| **PROFESSOR:** |  |
| --- | --- |
| **OFFICE LOCATION:** |  |
| **OFFICE HOURS:** |  |
| **PHONE NUMBER:** |  |
| **E-MAIL:** |  |
| **SEMESTER:** |  |
| **DELIVERY METHOD:** |  |

# COURSE NUMBER AND TITLE, CATALOG DESCRIPTION, CREDITS:

## DIG 2626C Artificial Intelligence (3 Credits)

This course explores the history and practice of using artificial intelligence (AI) in creative work. Students will be exposed to methods and algorithms utilized by scientists and artists in computing and creative fields. They will demonstrate a knowledge of AI in relation to many creative practices including writing, image making, game design, and music. Students will write code that is inspired by natural phenomena like: bird flocking, decision making, neural networks, and genetic algorithms. Students will create and

modify code in games and creative projects. Critical and creative thinking will be encouraged through class projects and interactions.

## PREREQUISITES FOR THIS COURSE:

ART 2600C

### CO-REQUISITES FOR THIS COURSE:

None

## GENERAL COURSE INFORMATION:

Topic Outline

Implement AI techniques for use in games.

Utilize a neural network for creative purposes.

Apply theories of AI to creative projects.

Author and modify code in multiple coding languages.

Draw connections between code and the natural world.

Analyze the work of scientists and artists to influence their projects.

Demonstrate creative uses of AI in image and music making.

## ALL COURSES AT FLORIDA SOUTHWESTERN STATE COLLEGE CONTRIBUTE TO THE GENERAL EDUCATION PROGRAM BY MEETING ONE OR MORE OF THE FOLLOWING GENERAL EDUCATION COMPETENCIES:

**C**ommunicate clearly in a variety of modes and media.

**R**esearch and examine academic and non-academic information, resources, and evidence.

**E**valuate and utilize mathematical principles, technology, scientific and quantitative data.

**A**nalyze and create individual and collaborative works of art, literature, and performance.

**T**hink critically about questions to yield meaning and value.

**I**nvestigate and engage in the transdisciplinary applications of research, learning, and knowledge.

**V**isualize and engage the world from different historical, social, religious, and cultural approaches.

**E**ngage meanings of active citizenship in one’s community, nation, and the world.

A. General Education Competencies and Course Outcomes

1. Listed here are the course outcomes/objectives assessed in this course which play

an integral part in contributing to the student’s general education along with the general

education competency it supports.

General Education Competency: Analyze

1. Integral General Education Competency or competencies: ANALYZE

Utilize theories of Artificial Intelligence for creative purposes. This includes theories from the artistic and scientific communities.

Generate code to produce creative works of Artificial Intelligence.

Design code is influenced by the nature.

Master Mac and PC operating systems and be able to navigate from application to application.

Master several coding languages and techniques, including game design, neural networks,

and creative coding.

Master manipulation of existing software for creative purposes through utilizing audio,

video, animation, and game industry-standard software.

Demonstrate the creation of interactive projects utilizing code and industry-standard software.

Create visual digitally designed solutions that effectively fulfill project goals.

Demonstrate various output processes and the use/role of professional service bureaus

in the creation/presentation of finished work.

## DISTRICT-WIDE POLICIES:

### PROGRAMS FOR STUDENTS WITH DISABILITIES

Florida SouthWestern State College, in accordance with the Americans with Disabilities Act and the College’s guiding principles, offers students with documented disabilities programs to equalize access to the educational process. Students needing to request an accommodation in this class due to a disability, or who suspect that their academic performance is affected by a disability should contact the Office of Adaptive Services at the nearest campus. The office locations and telephone numbers for the Office of Adaptive Services at each campus can be found at <https://www.fsw.edu/adaptiveservices>.

### REPORTING TITLE IX VIOLATIONS

Florida SouthWestern State College, in accordance with Title IX and the Violence Against Women Act, has established a set of procedures for reporting and investigating Title IX violations including sexual misconduct. Students who need to report an incident or need to receive support regarding an incident should contact the Equity Officer at [equity@fsw.edu](mailto:equity@fsw.edu). Incoming students are encouraged to participate in the Sexual Violence Prevention training offered online. Additional information and resources can be found on the College’s website at <https://www.fsw.edu/sexualassault>.

## REQUIREMENTS FOR THE STUDENTS:

List specific course assessments such as class participation, tests, homework assignments, make-up procedures, etc.

## ATTENDANCE POLICY:

The professor’s specific policy concerning absence. (The College policy on attendance is in the Catalog and defers to the professor.)

## GRADING POLICY:

Include numerical ranges for letter grades; the following is a range commonly used by many faculty:

| **Grade Percent** | **Letter Grade** |
| --- | --- |
| 90 - 100 | A |
| 80 - 89 | B |
| 70 - 79 | C |
| 60 - 69 | D |
| Below 60 | F |

(Note: The “incomplete” grade [“I”] should be given only when unusual circumstances warrant. An “incomplete” is not a substitute for a “D,” “F,” or “W.” Refer to the policy on “incomplete grades.)

## REQUIRED COURSE MATERIALS:

(In correct bibliographic format.)

## RESERVED MATERIALS FOR THE COURSE:

Other special learning resources.

## CLASS SCHEDULE:

This section includes assignments for each class meeting or unit, along with scheduled Library activities and other scheduled support, including scheduled tests.

## ANY OTHER INFORMATION OR CLASS PROCEDURES OR POLICIES:

(Which would be useful to the students in the class.)