Masters • Lisboa

ARTIFICIAL INTELLIGENCE FOR GAMES

Direction

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Secretariat

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Duration	Credits
2 Years	120 ects

Presentation

The Master's Degree in Artificial Intelligence for Games focuses on the development and exploration of Artificial Intelligence (AI) techniques and algorithms with high potential for application in video games, both at academic and industry level. The course covers AI in the context of different areas of games, such as Human-Computer Interaction, Game Design, Computer Graphics or Data Science, and its use in interactive applications (2D/3D), AR/VR applications, digital cinematography and usability of graphic interfaces, and of course, commercial video games.

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escola
de comunicação,
arquitetura,
artes e tecnologias
da informação

STUDY PLAN

1st Year / Common Core

1º Semestre	ects	2º Semestre	ects
Autonomous Agent Systems	6	Player Experience Modelling	10
Machine Learning Fundamentals	10	Procedural Content Generations	10
Player Data Processing	8	Research Methodologies and Games	4
Seminars I	6	Seminars II	6

2nd Year / Common Core

Anual	ects	1º Semestre	ects
Dissertation	50	Autonomous Game Adaptation	6
		Seminars III	4

Documento gerado em 29-04-2024