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 Course Details
https://www.uu.se/en/admissions/freestanding-courses/course-syllabus/?kpid=3918...

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department
Computer Science

Course Last Reviewed
2021-2022

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