- 01. Biostatistics in Public Health
- 02. Learn Mandarin Chinese
- 03. Graphic Design
- 04. Ethics in the Age of Al
- 05. AWS Fundamentals
- 06. Excel to MySQL: Analytic Techniques for Business
- 07. Natural Language Processing
- 08. Game Design: Art and Concepts
- 09. Advanced Machine Learning
- 10. Dynamic Public Speaking
- 11. Creative Writing
- 12. Machine Learning for Everyone with Eric Siegel
- 13. Object Oriented Programming in Java
- 14. Graphic Design Elements for Non-Designers
- 15. Learn Spanish: Basic Spanish Vocabulary
- 16. Good with Words: Writing and Editing
- 17. Google IT Support
- 18. Introduction to Discrete Mathematics for Computer Science

- 19. Contact Center AI: Operations and Implementation
- 20. Design and Implementation of Digital Health Interventions
- 21. Introduction to Basic Game Development using Scratch
- 22. Basic Game Development with Levels using Scratch
- 23. Learn Mandarin Chinese: Capstone Project
- 24. Upgrading and Monitoring the Apigee Hybrid API Platform
- 25. Product Design: Designing a modern table lamp using SketchUp
- 26. Mandarin Chinese 3: Chinese for Beginners
- 27. Mandarin Chinese 2: Chinese for Beginners
- 28. Mandarin Chinese 1: Chinese for Beginners
- 29. Use Canva to Create an Interactive Mind Map
- 30. Introduction to AWS Identity and Access Management
- 31. Build a mobile app with Google Sheets on Glide and no coding
- 32. Transfer Learning for NLP with TensorFlow Hub
- 33. Intel® Network Academy Network Transformation 102
- 34. Summary Statistics in Public Health
- 35. Simple Regression Analysis in Public Health
- 36. Compose and Program Music in Python using Earsketch
- 37. Analyzing Macro-Environmental Factors Using Creately
- 38. How to Write a Resume (Project-Centered Course)
- 39. Game Design Document: Define the Art & Concepts
- 40. The Data Scientist's Toolbox

- 41. Multiple Regression Analysis in Public Health
- 42. Population Health During A Pandemic: Contact Tracing and Beyond
- 43. Hypothesis Testing in Public Health
- 44. Measuring and Maximizing Impact of COVID-19 Contact Tracing
- 45. Research Data Management and Sharing
- 46. Data Visualization and Dashboards with Excel and Cognos
- 47. Communication Strategies for a Virtual Age
- 48. Responsive Website Tutorial and Examples
- 49. Image Compression with K-Means Clustering
- 50. Image Classification with CNNs using Keras
- 51. Build a Firebase Android Application (Part II)
- 52. Optimization of Topic Models using Grid Search Method
- 53. Design a Client Welcome Kit using Canva
- 54. Character Design for Video Games
- 55. Increase SEO Traffic with WordPress
- 56. Story and Narrative Development for Video Games
- 57. World Design for Video Games
- 58. Custom Training Loops, Gradients, and Distributed Training
- 59. Design Online Course Printables using Canva
- 60. Apache Spark (TM) SQL for Data Analysts
- 61. AWS IoT: Developing and Deploying an Internet of Things
- 62. Emotion AI: Facial Key-points Detection

- 63. Create a Python Application using PyMongo and MongoDB Database
- 64. Introduction to Meteor.js Development
- 65. Create and Design Digital Products using Canva
- 66. Web Application Development with JavaScript and MongoDB
- 67. Build a Full Website using WordPress
- 68. Create Your First NoSQL Database with MongoDB and Compass
- 69. Predictive Modeling with Logistic Regression using SAS
- 70. Natural Language Processing with Classification and Vector Spaces
- 71. Natural Language Processing with Attention Models
- 72. Natural Language Processing with Probabilistic Models
- 73. Natural Language Processing with Sequence Models
- 74. Artificial Intelligence Ethics in Action
- 75. Introduction to Public Speaking
- 76. Introduction to Game Design
- 77. Speaking to persuade: Motivating audiences with solid arguments and moving language
- 78. Artificial Intelligence Privacy and Convenience
- 79. Image Super Resolution Using Autoencoders in Keras
- 80. Unsupervised Machine Learning for Customer Market Segmentation
- 81. Fake News Detection with Machine Learning
- 82. Create a Boggle Word Solver using recursion in Python
- 83. Introduction to Docker: Build Your Own Portfolio Site
- 84. Neural Network from Scratch in TensorFlow

- 85. Image Processing with Python
- 86. Javascript animation for websites, storytelling, data visualization and games
- 87. Create a First-Person Camera (VM-Compatible!) in Unity
- 88. Deep Learning NLP: Training GPT-2 from scratch
- 89. Create a Memory Puzzle Game in Python Using Pygame
- 90. Python Basics: Create a Guessing Number Game from Scratch
- 91. Introduction to Deep Learning
- 92. AWS Fundamentals: Going Cloud-Native
- 93. Programming a Quantum Computer with Qiskit
- 94. Speaking to Inspire: Ceremonial and Motivational Speeches
- 95. Speaking to inform: Discussing complex ideas with clear explanations and dynamic slides
- 96. Docker Essentials & Building a Containerized Web Application
- 97. AWS Fundamentals: Addressing Security Risk
- 98. AWS Fundamentals: Building Serverless Applications
- 99. Write Your First Novel
- 100. Natural Language Processing
- 101. Practical Reinforcement Learning
- 102. Brand New Brand
- 103. Ideas from the History of Graphic Design
- 104. Custom Models, Layers, and Loss Functions with TensorFlow
- 105. Addressing Large Hadron Collider Challenges by Machine Learning

- 106. Containerize a full-stack NodeJS application in Docker
- 107. Storytelling with Kumu
- 108. Build a Firebase Android Application
- 109. Artificial Intelligence Data Fairness and Bias
- 110. Textual Elements of Design: Fonts, Typography, and Spacing
- 111. Introduction to Imagemaking
- 112. Automate an e-commerce web application using Selenium & Java
- 113. Introduction to Typography
- 114. Increasing Real Estate Management Profits: Harnessing Data Analytics
- 115. Building a Dynamic Web App using PHP & MySQL
- 116. Introduction to Enterprise Resiliency
- 117. HTML and CSS: Building a Single-Page Website
- 118. Artificial Intelligence Algorithms Models and Limitations
- 119. Fundamentals of Graphic Design
- 120. Basic Elements of Design: Design Principles and Software Overview
- 121. Graphic Elements of Design: Color Theory and Image Formats
- 122. Measurement Turning Concepts into Data
- 123. Unsupervised Learning
- 124. Data Visualization and Communication with Tableau
- 125. Deep Learning in Computer Vision
- 126. Introduction to Programming with MATLAB
- 127. Testing for Web Accessibility With Accessibility Insights

- 128. Print and Digital Elements of Design: Branding and User Experience
- 129. Creating an Interactive Story with Flutter
- 130. Responsive Website Basics: Code with HTML, CSS, and JavaScript
- 131. Mastering Data Analysis in Excel
- 132. Big Data Integration and Processing
- 133. Managing Big Data with MySQL
- 134. Machine Learning Under the Hood: The Technical Tips, Tricks, and Pitfalls
- 135. Responsive Web Design
- 136. How to Win a Data Science Competition: Learn from Top Kagglers
- 137. Business Metrics for Data-Driven Companies
- 138. Bayesian Methods for Machine Learning
- 139. Writing and Editing: Revising
- 140. Introduction to Project Management
- 141. The Power of Machine Learning: Boost Business, Accumulate Clicks, Fight Fraud, and Deny Deadbeats
- 142. Single Page Web Applications with AngularJS
- 143. Writing and Editing: Structure and Organization
- 144. Become a JavaScript Pro with these 7 Skills
- 145. Writing and Editing: Drafting
- 146. Explainable AI: Scene Classification and GradCam Visualization
- 147. Launching Machine Learning: Delivering Operational Success with Gold Standard ML Leadership
- 148. Writing and Editing: Word Choice and Word Order

- 149. Using Google Forms to Analyze User Research Data
- 150. Create Your First Automation Script Using Selenium and Java
- 151. Create a text adventure game with Ink
- 152. Create an interactive fiction adventure game with Python
- 153. Predict Sales Revenue with scikit-learn
- 154. Create a Python Application using MySQL
- 155. Avoid Overfitting Using Regularization in TensorFlow
- 156. Python Dynamic HTML Web Server
- 157. Siamese Network with Triplet Loss in Keras
- 158. Image Noise Reduction with Auto-encoders using TensorFlow
- 159. The Arts and Science of Relationships: Understanding Human Needs
- 160. Creative Problem Solving
- 161. Language Classification with Naive Bayes in Python
- 162. Build Your Portfolio Website with HTML and CSS
- 163. COVID-19 Contact Tracing
- 164. Big History: Connecting Knowledge
- 165. Psychological First Aid
- 166. Create Infographics using Piktochart
- 167. Learning How To Learn for Youth
- 168. Social Psychology
- 169. Fashion as Design
- 170. Developing AI Applications on Azure
- 171. ¡A Programar! Una introducción a la programación
- 172. Becoming a changemaker: Introduction to Social Innovation

- 173. Capstone: Your Story
- 174. Build Your First Android App (Project-Centered Course)
- 175. Guitar for Beginners
- 176. The Language of Design: Form and Meaning
- 177. AWS Computer Vision: Getting Started with GluonCV
- 178. How to Write and Publish a Scientific Paper (Project-Centered Course)
- 179. Managing Machine Learning Projects with Google Cloud
- 180. Mathematical Thinking in Computer Science
- 181. Industrial IoT on Google Cloud Platform
- 182. Introduction to Cloud Identity
- 183. Combinatorics and Probability
- 184. Introduction to Graph Theory
- 185. Healing with the Arts
- 186. Building Conversational Experiences with Dialogflow
- 187. First Step Korean
- 188. Creative Thinking: Techniques and Tools for Success
- 189. Perform Sentiment Analysis with scikit-learn
- 190. Chinese for Beginners
- 191. Creative Writing: The Craft of Setting and Description
- 192. Java Programming: Solving Problems with Software
- 193. Object Oriented Programming in Java
- 194. Delivery Problem
- 195. Data Structures and Performance
- 196. Java Programming: Arrays, Lists, and Structured Data
- 197. Creative Writing: The Craft of Style
- 198. Number Theory and Cryptography
- 199. IT Security: Defense against the digital dark arts

- 200. Spanish Vocabulary: Cultural Experience
- 201. Creative Writing: The Craft of Character
- 202. AWS Fundamentals: Migrating to the Cloud
- 203. System Administration and IT Infrastructure Services
- 204. Spanish Vocabulary Project
- 205. Spanish Vocabulary: Sports, Travel, and the Home
- 206. Creative Writing: The Craft of Plot
- 207. Spanish Vocabulary: Careers and Social Events
- 208. Spanish Vocabulary: Meeting People
- 209. Operating Systems and You: Becoming a Power User
- 210. The Bits and Bytes of Computer Networking
- 211. Technical Support Fundamentals