COURSE OUTLINE

(1) GENERAL				
SCHOOL	ENGINEERING			
ACADEMIC UNIT	INFORMATICS AND COMPUTER ENGINEERING			
LEVEL OF STUDIES	UNDERGRADUATE			
COURSE CODE	SEMESTER 5			
COURSE TITLE	ARTIFICIAL INTELLIGEN	CE		
ΙΝΟΕΡΕΝΟΕΝΤ ΤΕΛΟΗΙ	NC ACTIVITIES	-		
if credits are awarded for separate	components of the course	WEEKI V		
e g lectures laboratory exercise	es etc. If the credits are	TEACHING	CREDITS	
awarded for the whole of the course	e, give the weekly teaching	HOURS		
hours and the tota	al credits			
	LECTURES	2		
	TUTORIALS	1		
	LAB PROJECTS	1		
Add rows if necessary. The organisa	tion of teaching and the	4	5	
teaching methods used are describe	d in detail at (d).			
COURSE TYPE	Science area, Skills Develop	oment	1	
general background,				
special background, specialised				
general knowledge, skills				
development				
PREREQUISITE COURSES:				
LANGUAGE OF INSTRUCTION	Greek			
and EXAMINATIONS:				
IS THE COURSE OFFERED TO	Yes (project-based)			
ERASMUS STUDENTS				
COURSE WEBSITE (URL)	http://eclass.uniwa.gr			
(2) LEARNING OUTCOMES				
Upon successful completion of the c	ourse, students will be able	to:		
• Gain a historical perspective of A	and its foundations.	1 · · · c		
Become familiar with basic prin	cipies of AI toward proble	m solving, inferei	ice, perceptior	
Rilowieuge representation, and i	earning.			
Become familiar with billing and	neuristic search algorithms.			
• Understand various knowledge-representation forms.				
Become familiar with the structure and operation of expert systems and rule-based systems				
Describe various machine learn	ing systems, as decision the	es, neural netwo	iks and geneu	
 Invostigate applications of AI too 	hniques in intelligent agents	ovport systems	oto	
 Investigate applications of Alleet Evaluate the surrout scope noter 	tial limitations and implica	tions of intelligen	t sustame	
• Explore the current scope, poten	itial, mintations, and mplica	cions of intenigen	t systems.	
General Competences				
Taking into consideration the gener	al competences that the deg	ree-holder must a	couire (as	
these appear in the Diploma Supple	ment and appear below), at	which of the follo	wing does the	
course aim?			0	
Search for, analysis and synthesis of data Project planning		and management		
and information, with the use of the	Respect for differ	lespect for difference and multiculturalism		
necessary technology Respect for the natural environment		nt		
Adapting to new situations	Showing social, p	Showing social, professional and ethical		
Decision-making	responsibility an	responsibility and sensitivity to gender issues		
Working independently	Criticism and self	Criticism and self-criticism		
Team work	Production of fre	e, creative and inc	luctive thinkin	
Working in an international enviror	iment	Othour		
working in an interdisciplinary	Others			
Production of now research ideas				
i rouuction of new research lueas				

- Working independently
- Production of free, creative and inductive thinking
- Decision making
- Criticism and self-criticism
- Adapting to new situations

(3) SYLLABUS

- Introduction to Artificial Intelligence, historic overview
- Blind search algorithms
- Heuristic search algorithms
- Inference methods
- Expert Systems
- Propositional Logic
- First-order Logic
- Reasoning
- Knowledge-based systems, expert systems
- Autonomous agents
- Production Trees
- Genetic Algorithms
- Applications

DELIVERY Face-to-face. Face-to-face, Distance learning, etc. **USE OF INFORMATION AND** Use of the university's online teaching platform for **COMMUNICATIONS TECHNOLOGY** posting theory, exercises and various resources. Use of e-mail and the online teaching platform for Use of ICT in teaching, laboratory communication with the students. education, communication with students **TEACHING METHODS** Activity Semester workload The manner and methods of Lectures 26 teaching are described in detail. Tutorials 26 Lectures, seminars, laboratory Projects 21 practice, fieldwork, study and Individual study 52 analysis of bibliography, tutorials, Course total 125 placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc. The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS **STUDENT PERFORMANCE EVALUATION** Language of evaluation: Greek Description of the evaluation The final marks will be extracted as the weighted sum of a procedure final written exam (60%), a midterm lab exam (12%), lab individual project (24%) and lab team activities (4%). Language of evaluation, methods of evaluation. summative or conclusive. multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other Specifically-defined evaluation criteria are given, and if and where they are accessible to students. (5) ATTACHED BIBLIOGRAPHY - Suggested bibliography: 1. Βλαχάβας, Ι., Κεφαλάς, Π., Βασιλειάδης, Ν., Ρεφανίδης, Ι., Κοκκοράς, Φ. & Σακελλαρίου, Η., Τεχνητή Νοημοσύνη, 4η έκδοση, Εταιρεία Αξιοποίησης και Διαχείρισης Περιουσίας του Πανεπιστημίου Μακεδονίας, 2020. 2. Γεωργούλη, Κ., ΤΕΧΝΗΤΗ ΝΟΗΝΟΣΥΝΗ, ηλεκτρονικό σύγγραμμα. 2015, Ελληνικά

(4) TEACHING and LEARNING METHODS - EVALUATION

Ακαδημαϊκά Ηλεκτρονικά Συγγράμματα και Βοηθήματα - Αποθετήριο "Κάλλιπος".

3. Russell, Stuart J., Norvig, Peter, Τεχνητή Νοημοσύνη: μια σύγχρονη προσέγγιση, Κλειδάριθμος, 2021.

4. P. Winston, Artificial Intelligence, Addison-Wesley, 1992.

5. T.J. Ross, "Fuzzy Logic with Engineering Applications", McGraw-Hill, 1995.

6. S. Haykin, "Neural Networks: A Comprehensive Foundation", MacMillan, 1994.

7. D. Goldberg, "Genetic Algorithms in Search, Optimization and Machine Learning", Addison-Wesley, 1989.

8. "Building Expert Systems", F. Hayes-Roth, D.A. Waterman and D.B. Lenat (Eds.), Addison-

Wesley, 1983.

9. Bigus, Joseph P., Bigus, Jennifer Constructing intelligent agents with Java :a programmer's guide to smarter applications, New York : Wiley, 1998.

10. Bellifemine, Fabio Luigi, Caire, Giovanni, Greenwood, Dominic, Developing multi-agent systems with jade, Hoboken, NJ : John Wiley, 2007.