BACHELOR OF COMPUTER SCIENCE SCHOOL OF COMPUTER SCIENCE BINA NUSANTARA UNIVERSITY BANDUNG

ASSESSMENT FORM

Course: COMP6651031 - Artificial Intelligence

Method of Assessment: Project

Semester/Academic Year: 3/2022-2023

Name of Lecturer : RANNY, S.Kom., M.Kom.

Date : 04 January 2024

Class : LD75

Topic : Review

Group Members:

2. MUHAMAD ADITYA PRATAMA SUDIRMAN

3. RAKHA NAUFAL AZIZI

4. FAIZ AGUSTO KIEMAS

5. JUAN DION SAPULETTE

Student Outcomes:

SO 3 - Mampu berkomunikasi secara efektif dalam berbagai konteks profesional *Able to communicate effectively in a variety of professional contexts*

SO5 - Mampu menjalankan peran secara efektif sebagai anggota atau pemimpin dalam tim dalam melakukan aktifitas yang sesuai dengan ilmu komputer

Able to function effectively as a member or leader of a team engaged in activities appropriate to computer science

SO 6 - Mampu untuk menerapkan teori ilmu komputer dan dasar-dasar pengembangan perangkat lunak untuk menghasilkan solusi berbasis komputasi.

Able to apply computer science theory and software development fundamentals to produce computing-based solutions.

Learning Objectives:

LObj 3.2 - Mampu menerapkan teknik komunikasi yang tepat dalam berbagai konteks profesional.

Able to apply appropriate communication technique in a variety of professional contexts

LObj 5.2 - Mampu bekerja secara efektif sebagai pemimpin tim dalam praktik komputasi *Able to perform effectively as a leader of a team in computing practice*

LObj 6.2 - Mampu menerapkan dasar-dasar pengembangan perangkat lunak untuk menghasilkan solusi berbasis komputasi *Able to apply software development fundamentals to produce computing-based solutions*

Learning Outcomes:

LO 5 - Apply various learning algorithms to solve the problems

LO 6 - Analyze the role of Ethical in Artificial Intelligence

No	Related LO-LOBJ- SO	Assessment criteria	Weight	Excellent (85 - 100)	Good (75-84)	Average (65-74)	Poor (0 - 64)	Score	(Score x Weight)
	LO 6 - LObj 3.2	17		Mampu	Mampu	Mampu	Tidak mampu		
	- SO 3	Kemampuan		mengkomunikasikan	mengkomunikasi	mengkomunikasika	mengkomunikas		
		mengkomunikasikan		problem dengan	kan problem	n mengenai	ikan mengenai		
		teknik kecerdasan		tepat dan mampu	dengan tepat dan	problem dengan	problem yang		
		buatan yang		memberikan solusi	mampu	tepat akan tetapi	dapat		
		diajukan untuk		dengan pendekatan	memberikan	tidak mampu	diselesaikan dan		
		menyelesaikan		kecerdasan buatan	solusi dengan	memberikan solusi	tidak dapat		
		problem dalam		dalam konteks	pendekatan	dengan pendekatan	memberikan		
1		konteks profesional	35%	professional	kecerdasan buatan	kecerdasan buatan	solusi dengan		
					akan tetapi tidak		menggunakan		
		Ability to		Able to communicate	mampu	Able to	pendekatan		
		communicate the		the problem and give	memberikan	communicate the	kecerdasan		
		proposed artificial		the solution using	penjelasan dalam	problem. However,	buatan		
		intelligence		artificial intelligence	konteks	could not give			
		techniques to solve		techniques in	profesional	solution using	Unable to		
		problem in		professional context		artificial	communicate		
		Professional context					the problem and		

No	Related LO-LOBJ- SO	Assessment criteria	Weight	Excellent (85 - 100)	Good (75-84)	Average (65-74)	Poor (0 - 64)	Score	(Score x Weight)
					Able to communicate the problem and give the solution using artificial intelligence techniques. However, could not explain in the professional context	intelligence techniques	could not give solution using artificial intelligence techniques		
2	LO 6 - LObj 5.2 - SO 5	Kemampuan bekerja sama dalam sebuah projek dalam sebuah kelompok Ability to work together on the group project	15%	Mampu bekerja sama dalam menyelesaikan problem secara berkelompok secara efektif dan mampu menampilkan kepemimpinan yang baik. Able to work together to solve the problem in group project, working effectively and show a leadership quality.	Mampu bekerja sama dalam menyelesaikan problem secara berkelompok secara efektif akan tetapi tidak mampu menampilkan kepemimpinan Able to work together to solve the problem in group project and working effectively. However, could not show a leadership quality.	Mampu bekerja sama dalam menyelesaikan problem secara berkelompok akan tetapi tidak mampu bekerja secara efektif Able to work together to solve the problem in group project. However, could not work effectively	Tidak mampu bekerja sama dalam menyelesaikan problem yang dikerjakan dalam kelompok Unable to work together to solve the problem in a group project		

No	Related LO-LOBJ- SO	Assessment criteria	Weight	Excellent (85 - 100)	Good (75-84)	Average (65-74)	Poor (0 - 64)	Score	(Score x Weight)
3	LO 5 - LObj 6.2 - SO 6	Kemampuan dalam melakukan design software application untuk menghasilkan solusi dengan pendekatan kecerdasan buatan Ability to design software application to give solution with artificial intelligence approach	30%	Mampu melakukan design software application dengan benar dan 85% akurat Able to design software application correctly and 85% accurate	Mampu melakukan design software application dengan benar dan 75% akurat Able to design software application correctly and 75% accurate	Mampu melakukan design software application dengan benar dan 65% akurat Able to design software application correctly and 65% accurate	Mampu melakukan design software application dengan benar dan kurang dari 65% akurat Able to design software application correctly and less than 65% accurate		
4	LO 5 - LObj 6.2 – SO 6	Kemampuan untuk membuat laporan Ability to create a report	20%	Mampu membuat laporan dan mudah di pahami Able to create a report and easy to understand	Mampu membuat laporan yang menjelaskan aplikasi tetapi sulit dipahami Able to create a report that explain the application but still complicated to understand	Mampu membuat laporan tetapi tidak mampu menjelaskan aplikasi secara tepat Able to create a report but does not explain the application clearly	Tidak mampu membuat laporan yang baik Unable to create a report		
		Total Score: ∑(Score x Weight)							

Remarks:

ASSESSMENT METHOD

Project

Instructions

- 1. Students form a group consisting 4-5 people
- 2. Find a problem that can be solved using artificial intelligence approach
- 3. Design solutions to problems using a computational approach
- 4. The project report is made using the PKM-KC/PKM-RE proposal format

Project Output

- Project Report (Template Proposal KM-KC/PKM-RE)

Note for Lecturers:

- 1. Coordination with BEC lecturers regarding the number of group members
- 2. Students collect and present their project in the last week of lecture
- 3. Students are expected to make a report using the PKM-KC/PKM-RE template then submit it to the link prepared by SCAC in the last week of lecture