



COURSE: Artificial Intelligence in the Entertainment Industry		
DEGREE: Computer science (mention on computation)	YEAR: 4	TERM: 1

La asignatura tiene 25 sesiones que se distribuyen a lo largo de 14 semanas. En cuatro de ellas habrá dos profesores

WEEKLY PLANNING									
WEEK	SESSION	DESCRIPTION	GROUPS (mark X)	SPECIAL ROOM FOR SESSION (Computer class room, audio-visual class room)		Indicate YES/NO If the session needs 2 teachers	WEEKLY PROGRAMMING FOR STUDENT		
				LECTURES	SEMINARS		DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. 7h week)
1	1	Course presentation	x			NO		1,6	3
1	2	Introduction:	x			NO	Search of	1,6	

		AI in the entertainment industry					Documentation and examples related with the class content		
2	3	Path planning (basic)	x			NO	Study of class contents	1,6	7
2	4	Path planning (advanced)	x			NO	Study of class contents	1,6	
3	5	Path planning (advanced)	x			NO	Study of class contents	1,6	7
3	6	Tutorial 1: introduction to the practical framework		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial (in-class continuous evaluation test)	1,6	
4	7	Board games				NO	Study of class contents	1,6	7
4	8	Practical task 1: path planning		x	COMPUTER CLASS ROOM	NO	Development of practical task 1	1,6	
5	9	Programming Non Playing Characters. Introduction.	x			NO	Study of class contents	1,6	7
5	10	Practical task 1: path planning		x	COMPUTER CLASS ROOM	NO	Development of practical task 1	1,6	
6	11	Finite State Machines	x			NO	Study of class contents	1,6	7
6	12	Tutorial 2: familiarization with the		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial. (in-class	1,6	

		practical framework					continuous evaluation test)		
7	13	Decision Trees and Rule-based Systems	x			NO	Study of class contents	1,6	7
7	14	Tutorial 2: familiarization with the practical framework		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial. (in-class continuous evaluation test)	1,6	
8	15	Goal-oriented behaviour	x			NO	Study of class contents	1,6	7
8	16	Practical task 2 (part I): decision making		x	COMPUTER CLASS ROOM	NO	Deadline for practical task 1 Development of practical task 2(I)	1,6	
9	17	Tactic and Strategy	x			NO	Study of class contents	1,6	7
9	18	Practical task 2 (part I): decision making		x	COMPUTER CLASS ROOM	NO	Development of practical task 2(I)	1,6	
10	19	Machine Learning	x			NO	Study of class contents	1,6	7
10	20	Practical task 2 (part I): decision making		x	COMPUTER CLASS ROOM	NO	Development of practical task 2 (I)	1,6	
11	21	Collective movement	x			NO	Study of class contents	1,6	7
11	22	Practical task		x	COMPUTER	NO	Deadline for	1,6	

		2 (part II): tactic and strategy			CLASS ROOM		practical 2 (I). (continuous evaluation test). Development of practical task 2 (I)		
12	23	Interfaces and Design	x			NO	Study of class contents	1,6	7
12	24	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	YES	Development of practical task 2 (I)	1,6	
13	25	Interfaces and Design	x			NO	Study of class contents	1,6	7
13	26	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	YES	Development of practical 2 (II)	1,6	
14	27	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	YES	Development of practical 2 (II)	1,6	7
14	28	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	YES	Development of practical 2 (II)	1,6	
	29	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	NO	Development of practical 2 (II) Deadline for practical 2 (II) several days after this date (continuous	1,66	

							evaluation test)		
--	--	--	--	--	--	--	------------------	--	--

Subtotal 1	41,66	94
-------------------	--------------	-----------

Total 1 <i>(Hours of class plus student homework hours between weeks 1-14)</i>	142,14
--	--------

15	Tutorials, handing in, etc							10
16	Assessment						3	15
17								
18								

Subtotal 2	3	15
-------------------	----------	-----------

Total 2 <i>(Hours of class plus student homework hours between weeks 15-18)</i>	33
---	----

TOTAL (Total 1 + Total 2)	170,14
----------------------------------	---------------