

**Lehrform** (*teaching format*) / **SWS** (*hours per week*): 4K

**Kreditpunkte** (*credit points*): 6

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

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

**Sprache** (*language*): English

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

Studiengang ( <i>degree program</i> )	Module	Semester
Informatik (Master)	IMVA, IMVA-DMI, IMVA-AI	ab 1.Sem.
Digital Media (Master)	DMM-MI	from 1st sem.
Management Information Systems (Master)	(MIS-INF3)	from 2nd sem.
Informatik (Bachelor VF)	(Nur <i>freie Wahl</i> )	ab 4.Sem.

**Lernergebnisse** / *Learning Outcome*:

- Each participant must make a presentation about a research topic and participate in a small project (from implementation through to evaluation).
- Practical usage of generative AI
- 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?

**Hinweise** (*remarks*): The table lists only the primary / most specific modules to which this course is assigned.