



UNIVERSITAS GADJAH MADA

Faculty of Mathematics and Natural Sciences

Department of Computer Science and Electronics

Sekip Utara Bulaksumur Yogyakarta 55281 Telp: +62 274 546194 Email: dep-ike.mipa@ugm.ac.id Website: <http://dcse.fmipa.ugm.ac.id>

Bachelor in Computer Science

Telp : +62 274 546194

Email : prodi-s1-ilkom.mipa@ugm.ac.id

Website : <http://dcse.ugm.ac.id/>

MODULE HANDBOOK

Module name	Philosophy of Computer Science
Module level, if applicable	Bachelor
Code, if applicable	MII-2002
Courses, if applicable	Philosophy of Computer Science
Semester(s) in which the module is taught	Spring (Even)
Person responsible for the module	Drs. Dalijo, Dipl. Comp.
Lecturer(s)	Drs. Dalijo, Dipl. Comp.
Language	Bahasa Indonesia and English
Relation to curriculum	Bachelor degree, compulsory, 4 th semester.
Teaching methods	100 minutes of lectures and 120 minutes of structured activities per week.
Workload (incl. contact hours, self-study hours)	1. Lectures: 2 x 50 = 100 minutes (1.3 hours) per week. 2. Exercises and Assignments: 2 x 60 = 120 minutes (2 hours) per week. 3. Private study: 2 x 60 = 120 minutes (2 hours) per week.
Credit points	2 credit points
Requirements according to the examination regulations	A student must have attended at least 75% of the lectures to sit in the exams.
Required and recommended prerequisites for joining the module	Has taken 50 credit points.

<p>Learning outcomes and their corresponding PLOs</p>	<p>After completing this module, a student is expected to:</p> <p>LO 1 Understand the differences of philosophy , science, knowledge, and technology.</p> <p>LO 2 Ability to explain computer science, information technology, and information system.</p> <p>LO 3 Understand the difference of computer science and computer technology.</p> <p>LO 4 Ability to form mathematical function, algorithm and procedures, and solving a problem using computer’s theory and technique.</p> <p>LO 5 Ability to do teamwork and having required soft skills work in a team2.</p> <p>LO 6 Ability to analyze required ability needed to be improved to answer information technology development challenges.</p> <table border="1" data-bbox="630 724 1421 945"> <thead> <tr> <th colspan="2">PLO</th> <th>LO1</th> <th>LO2</th> <th>LO3</th> <th>LO4</th> <th>LO5</th> <th>LO6</th> </tr> </thead> <tbody> <tr> <td rowspan="5">Program Learning Outcome (PLO)</td> <td>PLO1</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>PLO2</td> <td>√</td> <td>√</td> <td>√</td> <td></td> <td></td> <td></td> </tr> <tr> <td>PLO3</td> <td></td> <td></td> <td></td> <td>√</td> <td></td> <td>√</td> </tr> <tr> <td>PLO4</td> <td></td> <td></td> <td></td> <td></td> <td>√</td> <td></td> </tr> <tr> <td>PLO5</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	PLO		LO1	LO2	LO3	LO4	LO5	LO6	Program Learning Outcome (PLO)	PLO1							PLO2	√	√	√				PLO3				√		√	PLO4					√		PLO5						
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<p>Content</p>	<p>This subject will discuss philosophy of computer sciences, a branch of sciences which has been applied in various field, especially Artificial Intelligence (AI). Philosophy of computer science is not a well-developed subject yet. Therefore this subject will be comprised of topics representing philosophy of computer sciences. This subject is also important for training students’ critical thinking skill.</p>																																												
<p>Study and examination requirements and examination forms</p>	<p>In class group discussion, Quiz, Mid-terms examination and Final examination</p>																																												
<p>Media employed</p>	<p>LCD, Whiteboard, websites, and ACL tools</p>																																												
<p>Assessments and evaluation</p>	<p>LO1 quiz/discussion 1 (5%) and problem 1 midterm exam (10%) LO2 quiz/discussion 2 (5%) and problem 2 midterm exam (10%) LO3 quiz/discussion 3 (5%) and problem 3,4 midterm exam (15%) LO4 quiz/discussion 4 (5%) and problem 1 final exam (10%) LO5 quiz/discussion 5 (5%) and problem 2 final exam (10%) LO6 quiz/discussion 6 (5%) and problem 3,4 final exam (15%)</p>																																												

Reading list	<ol style="list-style-type: none">1. Darmodjo, H., Buku Materi Pokok Filsafat Ilmu Pengetahuan Alam, Universitas Terbuka.2. Rapaport, W.J., 2004, Philosophy of Computer Science, http://www.cse.buffalo.edu/rapaport/3. Suriasumantri, J., 2005, Filsafat Ilmu Sebuah Pengantar Populer, Pustaka Sinar Harapan, Jakarta.4. Tim Dosen Filsafat Ilmu, Fakultas Filsafat UGM , 2003 ; “Filsafat Ilmu”, Penerbit Liberty, Yogyakarta.5. The Liang Gie, 1991; “ Pengantar Filsafat Ilmu “, Penerbit Liberty, Yogyakarta.6. Francis Lim, 2008 ; “Filsafat Teknologi, Don Ihde Tentang Dunia, Manusia, dan Alat.”, Penerbit PT Kanisius; Yogyakarta7. Yesaya Sandang, 2013 ; “Dari Filsafat ke Filsafat Teknologi (sebuah pengantar awal)” , Penerbit PT Kanisius; Yogyakarta
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