

The use of AI in digital games



The [Department of Artificial Intelligence](#) (AI) at the [Faculty of ICT](#) offers a **Gaming stream** as part of its undergraduate degree. The modules consist of three main components; theory, practice and application. The lectures focus on the use of AI in digital games. The practicals guide students towards using **Unity**, the most popular gaming engine worldwide. The application part takes the form of a **Game Jam** where students have to create a game in 48 hours whilst guided by industry experts. The course covers enough material to allow students to sit for a sought-after industry qualification, the **Unity Certification**.

Through this combination, **students get the best of all worlds**: theory, practice, experience and third-party certification. If you'd like to know more, please contact [Prof. Alexiei Dingli](#).

*Do you have an example of good QA practice at your unit which you would like us to share?
Get in touch with us at qac@um.edu.mt*