MODULE HANDBOOK DESCRIPTION

Module designation	Computer Organization and Architecture
Code	FBD3207
Semester(s) in which the module is taught	6 / third year
Person responsible for the module	Cipta Ramadhani, S.T., M.Eng
Language	Indonesian/English
Relation to curriculum	Concentration Elective for Computer Engineering
Teaching methods	Lectures, Small Group Discussion.
Workload (incl. contact hours, self-study hours)	Contact Hours every week, each week of the 16 weeks/semester: (per week includes) 2 x 50 minutes : Lecture 2 x 60 minutes : Exercise and Assignment 2 x 60 minutes : Self-learning Total study hours = 5 hours 40 minutes/week.
Credit points	2 SKS (~ 3.2 ECTS)
Required and recommended prerequisites for joining the module	-

Module objectives/intended learning outcomes		
	1. Students are able to understand the evolution of computer. 2. Students are able to understand and analyze the main component that makes up computers.	PLO3 and PLO4
	3. Students are able to analyze and understand the performances of computers.	PLO 3
	4. Students are able to understand the relationship among the main component of computers.	PLO5

Content	The course learns about the evolution of computers, how the processor executes programs either a single or several programs at the same time, memory management techniques, input output techniques, interconnection structure of bus systems, and the relationship between organization and computer architecture
Examination forms	- Assignments - Quiz
Study and examination requirements	The final grade in the module is composed of: a. Assignment = 15%. b. Quiz = 15%. c. Schedule Exam =70% Students must have a final grade of 65% or higher to pass
Reading list	1. William Stalling. Computer Organization and Architecture 10th Edition 2. Computer Architecture: A Quantitative Approach (The Morgan Kaufmann Series in Computer Architecture and Design) 6th Edition 3. Syahrul. Organisasi Dan Arsitektur Komputer. Penerbit ANDI.