Hanze

Course: AI level 3 credits: 5

Course code	GTVB24ELAI3
Name	AI level 3
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	S. Warmelink
Modes of delivery	Tutorial
Assessments	AI level 3 - Other assessment

Learning outcomes

Learning Outcomes

For this elective at level 3, students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

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.

This elective aims to prepare you for working in a field where there will always be new AI techniques and technologies coming your way. You will need to be able to research, understand, apply and expand these technologies, and teach what you’ve learned to others.

At the start of this course, students individually select an AI technology, and explore its potential with research, create a prototype that implements this technology and document their experimentation. You are required to submit your prototype, and a video showcasing its interaction. Here you also address ethical concerns. Additionally, students create material for a toolbox, with the aim of helping future students who want work with the chosen technology.

When participating in the Artificial Intelligence elective subsequent times - at level 2 or 3 - the assignment will differ slightly. You still must create an AI-enabled prototype, but you are required to find an real context for this prototype. You must compose your own learning outcomes, and fit these to the selected context. You must still hand in an AI-enabled prototype, showcase video and toolbox document.

The entry requirement for this elective is that the student has passed level 2 of the elective.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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