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

Print