Course title	Problem Solving Programming with Machine Learning Techniques				
Course code	IS502				
Course type	Compulsory				
Level	Postgraduate				
Year / Semester	1 st / 2 nd				
ECTS	7.5	Lectures / week	1	Laboratories / week 1	
Course purpose and objectives	C.O.[2].Y an C.O.[3].Y so C.O.[4]. Y C.O.[5]. Y to C.O.[6].Y in C.O.[7].Y in C.O.[8].Y n C.O.[9]. Y c C.O.[10].Y	You will be able to explain we re and how they are applied you will be able to search ources for complex type of you will be able to implementating programming and may you will be able to understeems of the types of applied you will be able to search a more efficient solving of reaction will be able to apply effinitelligence. You will be able to document machine learning simulation you will be able to explain metrics, including confusion context of machine learning	what the and in relation of the reflicient of the relations all of the relations in a stream of the relations in the relations	ervised and unsupervised learning in ey can implement. e Python's programming features for gorithmic problems. orithms within the context of artificial sent findings from programming and	
	C.O.[11].You will be able to identify types of problems, design solutions, and implement them for a wide range of problems.				

	C.O.[12]. You will able to define artificial intelligence and describe its core					
	techniques used in machine learning and problem-solving.					
Learning outcomes	O1: Apply advanced tools and skills, exploiting emerging technologies, for designing, developing, managing, and implementing innovative solutions that address complex organizational and social problems. O2: Practice essential skills and knowledge to manage and lead digital innovation and transformation initiatives within organizations. O5: Utilise advanced data analytics and computational methods, including AI, to solve complex business problems. O7: Demonstrate research proficiency by applying advanced research methods to solve real-world information systems and digital innovation challenges.					
Prerequisites	- Required -					
Course content	 Introduction to Programming - Fundamental Programming Structures - Using Python Functions and Modules - Lists, Dictionaries, Tuples, Sets File Management - Pandas Introduction to the SciKit Learn Library Introduction to NumPy (Sorting, Searching) Dynamic Programming vs Greedy Algorithm Supervised Learning using SciKit, Pandas, Matplotlib Supervised Learning using SciKit, Pandas, Matplotlib Unsupervised Learning using SciKit, Pandas, Matplotlib Unsupervised Learning using SciKit, Pandas, Matplotlib Deep Learning - Neural Networks Deep Learning - Neural Networks 					
Teaching methodology	Mix of interactive lectures, active learning techniques and activities. More precisely: • Interactive face-to-face lectures • Notes and PowerPoint Presentations in digital format through the electronic platform • Basic textbook(s) and additional bibliography • Assignments • Meetings with the instructor • Interactive Activities • Discussions of real word case studies • Web links					

	Critical reflection on research article				
	 Peer review on group working and discussion in forum Educational videos on real world case studies and critical discussion in 				
	forum				
	Free ebook: Learning Algorithm:				
Bibliography Assessment	https://riptutorial.com/ebook/algorithm				
	• Free e-book: Machine Learning for Humans, 2017:				
	https://medium.com/machine-learning-for-humans/why-machine-				
	<u>learning-matters-6164faf1df12</u>				
	Free e-book: Python for everybody				
	http://do1.dr-chuck.com/pythonlearn/EN us/pythonlearn.pdf				
	• Free e-book: Scikit-Learn (0.21.3), 2019:				
	https://scikit-learn.org/0.21/ downloads/scikit-learn-docs.pdf				
	• Interactive activity 1: 5%				
	• Interactive activity 2: 5%				
	• Interactive activity 3: 5%				
	• Interactive activity 4: 5%				
	• Semester assignment: 20%				
	• Final exams: 60%				
Language	English				