

Innovative Teaching – Course Redesign project (ITCR)

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CS 156: Introduction to Artificial Intelligence

Basic concepts and techniques of artificial intelligence: problem solving, search, deduction, intelligent agents, knowledge representation. Topics chosen from logic programming, game playing, planning, machine learning, natural language, neural nets, robotics.

Brief description of the course and its place in the curriculum

This is one of the upper division courses students must take for the concentration requirement. Many undergraduate students take it to prepare themselves for their capstone projects and many graduate students also take this course to prepare themselves for follow up courses, because of its popular applications in computer science. Many MOOC websites use this subject as a startup show case course as it is an ideal course for on-line and self-paced format.

Summary of course re-design activities

I will create a hybrid-format course by modifying a relevant course from a MOOCS site.

Students will take on-line class once a week with the modified MOOCS Course content. There will be an on-line quiz after each on-line lesson to assess students' learning.

The instructor will meet with students in class after the online activity to focus on the parts that they need more help with. The rest of the class time will be used for Q&A and additional drill on problem areas as identified by the on-line quiz outcome.

Students will inform instructor of where the on-line course curriculum may need improvement. They can also advise on how the process can be adjusted to better suit their learning pace and need.

Deliverables will include on-line course materials with aligned student learning assessment rubrics and data.

