

## INFORMATICS IN ROBOTICS

| Faculty of Computer Science    |  |   |   |
|--------------------------------|--|---|---|
| Study programme:               | Computer Science   |   | Degree level: Engineer's degree full-time programme   |
| Specialization                 | ---  |   | Diploma path: 2026/2027W - 2026/2027S   |
| Module name:                   | Informatics in Robotics<br>( Informatyka w robotyce)   |   |   |
| Module type:                   | obligatory   | Semester: 1   | ECTS:3    Module ID:FCS-00008   |
| No. of hrs in semester:        | Lecture (L) - 15    Classes(C) - 0    Specialization workshop (SW) - 30    Project (P) - 0    Laboratory classes (LC) - 0    Seminar (S) - 0   |   |   |
| Prerequisites                  | -  |   |   |
| Aims and objectives:           | <p>Lectures:<br/>To familiarize students with the basics of robotics. Developing a broad perspective on problems related to the work of robots in real conditions.</p> <p>Practical classes:<br/>Implementation of navigation algorithms on real mobile constructions based on Mindstorms NXT educational robots. Designing the behavior of mobile systems.</p>  |   |   |
| Forms of teaching activities:: | lecture, specialization workshop,  | Assessment:   | Evaluation must be relevant to the intended learning outcomes:<br><br>Lecture - tests. Practical classes - work during the classes, reports from the classes. |
| Module content:                | <p>Lectures:<br/>Basics of robotics: simple and inverse kinematics. Sensors and motors in robotics. PID control. Navigation algorithms.<br/>Programming mobile robots to perform navigation tasks: avoiding obstacles, location, mapping, SLAM. Intelligent Robots.</p> <p>Practical classes:<br/>Not eXactly C (NXC). Testing various sensors and engines. Conditions, loops, threads in parallel. Mindstorms NXT programming. Real robot control - avoiding obstacles. Covering the distance with many obstacles of unknown dimensions. Graphic information recognition. Implementation of space orientation algorithms.</p> |   |   |
| Teaching methods:              | programming, lecture problem, informative lecture,   |   |   |
| Learning outcomes              |  |   |   |
| Symbol                         | Specify min. 4, max. 8 learning outcomes in the following order: knowledge – skills – competence. Each learning outcome must be verifiable   | Reference to the programme learning outcomes of education                           |   |
| L01                            | understands the tasks of kinematics in robotics and can solve simple kinematics tasks  |   |   |
| L02                            | understands and implements mobile navigation algorithms  |   |   |
| L03                            | designs and implements two robot communications  |   |   |
| L04                            | tests the accuracy and effectiveness of mobile systems in various conditions.  |   |   |
| No. of learning outcome        | Methods of assessing the learning outcome  | Type of teaching activities (if more than one) during which the outcome is assessed |   |
| L01                            | test   | L   |   |
| L02                            | test, reports  | L, Sw   |   |
| L03                            | reports  | Sw  |   |
| L04                            | reports  | Sw  |   |
| Student's workload (in hours)  | 1 - Participation in lectures  | 15x1h   | 15  |
|                                | 2 - Participation in practical classes   | 15x2h   | 30  |
|                                | 3 - Preparation to the lecture   |   | 5   |
|                                | 4 - Implementation of project tasks (including preparation of presentations)   |   | 20  |
|                                | 5 - Participation in teachers hours  |   | 5   |
|                                |  | <b>TOTAL:</b>   |   |
| Quantitative indicators        | Student's workload - activities that require direct teacher participation:<br>(1)+(2)+(5)  | 50  | <b>ECTS</b><br>2.0  |
|                                | Student's workload connected with practical classes<br>(2)+(4)   | 50  | 2.0   |
| Basic references:              | <ol style="list-style-type: none"> <li>1. J. J. Graig, Wprowadzenie do Robotyki, WNT, Warszawa, 1995.</li> <li>2. R. Murphy, Introduction to AI robotics, The MIT Press Cambridge, Massachusetts London, England, 2000.</li> <li>3. B. Siemiątkowska, A. Borkowski, R. Chojecki i in., Reprezentacja otoczenia robota mobilnego, Akademicka Oficyna Wydawnicza EXIT, 2011.</li> <li>4. W. Kaczmarek, J. Panasiuk, S. Borys, Środowiska programowania robotów, PWN, 2017.</li> </ol>  |   |   |

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| Further reading                | 1. K. Kozłowski, P. Dutkiewicz, W. Wróblewski, Modelowanie i sterowanie robotów, PWN, Warszawa, 2003.<br>2. S. Russell, P. Norvig, Artificial Intelligence: A Modern Approach, 2nd edition, Prentice Hall, 2002.<br>3. G. Dudek, M. Jenkin, Computational Principles of Mobile Robotics, Cambridge University Press, 2000.<br>4. T. Zielińska, Maszyny kroczące: podstawy, projektowanie, sterowanie i wzorce biologiczne, PWN, 2013. |                          |                                  |
| Unit:                          | Department of Digital Media and Computer Graphics   | Lecturer/ instructor     | dr inż. Teodora Dimitrova-Grekow |
| Date of issuing the programme: | 30th March 2026   | Author of the programme: | dr inż. Teodora Dimitrova-Grekow |

L - lecture, C - classes, LC - laboratory classes, P-project, SW - specialization workshop, S - seminar