

Tsuyama College		Year	2021		Course Title	Experiments of Electronic and Computer Systems	
Course Information							
Course Code		0021		Course Category		Specialized / Compulsory	
Class Format		Experiment		Credits		School Credit: 4	
Department		Advanced Electronics and Information System Engineering Course		Student Grade		Adv. 1st	
Term		Year-round		Classes per Week		4	
Textbook and/or Teaching Materials							
Instructor		NAKAMURA Shigeyuki					
Course Objectives							
Learning objectives: To acquire teamwork skills through organized experiments in circuit design, control design, network design, etc., and at the same time, to deepen basic knowledge and problem-solving skills.							
Objectives:							
1. To deepen students' basic knowledge of circuits, controls, networks, and other technologies.							
2. To be able to summarize the results of experiments in a report using easy-to-understand diagrams and text.							
◎ To be able to demonstrate teamwork skills and work systematically to solve problems.							
◎ Develop design skills, such as the ability to find a problem clearly and find the most appropriate solution or method.							
◎ To be able to carry out experiments systematically according to a schedule							
Rubric							
	Excellent		Good		Acceptable		Not acceptable
Achievement 1	To be able to fully understand the basic principles and phenomena of circuits, control, networks, and other technologies through experiments, to further deepen their knowledge, and to provide technical instructions and information to other students.		Understand and deepen their knowledge of basic principles and phenomena related to circuits, control, networks, and other technologies through experiments, and be able to conduct experiments autonomously.		Be able to conduct experiments on circuits, controls, and networks with specific help from other members of the group on some of the content.		Unable to conduct experiments on technologies such as circuits, control, and networks.
Achievement 2	To be able to logically summarize the validity evaluation and discussion of experimental results in a report with instructions and corrections from others.		With strong instructions and corrections from others, they can barely summarize the validity evaluation and discussion of the experimental results in a report.		It is not possible to summarize the evaluation of the validity of the experimental results and the discussion in the report.		Be able to control the actions of members to achieve goals so that appropriate communication can take place among members.
Achievement 3	By getting specific help from other members, you can accomplish your role and goals.		Can't accomplish my roles and goals.		Be able to use basic knowledge of circuits, control, networks, and other technologies to find appropriate ways to solve problems and instruct other students.		Use basic knowledge of circuits, control, networks, and other technologies to judge the appropriateness of problem solving methods proposed by other students, or to propose modifications.
Achievement 4	Can't judge whether the problem-solving methods proposed by other students, etc. are appropriate or not.		Be actively involved in the planning and execution of the experiment so that not only you but also other members can achieve the goal as planned.		Be able to act autonomously to achieve goals according to a set plan.		Under the guidance of others, be able to take action to achieve goals according to a set plan.
Assigned Department Objectives							
Teaching Method							
Outline	Specialized						
	Field of Study: Experimental and Practical						
	Required/Elective: Required						
	Underlying disciplines: Electrical and electronic engineering and related fields/control and systems engineering related, information science, information engineering and related fields/information networks related Relationship to learning and educational goals: This course corresponds to the learning goal of the major: "(3) Through practical learning in special experiments, students will deepen their understanding of knowledge related to the basic disciplines, and at the same time, acquire the ability to carry out experiments and analyze and consider data. These subjects are equivalent to the following						
	Relationship to the Engineer Education Program: The main learning and educational attainment objective of this course is "(D) Cultivation of problem-solving skills, D-3: To be able to work systematically to solve problems while forming a common understanding with others", but it is also incidentally related to "A-2", "A-3", "C-1", "C-2", "D-1", and "D-2". Outline of the class: In the special experiments, students will systematically engage in experiments related to the content studied in this course in order to develop teamwork skills that are essential in the field of engineering.						

Style	<p>Method of teaching: In the experiments of electrical and electronic systems, students are not divided into groups and conduct experiments on two themes in 15 weeks. For the information experiments, students will be divided into two groups and each group will conduct experiments for seven weeks. In each experiment, students are required to cooperate with each other and work on the problem systematically, keeping in mind the development of teamwork skills. Three teachers will be in charge of each experiment. Students are required to submit a report for each theme. The method of conducting each experiment is as follows.</p> <p>For the experiments in electrical and electronic engineering, two themes shown in the lesson plan will be conducted in 15 weeks. (In charge: Nakamura). Guidance will be given in the first week. The method of conducting the experiments is as follows. Students will devise, design, fabricate, program, and experiment with electric and electronic circuits as teaching materials, with an eye to entering various electrical, electronic, and information contests. Students will be divided into groups of several and work together to develop teamwork skills. Students design and fabricate a printed circuit board and enter it in a contest.</p> <p>Experiments on information systems will be conducted in two groups, with seven weeks of experiments per group, for a total of 15 weeks. (In charge: Onishi, Sori). Guidance will be given in the first week.</p> <p>How to conduct Onishi's experiment The first half of the week is spent investigating a small problem to be solved each week, and the second half is spent conducting experiments based on the results of the investigation. Each student will have a different background in the subject before entering the major course. Students will be assigned to different roles based on their abilities and interests, and will work together to ensure that all students have the same level of knowledge and skills at the end of each week's experiment. In order to confirm that the cooperation is successful, the students are required to construct a network in the campus using the knowledge and skills they have acquired in the last week of the experiment.</p> <p>Grading method: Each teacher in charge of the experiment will evaluate (100%), and the average score will be used for evaluation. The teacher in charge of the experiment will evaluate the students based on the learning objectives and achievement goals of this course, using the following evaluation method as a basis, but the details of the evaluation may differ from person to person.</p> <p>Evaluation method Each week, students are asked to mutually evaluate the status of their roles and the achievement of their roles. The teacher will evaluate the teamwork skills based on the results (70%). The teacher will evaluate the teamwork skills based on the results (70%), and the level of knowledge and skills achieved will be evaluated by the experiment report (30%).</p> <p>Method of conducting the experiment in charge of Sori Students will be divided into groups of three to four students to conduct experiments on the tasks set each week. Students will be divided into groups of 3 or 4 students per group and will be assigned roles based on their abilities and interests. Students should work together to ensure that all students have the same level of knowledge and skills at the end of each week's experiment. In the final week's experiment, students will design a motor control system controller for a four-wheeled vehicle and conduct a demonstration experiment using the knowledge and skills they have acquired so far, in order to confirm that the cooperation and teamwork skills have been established.</p> <p>Translated with www.DeepL.com/Translator (free version)</p>
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Notice	<p>Note: This course requires students to study outside of class hours. 15 credit hours per credit hour are offered, but 30 credit hours of study are also required. Students are required to study 30 credit hours. Advice for students: This is a valuable opportunity to understand the basic techniques of engineering technology through experiments. This is a valuable opportunity to understand the basic techniques of engineering technology through experiments, and I hope that students will understand this and take it seriously.</p> <p>Basic subjects: Digital Engineering I, II (Information 2, 3), Electronic Circuits I, II (Electrical and Electronic 3, 4), Control Engineering (Electrical and Electronic 4), Information Processing (Electrical and Electronic 5), Control Engineering I, II (Information 4, 5), Information Network (Information 4), Information and Communication Engineering (Information 5), etc.</p> <p>Related courses: Special Research on Electronics and Information Systems (2nd year), etc.</p> <p>Advice for students: The above lesson plan is an example, and actual progress may vary. The above lesson plan is an example, and actual progress may vary. You will be given instructions on how to proceed in your group and precautions to take during the guidance, so be sure to attend and confirm the instructions. Late arrivals will also be instructed in the guidance.</p> <p>Unlike the experiments in this course, we will not give detailed instructions on the contents of the experiments, how to collect data, and how to compile reports.</p>
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Characteristics of Class / Division in Learning

<input checked="" type="checkbox"/> Active Learning	<input checked="" type="checkbox"/> Aided by ICT	<input type="checkbox"/> Applicable to Remote Class	<input type="checkbox"/> Instructor Professionally Experienced
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Course Plan

			Theme	Goals
1st Semester	1st Quarter	1st	Guidance for Electrical and Electronic Experiments	
		2nd	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 1st electrical and electronic experiments based on group activities
		3rd	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 2nd electrical and electronic experiments based on group activities
		4th	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 3th electrical and electronic experiments based on group activities
		5th	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 4th electrical and electronic experiments based on group activities
		6th	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 5th electrical and electronic experiments based on group activities

		7th	Experiments [Invention, design and fabrication of microcomputer circuits, programming and operation experiments]	Completion of the 6th electrical and electronic experiments based on group activities
		8th	Revision of reports and additional experiments	Completion of all electrical and electronic
	2nd Quarter	9th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 7th electrical and electronic experiments based on group activities
		10th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 8th electrical and electronic experiments based on group activities
		11th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 9th electrical and electronic experiments based on group activities
		12th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 10th electrical and electronic experiments based on group activities
		13th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 11th electrical and electronic experiments based on group activities
		14th	Experiment [Design and fabrication of printed circuit boards]	Completion of the 12th electrical and electronic experiments based on group activities
		15th	Apply a contest	Completion of all electrical and electronic
		16th		
2nd Semester	3rd Quarter	1st	Guidance for Information System Experiment	
		2nd	Experiments [Design and construction of network systems]	Completion of the 1st network experiment based on group activities
		3rd	Experiments [Design and construction of network systems]	Completion of the 2nd network experiment based on group activities
		4th	Experiments [Design and construction of network systems]	Completion of the 3rd network experiment based on group activities
		5th	Experiments [Design and construction of network systems]	Completion of the 4th network experiment based on group activities
		6th	Experiments [Design and construction of network systems]	Completion of the 5th network experiment based on group activities
		7th	Experiments [Design and construction of network systems]	Completion of the 6th network experiment based on group activities
		8th	Revision of the report and additional experiments	Completion of the network experiment and submission of the report
	4th Quarter	9th	Experiments [Embedded programming with H8 microcomputers]	Completion of the 1st network experiment based on group activities
		10th	Experiments [Embedded programming with H8 microcomputers]	Completion of the 2nd network experiment based on group activities
		11th	Experiments [Embedded programming with H8 microcomputers]	Completion of the 3rd network experiment based on group activities
		12th	Experiment [Control simulation using MATLAB]	Completion of the 4th network experiment based on group activities
		13th	Experiment [Four-wheel motor control experiment]	Completion of the 5th network experiment based on group activities
		14th	Experiment [Four-wheel motor control experiment]	Completion of the 6th network experiment based on group activities
		15th	Revision of reports, additional experiments	Completion of all experiments and submission of reports, grade confirmation
		16th		

Evaluation Method and Weight (%)

	Examination	Presentation	mutual evaluation	Behavior	Report	Other	Total
Subtotal	0	0	70	0	30	0	100
Basic Proficiency	0	0	0	0	0	0	0
Specialized Proficiency	0	0	0	0	30	0	30
Cross Area Proficiency	0	0	70	0	0	0	70