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| **ELEMENT** | **CONTENT** |
| DEPARTMENT | CIS |
| AUTHOR (S) | Craig Damon |
| COURSE NUMBER | **CIS 3310** |
| COURSE TITLE | **Artificial Intelligence** |
| SHORT TITLE | AI |
| COURSE LEVEL | 3000 |
| DATE CREATED | 11/16/2008 |
| CHECKED/CHANGED | 2/10/2017 |
| PREREQUISITES |  |
| COREQUISITES | CIS 3050 |
| RESTRICTIONS |  |
| SPECIAL FEES | No |
| CREDITS | 3 |
| HOURS | 3 hours of lecture per week |
| SEMESTER | As required |
| COURSE DESCRIPTION | In this course, the student learns the algorithms and data structures used in artificial intelligence and programs a range of approaches that computers use to emulate intelligence: planning, knowledge representation, learning, decision-making, and game-playing. |
| SUGGESTED TEXTS | *AI: A Modern Approach*; Russell & Norvig |
| OPTIONAL TEXTS |  |
| COURSE OUTCOMES | The successful student will be able to:   1. Identify and apply the appropriate approach for a range of artificial intelligence problems 2. Program a computer to learn and retain knowledge 3. Program a computer to draw logical deductions from existing propositions 4. Program a computer to develop a plan to solve a problem |
| COURSE CONTENT | 1. Searching for solutions 2. Adversarial search 3. Logic 4. Probabilistic reasoning 5. Planning 6. Knowledge representation 7. Learning 8. Extra topics as time permits |
| LAB/STUDIO OUTCOMES |  |
| LAB/STUDIO CONTENT |  |
| LECTURE CAPACITY | 32 |
| LAB CAPACITY |  |
| GRADED OR P/NP | Graded |
| EVALUATION | Homework, exams |
| DELIVERY METHOD | LEC |
| ROOM REQUIREMENTS |  |
| AUTHOR’S NOTES |  |