
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	5
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)