

MODULE HANDBOOK

Module name	Advanced Operation Research												
Module level, if applicable	Bachelor												
Code, if applicable	SST-514												
Subtitle, if applicable	-												
Courses, if applicable	Advanced Operation Research												
Semester(s) in which the module is taught	5 th (Fifth)												
Person responsible for the module	Chair of lab. Business, Social and Industry												
Lecturer	Ayundyah Kesumawati, S.Si., M.Si.												
Language	Bahasa Indonesia												
Relation to curriculum	Compulsory course in the third year (5 th semester) Bachelor Degree												
Type of teaching, contact hours	150 minutes lectures and 180 minutes structured activities per week.												
Workload	Total workload is 130 hours per semester, which consists of 150 minutes lectures per week for 14 weeks, 180 minutes structured activities per week, 180 minutes individual study per week, in total is 16 weeks per semester, including mid exam and final exam.												
Credit points	3												
Requirements according to the examination regulations	Students have taken an Advanced Operation Research course (SST-514) and have an examination card where the course is stated on.												
Recommended prerequisites	Students have taken Operation Research (SST - 405) .												
Module objectives/intended learning outcomes	After completing this course, the students have ability to understand: CO 1 Students are able to do experimental design, collect secondary data about flow network models, project management, and integer linear programming and primary data about game theory and queuing systems. CO 2 students are able to use statistical techniques to calculate the optimum solution of problems with flow network models, project management, game theory, queuing systems, integer linear programming manually CO 3 Students are capable do the organizing data, data analysis\ using techniques statistics, and withdrawals conclusion with using software R / TORA for problems flow network model, project management, games, queuing system, and a linear integer programming from data has been obtained CO 4 Students are able to document, store, secure secondary data about flow network models, project management, and integer linear programming as well as primary data about game theory and queuing systems that have been obtained												
Content	After completing this course, the students have ability: 1. Collect secondary data on network flow models, project management, and integer linear programming 2. Collecting primary data on game theory and queuing theory 3. Calculating the optimum solution of the flow network model problems, project management, theory games, queuing theory, integer linear programming manually / using software												
Study and examination requirements and forms of examination	The final mark will be weighted as follows: <table><tr><th>No</th><th>Assessment components</th><th>Assessment Type</th><th>Weight (percentage)</th></tr><tr><td>1</td><td>CO 1</td><td>Quiz</td><td>30%</td></tr><tr><td>2</td><td>CO 2</td><td>Assignment</td><td>30%</td></tr></table>	No	Assessment components	Assessment Type	Weight (percentage)	1	CO 1	Quiz	30%	2	CO 2	Assignment	30%
No	Assessment components	Assessment Type	Weight (percentage)										
1	CO 1	Quiz	30%										
2	CO 2	Assignment	30%										

	3	CO 3	Assignment and Mid Term Exam	30%
	4	CO 4	Assignment and Final Exam	10%
Media employed	White-board, Laptop, LCD Projector, Zoom, Google Hangout			
Reading list	1. Taha, H., A. (2017). Operations Research: An Introduction (8th ed.). Upper Saddle River, NJ: Prentice-Hall. 2. Taylor, B.W. (2017). Introduction to Management Science (9th ed). Upper Saddle River, NJ: Prentice-Hall. 3. Wiston, W. L., & Goldberg, J.B. (2004). Operation Research: Application and Algorithm (4th ed). Belmont, CA : Thomson/Brooks/Cole.			

Mapping CO, PLO, and ASIIN's SSC

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