

COMP250: Artificial Intelligence

1: Module Introduction



COMP250 Artificial Intelligence



20 credits Compulsory for BSc Computing for Games Dr Edward Powley

Introduction

This module will help you to learn how AI is used in the context of games. You will gain in understanding and experience of the technical dimension of AI and how it might be used in the particular expressive context within game development. You will apply your learning in a practical context where you will design AI for a game in a live brief format, taking as your cue the game concepts developed by development teams across the academy.

Aims

This module aims to help you:

- Gain in understanding of AI technology and techniques and their relation to games
- Acquire knowledge and experience of the expressive uses of AI in games contexts
- ► Apply AI solutions for specific game contexts

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Demonstrate an understanding of the technical principles of AI in a games context. Select and deploy appropriate AI techniques within the context of games development to create an expressive and appropriate solution.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	To communicate in a collaborative context to generate an innovative AI concept. Create AI for an existing game and generate an expressive and appropriate use of AI that communicates with its audience.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Analyse critically the strengths and weaknesses of your code and develop an ability to respond to the critical judgements of others.
4	Show a basic understanding of the ability to conduct research, present knowledge in an academic format and apply that research to practice.	Demonstrate a working knowledge of Al techniques literature and its application to games. Apply that appropriately that knowledge to identify and create Al for an expressive purpose.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show an understanding of how to plan and manage time. Meet deadlines by planning available time to deliver solution effectively.

Academic Staff	Dr Edward Powley	
	Dr Michael Scott (Moderator)	
Assignments	Portfolio of Al Instances	90%
	Research Journal	10%
Indicative Hours	Sessions	36 hours
	Directed Reading	18 hours
	Portfolio of Al Instances	55 hours
	Integration into Collaborative Game	20 hours
	Research Journal	7 hours
	Self-Directed Study	24 hours
	Self-Directed Studio Practice	40 hours
		200 hours

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

Additional Resources

Session Plans & Materials:

```
https://learningspace.falmouth.ac.uk/course/
view.php?id=3027
```

Assignment Briefs:

```
http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2018-19/comp250
```

Reading List:

http://resourcelists.falmouth.ac.uk/modules/comp250





Assignments

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- You should edit and improve each others' work

► Deadline is **Friday week 3**!

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- Don't procrastinate you need to be working on this now!





- Socrative FALCOMPED
- ► Discuss for **5 minutes**
- Suggest a one sentence definition of artificial intelligence (AI)

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- ✓ Making decisions to achieve goals

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- ✓ Machine learning is an important sub-field of AI, but there are many other AI techniques

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- ✓ Programming machines to carry out (or learn to carry out) a specific type of task

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- For what kinds of tasks are human brains "better" than digital computers?
- For what kinds of tasks are both "good", but approach the task in different ways?

Discuss: are these examples of AI?

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- Computer opponent in a chess program

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Al in games

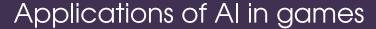
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while player.isAlive do
AIMAT(player.head)
SHOOT()
end while
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 A common (and difficult) challenge: creating Al which is imperfect, but not obviously stupid