Syllabus
WASP Project Course, 6hp

Issued by the WASP graduate school management group 2021 08 30.

Main field of study

AS, Software, AI/mlx, AI/math

Course level
PhD student course

Course offered for
PhD Students in the WASP graduate school

Entry requirements

The participants should have the required background to be able to contribute to the project they are assigned.

Intended learning outcomes
The objective with this course is to develop experience from working on a practical problem within the areas of AI, autonomous systems, and software. Important aspects are to work in the form of a group including different competences and to collaborate with an external partner, directly or indirectly, connected to Swedish industry.

On completion of the course, the student should be able to
- describe and use technologies that are relevant for prototyping.
- develop a working prototype solving a relevant and technically challenging problem in the areas of AI, autonomous systems, and software.
- collaborate in a group in a project related to AI, autonomous systems, and software where interaction between several individuals with different competences is required.
- collaborate with Swedish industry in the areas of AI, autonomous systems, and software.
- describe and, if applicable, use the possibilities available in the WASP research arenas, or similar industrial demonstrator setting.

Course content
N/A (Project dependent)

Teaching and working methods
The course is performed as independent project groups of 5-7 students.

Examination

Final report, two movies, give a final presentation, in some form, of the project at the winter conference.

Grades

Fail or Pass