<table>
<tr><td colspan="7">Module/Course Title</td></tr>
<tr><td colspan="2">Module/Course Title
8820202005/ PUPPETS APPRECIATION</td><td>Student Workload
(CH + IS) 5,7 hour x 14 meeting= 79,8 hour</td><td>Credits (ECTS)
2 CU x 1,59

3.18 ECTS (European Credits Transfer System)</td><td>Semester
Odd</td><td>Frequency
2 CU x 14
28 CU</td><td>Duration
14 x semester(s)</td></tr>
<tr><td>1</td><td colspan="2">Types of courses
Face to face</td><td>Contact hours
2 x 110 minute = 220 minute : 60= 3,7 hour</td><td colspan="2">Independent study
2x 60 minute = 120 minute = 2 hour</td><td>Class size

30 students</td></tr>
<tr><td>2</td><td colspan="6">Prerequisites for participation (if applicable)</td></tr>
<tr><td>3</td><td colspan="6">Learning outcomes (PLO + CLO)

PLO
• Mastering the theoretical concepts of Javanese language, literature, and culture;
CLO
• Utilizing science and technology to obtain, collect, and process various forms, types, Javanese puppet art, stories, balungan, and wayang figures in order to improve puppet skills and their application in Javanese language learning in schools.
• Mastering the theoretical concepts about the forms, types, Javanese puppet art, stories, balungan, and wayang figures, and able to formulate in solving various problems regarding the recognition of narrative and its characters as well as the didactic and philosophical values contained in the art of puppets in a procedural manner.
• Making strategic decisions based on information and data analysis, and provide guidance in choosing various alternative solutions in solving and solving problems regarding the introduction of storytelling and its characters as well as the didactic and philosophical values contained in Javanese puppets art.
• Having a commitment and attitude of responsibility for individual and group learning performance in solving various problems of Javanese puppet appreciation practices that support Javanese language and literature learning in schools.</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/Content
The study of forms, types, Javanese puppet art, stories, balungan, wayang characters, and classical puppetry and carangan training, with an emphasis on the form of recognition of narrative and its characters as well as the didactic and philosophical values contained in the art of puppets and its application in Javanese language learning in schools by utilizing science and technology which is based on an attitude of responsibility. This course is presented with a system of assignments, practices, discussions, presentations and reflections.</td></tr>
<tr><td>5</td><td colspan="6">Teaching methods</td></tr>
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	Discussion, problem base learning,
6	**Assessment methods** project assessment
7	**This module/course is used in the following study programme/s as well**
8	**Responsibility for module/course** Undergradued Programme Java (nama prodi)
9	**Other information** 1. Dwiyanto, Djoko, dkk. 2010. Ensiklopedi Wayang. Yogyakarta: Media Abadi. 2. Pendit, Nyoman S. 2004. Mahabharata. Jakarta: Gramedia Pustaka Utama. 3. Mulyono, Sri. 1989. Wayang, Asal Usul Filsafat dan Masa Depannya. Jakarta: CV Haji Masagung. 4. Zoetmulder, P.J. 1983. Kalangwan: Sastra Jawa Kuno Selayang Pandang. Jakarta: Djambatan.