Faculty of Computers & Information Technology

Game Programming

Information :

Course Code :	CSC 426	**Level**	: Undergraduate	**Course Hours :**	3.00- Hours

Department :	Department of Computer Science

Instructor Information :

Title	Name	Office hours
Lecturer	Mohamed Ahmed Hussein Ali	6
Teaching Assistant	Mariam Ali Ibrahim Elsayed	1

Description :

The aim of this course is to introduce students to some of the techniques of modern approaches to AI such as probabilistic reasoning , learning paradigms (statistical , reinforcement …etc)

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