Course: AI

credits: 5

Course code	GTVB22ELAI
Name	AI
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	S. Warmelink
Modes of delivery	Tutorial
Assessments	AI - Other assessment

Learning outcomes

Learning Outcomes

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

A lvl 2. The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication

B lvl 2. The student considers contextual factors in the implementation of their solutions.

C lvl 2. The student can construct concepts and relates these to relevant theory and the needs of the users

D lvl 2. The student experiments with new technological trends and models a realisable solution.

E lvl 2. The student compares, experiments with and selects appropriate technical solutions to construct an innovative product, informed by relevant knowledge and theories that address the design challenge.

Content

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.

You will need to research, understand, apply and expand these technologies, in order to show you can adapt to any new technologies that might come your way in the near or far future.

Over the course of this elective, we will address various topics from classical AI technologies such as search trees and state machines to modern AI technologies such as neural networks and large language models. The explanations of the functionality 'under the hood' helps demystify the often black box nature of AI systems.

For this course we expect at least some familiarity with programming, in order for you to develop your own prototype. There is no programming language/framework requirement.

Included in programme(s)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development 2
CMGT Exchange Minor Game Design & Development

School(s)

Arts, Design & Built Environment

share your talent. move the world.

Although every effort has been taken to ensure the accuracy of the information in the ECTS Course Catalogue, we cannot guarantee that the content and the information contained in it is always up-to-date, complete or true. Accordingly, no rights can be derived from the contents of the catalogue.