	INTRODUCTION	το Αβ	RTIFICIAL INTELLIGENCE							
1	Course Title:	INTROD	VTRODUCTION TO ARTIFICIAL INTELLIGENCE							
2	Course Code:	BLPS247	7							
3	Type of Course:	Optional								
4	Level of Course:	Short Cy	cle							
5	Year of Study:	2								
6	Semester:	3								
7	ECTS Credits Allocated:	3.00								
8	Theoretical (hour/week):	2.00								
9	Practice (hour/week):	0.00								
10	Laboratory (hour/week):	0								
11	Prerequisites:	None								
12	Language:	Turkish								
13	Mode of Delivery:	Face to f	ace							
14	Course Coordinator:	Öğr. Gör	. KORAY AKİ							
15	Course Lecturers:									
16	Contact information of the Course Coordinator:	korayaki Bursa Ul Program	@uludag.edu.tr, +90(224)2942674 – Dahili: 62141, Iudağ Üniversitesi Orhangazi Y. Asil Çelik MYO Bilgisayar ıcılığı Programı-Orhangazi/Bursa							
17	Website:									
18	Objective of the Course:	The aim the basic abilities t	of this course is to provide students the knowledge about techniques and methodologies of artificial intelligence and o apply artificial intelligence methods on practical problems.							
19	Contribution of the Course to Professional Development:	ne Course to velopment:								
20	Learning Outcomes:									
		1	Introduces Artificial Intelligence concepts.							
		2	Gains knowledge about the basic methodologies in artificial intelligence.							
		3	It introduces the necessary tools to create the formulation of Artificial Intelligence problems.							
		4	Study the tools and structures necessary to design intelligent agent systems.							
		5	It introduces the necessary tools for solving problems depending on the nature of the problem and the search space.							
		6								
		7								
		8								
		9								
		10								
21	Course Content:									
		Co	urse Content:							
Week	Theoretical		Practice							
1	Fundamentals of Artificial Intelligence	Э								
2	Intelligence Agents									
3	Problem Solving and Blind Search									

4	Heuris	ic S	Searc	ch																
5	Local Search																			
6	Adversarial Search																			
7	Game Theory																			
8	Midterm																			
9	Application Problems																			
10	Knowledge Representation and Inference																			
11	Expert Systems																			
12	Machine Learning																			
13	Artificia	l Ne	eura	l Netw	ork															
14	Robot	Scie	ence																	
22	Textbooks, References and/or Other								Art Stu	Artificial Intelligence: A Modern Approach (3rd Edition),										
23	Assesment												ý		,					
TERM L	EARNI	ig a	ACTIV	VITIES	;		N	UMBE	WE	WEIGHT										
NA: alt a ma							R		10											
Mildtern	n Exam						1		40	40.00										
Quiz	0																			
	Home work-project 0								0.0	0.00										
	Final Exam 1									60.00										
Activit	Activites								1	Numb	ber		Dura	ition (	Total Work Load (hour)					
Cloeonile	Cloedribuidialn of Final Exam to Success Grade								60	1640			2.00			28.00				
Practica	acticals/Labs								(	)			0.00			0.00				
Relastu	Astuement an								e í	14				2.00			28.00			
Homew	meworks								ŕ	14				2.00						
Project	A CHECTS / WORK LOAD TABLE									0			0.00			0.00				
Field St	ald Studies									0				0.00			0.00			
Midtern	Iterm exams									1			3.00			3.00				
Others	ers									0			0.00			0.00				
Final E	Exams									1					3.00					
Total W	tal Work Load															90.00				
Total w	otal work load/ 30 hr												3.00							
ECTS (	TS Credit of the Course															3.00				
25	5 CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS																			
	PC	1 P	Q2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ1 0	PQ11	PQ12	PQ1 3	PQ14	PQ15	PQ16			
ÖK1	2	4		2	5	3	3	3	2	2	2	2	0	0	0	0	0			
ÖK2	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0			
ÖK3	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0			
ÖK4	0	0		0	0	0	0	0	0	0	0	0	0	0	0	0	0			

ÖK5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contrib 1 very low ution Level:				2 low			3 Medium			4 High			5 Very High			