

## 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 Campus

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Computer Science

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