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Universitas Negeri Surabaya Faculty of Engineering, Electrical Engineering Undergraduate Study Program

Document Code

UNESA LIECTICAL Engineering ondergraduate Study Program																	
SEMESTER LEARNING PLAN																	
Courses			CODE	CODE Course			Credit We			Weig	eight		SEM	ESTER	TER Compilati		ilation
Softcomputing			2020103	2020103226			T=3 P=0 ECTS=4.77			4.77		5	J	July 1	8, 2024		
AUTHORIZATION			SP Deve	SP Developer			Course Cluster Coordinator					tor	Study Program Coordinator				
													Dr. Lusia Rakhmawati, S.T., M.T.				
Learning model		ase Studies															
Program Learning	g 🗕	PLO study program that is charged to the course															
Outcome (PLO)	_	Program Objectives (PO) PLO-PO Matrix															
	-	FLO-FO IVIALITY															
P.O																	
	P	O Matrix at	the end of ea	nd of each learning stage (Sub-PO)													
			P.O 1	2 3 4	5	6	7	8	Week	10	11	12	13	14	15	5 :	16
Short Course Descript	a	Examining the concepts of soft computing, Fuzzy, ANFIS, Genetic Algorithm, Neural Network, Supervised Learning, and unsupervised Learning, as well as their applications in everyday life.															
Reference	ces N	Main:															
 Jang JSR., Neuro Fuzzy & Soft Computing, Prentice Hall, 1997 Purnomo,MH, Supervised Learning Neural Networks, Graha Ilmu. 2006 Russel Norvig, Artificial Intelligence A Modern Approach, Prentice Hall, 2003 Cormen T., Leiserson C., Rivest R., Stein C., Introduction to Algorithms, 2nd Edition Edition, 2004 Haykin, Neural Networks, 1999 								on, Mc	сG	interr	national						
	S	Supporters:															
Supporti lecturer		or. Lilik Anifah Reza Rahmad	, S.T., M.T. ian, S.ST., M.E	EngSc.													
Week-	Final abilities of each learning stage (Sub-PO)			Evaluation				Help Learning, Learning methods, Student Assignments, [Estimated time]						rning erials [rences	'	Assessmer Weight (%)	
			Indicator	Criteria & Fo	orm		line (Onli	ıne (online	ne)]]			

1	Understand the introduction to soft computing	- Knowing about soft computing - Explaining the application of soft computing systems in everyday life	Presentation, group discussion and reflection 3 X 50		0%
2	Create simple software using Fuzzy	Understand Fuzzy - Can create simple programs using Fuzzy	Presentation, discussion and reflection 3 X 50		0%
3	Create simple software using Fuzzy	- Understand Fuzzy - Can create simple programs using Fuzzy	Presentation, discussion and reflection 3 X 50		0%
4	Create simple software using Fuzzy	- Understand Fuzzy - Can create simple programs using Fuzzy	Presentation, discussion and reflection 3 X 50		0%
5	Creating simple software using Neuro-Fuzzy Inference System (ANFIS)	- Understand ANFIS - Can create simple programs using ANFIS	Presentation, group discussion and reflection 3 X 50		0%
6					0%
7					0%
8					0%
9					0%
10					0%
11					0%
12					0%
13					0%
15					0%
16					0%
			l .		

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage	-
		0%	

Notes

 Learning Outcomes of Study Program Graduates (PLO - Study Program) are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.

- 2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- 3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- 4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
- 5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
- 6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
- 7. Forms of assessment: test and non-test.
- 8. Forms of learning: Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
- Learning Methods: Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
- 10. Learning materials are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
- 11. The assessment weight is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
- 12. TM=Face to face, PT=Structured assignments, BM=Independent study.