Course Outline	
DSGN6243 Digital Advertising (3)	BINUS UNIVERSITY
	Study Program Visual Communication Design
Effective Date 01 September 2016	Revision 0

## 1. Course Description

By the end of this course, the students will be able to: identify the function and the process of digital advertising and its relation to maximize creativity to engage the audience.

## 2. Graduate Competency

Each course in the study program contributes to the graduate competencies that are divided into employability and entrepreneurial skills and study program specific outcomes, in which students need to have demonstrated by the time they complete their course.

BINUS University employability and entrepreneurial skills consist of planning and organizing, problem solving and decision making, self management, team work, communication, and initiative and enterprise.

## 2.1. Employability and Entrepreneurial Skills

Aspect	Key Behaviour

## 2.2. Study Program Specific Outcomes

# **Study Program Specific Outcomes**

(SO-1 CA) - Able to bring aesthetic and added values into visual communication design works in order to solve identity, public communication and competition problems of stakeholders.

(SO-2 CA) - Able to conduct research and brainstorming which respond to communication objective and prototyping needs in order to bring solution to identity, public communication and competition problems regarding ethical, historical and cultural issues.

(SO-4 CA) - Able to present multiple alternatives of visual communication design prototype either individually or as a team in oral, graphical or written form, with analog or digital medium effectively.

(SO-5 CA) - Able to design communicative works that set forth cultural values and local indigeneity as his / her national identity.

(SO-7 CA) - Able to utilize information technology and communication in supporting project's need and organizational performance.

(SO-8 CA) - Able to analyze problems and propose solutions ideas trough visual communication design with the appropriate media selection

#### 3. Topics

- Introduction to digital advertising
- · Digital media and its audience
- Who Use Digital Advertising?
- · Communicating the brand via digital
- Who are Our Next 10 Customers?
- · High Specifications in of Creative Advertising Business
- Quantifying the Value Propositions in of Creative Advertising Prods/Services
- Where is Your Positions? (Chart Competitive Position)
- · Designing Business Model of Creative Advertising Business
- · Creativity in Digital advertising
- · User experience design

- · User interface design
- · Integrating the digital media for a campaign

#### 4. Learning Outcomes

On successful completion of this course, student will be able to:

- · LO 1: Define what is digital advertising
- LO 2: Describe the process of digital advertising design
- LO 3: Experiment with the integration of digital advertising into a campaign
- LO 4: Propose business plan and the showcased potential business project, design and evaluate Business Plan

## 5. Teaching And Learning Strategies

In this course, the lecturers might deploy several teaching learning strategies, including case studies, Lecture, Watching Video, VCD, Film, multimedia, Group Work, Individual Presentation, Observation, Role Play, Case Presentation, and Presentation.

## 6. Textbooks and Other Resources

#### 6.1 Textbooks

- 1. <u>Faris Yakob. (2015). *Paid Attention: Innovative Advertising for a Digital World.* 00. Kogan Page. ISBN: 978-0749473600.</u>
- 2. Eliza Williams. (2010). This is Advertising. 00. Laurence King. London. ISBN: 9781856696470.
- 3. Faris Yakob. (2015). Paid Attention: Innovative Advertising for a Digital World. 00. Kogan Page. ISBN: 978 0749473600.
- Bill Aulet. (2013). Disciplined entrepreneurship: 24 steps to a successful startup. 00. John Wiley & Sons, Inc. New Jersey. ISBN: 9781118692288.

The book in the first list is a must to have for each student.

## 6.2 Other Resources

- 1. http://www.youtube.com/watch?v=UoSEaXWtKug
  - 2. http://lmscontent.binus.ac.id/digitalcontent/DiCo-Digital%20Advertising-1-1280.rar
  - 3. http://www.youtube.com/watch?v=VOG8q\_9CCd8
  - 4. http://www.youtube.com/watch?v=jCmTOzsYWEQ
  - 5. http://hbr.org/2007/11/mapping-your-competitive-position
  - 6. http://www.ducttapemarketing.com/blog/acquire-customers/
  - 7. http://hbr.org/2011/01/how-to-design-a-winning-business-model
  - B. http://www.infoentrepreneurs.org/en/guides/understand-your-competitors/
  - http://www.convinceandconvert.com/social-media-strategy/how-to-create-customer-profiles-to-reach-your-target-audience/
  - 10. http://igniteselling.com/quantifying-your-value-proposition/
  - 11. http://klariti.com/business-writing/business-requirements-specifications-1/
  - 12. http://www.businessmodelsinc.com/tips-for-startups-how-to-design-your-business-model/
  - 13. http://www.priceintelligently.com/blog/bid/193618/You-re-Leaving-Out-the-Customer-How-to-Quantify-Your-Value-Propositions

## 7. Schedule

## Theory

Session/ Mode	Related LO	Topics	References	
1 F2F	LO 1	Introduction to digital advertising	- Introduction to Digital	
F2F		Changing world     Digital as new medium	Advertising - This is Advertising, Page 6- 13 - Paid Attention: Innovative Advertising for a Digital	
			World, Page 1-10 - Paid Attention: Innovative Advertising for a Digital World, Chapter 1 & 2, Page	

			T	4 75
				1-75 - Digital Content - Digital Advertision Introduction, http://lmscontent.binus.ac.id/digitalcontent/DiCo-Digital%20Advertising-1-1280.rar - Digital advertising & marketing 101, http://www.youtube.com/wat ch?v=jCmTOzsYWEQ
	2 F2F	LO 1	Digital media and its audience - Network society - How they correlate	<ul> <li>Digital Media and Its         Audience     </li> <li>This is Advertising, Page 14-57</li> <li>Paid Attention: Innovative         Advertising for a Digital         World, Page 91-102     </li> <li>Paid Attention: Innovative         Advertising for a Digital         World, Page 91-102     </li> <li>Audiences targeted digital advertising,         http://www.youtube.com/wat ch?v=UoSEaXWtKug     </li> </ul>
•	3 F2F	LO 1	Digital media and its audience - Network society - How they correlate	<ul> <li>Digital Media and Its         Audience</li> <li>This is Advertising, Page 14-57</li> <li>Paid Attention: Innovative         Advertising for a Digital         World, Page 91-102</li> <li>Paid Attention: Innovative         Advertising for a Digital         World, Page 91-102</li> <li>Audiences targeted digital         advertising,         http://www.youtube.com/wat         ch?v=UoSEaXWtKug</li> </ul>
	4 F2F	LO 4	<ul> <li>Who Use Digital Advertising?</li> <li>7 Criteria of Digital Advertising Market</li> <li>Build the End User Profile of Creative Advertising</li> <li>The Potential Characteristics of the End User Profile</li> </ul>	<ul> <li>Who Use Digital Advertising</li> <li>Disciplined entrepreneurship         <ul> <li>24 steps to a successful startup, Step 2 &amp; 3</li> </ul> </li> <li>How to create customer profiles,         <ul> <li>http://www.convinceandconvert.com/social-media-strategy/how-to-create-customer-profiles-to-reach-your-target-audience/</li> </ul> </li> </ul>
	5 F2F	LO 1 LO 2	Communicating the brand via digital  - Brand digital expression  - Brand digital experience	<ul> <li>Communicating the Brand via Digital</li> <li>This is Advertising, Page 59-101</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 11-24</li> <li>Evolutions of brands in digital advertising, http://www.youtube.com/wat</li> </ul>

			ch?v=VOG8q_9CCd8
6 F2F	LO 1 LO 2	Communicating the brand via digital  - Brand digital expression  - Brand digital experience	<ul> <li>Communicating the Brand via Digital</li> <li>This is Advertising, Page 59-101</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 11-24</li> <li>Evolutions of brands in digital advertising, http://www.youtube.com/wat ch?v=VOG8q_9CCd8</li> </ul>
7 F2F	LO 4	Who are Our Next 10 Customers?  - Making Connnection with the Creative Advertising Customers  - Focusing on What to Do  - Identifying the Next 10 Customers  - Validity of the Current Creative Advertising Business Customers  - Dealing with Negative Impacts	- Who are Our Next 10 Customers? - Disciplined entrepreneurship : 24 steps to a successful startup, Step 5 & 9 - Acquire customers, http://www.ducttapemarketin g.com/blog/acquire- customers/
8 F2F	LO 4	High Specifications in of Creative Advertising Business - Creating a High-Level Creative Advertising Product Specs - Creating the Brochure	<ul> <li>High Specifications in of Creative Advertising Business</li> <li>Disciplined entrepreneurship : 24 steps to a successful startup, Step 7</li> <li>Business requirements, http://klariti.com/business- writing/business- requirements-specifications- 1/</li> </ul>
9 F2F	LO 4	Quantifying the Value Propositions in of Creative Advertising Prods/Services - Understanding What the Customers Want - Aligning the VP with the Creative Advertising Customers' Desire	<ul> <li>Quantifying the Value         Propositions in Creative             Advertising Prods/ Services     </li> <li>Disciplined entrepreneurship             : 24 steps to a successful             startup, Step 8</li> <li>How to Quantify Your Value             Propositions,             http://www.priceintelligently.c             om/blog/bid/193618/You-re-             Leaving-Out-the-Customer-             How-to-Quantify-Your-Value-             Propositions</li> <li>Quantifying Your Value             Propositions,             http://igniteselling.com/quantifying-your-value-proposition/</li> </ul>
10 F2F	LO 1 LO 2 LO 3	Creativity in Digital advertising - Sketch still works - Creativity process in digital	<ul> <li>Creativity in Digital Advertising</li> <li>This is Advertising, Page 195-217</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 103-127</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 6-8, Page 181-331</li> </ul>

11 F2F	LO 4	Where is Your Positions? (Chart Competitive Position)  - Who the Thoughest Competitor in Creative Advertising Business  - Charting the Competitive Position	<ul> <li>Where is Your Positions?</li> <li>Disciplined entrepreneurship: 24 steps to a successful startup, Step 11</li> <li>Guides, http://www.infoentrepreneurs.org/en/guides/understand-your-competitors/</li> <li>Mapping your competitive position, http://hbr.org/2007/11/mapping-your-competitive-position</li> </ul>
12 F2F	LO 4	Designing Business Model of Creative Advertising Business  - Key Factor of Designing the Business Model of Creative Advertising Business  - Categorizing the Business Model  - Searching for Possible New Categories	Designing Business Model of Creative Advertising Business     Disciplined entrepreneurship: 24 steps to a successful startup, Step 15     How to design your business model, http://hbr.org/2011/01/how-to-design-a-winning-business-model     Tips business model, http://www.businessmodelsinc.com/tips-for-startups-how-to-design-your-business-model/
13 F2F	LO 1 LO 2 LO 3	Creativity in Digital advertising - Sketch still works - Creativity process in digital	- Creativity in Digital Advertising - This is Advertising, Page 195-217 - Paid Attention: Innovative Advertising for a Digital World, Page 103-127 - Paid Attention: Innovative Advertising for a Digital World, Chapter 6-8, Page 181-331
14 F2F	LO 1 LO 2 LO 3	Creativity in Digital advertising - Sketch still works - Creativity process in digital	<ul> <li>Creativity in Digital Advertising</li> <li>This is Advertising, Page 195-217</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 103-127</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 6-8, Page 181-331</li> </ul>
15 F2F	LO 1 LO 2 LO 3	Creativity in Digital advertising - Sketch still works - Creativity process in digital	<ul> <li>Creativity in Digital Advertising</li> <li>This is Advertising, Page 195-217</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 103-127</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 6-8, Page</li> </ul>

				181-331
	16 F2F	LO 1 LO 2 LO 3	User experience design - What are main considerations? - Engaging the user	<ul> <li>User Experience Design</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 61-74</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 10, Page 359-389</li> </ul>
•	17 F2F	LO 1 LO 2 LO 3	User interface design - Important factors	- User Interface Design - Paid Attention: Innovative Advertising for a Digital World, Page 75-90
	18 F2F	LO 1 LO 2 LO 3	Integrating the digital media for a campaign  - The message is the king  - Holistic approach of mediums  - Effectivity of using combination of online and offline medium	<ul> <li>Integrating the Digital Media for a Campaign</li> <li>This is Advertising, 135-194</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 136-154</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 19, Page 619-634</li> </ul>
	19 F2F	LO 1 LO 2 LO 3	Integrating the digital media for a campaign  - The message is the king  - Holistic approach of mediums  - Effectivity of using combination of online and offline medium	<ul> <li>Integrating the Digital Media for a Campaign</li> <li>This is Advertising, 135-194</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 136-154</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 19, Page 619-634</li> </ul>
	20 F2F	LO 1 LO 2 LO 3	Integrating the digital media for a campaign  - The message is the king  - Holistic approach of mediums  - Effectivity of using combination of online and offline medium	<ul> <li>Integrating the Digital Media for a Campaign</li> <li>This is Advertising, 135-194</li> <li>Paid Attention: Innovative Advertising for a Digital World, Page 136-154</li> <li>Paid Attention: Innovative Advertising for a Digital World, Chapter 19, Page 619-634</li> </ul>

# 8. Evaluation

# Theory

Accomment Activity	Waight	Learning Outcomes				
Assessment Activity	Weight	1	2	3	4	
Assignment	50%	<b>√</b>	<b>√</b>	<b>√</b>	<b>V</b>	
Mid Exam	20%	√	<b>√</b>			
Final Exam	30%			<b>√</b>	<b>V</b>	

# Practicum

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## **Final Evaluation Score**

Aspects	Weight
Theory	100%
Practicum	0%

# 9. A. Assessment Rubric (Study Program Specific Outcomes)

			Proficiency Level			
	LO	Indicators	Excellent	Good	Average	Poor
			(85 – 100)	(75 – 84)	(65 – 74)	(<= 64)
		1.1. Ability to define what is digital	Define in	Define some	Define some	Could not
		advertising	complete and clear	part but in clear	part but not clear	define digital advertising
			definition of	definition of	definition of	auvertising
			digital	digital	digital	
			advertising	advertising	advertising	
		1.2. Ability to analyse digital advertising	Analyse	Analyse	Analyse	Analyse
	LO 1		comprehensi	some parts	briefly and	briefly
			ve, spot	and give	give critical	without
			connection	critical	perspective	giving critical
			and give critical	perspective	about digital	perspective
			perspective	about digital advertising	advertising	about digital advertising
			about digital	advertising		advertising
			advertising			
		2.1. Ability to describe the process on the	Describe	Describe	Describe	Describe
		creative phase of digital advertising	complete	some parts	some parts	briefly about
			process and	of the	of the	the process
			gives	process and	process without	and no
			personal standpoint	gives personal	giving	personal standpoint
			Stariapoint	standpoint	personal	Stariapoint
					standpoint	
		2.2. Ability to execute creativity phase	Execute	Execute	Execute only	Can not
		within the digital advertising process	complete,	some parts	few parts	execute
	LO 2		thorough	and	and not	creative
			and appropriate	appropriate depends on	clearly shown how	phase of digital
			depends on	the case.	the process	advertising.
			the case.	Also gives	can become	advortioning.
			Also gives	personal	the solution .	
			personal	standpoint		
			standpoint	why the		
			why the	process is		
			process is the best	the best		
			approach.	approach.		
F		3.1. Ability to discover how each medium	Discover	Discover	Discover	Can not
		in advertising can integrate with	complete	only several	only few	discover
		digital.	and clearly	medium that	medium that	how each
			how every	can integrate	can integrate	medium can
	LO 3		medium can	with each	with each	integrate
			integrate with each	other. Also	other. Without	with each other.
			other. Also	provide personal	giving	otrier.
			provide	standpoint	provide	
			personal	how they	personal	

	3.2. Ability to experiment the integration of digital and non-digital medium of advertising as a complete and potentially working campaign	standpoint how they integrate in the best way.  Experiment with ways to integrate all the medium availables in advertising also give strong arguments for the experimentat ion.	integrate in the best way.  Experiment with 2-3 ways to integrate all the medium availables in advertising also give strong arguments for the experimentat ion.	standpoint how they integrate in the best way.  Experiment with only 1 way to integrate all the medium availables in advertising also give strong arguments for the experimentat ion.	Experiment with less than 1 way.
	4.1. Ability to identify potential business project, design and plan to be proposed.	Identify potential business project, design and plan comphensiv ely by giving clear background and objectives, supported by research.	Identify potential business project, design and plan not completely but still giving clear background and objectives, supported by research.	Identify potential business project, design and plan without giving clear background and objectives, supported by research.	Identify potential business project, design and plan in wrong direction and does not match with the requirement s.
LO 4	4.2. Ability to create potential business project, design and business plan.	Create a high potential business project, design and business plan. Supported by research and presented in the best way.	Create a not promising potential business project, design and business plan. Supported by research and presented in the best way.	Create a not convincing potential business project, design and business plan. Without any support of research. But still presented in the best way.	Create a bad business project, design and business plan. Not supported by research, and bad presentation.

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