

# Teaching

## GRIS

- a.k.a. GEIS-Ta Reguły Interakcji ze Studentami: [here](#)

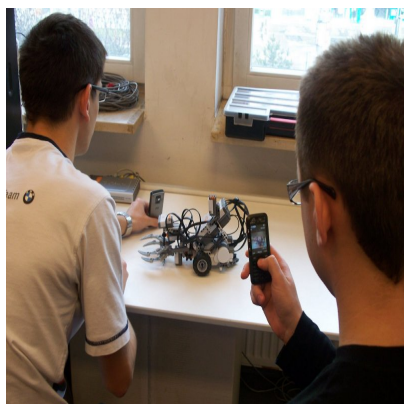
## Courses

See the list of courses we are involved in [here](#).

## Labs and equipment

At the team disposal are two modern computer labs. In the labs a heterogeneous networking environment is provided with both GNU/Linux as well as other environments.

In 2008 a new robotics lab ([Mobile Robots Laboratory](#)) has been created. It is equipped with 12 LEGO Mindstorms NXT robotic sets and two mobile robots Hexor by Stenzel. The lab is being used to teach basics of intelligent robots control.





## Teaching materials

### AI wiki

[AI wiki](#) is a system used for coordinating the didactic activities. These include the teaching instructions, as well as student projects, including Bachelor and Master projects (theses).



GEIST members have developed some [teaching materials](#). They mainly deal with [Logic Programming in Prolog](#) (including a full-featured [Prolog examples library](#)), [LEGO Minstorms NXT](#), [Semantic Web](#) and other topics related to knowledge engineering.

Other subjects taught by GEIST include: [Algorithms and Data Structures](#), [Databases](#), [Databases II](#) and [Operating Systems](#).

The courses are taught in Polish, so most of the instructions are in Polish only. However, some course materials are bilingual and other have only an English version.

## Personal wikis

One can find other teaching materials on the GEIST members' personal wikis:

- [Grzegorz J. Nalepa, PhD](#) - Introduction to Unix/GNU/Linux, Security in computer systems and networks, Software Engineering and others
- [Krzysztof Kluza, MSc.](#) - Computer Science I
- [Szymon Bobek, MSc.](#) - Computer Science II, Object-oriented programming
- [Krzysztof Kaczor, Msc.](#) - Computer Science III, Real-Time Systems

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