

## MODULE HANDBOOK

<b>Module Name</b>	Visi Komputer/Computer Vision		
<b>Module level, if applicable</b>	Undergraduate		
<b>Code, if applicable</b>	02143252016		
<b>Subtitle, if applicable</b>	-		
<b>Courses, if applicable</b>	-		
<b>Semester(s) in which the module is taught</b>	6		
<b>Person responsible for the module</b>	-		
<b>Lecturer</b>	<a href="#">Nurchaya Pradana Taufik Prakisy</a> <a href="#">Yusfia Hafid Aristyagama</a>		
<b>Language</b>	Indonesian and English		
<b>Relation to curriculum</b>	Undergraduate degree program, elective course in 6th semester		
<b>Type of teaching, contact hours</b>	Undergraduate degree program, < 40 students		
<b>Workload</b>	Lectures: 2 x 50 = 100 minutes (1 hours 40 minutes) per week Private study: 2 x 60 = 120 minutes (2 hours) per week		
<b>Credit points</b>	2 SKS		
<b>Requirements according to the examination regulations</b>	A student must have attended at least 75% of the lectures to sit in the exams		
<b>Recommended Prerequisites</b>	Structured Programming Object Oriented Programming		
<b>Module objectives/intended learning outcomes</b>	After completing this module, a student is expected to:		
	No	Course Learning Outcome	PLO
	1	Students are able to understand the theory of computer vision and related disciplines such as image processing, computer graphics, pattern recognition, robotics, artificial intelligence.	PLO-11
	2	After going through theoretical studies, students are able to analyze problems in the world of computers and education that can be solved with the concept of computer vision.	PLO-11
3	After going through data analysis, students are able to design the analog to digital image processing flow design sequentially.	PLO-11	

	4	After going through the design, students are able to create an image recognition application system that fits the theory of computer vision.	PLO-11
<b>Content</b>	This course is targeted to develop an understanding related to methods for extracting important information from a digital image. The important information can be in the form of object, size, movement, shape, location, identity, etc. of a digital image. Thus students are able to design and develop a recognition system for digital images.		
<b>Study and examination requirements and forms of Examination</b>	Forms of examination:		
	No	Course Learning Outcome	Assessment method
	1	Students are able to understand the theory of computer vision and related disciplines such as image processing, computer graphics, pattern recognition, robotics, and artificial intelligence.	Essay Test (20%)
	2	After going through theoretical studies, students are able to analyze problems in the world of computers and education that can be solved with the concept of computer vision.	Essay Test (30%)
	3	After going through data analysis, students are able to design the analog to digital image processing flow design sequentially.	Project (50%)
4	After going through the design, students are able to create an image recognition application system that fits the theory of computer vision.		
<b>Media employed</b>	LCD, Whiteboard, PowerPoint Slide Presentation, Practical Guidance Video, websites, etc.		
<b>Reading list</b>	<ol style="list-style-type: none"> <li>1. Richard Szeliski, "Computer Vision: Algorithms and Applications", Springer-Verlag, London, 2011.</li> <li>2. Gary Bradski, Adrian Kaehler, "Learning OpenCV", O'Reilly Media, Inc.</li> <li>3. <a href="https://www.geeksforgeeks.org/digital-image-processing-basics/">https://www.geeksforgeeks.org/digital-image-processing-basics/</a></li> </ol>		