

COURSE DETAIL

ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 2

Country

Sweden

Host Institution

Uppsala University

Program(s)

Uppsala University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Computer Science

UCEAP Course Number

118

UCEAP Course Suffix**UCEAP Official Title**

ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 2

UCEAP Transcript Title

AI/GAME PROGRAMMG 2

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

This course focuses on the development of software for Artificial Intelligence (AI) for computer games, primarily regarding strategic games. The course covers the development of AI for games with perfect information (e.g., chess, Othello, and AlphaGo), and games without perfect information (e.g. card and dice games), including simultaneous games and classical concepts within game theory, such as the Nash equilibrium. The programming language used is C++.

Language(s) of Instruction

English

Host Institution Course Number

5SD810

Host Institution Course Title

ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 2

Host Institution Course Details

<https://www.uu.se/en/admissions/freestanding-courses/course/?kKod=5SD810&typ=1>

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Computer Science

Course Last Reviewed

2021-2022

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