<table>
<tr><td colspan="7">Module/Course Title</td></tr>
<tr><td>Module/Course Title
8820202132/ Karawitan II</td><td>Student Workload
5.6 x 14= 78.4 hour</td><td>Credits (ECTS)
Credit amount 2 CU x 1.59 = 3.18 ECTS Eropean Credits Transfer System</td><td>Semester
Even</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
e.g. practice</td><td>Contact hours
2 x 100 minute= 200/60 = 3.3 hour</td><td>Independent study
2 x 70 minute= 140 minute/60= 2.3</td><td colspan="2">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
• Skilled in applying the concept of Javanese art and culture with insight into local wisdom;
CLO
• Making use of IT to collect and process any kinds of knowledge about the shapes of gamelan, its function, titilaras, pathet, percussion techniques, and the shapes of gending to develop the ability of karawitan with Surakarta style by emphasizing the shape of gending ketawang and ladrang in the Javanese teaching and learning process at schools.
• Mastering the theoretical concept of the shapes of gamelan, its function, titilaras, pathet, percussion techniques, and the shapes of gendin, and being able to formulate them to solve the problems of karawitan with Surakarta style by emphasizing the shape of gending ketawang and ladrang procedurally.
• Making a strategic decision based on the data and information analysis, and providing guidance in advising any alternative solution to solve the problems about karawitan with Surakarta style by emphasizing on the shape of gending ketawang and ladrang in the Javanese teaching and learning process at schools.
• Having commitment and responsibility toward their works or team to solve the problems about karawitan with Surakarta style by emphasizing on the shape of gending ketawang and ladrang in the Javanese teaching and learning process at schools.</td></tr>
<tr><td>4</td><td colspan="6">Subject aims/Content
Learning and mastering the shapes of gamelan, its function, titilaras, pathet, percussion techniques, and the shapes of gendin, and being able to formulate them to solve the problems of karawitan with Surakarta style by emphasizing on the shape of gending ketawang and</td></tr>
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	ladrang by utilizing IT responsibly. The subject's system provides the students with assignments, practices, and reflections.
5	**Teaching methods** project work, case studies, group work, lectures, discussions, demonstration.
6	**Assessment methods** Skill test, portfolio, project assessment, observation.
7	**This module/course is used in the following study programme/s as well** Modul Karawitan I
8	**Responsibility for module/course** Undergradued Programme Java (nama prodi)
9	**Other information** 1. Adipitoyo, S. 1993. Pengantar Berlatih Menabuh Gamelan Jawa. Surabaya: University Press IKIP Surabaya. 2. Santoso, H. 1988. Tuntunan Memukul Gamelan. Semarang: Dahara Prize.