CODING & MORE

Hi Kids,
Coding and More is here with our second newsletter for you!!! We are a personalised edtech company that teaches AI and Coding to children in the K-12 grade band. We promise to engage and empower you with the knowledge of AI so that you can understand how to interact with it more responsibly.

Artificial Intelligence (AI) is a cool technology that is used in various applications. You interact with it on a daily basis - either while chatting with Alexa, or when Gmail prompts you with auto suggestions. AI is used in various industries from Healthcare, Entertainment to Agriculture and Education.
In this issue we will show you how AI is applied in the Gaming Industry. Who said AI is all work and no FUN;) ?

We would also love to hear from you… Do write in with your opinions, share projects and send us your articles. We plan to focus on AI with Education in the next issue. However, if you want to learn about the scope of AI in another subject please drop us a line at our email below.

We are also excited to announce an upcoming competition "AIStars". You are welcome to register even if you have limited experience with AI. Here you will get to interact with global experts in the field of AI and also get hands-on experience.

Coding and More believes that learning should be fun!! We hope to take learning beyond the classroom and make it real and impactful.

We hope you enjoy reading this as much as we enjoyed making it.

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THINK > CREATE > INNOVATE

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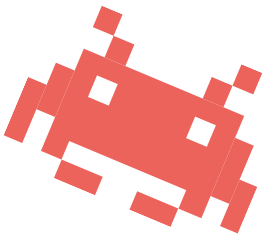
IN THIS ISSUE



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What is AI? - YouTube
Podcast with Auxane Boch
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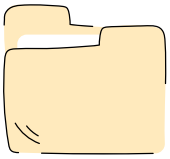
Applications of AI in Games
A game to play with AI and Shadows



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AI Expert - Live Interaction
AI Star Competition

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AI Trivia
Let's Game - By Isha Khetriwal
Valuable Trash - By Pranet Hirandani

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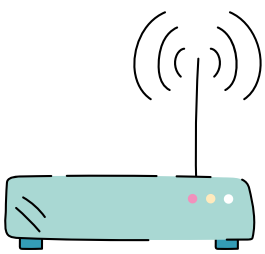
The Evolution of AI in Games



CODING & MORE AI BYTES

Why you should learn AI?

Click here to see the video

We hope to inspire you that one of these careers presented above sound like something you might want to try in the future?

Gaming with AI

Click here to hear the podcast

A podcast hosted by Tanvi Mehta and Auxane Boch - a psychology researcher who studies and has found **POSITIVE impact of gaming.**

Book Recommendation

An interesteing Sci-fi story of a protagonist that delves into artificial intelligence and consciousness

Interview with the Robot

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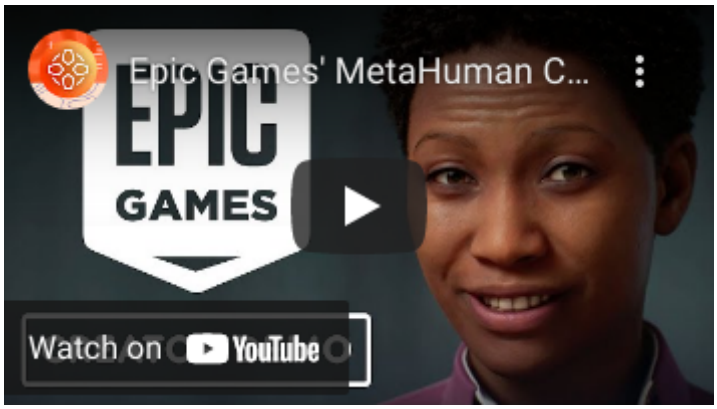
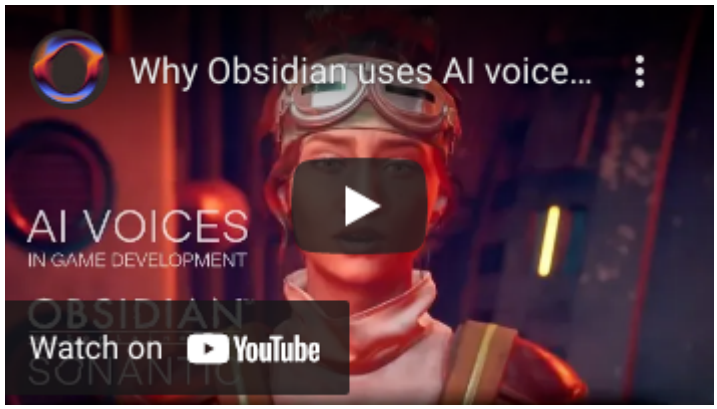


The application of AI Avatars in Games

The gaming industry is going through a revolution. Players will now be able to create their own Avatars and give them varied emotional voices using AI tools that are simple and intuitive to apply directly from your home device.



Sound Effects Using AI

Shadow Games with AI

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So what's this hype about AI? Why not hear from the expert?

TUSHAR KANT

Co-Founder, Global IIT Artificial Intelligence & Machine Learning Forum

Tushar Kant has more than 20 years Industry Experience across Silicon Valley & Wall Street at Amazon Web Services, VMware, Facebook, Intel Corp., Sun Microsystems / Oracle Corp., Bank of America Securities and GE Capital. He has worked in diverse fields spanning across Product Management (Artificial Intelligence & Machine Learning, Cloud Computing, Virtualization, Security, Database and Analytics), Business Development, Mergers & Acquisitions, Software Development, Investment Banking, Private Equity and Venture Capital.

AIClub

ASK AN AI EXPERT

Learn how Silicon Valley Companies use AI and what Future Jobs will look like!

Saturday 19th June

6:30PM PST

Follow the link below or scan the QR code sign up!

http://corp.aiclub.world/ask-an-ai-expert

Hurry it's on 19th June

[Ask an Expert]

[Register Here!]

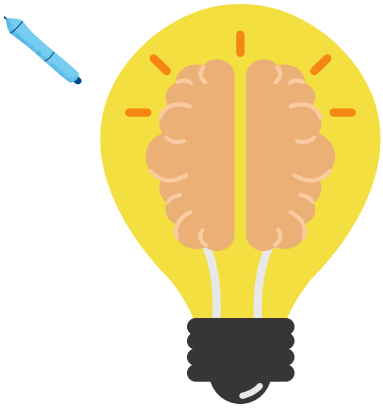
A global competition for children for 8 years and up to learn, ideate, and build and solve for the UN SDG - Health, Climate Action or Innovation in Business. Make a team, and register today!

AI PROJECTS

A LITTLE TRIVIA

Do you know in which country, the first ever AI robot Sophia got citizenship in??

Click here to find out the answer



A fun AI game powered with voice to activate three different games

By Isha Khetriwal, Grade 4, Cathedral & John Connon

Finalist for Apps for Good Award, UK

People Choice Award

We are proud to share our student Pranet Hiranandani's project on UN SDG Climate Action - Valuable Trash. Please do vote for his project as he is also a finalist for the People Choice Award.

To vote click here

Valuable Trash

By Pranet Hirandandani, Grade 9 Cathedral and John Connon High School

Be **Future Ready** - Come learn about AI and make interactive projects with us at Coding and More!

For customised classes contact us for more details.

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AI Evolution

Half-Life

The game combines scripting and AI to avoid any interruption during the gameplay.

The central character is accompanied by an AI security guard, somewhere towards initial stages in the game. The game also makes use of squad AI during latter stages.

IBM Watson

In 2011, IBM Watson playing Jeopardy against two human opponents, and successfully won.

Today IBM Watson is a robust cloud-powered, AI-based platform; facilitating healthcare providers to deliver optimal medical services.

F.E.A.R

For first time in gaming history, F.E.A.R. introduced a planner to generate context-sensitive behaviors.

The AI-powered enemies can cleverly use the environment, finding cover behind tables, tipping bookshelves, opening doors, and so on.

Halo: Combact Evolved

The AI allows the enemies to use cover wisely, while employ suppressive fire and grenades. The underlying technology, called "behavior tree" is one of the most popular technologies used by the gaming industry.

Stockfish

The program has been currently ranked first or near the top of most chess engine rating lists.

The AI implements an advanced alpha-beta search, and uses bitboards.
It is characterized by its great search depth, due in part to more aggressive pruning and late move reductions.

AlphaGo

AlphaGo has revolutionized the AI space while beating top Go player, Lee Sedol.

AlphaGo essentially uses a Monte Carlo tree search to base its move upon previously "learned" knowledge from machine learning techniques.

Thief: The Dark Project

Based on an accurate sensory model, the AI actors reflect the capability to respond realistically to lights and sounds.

Furthermore, the AI-based NPCs use audio recordings to voice their current state. This enables the player to comprehend what's going on.