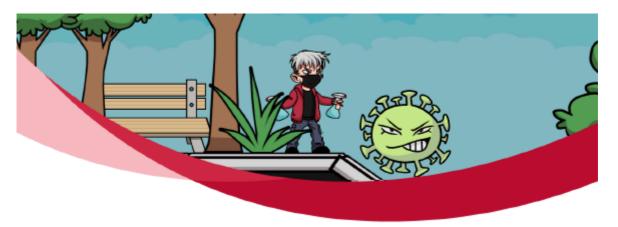


The use of AI in digital games



The <u>Department of Artificial Intelligence</u> (AI) at the <u>Faculty of ICT</u> offers a **Gaming stream** as part of its undergraduate degree. The modules consist of three main components; theory, practice and application. The lectures focus on the use of AI in digital games. The practicals guide students towards using **Unity**, the most popular gaming engine worldwide. The application part takes the form of a **Game Jam** where students have to create a game in 48 hours whilst guided by industry experts. The course covers enough material to allow students to sit for a sought-after industry qualification, the **Unity Certification**.

Through this combination, **students get the best of all worlds:** theory, practice, experience and third-party certification. If you'd like to know more, please contact <u>Prof. Alexiei Dingli</u>.

Do you have an example of good QA practice at your unit which you would like us to share? Get in touch with us at qac@um.edu.mt

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