

Artificial Intelligence in Game					
Course code CIF62047	student workload 90 hours	credits (according to ECTS) 4.5 ECTS	semester Sem. 6	frequency each even-semester	duration 16 meetings
1	Types of courses Compulsory (Elective level)	contact hours 63 hours	independent study 27 hours	class size 40 students	
5	Prerequisites for participation Artificial Intelligence (CIF61011)				
2	Learning outcomes IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-14 Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.				
3	Subject aims 1. Able to analyze, design and build intelligent systems (CPL: KK1)				
4	Teaching methods Lectures, case study, class discussion, presentation				
6	Assessment methods Assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
8	This module is used in the following degree programmes as well Informatics Engineering				
10	Responsibility for module <i>Name of lecturers</i>				
11	Other information				

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| <ol style="list-style-type: none">1. Ian Millington, and John Funge. Artificial intelligence for games. CRC Press, 2016.2. Ray Barrera, dkk. Unity AI Game Programming. Packt Publishing Ltd, 2015.3. Brian Schwab. Ai Game Engine Programming (Game Development Series), Charles River Media. Inc., Rockland, MA, 2004. |
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