

# COURSE DETAIL

## ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 1

**Country**

Sweden

**Host Institution**

Uppsala University

**Program(s)**

Uppsala University

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

116

**UCEAP Course Suffix****UCEAP Official Title**

ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 1

**UCEAP Transcript Title**

AI/GAME PROGRAMMG 1

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

This course includes basic techniques such as finite-state machines, neural networks, genetic algorithms, and methods for application areas such as behavioral modelling, combinatorial optimization, and generation of 3D geometries. The programming language used is C++.

## Language(s) of Instruction

English

## Host Institution Course Number

5SD809

## Host Institution Course Title

ARTIFICIAL INTELLIGENCE FOR GAME PROGRAMMING 1

## Host Institution Campus

## Host Institution Faculty

## Host Institution Degree

## Host Institution Department

Computer Science

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