

Vak: AI

credits: 5

Vakcode GTVB22ELAI
Naam AI
Studiejaar 2026-2027
ECTS credits 5
Taal Engels
Coördinator S. Warmelink

Werkvormen Werkcollege
Toetsen AI - Overige toetsing

Leeruitkomsten**Learning Outcomes**

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

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

LOL B level 2 - The student considers contextual factors in the implementation of their solutions.

LOL C level 2 - The student can construct concepts and relates these to relevant theory and the needs of the users

LOL D level 2 - The student experiments with new technological trends and models a realisable solution.

LOL E level 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.

Inhoud

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.

Opgenomen in opleiding(en)

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

School(s)

Kunst, Ontwerp & Ruimte

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