Universidad Carlos III de Madrid
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COURSE: Artificial Intelligence in the Entertainment Industry		
DEGREE: Computer science (mention on computation)	YEAR: 4	TERM: 1

La asignatura tiene 25 sesiones que se distribuyen a lo largo de 14 semanas. En cuatro de ellas habrá dos profesores

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WEEKLY PLANNING								
WEEK	SESSION	DESCRIPTION	GROUPS (mark X)		SPECIAL ROOM FOR SESSION (Computer class room, audio-visual class room)	Indicate YES/NO If the session needs 2 teachers	WEEKLY PROGRAMMING FOR STUDENT		
			LECTURES	SEMINARS			DESCRIPTION	CLASS HOURS	HOMEWORK HOURS (Max. 7h week)
1	1	Course presentation	x			NO		1,6	
1	2	Introduction: AI in the entertaintment industry	x			NO	Search of Documentation and examples related with the class content	1,6	3
2	3	Movement	x			NO	Study of class contents	1,6	
2	4	Path planning (basic)	x			NO	Study of class contents	1,6	7
3	5	Path planning (advanced)	x			NO	Study of class contents	1,6	
3	6	Tutorial 1: introduction to the practical framework		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial	1,6	7
4	7	Path planning (advanced)				NO	Study of class contents	1,6	7

4	8	Tutorial 2: familiarization with the practical framework		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial	1,6	
5	9	Programming Non Playing Characters	x			NO	Study of class contents	1,6	
5	10	Tutorial 2: familizarization with the practical framework		x	COMPUTER CLASS ROOM	NO	Resolution of tutorial	1,6	7
6	11	Finite State Machines	x			NO	Study of class contents	1,6	
6	12	Practical task 1: path planning		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
7	13	Decision Trees and Rule-based Systems	x			NO	Study of class contents	1,6	
7	14	Practical task 1: path planning		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
8	15	Goal-oriented behaviour	x			NO	Study of class contents	1,6	
8	16	Practical task 2 (part I): decision making		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
9	17	Tactic and Strategy	x			NO	Study of class contents	1,6	
9	18	Practical task 2 (part I): decision making		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
10	19	Machine Learning	x			NO	Study of class contents	1,6	
10	20	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
11	21	Interfaces and Design	x			NO	Study of class contents	1,6	
11	22	Practical task 2 (part II): tactic and strategy		x	COMPUTER CLASS ROOM	NO	Resolution of practical task	1,6	7
12	23	Interfaces and Design	x			NO	Study of class contents	1,6	
12	24	Final Project		x	COMPUTER CLASS ROOM	YES	Development of Final Project	1,6	7
13	25	Applications	x			NO	Study of class contents	1,6	7

13	26	Final Project		x	COMPUTER CLASS ROOM	YES	Development of Final Project	1,6	
14	27	Final Project		x	COMPUTER CLASS ROOM	YES	Development of Final Project	1,6	
14	28	Final Project		x	COMPUTER CLASS ROOM	YES	Development of Final Project	1,6	7
	29	Final Project		x	COMPUTER CLASS ROOM	NO	Development of Final Project	1,66	
							Subtotal 1	**41,66**	**94**
			Total 1 *(Hours of class plus student homework hours between weeks 1-14)*					142,14	

15		Tutorials, handing in, etc						10	
16									
17		Assessment						3	15
18									
							Subtotal 2	**3**	**15**
			Total 2 *(Hours of class plus student homework hours between weeks 15-18)*					33	

TOTAL *(Total 1 + Total 2)*	**170,14**