

Teaching guide

IDENTIFICATION DETAILS

Degree:	Computer Engineering		
Field of Knowledge:	Engineering and Architecture		
Faculty/School:	Senior Polytechnic School		
Course:	ARTIFICIAL INTELLIGENCE I		
Type:	Compulsory	ECTS credits:	3
Year:	2	Code:	3638
Teaching period:	Fourth semester		
Area:	Software Design and Development		
Module:	IT core subject		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	75		

SUBJECT DESCRIPTION

The Artificial Intelligence I course introduces the main techniques of artificial intelligence: both symbolic models based on formal logic and sub-symbolic or non-algorithmic calculation models and their respective business applications. It also provides the opportunity to reflect on what artificial intelligence means in terms of anthropological and philosophical thought, while associating it with knowledge about human cognitive processes.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

An ability to conceive, develop and maintain computer applications, services and systems using software engineering methods as an instrument to ensure quality.

Knowledge of the basic materials and technologies, giving rise to learning and the developing of new methods and technologies, and which also provide huge versatility to adapt to new contexts.

Specific skills

Knowledge and application of the basic principles and techniques of smart systems and their practical application.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
36 hours	39 hours