

**UNDERGRADUATE PROGRAM IN COMPUTER SCIENCE
DEPARTMENT OF COMPUTER SCIENCE AND ELECTRONICS
FACULTY OF MATHEMATICS AND NATURAL SCIENCES
UNIVERSITAS GADJAH MADA**

Module name	Community Development Participation (KKN)		
Module level	Undergraduate (Bachelor)		
Code	UNU-4500		
Courses (if applicable)	-		
Semester	Minimum the 6 th semesters		
Contact person	University (Community Development Directorate UGM)		
Lecturer	Supervisor(s)		
Language	Bahasa Indonesia		
Relation to curriculum	Compulsory course in the 6 th semester		
Type of teaching, contact hours	The students has 1 month preparation, 2 month stay and work in the village/rural community, 2 weeks report and final test.		
Workload	Total workload is equivalent with 3 credits		
Credit points	3 credit points (sks).		
Requirements according to the examination regulations	Report and supporting document according with the University standards.		
Recommended prerequisites	The student has already taken at least 100 Credits. The student has to register the Community Development Participation to the study load card (KRS) in Semester VI. The Community Development Participation can be done during free time between the sixth and the seventh semesters.		
Learning outcomes and their corresponding PLOs	After completing this module, a student is expected to:		
	CO1	capable of understanding and be the agent of change in the community.	PLO1
	CO2	capable of applying the knowledge into simple rural environment based on the real problems.	PLO5
	CO3	capable of learning and develop interpersonal skills; working together in teams, and have a sense of responsibility on the job itself, and can be given the task to support the achievement of teamwork.	PLO7
	CO4	capable of communicating with stakeholders from diverse backgrounds.	PLO8
	CO5	have strong insight in local wisdom and high sensitivity to the problems in the society.	PLO9
Content	PPM is packed in a specific theme and (designed - developed) to address real issues facing the community (thematically) through interdisciplinary or multidisciplinary approaches and empowerment of local resources. Therefore, in the implementation of KKN activities PPM students work with communities and other stakeholders and communities are positioned as important subjects (or agents) in the process of solving a development problem or activity. In problem-solving and development activities in the community, students as change agents act as motivators, dynamicators, innovators, and facilitators for the community (based on KKN Guidelines : https://kkn.ugm.ac.id/wp-		

	content/uploads/2017/04/BUKU-PEDOMAN-KKN-PPM-2017-AS.pdf)
Study and examination requirements and forms of examination	There are several format on reporting, activities log, pre and post test based on the guideline (https://kkn.ugm.ac.id/wp-content/uploads/2017/04/BUKU-PEDOMAN-KKN-PPM-2017-AS.pdf)
Media employed	Stationery tools, living facilities and places, computers, LCD projector, and other devices.
Assessments and Evaluation	Based on the University Standard: A: 80-100; B: 70-79,9; C: 60-69,9; D: 50-59,9; E: <50 https://kkn.ugm.ac.id/wp-content/uploads/2017/04/BUKU-PEDOMAN-KKN-PPM-2017-AS.pdf
Reading List	Books related to the topics.