

RENCANA PEMBELAJARAN SEMESTER COMPUTERS AND SOCIETY COMPUTING FOR GOOD



**Disusun Oleh :
Lila Setiyani , S.T, M.Kom**

**SEKOLAH TINGGI MANAJEMEN INFORMATIKA DAN KOMPUTER ROSMA
PROGRAM STUDI SISTEM INFORMASI
2020**

DIAGRAM ANALISIS HASIL PEMBELAJARAN MATAKULIAH COMPUTRES AND SOCIETY COMPUTING FOR GOOD



**SEKOLAH TINGGI MANAJEMEN INFORMATIKA DAN KOMPUTER ROSMA
PROGRAM STUDI SISTEM INFORMASI**

RENCANA PEMBELAJARAN SEMESTER

MATA KULIAH	KODE	Rumpun Mata Kuliah	BOBOT(sks)	SEMESTER	Tgl Penyusunan
Computers and Society Computing for Good		Sistem Informasi	3		
OTORISASI	Dosen Pengembang RPS	Koordinator RMK	Kepala Program Studi		
			Lila Sertiyani, S.T, M.Kom		
Capaian Pembelajaran (CP)	CPL-PRODI				
	S4	Dapat bekerja sama dan memiliki kepekaan sosial serta kepedulian terhadap masyarakat dan lingkungan			
	S6	Taat hukum dan disiplin dalam kehidupan bermasyarakat dan bernegara			
	S7	Menunjukkan sikap bertanggung jawab atas pekerjaan di bidang keahliannya secara mandiri			
	S8	Menginternalisasikan nilai, norma dan etika akademik			
	P1	Menguasai konsep teoritis bidang pengetahuan Sistem Informasi secara umum dan konsep teoritis bagian khusus dalam bidang pengetahuan tersebut secara mendalam, serta mampu memformulasikan penyelesaian masalah prosedural.			
	P2	Menguasai konsep teoritis yang mengkaji, menerapkan dan mengembangkan serta mampu memformulasikan dan mampu mengambil keputusan yang tepat dalam penyelesaian masalah			
	P4	Memiliki pengetahuan sesuai dengan capaian pembelajaran program studi S1 sistem Informasi			
	KU1	Mampu menerapkan pemikiran logis, kritis, sistematis dan inovatif dalam konteks pengembangan atau implementasi ilmu pengetahuan dan teknologi yang memperhatikan dan menerapkan nilai humaniora yang sesuai dengan bidang keahliannya			
	KU12	Memiliki kecakapan hidup sesuai capaian pembelajaran program studi Sistem Informasi			
	CP-MK				
	M1	Computers and Society Computing for Good			

Deskripsi Mata Kuliah		Mata kuliah ini mengajarkan kepada mahasiswa tentang konsep dan praktek Computers and Society Computing for Good				
Materi Pembelajaran / Pokok Bahasan		SUB-CP-MK <ol style="list-style-type: none"> 1. Poverty alleviation in the remote peruvian andes 2. Improving patient care with digital image management 3. Internet voting for overseas citizens 4. Social networking and computer modeling aid sea turtles 5. Best practice recommendations in children's medical care 6. Protecting lives using the results of earthquake modeling 7. When following your passion means forming your own business 				
Pustaka		Utama : Kaczmarczyk, Lisa C. (2011). Computers and Society Computing for Good . USA : CRC Press				
		Pendukung :				
Media Pembelajaran		Perangkat Lunak :		Perangkat Keras :		
		Microsoft Word		Proyektor , Papan Tulis ,Spidol, Penghapus		
Tema Teaching						
Matakuliah Syarat						
Mg Ke-	Sub-CP-MK (sbg kemampuan akhir yang diharapkan)	Indikator	Kriteria & Bentuk Penilaian	Metode Pembelajaran [Estimasi Waktu]	Materi Pembelajaran [Pustaka]	Bobot Penilaian[%]
1	Poverty alleviation in the remote peruvian andes[C2, A2, P1]	Ketepatan dalam menjelaskan : <ul style="list-style-type: none"> ▪ Poverty alleviation in the remote peruvian andes 	Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> ▪ Introduction ▪ Systemic poverty and health problems in the villages ▪ A software engineering project as a response to provety ▪ The many challenges of requirements gathering in the Andes 	5%

					<ul style="list-style-type: none"> ▪ How was trust established and the requirement gathered ? ▪ Organizing and itemizing final requirements ▪ Confirming the accuracy of the requirements with all stakeholders ▪ Non-traditional specifications development in the Andes ▪ Specifications : social, culture, technical implementation intertwined. 	
2	Poverty alleviation in the remote peruvian andes[C2, A2, P1]	<p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> ▪ Poverty alleviation in the remote peruvian andes 	<p>Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab</p>	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> ▪ Requirements that led to customization ▪ Rapid results and concrete outcomes ▪ Problems and challenges ▪ Testimonials about the poverty alleviations project ▪ Lives changed : reports and assessment ▪ Future and global affects of the andean project ▪ Exercises and activities 	

3	Improving patient care with digital image management [C2, A2, P1]	Ketepatan dalam menjelaskan : <ul style="list-style-type: none"> ▪ Improving patient care with digital image management 	Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Introduction ▪ Developmental challenges for premies ▪ Problems for patients when digital images are not affectively managed ▪ The primary technical reason for human problems- single vendor systems ▪ A typical single vendor PACS system architecture ▪ Initial analysisi of CHOP’s single vendor system problem ▪ The solution is clear if you know computing history ▪ Whata is a vendor neutral archive ? ▪ Chris Tomlinson Advocates for a vendor neutral archive 	5%
4	Improving patient care with digital image management [C2, A2, P1]	Ketepatan dalam menjelaskan : <ul style="list-style-type: none"> ▪ Improving patient care with digital image management 	Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Data input to the vendor neutral archive ▪ Retrieving data from the vendor neutral archive ▪ Data stirage redudancy and design to respond to system failure 	5%

					<ul style="list-style-type: none"> ▪ The project timeline and challenges ▪ Implementation : initiation and design ▪ Implementation : VNA implementation ▪ Implementation : Migration and Go-Live ▪ The changes as viewed by stakeholders ▪ The current system status and plans for the future ▪ Excercise and activities 	
5	Internet voting for overseas citizens [C2, A2, P1]	<p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> ▪ Internet voting for overseas citizens 	<p>Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab</p>	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Introduction ▪ Voting : A right guaranteed by the united states constructions ▪ Disenfranchisement in US ▪ Outdated ideas and technologies ? ▪ Intrenet voting : why not ? ▪ Security and privacy : critical technical challenges for internet voting ▪ Complexity and perfomance : top- 	10%

					<p>down and bottom-up challenges</p> <ul style="list-style-type: none"> Political challenges 	
6	<ul style="list-style-type: none"> Internet voting for overseas citizens [C2, A2, P1] 	<p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> Internet voting for overseas citizens 	<p>Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab</p>	<ul style="list-style-type: none"> Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> Initial efforts to aid overseas voters Prototype internet voting Strategy changes : operation BRAVO foundation and Okaloosa Project Design and Architecture of Okaloosa voting project Spical technical considerations Successful outcomes of human and technical measures Keeping pace with internet voting progress Final thoughts Excercise and activities 	10%
7	<p>Social networking and computer modeling aid sea turtles [C2, A2, P1]</p>	<p>Ketepatan dalam menjelaskan : Social networking and computer modeling aid sea turtles</p>	<p>Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab</p>	<ul style="list-style-type: none"> Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> Introduction Limited resource and a seemingly limitless mission The challenge of gathering data and digesting it 	5%

					<ul style="list-style-type: none"> ▪ Computer assisted modeling support informed decision making ▪ Tracking turtles by satellite to learn how they behave ▪ Getting the word out ▪ Developing affective web pages comes first 	
UJIAN TENGAH SEMESTER						
9	Social networking and computer modeling aid sea turtles[C2, A2, P1]	Ketepatan dalam menjelaskan : Social networking and computer modeling aid sea turtles <ul style="list-style-type: none"> ▪ 	Kriteria : Ketepatan dan penguasaan Bentuk non-test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Why STC website are successful ▪ A blog on the scene ▪ YouTube! ▪ Who could ignore facebook ? ▪ Twitter – a work in progress ▪ The overall impact of social networking on the cause of sea turtle protection. ▪ What next ? Challenges and new initiatives ▪ Exercise and activities. 	5%
10	Best practice recommendations in children’s medical care[C2, A2, P1]	Ketepatan dan penguasaan dalam : <ul style="list-style-type: none"> ▪ Best practice recommendations in children’s medical care 	Kriteria : Ketepatan dan penguasaan Bentuk Non Test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Introduction ▪ Data is needed for pediatric best practice recommendations 	15%

					<ul style="list-style-type: none"> ▪ The children's hospitals neonatal consortium is formed ▪ The child health corporation of America partners with the CHNC ▪ The CHNC development team ▪ Design and implementation strategy of the neonatal database ▪ Who are the CHND users ? ▪ What is the CHND data ? ▪ There are unique challenges to collecting medical record data ▪ The user data flow layer : the abstractor's perspective ▪ The application data flow layer : a level below ▪ 	
11	Best practice recommendations in children's medical care [C2, A2, P1]	<p>Ketepatan dan penguasaan dalam :</p> <ul style="list-style-type: none"> ▪ Best practice recommendations in children's medical care 	<p>Kriteria : Ketepatan dan penguasaan Bentuk Non Test : Tanya jawab</p>	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> ▪ The transport data flow layer : additional security ▪ The rationale for the architectural framework 	5%

					<ul style="list-style-type: none"> ▪ Special security and privacy concerns ▪ Beta release of the CHND ▪ A perspective from one of the application developers ▪ Nearing the end of phase 1 implementation of the CHND ▪ Gearing up for phase 2 : analytics development and quality improvement initiatives ▪ Longer range technical plans and challenges for the CHND ▪ Moving ahead and looking back ▪ Final thoughts from the system architect ▪ Exercises and activities 	
12	Protecting lives using the result of earthquake modeling [C2, A2, P1]	<p>Ketepatan dan penguasaan dalam memahami :</p> <ul style="list-style-type: none"> ▪ Protecting lives using the result of earthquake modeling 	<p>Kriteria : Ketepatan dan penguasaan</p> <p>Bentuk Non Test : Tanya jawab</p>	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50"] 	<ul style="list-style-type: none"> ▪ Introduction ▪ The techno-socio challenges of earthquake science ▪ Scientific computing is at the heart of earthquake science ▪ SCEC : A techno-socio response 	5%

					<ul style="list-style-type: none"> ▪ Computational project to advance earthquake understanding ▪ Computational simulation projects and support platforms 	
13	Protecting lives using the result if earthquake modeling [C2, A2, P1]	Ketepatan dan penguasaan dalam memahami : Protecting lives using the result if earthquake modeling	Kriteria : Ketepatan dan penguasaan Bentuk Non Test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Education and outreach efforts ▪ Concrete result of SCEC supported research ▪ Future challenges and plans ▪ Concluding thoughts ▪ Exercise and activities 	5%
14	When following your passion means forming your own business [C2, A2, P1]	Ketepatan dan penguasaan dalam menjelaskan : <ul style="list-style-type: none"> ▪ When following your passion means forming your own business 	Kriteria : Ketepatan dan penguasaan Bentuk Non Test : Tanya jawab	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Introduction ▪ Discovering the potential of the iPod in education ▪ Mobile device leverage learning style preferences ▪ The first iPod touch application : 5 Pumpkins ▪ Keeping up with the latest mobile devices ▪ Mobile devices support how people learn effectively ▪ Thinking like a business owner – strategically 	5%

					<ul style="list-style-type: none"> ▪ Thinking like a business owner – strategically ▪ Critical first business decisions 	
15	When following your passion means forming your own business [C2, A2, P1]	<p>Ketepatan dan penguasaan dalam menjelaskan :</p> <ul style="list-style-type: none"> ▪ When following your passion means forming your own business 	<p>Kriteria : Ketepatan dan penguasaan</p> <p>Bentuk Non Test : Tanya jawab</p>	<ul style="list-style-type: none"> ▪ Kuliah dan diskusi [TM 3 x 50”] 	<ul style="list-style-type: none"> ▪ Becoming an Apple developer ▪ First software application officially launches ▪ More applications follow ▪ DevelopEase : Behind the scenes at a start-up company ▪ The challenges of introducing new software into the public schools ▪ Concrete accomplishments for developEase ▪ Future plans for DevelopEase ▪ Exercise and activities 	5%
UJIAN AKHIR SEMESTER						

Catatan :

- 1) TM : Tatap muka , BT : Belajar Terstruktur , BM : Belajar Mandiri
- 2) [TM 2x50”] dibaca : 2 sks x 50 menit = 150 menit
- 3) [BT+BM: (1x50”)]dibaca : belajar terstuktut dan mandiri 1x 50 menit
- 4) Mahasiswa memahami Poverty alleviation in the remote peruvian andes [C2,A2,P2] : menunjukkan bahwa sub-CPMK ini mengandung kemampuan ranah taksonomi kognitif level 2(memahami), ranah taksonomi afektif level 2 (menanggapi) dan ranah taksonomi psikomotorik level 1(meniru)



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MATA KULIAH COMPUTERS AND SOCIETY COMPUTING FOR GOOD

KODE **SKS** 3 **SEMESTER**

**DOSEN
PENGAMPU**

BENTUK TUGAS

JUDUL TUGAS

SUB CAPAIN PEMBELAJARAN MATA KULIAH

DISKRIPSI TUGAS

METODE Pengerjaan TUGAS

1.

BENTUK DAN FORMAT LUARAN

- a. Obyek garapan :
- b. Bentuk Luaran :

INDIKATOR , KRITERIA DAN BOBOT PENILAIAN


- a. Hasil analisis (%)
- b. Hasil dokumentasi (%)

JADWAL PELAKSANAAN

LAIN - LAIN

Tugas wajib

DAFTAR RUJUKAN

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	PROGRAM STUDI SISTEM INFORMASI			
RENCANA UJIAN TENGAH SEMESTER MAHASISWA				
MATA KULIAH	COMPUTERS AND SOCIETY COMPUTING FOR GOOD			
KODE		SKS	3	SEMESTER
DOSEN PENGAMPU				
BENTUK UJIAN TENGAH SEMESTER				
JUDUL UJIAN TENGAH SEMESTER				
DISKRIPSI UJIAN TENGAH SEMESTER				
METODE UJIAN TENGAH SEMESTER				
BENTUK DAN FORMAT LUARAN				
a. Obyek garapan :				
b. Bentuk Luaran :				
INDIKATOR , KRITERIA DAN BOBOT PENILAIAN				
Hasil analisis (100%)				
JADWAL PELAKSANAAN				
LAIN - LAIN				
DAFTAR RUJUKAN				

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RENCANA UJIAN AKHIR SEMESTER MAHASISWA					
MATA KULIAH	COMPUTERS AND SOCIETY COMPUTING FOR GOOD				
KODE		SKS	3	SEMESTER	
DOSEN PENGAMPU					
BENTUK UJIAN AKHIR SEMESTER					
JUDUL UJIAN AKHIR SEMESTER					
DISKRIPSI UJIAN AKHIR SEMESTER					
METODE UJIAN AKHIR SEMESTER					
1.					
BENTUK DAN FORMAT LUARAN					
a. Obyek garapan :					
b. Bentuk Luaran :					
INDIKATOR , KRITERIA DAN BOBOT PENILAIAN					
JADWAL PELAKSANAAN					
LAIN - LAIN					
DAFTAR RUJUKAN					