

Vak: AI**credits: 5**

Vakcode GTVB22ELAI
Naam AI
Studiejaar 2023-2024
ECTS credits 5
Taal Engels
Coördinator S.A. Smith

Werkvormen Werkcollege
Toetsen AI - Overige toetsing

Leeruitkomsten**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.

Inhoud

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.

Opgenomen in opleiding(en)

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

School(s)

Instituut voor Communicatie, Media & IT