

# **RENCANA PEMBELAJARAN SEMESTER DESIGN THINKING**



**Disusun Oleh :**

**SEKOLAH TINGGI MANAJEMEN INFORMATIKA DAN KOMPUTER ROSMA**

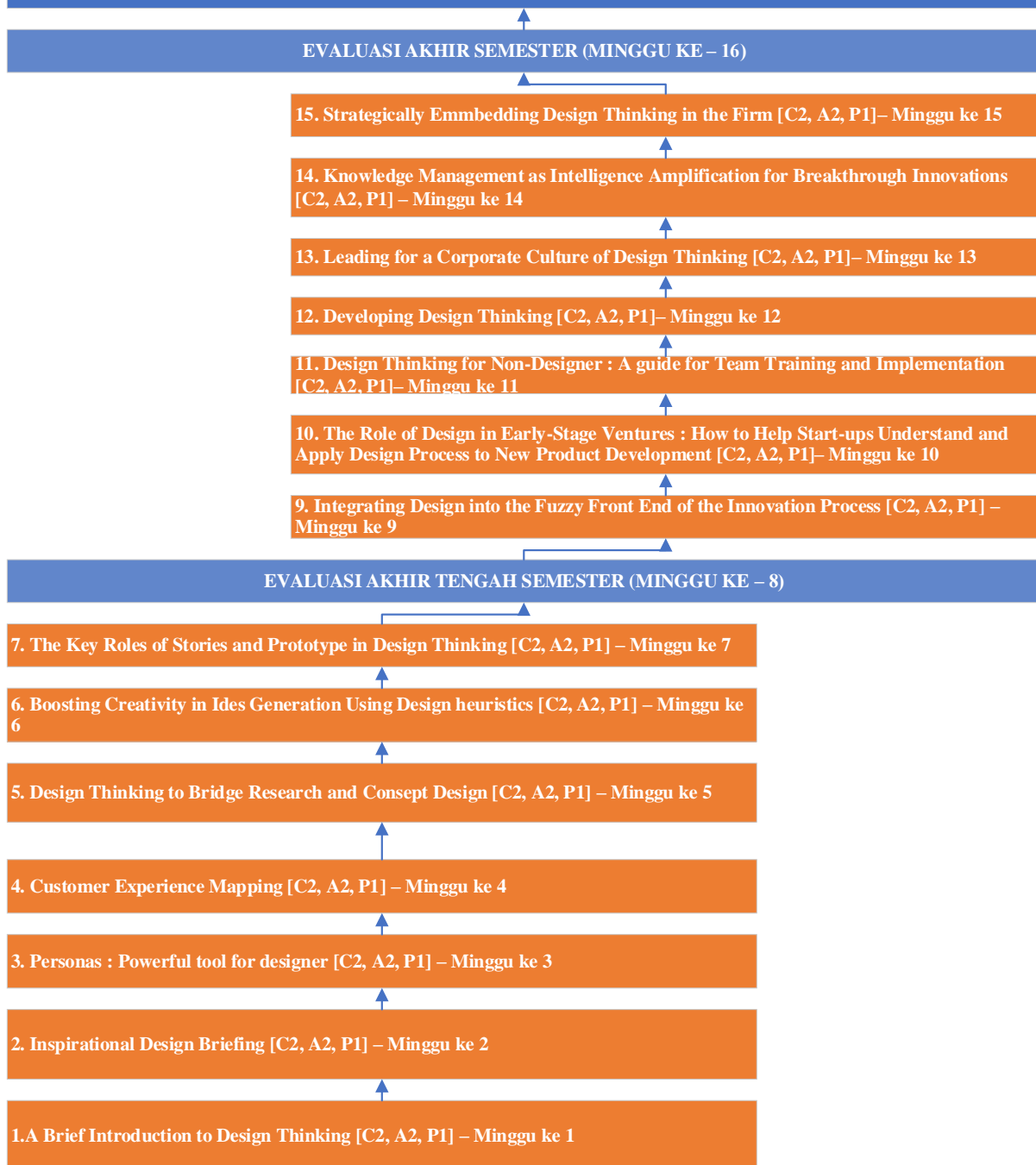
**PROGRAM STUDI SISTEM INFORMASI**

**2020**

## DIAGRAM ANALISIS HASIL PEMBELAJARAN MATAKULIAH DESIGN THINKING

### CAPAIAN PEMBELAJARAN MATAKULIAH DESIGN THINKING

1. Mahasiswa mampu untuk memahami dan mengaplikasikan design thinking dalam proses validasi dan pengembangan produk [S9,KU12,KK3,KK19]
2. Mahasiswa dapat membuat produk atau gagasan berdasarkan kebutuhan manusia bukan sekedar asumsi [S9,KU12,KK3,KK19]





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

**RENCANA PEMBELAJARAN SEMESTER**

| <b>MATA KULIAH</b>                         | <b>KODE</b>  | <b>Rumpun Mata Kuliah</b>  | <b>BOBOT(sks)</b>           | <b>SEMESTER</b> | <b>Tgl Penyusunan</b> |
|--|--|--|-----------------------------|-----------------|-----------------------|
| Design Thinking                            |  | Sistem Informasi   | 2                           | 1               |                       |
| <b>OTORISASI</b>                           | <b>Dosen Pengembang RPS</b>  | <b>Koordinator RMK</b>   | <b>Kepala Program Studi</b> |                 |                       |
|  |  |  |                             |                 |                       |
|  | Lila Setiyani, S.T, M.Kom  |  | Lila Sertiyani, S.T, M.Kom  |                 |                       |
| <b>Capaian Pembelajaran (CP)</b>           | <b>CPL-PRODI</b>   |  |                             |                 |                       |
|  | S9   | Mengintegrasikan semangat kemandirian, kejujuran dan kewirausahaan   |                             |                 |                       |
|  | P4   | Memiliki pengetahuan sesuai dengan capaian pembelajaran program studi S1 sistem Informasi  |                             |                 |                       |
|  | KU12   | Memiliki kecakapan hidup sesuai capaian pembelajaran program studi Sistem Informasi  |                             |                 |                       |
|  | KK3  | Mampu menyusun ide bisnis berbasis IT  |                             |                 |                       |
|  | KK19   | Mampu menciptakan ide produk yang diinginkan orang   |                             |                 |                       |
|  | <b>CP-MK</b>   |  |                             |                 |                       |
|  | M1   | Mahasiswa mampu untuk memahami dan mengaplikasikan <i>design thinking</i> dalam proses validasi dan pengembangan produk[S9,P4,KU12,KK3,KK19] |                             |                 |                       |
|  | M2   | Mahasiswa dapat membuat produk atau gagasan berdasarkan kebutuhan manusia bukan sekedar asumsi [S9,P4,KU12,KK3,KK19]                         |                             |                 |                       |
| <b>Deskripsi Mata Kuliah</b>               | Mata kuliah ini mengajarkan kepada mahasiswa untuk memahami dan mengaplikasikan produk atau gagasan berdasarkan kebutuhan manusia.   |  |                             |                 |                       |
| <b>Materi Pembelajaran / Pokok Bahasan</b> | <b>SUB-CP-MK</b>   |  |                             |                 |                       |
|  | <ol style="list-style-type: none"> <li>1. A Brief Introduction to Design Thinking [M1,M2]</li> <li>2. Inspirational Design Briefing [M1,M2]</li> <li>3. Personas : Powerful tool for designer[M1,M2]</li> <li>4. Customer Experience Mapping[M1,M2]</li> <li>5. Design Thinking to Bridge Research and Concept Design[M1,M2]</li> <li>6. Boosting Creativity in Ideas Generation Using Design heuristics[M1,M2]</li> </ol> |  |                             |                 |                       |

|   |   | <p>7. The Key Roles of Stories and Prototype in Design Thinking[M1,M2]</p> <p>8. Integrating Design into the Fuzzy Front End of the Innovation Process [M1,M2]</p> <p>9. The Role of Design in Early-Stage Ventures : How to Help Start-ups Understand and Apply Design Process to New Product Development. [M1,M2]</p> <p>10. Design Thinking for Non-Designer : A guide for Team Training and Implementation[M1,M2]</p> <p>11. Developing Design Thinking[M1,M2]</p> <p>12. Leading for a Corporate Culture of Design Thinking[M1,M2]</p> <p>13. Knowledge Management as Intelligence Amplification for Breakthrough Innovations[M1,M2]</p> <p>14. Strategically Embedding Design Thinking in the Firm[M1,M2]</p>   |   |  |   |                                      |                           |   |   |   |   |  |    |
|---|---|---|---|--|---|--------------------------------------|---------------------------|---|---|---|---|--|----|
| <b>Pustaka</b>  | <b>Utama :</b>  |   |   |  |   |                                      |                           |   |   |   |   |  |    |
|   | Luchs, Michael. Swan, Scott . Griffin Abbie (2016) . Design Thinking : new Product Development Essentials from the PDMA. Canada : John Wiley & Sons, Inc.   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
|   | Kelly, Tom . & Kelley, David (2013) . Creative Convidence : Unleashing the creative potential within us all. United States : Crown Business   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
|   | <b>Pendukung :</b>  |   |   |  |   |                                      |                           |   |   |   |   |  |    |
|   | Ling, Danier(2015). <a href="#">Complate Design Thinking Guide For Successful Professionals</a> . Singapore : Emerge Creatives Group  |   |   |  |   |                                      |                           |   |   |   |   |  |    |
| Ambrose, Gavin & Harris, Paul(2010) . Basic Design Thinking. United Kingdom : AVA Publishing SA |   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
| Mootee, Idris (2013). Design Thinking for Strategic Innovation. Canada : John & Willey          |   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
| <b>Media Pembelajaran</b>   | <b>Perangkat Lunak :</b>  | <b>Perangkat Keras :</b>  |   |  |   |                                      |                           |   |   |   |   |  |    |
|   | Microsoft Word , Personas   | Proyektor , Papan Tulis ,Spidol, Penghapus  |   |  |   |                                      |                           |   |   |   |   |  |    |
| <b>Tema Teaching</b>  |   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
| <b>Matakuliah Syarat</b>  |   |   |   |  |   |                                      |                           |   |   |   |   |  |    |
| <b>Mg Ke-</b>   | <b>Sub-CP-MK (sbg kemampuan akhir yang diharapkan)</b>  | <table border="1"> <thead> <tr> <th><b>Indikator</b></th> <th><b>Kriteria &amp; Bentuk Penilaian</b></th> <th><b>Metode Pembelajaran [Estimasi Waktu]</b></th> <th><b>Materi Pembelajaran [Pustaka]</b></th> <th><b>Bobot Penilaian[%]</b></th> </tr> </thead> <tbody> <tr> <td>1</td> <td> <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> </td> <td> <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan</p> <p><b>Bentuk non-test :</b><br/>Tanya jawab</p> </td> <td> <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> </td> <td> <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> </td> <td>5%</td> </tr> </tbody> </table> | <b>Indikator</b>  | <b>Kriteria &amp; Bentuk Penilaian</b>   | <b>Metode Pembelajaran [Estimasi Waktu]</b> | <b>Materi Pembelajaran [Pustaka]</b> | <b>Bobot Penilaian[%]</b> | 1 | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan</p> <p><b>Bentuk non-test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> | 5% |
| <b>Indikator</b>  | <b>Kriteria &amp; Bentuk Penilaian</b>  | <b>Metode Pembelajaran [Estimasi Waktu]</b>   | <b>Materi Pembelajaran [Pustaka]</b>  | <b>Bobot Penilaian[%]</b>  |   |                                      |                           |   |   |   |   |  |    |
| 1   | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan</p> <p><b>Bentuk non-test :</b><br/>Tanya jawab</p>   | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ The concept of design thinking</li> <li>▪ A framework of design thinking</li> <li>▪ Design Thinking as a nonlinear process</li> </ul> | 5%  |                                      |                           |   |   |   |   |  |    |

|   |  |  |  |   |   |     |
|---|--|--|--|---|---|-----|
|   |  | <ul style="list-style-type: none"> <li>▪ The principles and the mindset of design thinking</li> </ul>  |  |   | <ul style="list-style-type: none"> <li>▪ The principles and the mindset of design thinking</li> </ul>   |     |
| 2 | Inspirational Design Briefing [C2, A2, P1]                         | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ Nine criteria of an inspirational design brief</li> <li>▪ Writing the inspirational design brief</li> <li>▪ Research finding about inspirational design briefs</li> <li>▪ Three pitfalls to avoid</li> <li>▪ Key to success</li> </ul> | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk non-test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Nine criteria of an inspirational design brief</li> <li>▪ Writing the inspirational design brief</li> <li>▪ Research finding about inspirational design briefs</li> <li>▪ Three pitfalls to avoid</li> <li>▪ Key to success</li> </ul> |     |
| 3 | Personas : Powerful tool for designer [C2, A2, P1]                 | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ Defining personas</li> <li>▪ The importance of personas</li> <li>▪ Creating personas</li> <li>▪ Illustrative application of personas</li> </ul>  | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk non-test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Defining personas</li> <li>▪ The importance of personas</li> <li>▪ Creating personas</li> <li>▪ Illustrative application of personas</li> </ul>  | 5%  |
| 4 | Customer Experience Mapping [C2, A2, P1]                           | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ Input to the experience map</li> <li>▪ The experience mapping process</li> <li>▪ The experience map as springboard to innovative solution</li> </ul>   | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk non-test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Input to the experience map</li> <li>▪ The experience mapping process</li> <li>▪ The experience map as springboard to innovative solution</li> </ul>   | 5%  |
| 5 | Design Thinking to Bridge Research and Concept Design [C2, A2, P1] | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ Challenges in Idea Generation</li> <li>▪ The need for systematic method to connect to the user</li> <li>▪ The visualize, empathise and ideate methode</li> </ul>   | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk non-test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Challenges in Idea Generation</li> <li>▪ The need for systematic method to connect to the user</li> <li>▪ The visualize, empathise and ideate methode</li> </ul>   | 10% |

|                              |   |  |  |   |   |     |
|------------------------------|---|--|--|---|---|-----|
|                              |   | <ul style="list-style-type: none"> <li>▪ The importance of visualizing and Empathizing before Ideating</li> <li>▪ Appying the method</li> </ul>  |  |   | <ul style="list-style-type: none"> <li>▪ The importance of visualizing and Empathizing before Ideating</li> <li>▪ Appying the method</li> </ul>   |     |
| 6                            | Boosting Creativity in Ides Generation Using Design heuristics [C2, A2, P1] | <p>Ketepatan dalam menjelaskan :</p> <ul style="list-style-type: none"> <li>▪ Where do new design ideas come from ?</li> <li>▪ A tool to assist with idea generation : design heuristics</li> <li>▪ How design heuristics were identified : the evidence base</li> <li>▪ 77 Design heuristics for ide generation</li> <li>▪ How to use design heuritics to generate design concepts</li> <li>▪ Evidence of the value of the design heuristics tools</li> </ul> | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk Non Test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Where do new design ideas come from ?</li> <li>▪ A tool to assist with idea generation : design heuristics</li> <li>▪ How design heuristics were identified : the evidence base</li> <li>▪ 77 Design heuristics for ide generation</li> <li>▪ How to use design heuritics to generate design concepts</li> <li>▪ Evidence of the value of the design heuristics tools</li> </ul> | 10% |
| 7                            | The Key Roles of Stories and Prototype in Design Thinking [C2, A2, P1]      | <p>Ketepatan dan penguasaan dalam memahami :</p> <ul style="list-style-type: none"> <li>▪ A design thinking product development framework</li> <li>▪ What is a story ?</li> <li>▪ What is a prototype ?</li> <li>▪ Putting it together – combining stories and prototypes</li> <li>▪ Employing stories and prototype in your process</li> </ul>  | <p><b>Kriteria :</b><br/>Ketepatan dan penguasaan<br/><b>Bentuk Non Test :</b><br/>Tanya jawab</p> | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ A design thinking product development framework</li> <li>▪ What is a story ?</li> <li>▪ What is a prototype ?</li> <li>▪ Putting it together – combining stories and prototypes</li> <li>▪ Employing stories and prototype in your process</li> </ul>  | 5%  |
| <b>UJIAN TENGAH SEMESTER</b> |   |  |  |   |   |     |

|    |  |  |  |   |   |     |
|----|--|--|--|---|---|-----|
| 9  | Integrating Design into the Fuzzy Front End of the Innovation Process [C2, A2, P1]   | Ketepatan dan penguasaan dalam : <ul style="list-style-type: none"> <li>▪ Challenges in the Fuzzy front end</li> <li>▪ Design practice and tool for assisting in problem definition</li> <li>▪ Design practices and tools for assisting in information management</li> <li>▪ How to integrate design profesional in fuzzy front end</li> </ul> | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Challenges in the Fuzzy front end</li> <li>▪ Design practice and tool for assisting in problem definition</li> <li>▪ Design practices and tools for assisting in information management</li> <li>▪ How to integrate design profesional in fuzzy front end</li> </ul> | 5%  |
| 10 | The Role of Design in Early-Stage Ventures : How to Help Start-ups Understand and Apply Design Process to New Product Development [C2, A2, P1] | Ketepatan dan penguasaan dalam : <ul style="list-style-type: none"> <li>▪ An emerging start-up culture</li> <li>▪ The basics</li> <li>▪ The process</li> <li>▪ Troubleshooting common mistakes</li> </ul>  | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ An emerging start-up culture</li> <li>▪ The basics</li> <li>▪ The process</li> <li>▪ Troubleshooting common mistakes</li> </ul>  | 15% |
| 11 | Design Thinking for Non-Designer : A guide for Team Training and Implementation [C2, A2, P1]   | Ketepatan dan penguasaan dalam memahami : <ul style="list-style-type: none"> <li>▪ What do non-designer need to learn ?</li> <li>▪ Challenges team face with design thinking</li> <li>▪ Three team strategis for success</li> </ul>  | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | <ul style="list-style-type: none"> <li>▪ What do non-designer need to learn ?</li> <li>▪ Challenges team face with design thinking</li> <li>▪ Three team strategis for success</li> </ul>   | 5%  |
| 12 | Developing Design Thinking [C2, A2, P1]  | Ketepatan dan penguasaan dalam menjelaskan : <ul style="list-style-type: none"> <li>▪ Review design thinking pada suatu product</li> </ul>   | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50"]</li> </ul> | Review design thinking pada suatu product   | 5%  |

|    |  |  |  |   |   |     |
|----|--|--|--|---|---|-----|
| 13 | Leading for a Corporate Culture of Design Thinking [C2, A2, P1]                              | Ketepatan dan penguasaan dalam pemahaman : <ul style="list-style-type: none"> <li>▪ The critical impact of corporate culture on design thinking</li> <li>▪ What is corporate culture?</li> <li>▪ Corporate force that undermine design thinking</li> <li>▪ Four pillars of innovation for enabeling design thinking</li> <li>▪ Four stage of transforming to a culture of design thinking</li> </ul> | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ The critical impact of corporate culture on design thinking</li> <li>▪ What is corporate culture?</li> <li>▪ Corporate force that undermine design thinking</li> <li>▪ Four pillars of innovation for enabeling design thinking</li> <li>▪ Four stage of transforming to a culture of design thinking</li> </ul> | 10% |
| 14 | Knowledge Management as Intelligence Amplification for Breakthrough Innovations [C2, A2, P1] | Ketepatan dan penguasaan dalam menjelaskan : <ul style="list-style-type: none"> <li>▪ Designing amidst uncertainly</li> <li>▪ Knowledge management task for breakthrough innovation : from intelligence leveraging to intelligence amplification</li> <li>▪ Knowledge management selected tools for breakthrough innovation</li> <li>▪ Organizational implication</li> </ul>                         | <b>Kriteria :</b><br>Ketepatan dan penguasaan<br><b>Bentuk Non Test :</b><br>Tanya jawab | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Designing amidst uncertainly</li> <li>▪ Knowledge management task for breakthrough innovation : from intelligence leveraging to intelligence amplification</li> <li>▪ Knowledge management selected tools for breakthrough innovation</li> <li>▪ Organizational implication</li> </ul>                           | 10% |
| 15 | Strategically Emmbeding Design Thinking in the Firm [C2, A2, P1]                             | Ketepatan dan penguasaan dalam menjelaskan : <ul style="list-style-type: none"> <li>▪ Role of key personal</li> <li>▪ Organizational practices</li> </ul>  | <b>Kriteria :</b><br>Ketepatan dan penguasaan  | <ul style="list-style-type: none"> <li>▪ Kuliah dan diskusi [TM 2 x 50”]</li> </ul> | <ul style="list-style-type: none"> <li>▪ Role of key personal</li> <li>▪ Organizational practices</li> <li>▪ Organizational clemate and culture</li> </ul>  | 5%  |



|                             |  |   |  |                          |  |
|-----------------------------|--|---|--|--------------------------|--|
|                             | <ul style="list-style-type: none"> <li>▪ Organizational clemate and culture</li> <li>▪ Embeding design thinking</li> </ul> | <b>Bentuk Non Test :</b><br>Tanya jawab |  | Embeding design thinking |  |
| <b>UJIAN AKHIR SEMESTER</b> |  |   |  |                          |  |

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 design thinking [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)




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

**RENCANA TUGAS MAHASISWA**

|   |   |            |          |                 |          |
|---|---|------------|----------|-----------------|----------|
| <b>MATA KULIAH</b>                              | <b>Design Thinking</b>  |            |          |                 |          |
| <b>KODE</b>                                     |   | <b>SKS</b> | <b>2</b> | <b>SEMESTER</b> | <b>1</b> |
| <b>DOSEN<br/>PENGAMPU</b>                       | <b>LILA SETIYANI, S.T, M.Kom</b>  |            |          |                 |          |
| <b>BENTUK TUGAS</b>                             | Project   |            |          |                 |          |
| <b>JUDUL TUGAS</b>                              | <b>Project menyusun ide bisnis</b>  |            |          |                 |          |
| <b>SUB CAPAIN PEMBELAJARAN MATA KULIAH</b>      | Mahasiswa mampu mengaplikasikan pendekatan design thinking untuk menyusun ide bisnis yang sesuai kebutuhan pasar[A2,P2]   |            |          |                 |          |
| <b>DISKRIPSI TUGAS</b>                          | Susunlah ide bisnis menggunakan pendekatan design thinking  |            |          |                 |          |
| <b>METODE Pengerjaan Tugas</b>                  | <ol style="list-style-type: none"> <li>1. Buatlah kelompok</li> <li>2. Pilih topik atau lokus tempat penelitian</li> <li>3. Ikuti framework design thinking</li> </ol>  |            |          |                 |          |
| <b>BENTUK DAN FORMAT LUARAN</b>                 | <ol style="list-style-type: none"> <li>a. Obyek garapan : ide bisnis</li> <li>b. Bentuk Luaran :<br/>Makalah ide bisnis atau jurnal</li> </ol>  |            |          |                 |          |
| <b>INDIKATOR , KRITERIA DAN BOBOT PENILAIAN</b> | <ol style="list-style-type: none"> <li>a. Hasil analisis (75%)</li> <li>b. Hasil dokumentasi (25%)</li> </ol>   |            |          |                 |          |
| <b>JADWAL PELAKSANAAN</b>                       | Pertemuan ke 4 -13  |            |          |                 |          |
| <b>LAIN - LAIN</b>                              | Tugas wajib   |            |          |                 |          |
| <b>DAFTAR RUJUKAN</b>                           | <p>Luchs, Michael. Swan, Scott . Griffin Abbie (2016) . Design Thinking : new Product Development Essentials from the PDMA. Canada : John Wiley &amp; Sons, Inc.</p> <p>Kelly, Tom . &amp; Kelley, David (2013) . Creative Convidence : Unleashing the creative potential within us all. United States : Crown Business</p> <p>Ling, Danier(2015). Complate Design Thinking Guide For Successful Professionals. Singapore : Emerge Creatives Group</p> <p>Ambrose, Gavin &amp; Harris, Paul(2010) . Basic Design Thinking. United Kingdom : AVA Publishing SA</p> <p>Mootee, Idris (2013). Design Thinking for Strategic Innovation. Canada : John &amp; Willey</p> |            |          |                 |          |

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|---|--|------------|----------|-----------------|----------|
|    | <b>SEKOLAH TINGGI MANAJEMEN INFORMATIKA DAN KOMPUTER ROSMA</b> |            |          |                 |          |
|   | <b>PROGRAM STUDI SISTEM INFORMASI</b>                          |            |          |                 |          |
| <b>RENCANA UJIAN TENGAH SEMESTER MAHASISWA</b>  |  |            |          |                 |          |
| <b>MATA KULIAH</b>  | <b>Design Thinking</b>   |            |          |                 |          |
| <b>KODE</b>   |  | <b>SKS</b> | <b>2</b> | <b>SEMESTER</b> | <b>1</b> |
| <b>DOSEN PENGAMPU</b>   | <b>LILA SETIYANI, S.T, M.Kom</b>                               |            |          |                 |          |
| <b>BENTUK UJIAN TENGAH SEMESTER</b>   |  |            |          |                 |          |
| Online Essay  |  |            |          |                 |          |
| <b>JUDUL UJIAN TENGAH SEMESTER</b>  |  |            |          |                 |          |
| <b>UTS Design Thinking</b>  |  |            |          |                 |          |
| <b>DISKRIPSI UJIAN TENGAH SEMESTER</b>  |  |            |          |                 |          |
| Jawablah pertanyaan essay yang disajikan dengan penjelasan yang lengkap   |  |            |          |                 |          |
| <b>METODE UJIAN TENGAH SEMESTER</b>   |  |            |          |                 |          |
| <ol style="list-style-type: none"> <li>1. Login account e-learning</li> <li>2. Pilih Mata Kuliah Design Thinking</li> <li>3. Pilih UTS</li> </ol>   |  |            |          |                 |          |
| <b>BENTUK DAN FORMAT LUARAN</b>   |  |            |          |                 |          |
| <ol style="list-style-type: none"> <li>a. Obyek garapan : Essay</li> <li>b. Bentuk Luaran : <ul style="list-style-type: none"> <li>▪ Jelaskan apa pentingnya design thinking ?</li> <li>▪ Apa perbedaan design thinking dengan bisnis planning ?</li> <li>▪ Bagaimana cara yang tepat untuk mendapatkan inspirasi ?</li> <li>▪ Bagaimana cara membuat user experience mapping ?</li> <li>▪ Bagaimana cara menyelaraskan antara penelitian dengan konsep desain ?</li> <li>▪ Bagaimana cara meningkatkan kreativitas kita dalam rangka mendapatkan ide ?</li> </ul> </li> </ol>  |  |            |          |                 |          |
| <b>INDIKATOR , KRITERIA DAN BOBOT PENILAIAN</b>   |  |            |          |                 |          |
| <p>Hasil analisis (100%)<br/>Ketepatan dalam menjelaskan</p>  |  |            |          |                 |          |
| <b>JADWAL PELAKSANAAN</b>   |  |            |          |                 |          |
| Ujian tengah semester   |  |            |          |                 |          |
| <b>LAIN - LAIN</b>  |  |            |          |                 |          |
| <b>DAFTAR RUJUKAN</b>   |  |            |          |                 |          |
| <p>Luchs, Michael. Swan, Scott . Griffin Abbie (2016) . Design Thinking : new Product Development Essentials from the PDMA. Canada : John Wiley &amp; Sons, Inc.</p> <p>Kelly, Tom . &amp; Kelley, David (2013) . Creative Convidence : Unleashing the creative potential within us all. United States : Crown Business</p> <p>Ling, Danier(2015). Complate Design Thinking Guide For Successful Professionals. Singapore : Emerge Creatives Group</p> <p>Ambrose, Gavin &amp; Harris, Paul(2010) . Basic Design Thinking. United Kingdom : AVA Publishing SA</p> <p>Mootee, Idris (2013). Design Thinking for Strategic Innovation. Canada : John &amp; Willey</p> |  |            |          |                 |          |

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|--|--|------------|----------|-----------------|
|   | <b>SEKOLAH TINGGI MANAJEMEN INFORMATIKA DAN KOMPUTER ROSMA</b> |            |          |                 |
|  | <b>PROGRAM STUDI SISTEM INFORMASI</b>                          |            |          |                 |
| <b>RENCANA UJIAN AKHIR SEMESTER MAHASISWA</b>  |  |            |          |                 |
| <b>MATA KULIAH</b>   | <b>Design Thinking</b>   |            |          |                 |
| <b>KODE</b>  |  | <b>SKS</b> | <b>2</b> | <b>SEMESTER</b> |
| <b>DOSEN PENGAMPU</b>  | <b>LILA SETIYANI, S.T, M.Kom</b>                               |            |          |                 |
| <b>BENTUK UJIAN AKHIR SEMESTER</b>   |  |            |          |                 |
| Online Essay   |  |            |          |                 |
| <b>JUDUL UJIAN AKHIR SEMESTER</b>  |  |            |          |                 |
| UAS  |  |            |          |                 |
| <b>DISKRIPSI UJIAN AKHIR SEMESTER</b>  |  |            |          |                 |
| Mahasiswa diminta untuk membuat video presentasi yang menjelaskan ide bisnisnya  |  |            |          |                 |
| <b>METODE UJIAN AKHIR SEMESTER</b>   |  |            |          |                 |
| <ol style="list-style-type: none"> <li>1. Buat video presentasi ide bisnis</li> <li>2. Upload youtube video tersebut</li> <li>3. Copy link youtube yang telah di upload</li> <li>4. Login e-learning</li> <li>5. Pilih mata kuliah design thinking</li> <li>6. Pilih UAS</li> <li>7. Paste link youtube</li> </ol> |  |            |          |                 |
| <b>BENTUK DAN FORMAT LUARAN</b>  |  |            |          |                 |
| a. Obyek garapan : Essay   |  |            |          |                 |
| b. Bentuk Luaran : Video ide bisnis  |  |            |          |                 |
| <b>INDIKATOR , KRITERIA DAN BOBOT PENILAIAN</b>  |  |            |          |                 |
| a. Hasil analisis (75%)<br>Kebermanfaatan ide bisnis   |  |            |          |                 |
| b. Hasil dokumentasi (25%)<br>Kerapian video dan kejelasan dalam mempresentasikan  |  |            |          |                 |
| <b>JADWAL PELAKSANAAN</b>  |  |            |          |                 |
| Ujian akhir semester   |  |            |          |                 |
| <b>LAIN - LAIN</b>   |  |            |          |                 |
| Antar teman ide bisnis yang akan dihasilkan tidak boleh sama   |  |            |          |                 |
| <b>DAFTAR RUJUKAN</b>  |  |            |          |                 |
| Luchs, Michael. Swan, Scott . Griffin Abbie (2016) . Design Thinking : new Product Development Essentials from the PDMA. Canada : John Wiley & Sons, Inc.  |  |            |          |                 |
| Kelly, Tom . & Kelley, David (2013) . Creative Convidence : Unleashing the creative potential within us all. United States : Crown Business  |  |            |          |                 |
| Ling, Danier(2015). Complate Design Thinking Guide For Successful Professionals. Singapore : Emerge Creatives Group  |  |            |          |                 |
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| Mootee, Idris (2013). Design Thinking for Strategic Innovation. Canada : John & Willey   |  |            |          |                 |