

HANDBOOK

BACHELOR OF INFORMATICS PROGRAM

DEPARTMENT OF INFORMATICS

FACULTY OF INTELLIGENT ELECTRICAL AND INFORMATICS TECHNOLOGY

INSTITUT TEKNOLOGI SEPULUH NOPEMBER

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| Module name | Robotics |
| Module level | Undergraduate |
| Code | IF184954 |
| Courses (if applicable) | Robotics |
| Semester | 8 (Genap) |
| Contact person | |
| Lecturer | |
| Language | Bahasa Indonesia and English |
| Relation to curriculum | 1. Undergraduate degree program; optional; 8 th semester. 2. International undergraduate program; optional; 8 th semester. |
| Type of teaching, contact hours | 1. Undergraduate degree program: lectures, < 60 students, 2. International undergraduate program: lectures, < 40 students |
| Workload | 1. Lectures: 3 x 50 = 150 minutes (2 hours 30 minutes) per week. 2. Exercises and Assignments: 3 x 60 = 180 minutes (3 hours) per week. 3. Private study: 3 x 60 = 180 minutes (3 hours) per week. |
| Credit points | 3 credit points (sks). |
| Requirements according to the examination | A student must have attended at least 80% of the lectures to sit in the exams. |

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| regulations | | |
| Mandatory prerequisites | Computational Intelligence | |
| Learning outcomes and their corresponding PLOs | After completing this module, a student is expected to: | |
| | CO1 Students understand the concept, various robots, robot components and how they work. | |
| | CO2 Students are able to assemble robots. | |

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| | CO3 Students are able to understand robot programming. | |
| | CO4 Students understand the types of robot movements and how to apply them. | |
| | CO5 Students are able to utilize and apply various robot sensors. | |
| | CO6 Students are able to apply intelligent system methods to robots | |
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| Content | <p>Knowledge:</p> <p>Mastering the concepts and principles of intelligent systems including representation and reasoning techniques, search techniques, agents, data mining, and machine learning, as well as intelligent application development in various fields, as well as mastering the concepts and principles of computational science including information management, multimedia data processing , and numerical analysis</p> <p>Specific Skill:</p> <p>Able to design and build applications by applying the principles of intelligent systems and computational science to produce smart application products in various fields;</p> | |
| Study and examination requirements and forms of examination | Mid-terms examination and Final examination. | |
| Media employed | LCD, whiteboard, websites, books (as references), etc. | |
| Assessments and Evaluation | | |
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| Reading List | <p data-bbox="539 197 1347 271">John C. Hansen, LEGO Mindstorms NXT Power Programming : Robotics in C, second edition, Variant Press, 2009</p> <p data-bbox="539 315 1382 389">Kim, Yong-Tae, Kobayashi, Ichiro, Kim, Euntai, Soft Computing in Advanced Robotics, Springer</p> <p data-bbox="539 434 1410 465">Robin R. Murphy, Introduction to AI Robotics, The MIT Press, 2000</p> |
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