AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science Honours in Computer Science (University of London)
Module Title	Artificial Intelligence
Module Syllabus No. (if any)	CM3020
Syllabus / Content / Learning Outcomes	This module is focused on Artificial Intelligence techniques. You will understand the historical development of Artificial Intelligence including search, vision and planning. You will become familiar with the foundations of agent-based approaches to software design, decision making and problem solving including under uncertainty. You will have an opportunity to apply Artificial Intelligence techniques to particular problems such as game playing and decision making.
No. of Teaching Hours	Contact Hours – Lectures, Seminars & online activity (22 x 3) = 66 Independent Preparation, pre-reading and analysis = 84 TOTAL = 150
Teaching Methods	Lectures, tutorials, case-studies analysis, research journals and group discussion.
Assessment Methods and Weightages	One two hour unseen written examination and coursework Coursework 50% and Written examination 50% At least 35% in each element of summative assessment and a combined weighted average of at least 40%, subject to the application of rules for compensation.
Skills for Maximising Learning Outcomes	Reading and research
Dates of Examinations, Major Assessments and Assignments	Please refer to www.london.ac.uk exam tables If your effective date of registration is: • 1 October, you will take your first examination(s) in March of the following year, • 1 April, you will take your first examination(s) in September of the same year.
Topics covered	• Historical overview of Artificial Intelligence. • Intelligent agents and environments (Part 1) • Intelligent agents and environments (Part 2) • Problem solving • Knowledge representation, ontologies • Uncertain knowledge and reasoning under uncertainty. • Games and optimal decisions in games (Part 1) • Games and optimal decisions in games (Part 2) • Robotics • Advanced Topics in AI