Practices
5.	Research	Thesis

 ${\bf Table~7.~The~matrix~of~the~relations hip~between~learning~outcomes~and~study~materials}$

		Capaian Pembelajaran Lulusan									
No.	Study Materials	Attitude	Kn	Knowledge		Knowledge General Skills		Specific Skills			
		A1	K1	K2	K3	GS1	GS2	SS1	SS2	SS3	
1	General Course			V		$\sqrt{}$	$\sqrt{}$	V	$\sqrt{}$	$\sqrt{}$	
2	Pedagogical Course	$\sqrt{}$	\checkmark	√	V	√	\checkmark	√	\checkmark	\checkmark	

	Educational									
3	Technology	$\sqrt{}$								\checkmark
	Content									
1	Integrated Course	ما	ما	ما	ما	ما	a)	ما	ما	J.
4	Course	V	٧	V	V	٧	V	٧	٧	٧
5	Research	$\sqrt{}$					V			$\sqrt{}$

F. The Construction of the Courses and the Credits

The construction of the courses is conducted by analyzing and describing the formulated learning outcome. Afterward, the descriptions are described to be the courses and determine the time required by the students to master the formulated specific abilities in the courses.

Table 8. The Construction of the Courses and the Credits

No.	Study	Course Name	Course Code	Credit
	Materials			
1	General	Religion Education	UNP1.60.1401	3
	Course	Indonesian	UNP1.60.1404	2
		English	UNP1.60.3401	2
		Introduction to Entrepreneurship	UNP1.60.1101	2
		Fundamental of Education	UNP1.61.2104	2
		Pancasila Educational	UNP1.60.2402	2
		Citizenship Education	UNP1.60.2403	2
		Introduction to Coding	UNP1.60.2102	3
		Guidance and Counseling	UNP1.61.3201	2
		Administration and Education Supervision	UNP1.61.4101	2
		Educational Psychology	UNP1.61.4102	2
			UNP2.60.3404/	
		Arabic/ Japanese/ Chinese	UNP2.60.3102/	2
			UNP2.60.3101	
2	Pedagogical	Educational Philosophy	FIP1.61.3201	2
	Course	Inclusive Education	FIP1.61.4401	2
		Pedagogy	FIP2.61.6201	2
3	Educational	Basic of Education Technology	KTP1.61.1211	3
	Technology	Basic of Curriculum	KTP1.61.1302	2
	Content	Basic of Communication	KTP1.61.1212	2
		Computer and Operating System	KTP1.61.1213	2
		Media and Digital Literacy	KTP1.61.1214	2
		Teaching and Learning Theory	KTP1.61.1215	3

		Scientific Writing Methods	KTP1.61.1216	2
		Descriptive Statistic	KTP1.61.2217	2
		Audio and Radio Media Development	KTP1.61.2221	3
		Graphic Design	KTP1.61.2219	3
		Analysis of Primary Curriculum	KTP1.61.2301	2
		Learning Resource Development	KTP1.61.2220	3
		Development of Video and Television	KTP1.61.3219	3
		Learning Evaluation	KTP1.61.3220	3
		Computer Network	KTP1.61.3221	3
		Programming Language	KTP1.61.3222	2
		Learning Strategies	KTP1.61.3223	2
		Statistic Inferential	KTP1.61.3224	2
		Innovative Learning Designs and Models	KTP1.61.3224 KTP1.61.4225	2
		Teaching Material and Textbooks	X11 1.01.4223	3
		Development and Textbooks	KTP1.61.4226	<u>.</u>
		Program Evaluation	KTP1.61.4227	2
		Learning Resource Development	KTP1.61.4228	3
		E-Learning Development	KTP1.61.4229	3
		Animation	KTP1.61.4230	3
		Development of Instructional System	KTP1.61.4231	2
		Human Resources Development	KTP1.61.5402	2
		Quantitative Research	KTP1.61.5101	2
		Training System Management	KTP1.61.5213	3
		Digital Printscreen Media Development	KTP1.61.5102	3
		Photography	KTP1.61.5103	3
		Library Management	KTP1.61.5220	2
		English Resource Development	KTP1.61.5104	2
		Computer of Multimedia	KTP1.61.5221	3
		Broadcasting	KTP1.61.5222	2
		Analysis of Secondary Curriculum	KTP1.61.6302	2
		Micro Teaching	KTP1.61.6212	2
		Qualitative Research	KTP1.61.6218	2
		IT-Based Enterpreneurship	KTP1.61.6401	2
		Educational Technology Seminar	KTP1.61.6219	3
		Virtual and Augmanted Reality	KTP1.61.6221	2
		Computer Based Learning	KTP1.61.6220	3
4	Integrated	Community Service Program	UNP1.60.5401	2
	Educational	Educational Technology Internship	KTP1.61.7203	4
1		Educational Field Practice	UNP1.61.7102	

	Content			
5	Research	Thesis	KTP1.61.8205	6

The aspects of graduate learning outcomes, such as attitude, knowledge and general and specific skills are completely related to the course formulation which will be given in Bachelor Program of Educational Technology, as below:

Tabel 9. The relationship between learning outcomes and course

	_	Graduate Learning Outcomes								
No	Course Name	Attitude	Kn	owled	lge		neral tills	Spe	ecific Sl	kills
		A1	P1	P2	P3	GS1	GS2	SS1	SS2	SS3
1	Religion Education	√	$\sqrt{}$	√	1	√	√	\checkmark	\checkmark	$\sqrt{}$
2	Indonesian	$\sqrt{}$	V	V	$\sqrt{}$	V	V	V	V	$\sqrt{}$
3	English	$\sqrt{}$	V	V	$\sqrt{}$	V	V	V	V	$\sqrt{}$
4	Introduction to Entrepreneurship	V	√	√	V	√	√	√	√	√
5	Pancasila Educational	√	$\sqrt{}$	V	V	√	√	√	√	$\sqrt{}$
6	Citizenship Education	V	√	V	V	√	√	√	√	V
7	Introduction to Coding	V	√	V	V	√	√	√	√	√
8	Guidance and Counseling	V	√	V	√	√	√	√	√	√
9	Administration and Education Supervision	V	$\sqrt{}$	√	V	V	V	V	V	$\sqrt{}$
10	Educational Psychologi	√	\checkmark	√	√	√	√	√	√	$\sqrt{}$
11	Educational Philosophy	V	√	V	V	√	√	√	√	√
12	Inclusive Education	V	√	V	V	√	√	√	√	$\sqrt{}$
13	Pedagogy	V	$\sqrt{}$	V	1	1	1	V	1	$\sqrt{}$
14	Basic of Education Technology	V	$\sqrt{}$	V	V	V	√	√	√	√
15	Basic of Curriculum	V	√	√	V	√	√	√	√	√
16	Basic of	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	V	1	1	V	1	$\sqrt{}$

	Communication									
17	Computer and		V	V	√	V		√		
1 /	Operating System	V	V	V	V	V	V	٧	V	V
18	Media and	√	V	$\sqrt{}$	V	V			$\sqrt{}$	
10	Digital Literacy	V	V	V	V	V	V	٧	V	٧
19	Teaching and	√	V	V	V	√	√	√	√	√
1)	Learning Theory	٧	٧	٧	٧	V	٧	٧	٧	٧
20	Scientific Writing	V					$\sqrt{}$	$\sqrt{}$		$\sqrt{}$
20	Methods	٧	٧	٧	٧	V	٧	٧	٧	٧
21	Descriptive	$\sqrt{}$				$\sqrt{}$	$\sqrt{}$	$\sqrt{}$		$\sqrt{}$
21	Statistic	V	V	, v	'	'	•	٧	v	٧
	Audio and Radio									
22	Media	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	Development									
23	Graphic Design	$\sqrt{}$			$\sqrt{}$		$\sqrt{}$	\checkmark	$\sqrt{}$	$\sqrt{}$
	Analysis of									
24	Primary	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	Curriculum									
	Learning									
25	Resource	$\sqrt{}$					$\sqrt{}$	$\sqrt{}$		$\sqrt{}$
	Development									
	Development of	,	,	,	,	,	,	,	,	,
26	Video and	$\sqrt{}$					$\sqrt{}$	$\sqrt{}$		$\sqrt{}$
	Television									
27	Learning	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	Evaluation	,	,	<u>'</u>	,	,	,	,	,	,
28	Computer	$\sqrt{}$			$\sqrt{}$					$\sqrt{}$
	Network	·							·	
29	Programming	$\sqrt{}$	$\sqrt{}$			$\sqrt{}$	$\sqrt{}$		$\sqrt{}$	$\sqrt{}$
	Language									
30	Learning	$\sqrt{}$	$\sqrt{}$			$\sqrt{}$	$\sqrt{}$		$\sqrt{}$	$\sqrt{}$
	Strategies									
31	Statistic		$\sqrt{}$		$\sqrt{}$		$\sqrt{}$		$\sqrt{}$	$\sqrt{}$
	Inferential									
	Innovative	.1	1		.1	.1	.1	. 1	. 1	. 1
32	Learning Designs	V					$\sqrt{}$	$\sqrt{}$		V
	and Models									
22	Teaching Material	-1	-1			اء	اء	اء		اء
33	and Textbooks	V	V	7	V	V	$\sqrt{}$	$\sqrt{}$	V	V
	Development]							

24	Program	-1	.1	1	.1	. 1	.1	.1		.]
34	Evaluation	V	√	V	$\sqrt{}$	$\sqrt{}$	V	$\sqrt{}$	V	ν
	Learning									
35	Resource	$\sqrt{}$								$\sqrt{}$
	Development									
36	E-Learning		V					√		V
30	Development	٧	V	V	V	V	V	V	V	V
37	Animation	$\sqrt{}$	V				$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$
	Development of									
38	Instructional	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	System									
39	Human Resources	V	V	V	√	√	√	V	√	a)
39	Development	٧	V	V	V	V	V	V	V	V
40	Quantitative		V		V			√	V	$\sqrt{}$
40	Research	٧	V	V	٧	V	•	٧	٧	V
41	Training System	$\sqrt{}$			$\sqrt{}$		$\sqrt{}$			$\sqrt{}$
71	Management	٧	V	٧	٧	٧	•	٧	٧	V
	Digital									
42	Printscreen Media	$\sqrt{}$								$\sqrt{}$
	Development									
43	Photography	$\sqrt{}$	$\sqrt{}$		$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$	$\sqrt{}$
44	Library	$\sqrt{}$			$\sqrt{}$	$\sqrt{}$	$\sqrt{}$			$\sqrt{}$
	Management	•	,	•	•	•	•	,	,	٧
45	English Resource	$\sqrt{}$				$\sqrt{}$	$\sqrt{}$			$\sqrt{}$
13	Development	<u> </u>	,	,	•	,	•	,	*	•
46	Computer of	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	Multimedia	<u> </u>	'	,	'	'	•	'	,	· ·
47	Broadcasting	$\sqrt{}$	V	V	$\sqrt{}$	V	√	V	V	$\sqrt{}$
	Analysis of	,			,	,	,	,	,	,
48	Secondary	$\sqrt{}$			$\sqrt{}$		$\sqrt{}$			$\sqrt{}$
	Curriculum	,		,	,		,		,	,
49	Micro Teaching	√	V	V	√	V	√	V	√	√
50	Qualitative	$\sqrt{}$					$\sqrt{}$			$\sqrt{}$
	Research	,	,	<u>'</u>	,	,	,	,	,	,
51	IT-Based	$\sqrt{}$			$\sqrt{}$	$\sqrt{}$	$\sqrt{}$		$\sqrt{}$	$\sqrt{}$
	Enterpreneurship	,	,	<u>'</u>	,	,	,	,	,	,
	Educational	1		,	,	,	,	,	,	,
52	Technology	$\sqrt{}$			$\sqrt{}$		$\sqrt{}$			$\sqrt{}$
	Seminar	-		,	,	,	,	,	,	,
53	Virtual and	$\sqrt{}$	$\sqrt{}$							$\sqrt{}$

	Augmanted									
	Reality									
54	Computer Based	N	J	V	V	V	V	V	V	N
34	Learning	٧	٧	V	٧	V	V	٧	V	٧
55	Community	N	J	V	V	V	V	V	V	N
	Service Program	٧	V	V	٧	V	V	٧	V	V
	Educational									
56	Technology	$\sqrt{}$			$\sqrt{}$					$\sqrt{}$
	Internship									
57	Educational Field	V	V	V	$\sqrt{}$	V	V	V	V	V
31	Practice	٧	٧	V	V	V	V	٧	V	٧
58	Mini-Thesis	$\sqrt{}$	$\sqrt{}$		$\sqrt{}$		$\sqrt{}$			$\sqrt{}$

G. Curriculum Structures

The next step is, the curriculum formulation in Bachelor Program of Educational Technology is to determine the curriculum structure which will be given to the students in every semester. Here are the details below:

	Semeste	er 1	
No.	Courses	Credits	Study Materials
1	Religion Education	3	General Course
2	Indonesian	2	General Course
3	Introduction to Entrepreneurship	2	General Course
4	Basic of Education Technology	3	Educational Technology Content
5	Basic of Curriculum	2	Educational Technology Content
6	Basic of Communication	2	Educational Technology Content
7	Computer and Operating System	2	Educational Technology Content
8	Media and Digital Literacy	2	Educational Technology Content
9	Teaching and Learning Theory	3	Educational Technology Content
10	Scientific Writing Methods	2	Educational Technology Content
	Jumlah	23	

	Semester 2								
No.	Courses	Credits	Study Materials						
1	Pancasila Educational	2	General Course						
2	Citizenship Education	2	General Course						
3	Introduction to Coding	3	General Course						
4	Fundamental of Education	2	General Course						

5	Descriptive Statistic	2	Educational Technology Content
6	Audio and Radio Media Development	3	Educational Technology Content
7	Graphic Design	3	Educational Technology Content
8	Analysis of Primary Curriculum	2	Educational Technology Content
9	Learning Resource Development	3	Educational Technology Content
	Jumlah	22	

	Semester 3			
No.	Courses	Credits	Study Materials	
1	English	2	General Course	
2	Guidance and Counseling	2	General Course	
3	Educational Philosophy	2	Pedagogical Course	
4	Arabic*			
5	Mandarin language*	2	General Course (choice)	
6	Japanese language*			
7	Development of Video and Television	3	Educational Technology Content	
8	Learning Evaluation	3	Educational Technology Content	
9	Computer Network	3	Educational Technology Content	
10	Programming Language	2	Educational Technology Content	
11	Learning Strategies	2	Educational Technology Content	
12	Statistic Inferential	2	Educational Technology Content	
	Jumlah			

	Semester 4		
No.	Courses	Credits	Study Materials
1	Educational Psychology	2	General Course
2	Administration and Education	2	General Course
	Supervision		
3	Inclusive Education	2	Pedagogical Course
4	Innovative Learning Designs and	2	Educational Technology Content
1	Models		
5	Teaching Material and Textbooks	3	B Educational Technology Conter
3	Development		
6	Program Evaluation	2	Educational Technology Content
7	Educational Technology Profession	3	Educational Technology Content
8	E-Learning Development	3	Educational Technology Content
9	Animation	3	Educational Technology Content
10	Development of Instructional System	2	Educational Technology Content
	Jumlah	24	

	Semester 5			
No.	Courses	Credits	Study Materials	
1	Human Resources Development	2	Educational Technology Content	
2	Quantitative Research	2	Educational Technology Content	
3	Training System Management	3	Educational Technology Content	
4	Digital Printscreen Media	3	Educational Technology Content	
4	Development		Educational Technology Content	
5	Photography	3	Educational Technology Content	
6	Library Management	2	Educational Technology Content	
7	English Resource Development	2	Educational Technology Content	
8	Computer of Multimedia	3	Educational Technology Content	
9	Broadcasting	2	Educational Technology Content	
10	Community Service Program	2	Integrated Educational	
10			Technology Course	
	Jumlah			

	Semester 6			
No.	Courses	Credits	Study Materials	
1	Pedagogy	2	Pedagogical Course	
2	Analysis of Secondary Curriculum	2	Educational Technology Content	
3	Micro Teaching	2	Educational Technology Content	
4	Qualitative Research	2	Educational Technology Content	
5	IT-Based Enterpreneurship	2	Educational Technology Content	
6	Educational Technology Seminar	3	Educational Technology Content	
7	Virtual and Augmanted Reality	2	Educational Technology Content	
8	Computer Based Learning	3	Educational Technology Content	
	Jumlah			

Semester 7			
No.	Courses	Credits	Study Materials
1	Educational Technology Internship	4	Integrated Educational
1			Technology Course
2	Educational Field Practice	4	Integrated Educational
2 Educational Meta	Educational Fleid Flactice		Technology Course
3	Thesis	6	Research
	Jumlah	14	

Tota	148 SKS
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