Module code	SS-4313			
Module Title	Machine Perception			
Degree/Diploma	Bachelor of Science (Computer Science)			
Type of Module	Major Option			
Modular Credits	4	Total student Workload	10	hours/week
		Contact hours	4	hours/week
Prerequisite	SS-2202 Algorithms and Data Structures SS-2207 Introduction to Artificial Intelligence and Soft Computing			
Anti-requisite	None			

Aims

This module covers the principles, approaches and techniques of machine perception, encompassing the different sensing mechanisms including motion capture.

This module is a compulsory module for Soft Computing stream.

Learning Outcomes

On successful completion of this module, a student will be expected to be able to:

Lower order :	20%	 understand machine perception using sensors and vision discuss different sensing mechanisms, vision/ motion capture/ tracking systems used understand data acquiring and pre-processing using sensors and motion capture/tracking system understand 3-dimensional multi-model sensing mechanisms
Middle order :	60%	 evaluate and appreciate the performance of machine perception using sensors and vision
Higher order:	20%	design simple bio-interfacing devices in laboratory environmentapply machine perception real world applications

Module Contents

- Introduction to Machine Perception and its applications; Wired and wireless Sensor integration for perception
- Motion capture/tracking systems integration for perception; Wearable sensing mechanisms; Sensor/vision data acquisition and pre-processing
- 3-dimensional modelling for perception; Bio-Interfacing Devices using sensors and vision; Information fusion using sensors and vision; Real world applications: machine and human perception

Assessment	Formative	Interactive Quizzes and Feedback	
	assessment		
	Summative	Examination: 50%	
	assessment	Coursework: 50%	
		- 2 class tests (20%)	
		- 1 written assignment (15%)	
		- 1 laboratory exercise (15%)	