

Course: AI

credits: 5

Course code GTVB22ELAI
Name AI
Study year 2023-2024
ECTS credits 5
Language English
Coordinator S.A. Smith

Modes of delivery Tutorial
Assessments AI - Other assessment

Learning outcomes**Learning Outcomes**

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

- B1. The student can construct technical solutions informed by relevant knowledge and theories.
- B2. The student alters and differentiates technical solutions using identified improvements.
- E3. The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication.
- C2. The student employs appropriate prototyping methods to develop digital interactive prototypes.
- F1. The student experiments with new technological trends and models a realisable solution.

Content

For most of history, intelligence seemed a trait exclusive to biological life. But as machines increase in ingenuity and computing power, implementations of Artificial Intelligence (AI) come ever closer to the 'real thing'. Inventions we take for granted now in our daily life will have seemed magical not long ago.

The field of AI is evolving rapidly, while simultaneously revolutionizing the field of Creative Media & Game Technology. New developments such as art and level generation, deep reinforcement learning for automatic AI behavior training, and automatic upscaling of old textures have large impacts on the industry.

Included in programme(s)

CMGT Exchange Minor Game Design & Development
Creative Media & Game Technologies
Communication & Multimedia Design, Major Game Design
Minor Game Design & Development

School(s)

School of Communication, Media & IT

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