

Lehrform (*teaching format*) / **SWS** (*hours per week*): 2SE

Kreditpunkte (*credit points*): 3

Turnus (*frequency*): usually, each summer term

Inhaltliche Voraussetzungen (*content-related prior knowledge/skills*): Knowledge in the field of Human-Computer-Interaction, Basic Knowledge of Artificial Intelligence, Basic programming knowledge

Sprache (*language*): English

Lehrende (*teaching staff*): AG Digitale Medien (Dr. Nina Wenig)

Studiengang (<i>degree program</i>)	Module	Semester
Informatik (Master)	IMS	ab 1.Sem.
AI and Intelligent Systems (Master)	AI-R-MS	from 2nd sem.
Digital Media (Master)	MA-2	from 1st sem.

Lernergebnisse / *Learning Outcome*:

- We will read papers together and discuss them
- Each participant must make a presentation about a research topic and read related papers
- Each participant has to test different tools and discuss them in class
- Practical usage of generative AI for creative tasks
- Overview of current models and approaches
- Current research in the field of generative AI
- Research procedure at the intersection of AI and HCI

Inhalte / *Contents*:

- What is creativity? How is this related to current AI models?
- How can we use current approaches in our own implementations?
- What is the technical background? What are the resulting limitations?
- How are humans creative processes influenced by the current development?
- Can we build collaborative tools to improve human creativity?

Hinweise (*remarks*): In der Tabelle sind nur die primären/spezifischsten Module aufgelistet, denen diese Veranstaltung zugeordnet ist.