

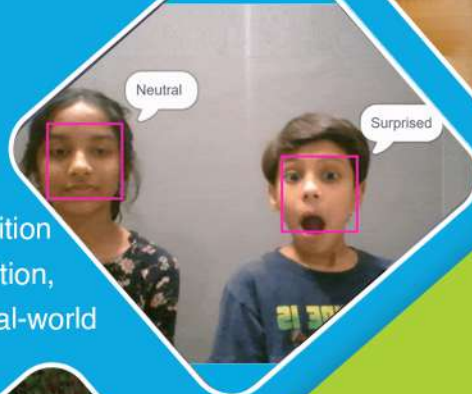
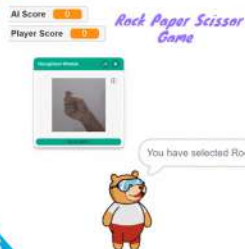
# Animation & Artificial Intelligence

## COURSE OVERVIEW

Starting from Google assistant to Humanoid robots, AI is enabling machines to think like humans to reduce mundane tasks and improve efficiency. From following commands through a simple speech recognition algorithm to decision making based on image recognition, students will develop programs putting AI to use in real-world applications. The program will get students started with game design to get interested in coding and learning interaction systems, thereon deploy AI algorithms to enable intelligent decision making and ensure pleasing user engagement.

## ARTIFICIAL INTELLIGENCE USED IN VARIOUS FIELDS

1. Virtual Assistant or Chatbots
2. Agriculture and Farming
3. Autonomous Flying
4. Autonomous Vehicles
5. Security and Surveillance
6. Sports Analytics and Activities
7. Manufacturing and Production
8. Retail, Shopping & Fashion
9. Inventory Management
10. Medical Imaging Analysis



Age  
**10-14**



Internationally Certified

# MAKING CHILDREN FUTURE READY!





## AI ACE

### What Your Child Learns

- 1 Exploring AI applications on the cognimates platform
- 2 Building a personal AI powered virtual assistant
- 3 Implementing an voice enabled calculator for the blind
- 4 Designing an emotion detector using the feelings extension
- 5 Making Nano smart by training on response prediction
- 6 Developing a smart machine to identify animals in an ecosystem
- 7 Training an AI machine on face recognition for user identification
- 8 Changing the facial expression of Nano to match with the user
- 9 Helping Pico talk in different languages using translation tools
- 10 Implementing an AI enabled attendance system for classroom
- 11 Making the computer play rock, paper, scissors with us!
- 12 Project ideation, practice and preparation
- 13 Project live demonstration



13 Live Sessions  
13 Self-Paced Sessions



Hands-on Learning  
1 Hour / Session

