

# **Artificial Intelligence - Project**

#### Programme course

5 credits

Artificiell intelligens - projekt

TDDD92

Valid from: 2017 Spring semester

#### Determined by

Board of Studies for Computer Science and Media Technology

Date determined 2017-01-25

# Main field of study

Computer Science and Engineering

#### **Course level**

First cycle

#### Advancement level

G2X

### Course offered for

• Computer Science and Software Engineering, M Sc in Engineering

#### Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

#### Examination

UPG2	Individual written report	2 credits	U, 3, 4, 5
UPG1	Project assignment	3 credits	U, 3, 4, 5

#### Grades

Four-grade scale, LiU, U, 3, 4, 5

#### Department

Institutionen för datavetenskap

#### Director of Studies or equivalent Peter Dalenius

Examiner Fredrik Heintz

### Course website and other links



# Education components Preliminary scheduled hours: 0 h

Recommended self-study hours: 133 h

# **Course literature**

#### **Additional literature**

Articles



# **Common rules**

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\_pa\_grund-\_och\_avancerad\_niva.

