

ATTACHMENT 5.

Kingdom of Saudi Arabia

**The National Commission for Academic Accreditation &
Assessment**

**14013701-4 Artificial Intelligence
(CS)**

Course Specifications

Institution	Date
Umm Al Qura University	
College/Department Computer and Information Systems/ Computer Science	

A. Course Identification and General Information

1. Course title and code: 14013701-4 Artificial Intelligence			
2. Credit hours 4			
3. Program(s) in which the course is offered. (If general elective available in many programs indicate this rather than list programs) Computer Science			
4. Name of faculty member responsible for the course Curriculum Committee			
5. Level/year at which this course is offered 3 rd year/ Level 7			
6. Pre-requisites for this course (if any) 14012402-4 Algorithms			
7. Co-requisites for this course (if any) None			
8. Location if not on main campus Al-Abidiyah campus (Boys) and Al-Zaher campus (Girls), Makkah Al Mukarramah			
9. Mode of Instruction (mark all that apply)			
a. traditional classroom	<input checked="" type="checkbox"/>	What percentage?	<input type="text" value="100"/>
b. blended (traditional and online)	<input type="checkbox"/>	What percentage?	<input type="text"/>
c. e-learning	<input type="checkbox"/>	What percentage?	<input type="text"/>
d. correspondence	<input type="checkbox"/>	What percentage?	<input type="text"/>
f. other	<input type="checkbox"/>	What percentage?	<input type="text"/>
Comments:			

B Objectives

<p>1. What is the main purpose for this course? This course introduces basics of Artificial Intelligence, concept of Intelligent agents and various types of agents. It includes various search techniques, Propositional logic and First order logic. It further introduces the concept of knowledge engineering and inference systems.</p> <ol style="list-style-type: none"> 1. Identify the type of an AI problem (search, inference, decision making under uncertainty, game theory, etc). 2. Formulate the problem as a particular type. (Example: define a state space for a search problem) 3. Compare the difficulty of different versions of AI problems, in terms of computational complexity and the efficiency of existing algorithms. 4. Implement, evaluate and compare the performance of various AI algorithms. Evaluation could include empirical demonstration or theoretical proofs.
<p>2. Briefly describe any plans for developing and improving the course that are being implemented. (e.g. increased use of IT or web based reference material, changes in content as a result of new research in the field)</p> <ol style="list-style-type: none"> 1. Increase the use of the latest Web-based reference material and textbooks. 2. Review and update the course materials as part of preparation to teach this course. 3. Gather students' opinions about their success in achieving course objectives by the end of the semester. This is done through number of survey questions that map one-to-one with course objectives. 4. Review and indicate which assessment instrument(s) to be used for assessing each course outcome, and what grading rubric will be used for each instrument. 5. Staff Seminars to make them up to date with the new trends in computer science hot topics, technically and theoretically.

C. Course Description (Note: General description in the form used in Bulletin or handbook)

Course Description:

1. Topics to be Covered		
List of Topics	No. of Weeks	Contact hours
Introduction to AI	1	3
AI Domains	1	3
AI Applications	1	3
Intelligent Agents and Agent Environment	2	3
Structure of Different type of Agents	2	3
Problem Solving through search (Un-informed Search, Informed Search, and Local Search Algorithms)	2	3

Adversarial Search (Minimax Algorithm, Alpha Beta Pruning, Chance Minimax)	2	3
Logical Agents (knowledge based agents, propositional logic, First Order Logic, Knowledge representation)	2	3
Inference in First Order Logic	2	3

2. Course components (total contact hours and credits per semester):

	Lecture	Tutorial	Laboratory or Studio	Practical	Other:	Total
Contact Hours	42	0	30			
Credit						

3. Additional private study/learning hours expected for students per week. 4

4. Course Learning Outcomes in NQF Domains of Learning and Alignment with Assessment Methods and Teaching Strategy

On the table below are the five NQF Learning Domains, numbered in the left column.

First, insert the suitable and measurable course learning outcomes required in the appropriate learning domains (see suggestions below the table). **Second**, insert supporting teaching strategies that fit and align with the assessment methods and intended learning outcomes. **Third**, insert appropriate assessment methods that accurately measure and evaluate the learning outcome. Each course learning outcomes, assessment method, and teaching strategy ought to reasonably fit and flow together as an integrated learning and teaching process. (Courses are not required to include learning outcomes from each domain.)

Code #	NQF Learning Domains And Course Learning Outcomes	Course Teaching Strategies	Course Assessment Methods
1.0	Knowledge		
1.1	Students will learn basics of AI, Intelligent Agents and their different types and applications	Course lectures, labs, tutorials, assignments, and an individual project	Quizzes, Assignments, Midterm Exam
1.2	They will learn in detail different search techniques including uninformed search, heuristic search, adversarial search that can be used in Game playing and other AI applications	Course lectures, labs, tutorials, assignments, and an individual project	Quizzes, Assignments, Midterm Exam, Final Exam, Project

1.3	Students will learn logical agents, first order logic and first order inference system	Course lectures, labs, tutorials, assignments, and an individual project	Quizzes, Assignments, Midterm Exam, Final Exam, Project
2.0	Cognitive Skills		
2.1	Students will improve his/her logical thinking and reasoning in the context of artificial intelligence	Lectures, Project, Assignments, Exams	Project, Assignments and Exams
2.2			
3.0	Interpersonal Skills & Responsibility		
3.1	Students will learn how to help others in the course	Encouragement to teach other students what you have learnt in the course	Project and Discussion
3.2			
4.0	Communication, Information Technology, Numerical		
4.1	Student will learn how to communicate their ideas to other students in the group and in the class	Group project	Group Project
4.2			
5.0	Psychomotor		
5.1	Demonstrate skills in using computer machines and software tools to solve computer problems.	Project and Lab assignments	Project and Lab assignments
5.2	Perform a task with minimum assistance	Project and Lab assignments	Project and Lab assignments

5. Map course LOs with the program LOs. (Place course LO #s in the left column and program LO #s across the top.) (I = Introduction P = Proficient A = Advanced)

Course LOs #	Program Learning Outcomes (Use Program LO Code #s provided in the Program Specifications)									
	1.1	1.2	2.1	2.3	3.1	4.2				
1.1	P		A			A				
1.2	P	I	A	P	I	A				
1.3			P	I		P				

6. Schedule of Assessment Tasks for Students During the Semester

	Assessment task (e.g. essay, test, group project, examination, speech, oral presentation, etc.)	Week Due	Proportion of Total Assessment
1	Assignments	-	0
2	Quiz 1	3	10
3	Quiz 2	7	10
4	Group Project	8	20

5	Midterm	9	20
6	Final	16	40

D. Student Academic Counseling and Support

1. Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice. (include amount of time teaching staff are expected to be available each week)

Office hours between 2-4 hours per week.

E Learning Resources

1. List Required Textbooks

Artificial Intelligence: A Modern Approach 3rd Edition, Russell & Norvig, 2009, Prentice Hall, ISBN 0136042597

2. List Essential References Materials (Journals, Reports, etc.)

3. List Recommended Textbooks and Reference Material (Journals, Reports, etc)

Artificial Intelligence: A Systems Approach by M. Tim Jones

4. List Electronic Materials, Web Sites, Facebook, Twitter, etc.

5. Other learning material such as computer-based programs/CD, professional standards or regulations and software.

F. Facilities Required

Indicate requirements for the course including size of classrooms and laboratories (i.e. number of seats in classrooms and laboratories, extent of computer access etc.)

1. Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)

Lecture room (max 40 students)
Computer lab (max 20 students)
Overhead projector and internet connection

2. Computing resources (AV, data show, Smart Board, software, etc.) C++ or Java to program the assignments and project
3. Other resources (specify, e.g. if specific laboratory equipment is required, list requirements or attach list)

G Course Evaluation and Improvement Processes

1 Strategies for Obtaining Student Feedback on Effectiveness of Teaching A student-feedback form is distributed at the end of the course.
2 Other Strategies for Evaluation of Teaching by the Instructor or by the Department
3 Processes for Improvement of Teaching <ol style="list-style-type: none">1. Feedback from the students about their understanding of the course2. Current trends in the AI applications
4. Processes for Verifying Standards of Student Achievement (e.g. check marking by an independent member teaching staff of a sample of student work, periodic exchange and remarking of tests or a sample of assignments with staff at another institution)

<p>5 Describe the planning arrangements for periodically reviewing course effectiveness and planning for improvement.</p> <p>The course materials will be regularly reviewed by the course instructor and the curriculum committee in order to keep it updated.</p>

Name of Instructor: _____

Signature: _____ Date Report Completed: _____

Name of Course Instructor _____

Program Coordinator: _____

Signature: _____ Date Received: _____