

ABSTRACT

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DESIGN OF MICROBIT BASED LEARNING MODULES AT PT. RACER ROBOTIC INDONESIA

PT. Racer Robotic Indonesia is an educational institution that directs its attention to the development of innovative new technologies such as robots, which can be taught to students in schools from an early age. The company operates in the professional education sector with STEAM-based education programs. The company's vision is to become the leading training institution in the field of Robotics and Coding in Indonesia, to build a better quality in Indonesia. The company's mission is to teach and train children to become familiar with technology by learning mechanics, electronics and robot coding to hone creativity, imagination, independence and develop logical thinking in children. The scope of activities at PT. Racer Robotic Indonesia, namely creating and developing learning modules, conducting research or reviews on robots, creating projects for company needs, holding workshops, seminars and webinars, providing robotics training in extracurricular activities. Conclusion, improve the ability to convey something by making other people understand what is conveyed, provide students with an understanding of robotics and programming, learn various types of microcontrollers, improve communication skills and interact with other people, train students' logic in various situations to control various attitudes and behavior.

Keywords: Coding, Robotics, STEAM, Learners, Technology