**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)

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

**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.