



FDT3300 Artificial Intelligence and Creativity 7.5 credits

Artificiell intelligens och kreativitet

This is a translation of the Swedish, legally binding, course syllabus.

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

Course syllabus for FDT3300 valid from Autumn 2022

Grading scale

P, F

Education cycle

Third cycle

Specific prerequisites

None

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

Be able to

- give an overview of the domain of computational creativity
- describe objective and subjective approaches to evaluating creative machines
- use an existing AI system in a creative practice and reflect on the experience
- discuss ethical issues around creative machines and their application
- audit the sustainability of a creative machine

Course contents

Sessions 1-3: Overview of the domain of computational creativity

Sessions 4-6: Creative practices with artificial intelligence

Sessions 7-9: Principals of ethics and sustainability

Sessions 10-12: Advanced topics

Examination

- EXA1 - Examination, 7.5 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

Active participation in all seminars, preferably on location, remote participation will be possible. Completion of reading assignments. Final creative project.

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.