



## COURSE UNIT (MODULE) DESCRIPTION

Course unit (module) title	Code
Introduction to Robotics	

Lecturer(s)	Department(s) where the course unit (module) is delivered
<b>Coordinator: Aistis Raudys</b>  <b>Other(s): Vytautas Valaitis</b>	Department of Software Engineering Institute of Computer Science Faculty of Mathematics and Informatics Vilnius University

Study cycle	Type of the course unit (module)
1 <sup>st</sup> (BA)	Compulsory

Mode of delivery	Period when the course unit (module) is delivered	Language(s) of instruction
Face-to-face	5, 7. semester	English

Requirements for students	
<b>Prerequisites:</b> basic programming skills	<b>Additional requirements (if any):</b> none

Course (module) volume in credits	Total student's workload	Contact hours	Self-study hours
5	137	62	75

Purpose of the course unit (module): programme competences to be developed		
<p>Purpose of the module: Robotics is an interdisciplinary field involving mechatronics, electronics, programming and data science. The aim of the module is to convey knowledge of modern robotics to students, to discuss interdisciplinary applications of robotics. Students will be able to explain hardware features and to integrate it with software. It also aims to develop students' ability to evaluate the reliability of scientific results, to understand the significance of scientific information in decision-making.</p> <p><b>Generic competences:</b></p> <ul style="list-style-type: none"> <li>● Analyze and systematize information (BK1).</li> <li>● Put knowledge into practice (BK2).</li> <li>● Organize and plan work individually and in groups (BC3).</li> </ul> <p><b>Specific competences:</b></p> <ul style="list-style-type: none"> <li>● Electronics Fundamentals (DK5).</li> <li>● Programming Basics for Microcontrollers (DK6).</li> <li>● Fundamentals of Sensor Systems (DK7).</li> <li>● Fundamentals of Electromechanics (DK9).</li> <li>● Principles of Data Processing and Artificial Intelligence (DK10).</li> </ul>		
Learning outcomes of the course unit (module)	Teaching and learning methods	Assessment methods
Understand the principles of robotics: how sensors, moving parts, and other devices interact with them.	Problem-based teaching, case study, independent reading of literature	Written exam
Understand the principles of how microcontrollers and devices based on them work.	Problem-based teaching, discussions, independent reading of literature	Written exam, homework

Understand how sensors work and get to know the most common ones.	Problem-based teaching, laboratory works, independent reading of literature	Written exam, homework, project work.
Understand and know how to control moving devices, various types of motors and solenoids.	Problem-based teaching, laboratory works, independent reading of literature	Written exam, homework, project work.

Content: breakdown of the topics	Contact hours						Self-study work: time and assignments		
	Lectures	Tutorials	Seminars	Exercises	Laboratory work	Internship/work placement	Contact hours	Self-study hours	Assignments
1. Microcontrollers and microcomputers, their specifics and differences	2				2		4	5	Write code for easy task
2. Linear power circuits, their elements and processes taking place in them.	2				2		4	5	Creating a simple circuit
3. Non-linear electrical circuits, their elements, as follows methods of circuit analysis, application	2				2		4	5	Create nonlinear circuit
4. Sensors, perception of the surrounding world	2				2		4	5	Use two or more sensors
5. Digital-to-analogue conversion: PWM, ADC, DAC	2				2		4	5	Programmed PWM
6. Programming of microcontrollers	2				2		4	5	Program a complex task
7. Data communication, signals, media, transmission equipment, protocols are used in robotics.	2				2		4	5	Transmit data in at least 2 ways
8. Electric motors, steppers, moving parts	2				2		4	5	To create a moving device
9. Motor and step controllers, servo motors	2				2		4	5	Use the widget
10. Gyro, accelerometers, compasses	2				2		4	5	Use a gyroscope
11. Cameras, LED lights	2				2		4	5	Use the camera
12. Screens, data output	2				2		4	5	Output data in textual and graphical form
13. Linear and pulsed power supplies	2				2		4	5	Create a simple power supply source
14. Virtual robotics environments	2				2		4	5	Create a virtual gadget
15. Artificial Intelligence Methods in Robotics	2				2		4	5	Try the AI API
16. Exam							2		
<b>Total</b>	30	0	0	0	30	0	62	75	

Assessment strategy	Weight, %	Deadline	Assessment criteria
Homework: microcontrollers	15%	Week 3	Judged by: completeness and quality of work.
Homework: Sensors	15%	Week 6	Judged by: completeness and quality of work.
Homework: Motors and Displays	15%	Week 9	Judged by: completeness and quality of work.
Project	15%	Week 14	Combine all aspects of project work into one work. Judged by: completeness and quality of work.
Exam (written)	40%	At the end of the semester	Answers to 4 questions from lecture material. Evaluation according completeness and examples.

Author	Year of publication	Title	Issue of a periodical or volume of a publication	Publishing place and house or web link
<b>Compulsary reading</b>				
Aistis Raudys Vytautas Valaitis	2019	Lecture slides	-	<a href="http://wiki.raudys.com/doku.php?id=robotika2018:paskaitos">http://wiki.raudys.com/doku.php?id=robotika2018:paskaitos</a>
<b>Optional reading</b>				
Horowitz and Hill	2015	The Art of Electronics 3rd Edition	ISBN-13: 978-0521809269	Cambridge University Press
Brian Huang and Derek Runberg	2017	The Arduino Inventor's Guide	ISBN-13: 978-1593276522	No Starch Press
Michael Margolis	2011	Arduino Cookbook	ISBN-13: 978-1449313876	O'Reilly Media
Various Authors		Instructables.com, hackaday.io		