AGES 14 - 18

AI CREATOR

INTERMEDIATE

	Theme	Learning Objectives
1	Features of an Artificial Intelligent system	Hands on experience session for better understanding of AI features such as Camera Vision, Machine Learning, Natural Language Processing etc.
2	Role of AI in Location Based agents	Design & Simulate an AI Naviagtion System with the help of Natual Language Processing
3	Text Recognition in NLP	Code and create an AI program to carry out text classification and sentiment analysis.
4	Importance of labelling data in ML	Create a Program to identify the classified emotions in the images selected
5	Posenet: Its function & applications	Design an AI system that can analyse different human positions and react to different human poses
6	Explore Facial Recognition technology	Explore various algorithms used in recognizing faces by developing a program that will classify facial features such as eyes, nose, ears etc.
7	What is Deep Learning?	Create a code for an AI game using Image classification & make it work using deep learning techniques
8	Deep Learning in Image Classification	Experiment with Deep Learning by creating a code which understands the human cognitive processes
9	Comparing neural networks to human neurons	Create a code to solve mathematical problems using Artificial Neural Networks
10	Create: AI program to track human facial expressions	Create a program to identify the vital points of face & detect the positions of points & arrive to a conclusion
11	Explore the relationship between Sense Perception and Natural Language Processing	To create an app that can accurately notify & greet the user according to the time of the day, all the while learning to disregarding the misleading commands given by the user
12	Coded Bias: AI & Fake News	Inspire students to discuss how bias impacts society using the Case Study methodology. Provide for innovative and transformational knowledge about fake news, data privacy etc.
13	Capstone Projects	Design and work on own projects that incorporate AI to solve a problem using the PBL (Project Based Learning Framework). Instructors will guide the students using the Design Thinking philosophy.
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