UNIVERSITY OF BORÅS

AI and Design - Concepts and Methods

AI och design - begrepp och metoder

15 credits
15 högskolepoäng

Ladok Code: AX1AI1
Version: 2.0
Established by: Artistic Research and Education Board 2023-03-29
Valid from: Autumn 2023

Education Cycle: First cycle
Main Field of Study (Progressive Specialisation): Textile and Fashion Design (G1N)
Disciplinary Domain: Design
Prerequisites: General entry requirements for university studies
Subject Area: Design
Grading Scale: Fail (U) or Pass (G)

Content

The course is aimed at students who want to learn more about the intersection of artificial intelligence (AI) and design practice. The course introduces the development of AI, theoretical concepts, methods, and practical applications of AI in a design context. The course also provides basic knowledge about ethical aspects of AI in artistic processes. Students are provided with knowledge and skills in AI-assisted design tools and software, AI techniques in design such as generative design and natural language processing, and the emerging trends and technologies in AI and design.

Learning Outcomes

After completing the course, the student will be able to:

1. demonstrate knowledge and understanding of basic concepts in AI,
2. demonstrate knowledge and understanding of AI from a design perspective,
3. demonstrate knowledge and understanding of basic design methods with tools based on AI,
4. demonstrate knowledge and understanding of the practical applications of AI in design through experimental, digital task-based practical work,
5. demonstrate basic skill and ability in the application of design practices using AI tools,
6. demonstrate basic ability to critically discuss and evaluate aesthetic and ethical aspects of artistic work with AI tools based on situations, environments, and results.

Forms of Teaching

Teaching takes the form of online presentations, lectures, remote coaching, and seminars.

The language of instruction is English.

Forms of Examination

The course will be examined through the following examination elements:

Home exam
Learning outcomes: 1,2
Credits: 5
Gradingscale: Fail (U) or Pass (G)

Submission of project assignments
Learning outcomes: 3-5

Credits: 8
Gradingscale: Fail (U) or Pass (G)

Seminar presentations
Learning outcomes: 6
Credits: 2
Gradingscale: Fail (U) or Pass (G)

For the grade passed on the entire course, an approved grade is required for all parts.

If the student has received a decision/recommendation regarding special pedagogical support from the University of Borås due to disability or special needs, the examiner has the right to make accommodations when it comes to examination. The examiner must, based on the objectives of the course syllabus, determine whether the examination can be adapted in accordance with the decision/recommendation.

Student rights and obligations at examination are in accordance with guidelines and rules for the University of Borås.

Literature and Other Teaching Materials

Audry, Sofian ., 2021. *Art in the Age of machine learning.* Cambridge: MIT Press.
Manovich, Lev., 2018. *AI aesthetics.* Moscow: Strelka Press
Zylinska, Joanna, 2020. *AI art: machine visions and warped dreams.* London: Open Humanities Press.

Articles and materials chosen by teachers are provided by the learning platform (max. 100 pages).

Student Influence and Evaluation

The course is evaluated in accordance with current guidelines for course evaluations at the University of Borås in which students' views are to be gathered. The course evaluation report is published and returned to participating and prospective students in accordance with the above-mentioned guidelines, and will be taken into consideration in the future development of courses and education programmes. Course coordinators are responsible for ensuring that the evaluations are conducted as described above.

Miscellaneous

The course is a freestanding course given at a distance.
This syllabus is a translation from the Swedish original.