

Artificial Intelligence explained

Program teacher workshop 3 x 90 minutes

Program version Sept 29, 2020. The order and type of modules can be dynamically adapted with respect to the needs of the participants as required.

Unit 1, 90 minutes

- Presentation, technical and organizational introduction
- Definition: What is AI?
- History of Artificial Intelligence
- Definition of terms, abbreviations
- Core concepts of AI at a glance
- Discussion game: Perspective AI
- Module: Turing Table (chatbots, Turing test, introduction to the game “Turing table”)

Free training

- In-depth reading
- Optional: Build your own AI

Unit 2, 90 minutes

- Introduction to the subject of neural networks
- Presentation of the 'recognizer' for handwritten numbers
- Live training of a neural network
- Presentation of the module 'Simple Networks' (mathematics of neural networks)

Free training

- Virtual, interactive guided tour through the I AM A.I. exhibition
- Experiments with different online modules

Unit 3, 90 minutes

- Introduction to the Gradient Descent method
- Presentation of the online game Gradient Descent
- Module: Sumory (experiment with the restaurant game, strategies, average values, use of this core method within AI and in everyday life)
- Module: Turing Table (chatbots, Turing test, introduction to the game “Turing table”)
- Outlook to other core methods (reinforcement learning, deep learning), current applications, and current state of research
- Didactic integration and worksheets

Free training

- Create a lesson on AI
- Exchange among the participants about the lesson plans