

Module name	Pervasive Computing
Module level, if applicable	Bachelor of Informatics
Code, if applicable	425D4233
Subtitle, if applicable	-
Course, if applicable	-
Semester(s) in which the module is taught	7 th
Person responsible for the module	Dr. Ir. Zahir Zainuddin, M.Sc.
Lecturer	 Dr. Ir. Zahir Zainuddin, M.Sc. Dr.Eng. Ady Wahyudi Paundu
Language	Indonesian Language [Bahasa Indonesia]
Relation to Curriculum	This course is an elective course and offered in the 7 th semester.
Type of teaching, contact hours	Teaching methods: [group discussion], [case study], [collaborative learning].
	Teaching forms: [lecture]
	CH: 08.00 - 16.00
Workload	For this course, students are required to meet a minimum of 136.00 hours in one semester, which consist of: - 40.00 hours for lecture, - 48.00 hours for structured assignments, - 48.00 hours for private study
Credit points	3 credit points (equivalent with 5.1 ECTS)
Requirements	Students have participated in at least 80% of the learning activities

according to the examination regulations	(Academic Regulations, Chapter VII)
Recommended prerequisites	_
Module objectives/intended	After completing the course, Students are able:
learning outcomes	Intended Learning Outcomes (ILO):
	ILO 2:
	Have the knowledge of advanced topics in Informatics specific fields of either Artificial Intelligence, Data Science, Computer Network, Cloud Computing or Internet of Things. ILO 7:
	Communicate their ideas in a convincing and effective manner, either in written or orally, to propose solutions.
	Course Learning Objective (CLO):
	After completing this course, students are expected to understand not only about the key concepts but also to various techniques and typical applications of Pervasive Computing
	Sub-CLO: ILO 2 => CLO 1: Students understand the concepts and perspectives of pervasive computing, the implementation challenges and some key technologies and also the structure and elements of pervasive computing systems ILO 2 => CLO 2: Students understands some technological aspects of pervasive computing such as the context, resource management, human-computer interaction, transactions and the case of user-preferences and recommendations ILO 7 => CLO 3: Students are able to work on the assignment of Pervasive Computing and presenting their results
Content	Students will learn about : 1. Pervasive Computing Concepts 2. The Structure and Elements of Pervasive Computing Systems 3. Context Collection, User Tracking, and Context Reasoning 4. Resource Management in Pervasive Computing 5. Human–Computer Interface in Pervasive Environments 6. Pervasive Mobile Transactions

