Course: AI level 3 credits: 5

Course code	GTVB24ELAI3
Name	AI level 3
Study year	2026-2027
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 LOLs. The learning outcomes have to be approved by the lecturer of the course.

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.

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)

Arts, Design & Built Environment

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