

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 |
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| 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 AI techniques literature and its application to games. Apply that appropriately that knowledge to identify and create AI 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. |

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

<http://learningspace.falmouth.ac.uk/course/view.php?id=1258>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp250>

Reading List:

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