

MODULE DESCRIPTOR

Module Title

Artificial Intelligence for Problem Solving

Reference	CM3038	Version	6
Created	June 2022	SCQF Level	SCQF 9
Approved	September 2012	SCQF Points	15
Amended	July 2022	ECTS Points	7.5

Aims of Module

To provide the student with the ability to demonstrate the practical skills required for the development of intelligent game-playing systems.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Explain the main problem solving methods within Artificial Intelligence.
- 2 Identify and explain the various search methods which can be used for game-playing.
- 3 Design and develop an intelligent game-playing system using a suitable search strategy.
- 4 Compare and contrast systematic and local search problem solving methods.

Indicative Module Content

Artificial Intelligence - definition, concepts, problems and examples, paradigms. Intelligent behaviour-Search, CBR, NNs, GAs. Problem solving:uninformed search-breadth-first, depth-first, depth-limited, iterative deepening, bidirectional search. Problem solving:informed search-Best-first, A*, learning. Problem solving:local search, heuristics and meta-heuristics. Problem solving:adversarial search (games)-mix-max, alpha-beta.

Module Delivery

Lectures are used to deliver the main principles underlying problem solving methods. Computing laboratories are used to examine case studies which reinforce the material covered in lectures and to design and implement prototype game-playing systems. The understanding of the student is further enhanced through directed reading.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	30	N/A
Non-Contact Hours	120	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Examination	Weighting:	50%	Outcomes Assessed:	1, 2, 4
Description:	A closed book exam that contributes 50% to total module assessment.				

Component 2

Type:	Coursework	Weighting:	50%	Outcomes Assessed:	3
Description:	A programming coursework that contributes 50% to total module assessment.				

MODULE PERFORMANCE DESCRIPTOR**Explanatory Text**

The calculation of the overall grade for this module is based on 50% weighting of the exam and 50% weighting of the coursework. An overall minimum grade D is required to pass the module.

		Coursework:						NS
		A	B	C	D	E	F	
Examination:	A	A	A	B	B	C	E	
	B	A	B	B	C	C	E	
	C	B	B	C	C	D	E	
	D	B	C	C	D	D	E	
	E	C	C	D	D	E	E	
	F	E	E	E	E	E	F	
NS		Non-submission of work by published deadline or non-attendance for examination						

Module Requirements

Prerequisites for Module	CM2015 Object Oriented Software Development or equivalent.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

- 1 Russell, S., Norvig, P. 2020. Artificial Intelligence: A Modern Approach (4th edition). Pearson.
- 2 Millington, I. 2019. Artificial Intelligence for Games. CRC Press.
- 3 Flasinski, Maiusz. 2016. Introduction to Artificial Intelligence. Springer.
- 4 E. Wolfgang. 2017. Introduction to Artificial Intelligence. Springer.
- 5 Yannakakis, G. N., Togelius, J. 2018. Artificial Intelligence and Games. Springer.