Interactive Artificial Intelligence

10-GE-IKI-162-m01

holder of the Chair of Computer Science IX

Institute of Computer Science

5

numerical grade

5

only after succ. compl. of module(s)

1 semester

undergraduate

Contents

Artificial Intelligence (AI) studies the science and engineering of making intelligent machines, that is, methods which let machines or software exhibit intelligent behaviour. This course specifically concentrates on interactive methods applicable to novel human-computer interfaces and computer games. The course will cover topics about problem solving in general, search methods, semantic representation, logic and deduction methods, constraint satisfaction methods, as well as algorithmical approaches to apply these methods to interactive systems. The latter includes the identification of necessary software modules and requirements for AI-enabled systems as well as APIs for building so-called world interfaces. An introduction to inductive learning approaches, in particular Q-Learning and Evolutionary Algorithms concludes the lecture.

Intended learning outcomes

After the course, the students will have a broad understanding of the underlying theoretical models and methods used in interactive Artificial Intelligence. They will be able to implement a prominent variety of these methods, to build their own intelligent interactive applications, and to choose the right software tool for this task.

Courses

V (2) + Ü (2)

Module taught in: German or English

Method of assessment

a) written examination (approx. 60 to 120 minutes) or b) presentation of project results (approx. 20 minutes)

Language of assessment: German and/or English

creditable for bonus

Allocation of places

Additional information

Workload

150 h

Teaching cycle

Referred to in LPO I (examination regulations for teaching-degree programmes)

Module appears in

Bachelor' degree (1 major) Games Engineering (2016)

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