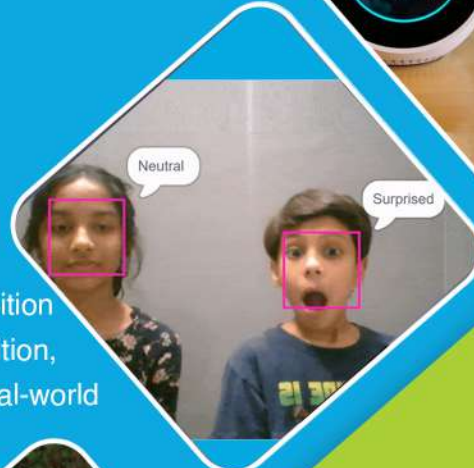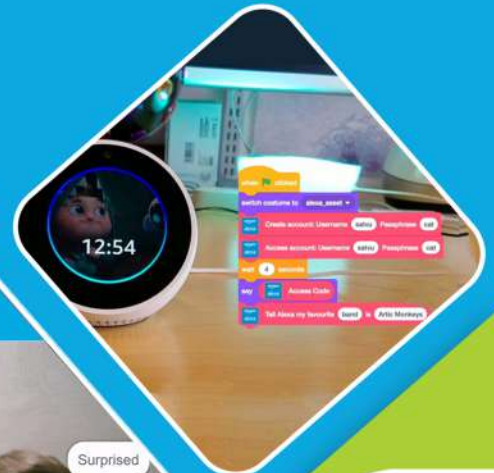# Animation & Artificial Intelligence

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.

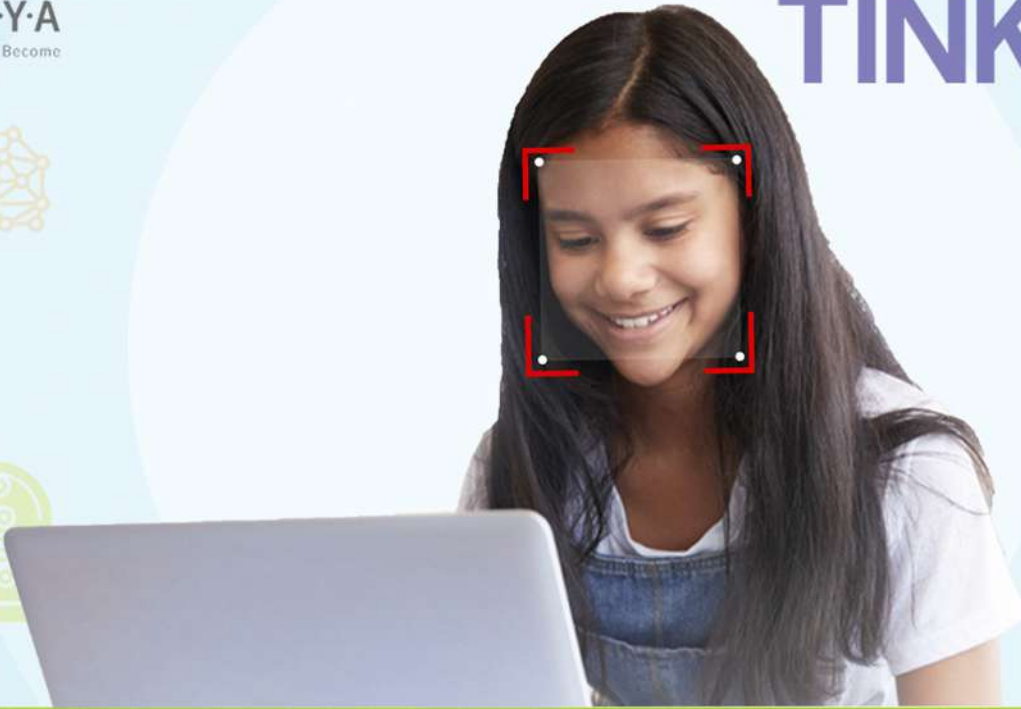## ARTIFICIAL INTELLIGENCE USED IN VARIOUS FIELDS

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

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TINKERER

AI ACE

WHAT YOUR CHILD LEARNS

1. Exploring the platform and intro to block coding
2. Using blocks to create multiple sprite animations
3. Making sprites perform on stage in the story mode
4. Simulating life like movements in a scene
5. Retro wave using the music block extension
6. Styling animated greeting cards for the near and dear
7. Designing a quiz using the multi-threading concept
8. Developing an interpreter using speech to text extensions
9. Creating save the minion game with video sensing block
10. Building a Super Mario Racer game and maintain scores
11. Implementing catch the egg to win game with rewards
12. Project ideation, practice and preparation
13. Project live demonstration

LMS
13 Live Sessions
13 Self-paced Sessions

Hands-on Learning
1 Hour / Session