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	Titolo	A Beginner's Guide to Informatics and Artificial Intelligence : A Short Course Towards Practical Problem Solving / / by Wei Weng
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	ISBN	981-9714-77-X
	Edizione	[1st ed. 2024.]
	Descrizione fisica	1 online resource (136 pages)
	Disciplina	4
	Soggetti	Computer science Computer Science
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di contenuto	Computer -- Flowchart -- Time Complexity -- AI: Mathematical Modeling -- AI: Genetic Algorithms -- AI: Machine Learning -- Network -- Database -- Information Security.
	Sommario/riassunto	Embark on a transformative learning journey with this book, a concise and engaging short course for those taking their first steps into the realms of information science and AI. Ideal for undergraduates, graduates, and professionals, this book lays a sturdy foundation upon which readers can build whether their aim is to undertake research projects, pursue a career in technology, or simply understand the workings of the digital age. The learning objectives are: * Foundational understanding: Build a sturdy foundation by introducing basic concepts and gradually progressing to advanced topics. * Practical problem-solving: Foster the ability to solve real-world problems through guided exercises and application-oriented learning. * Holistic knowledge: Provide a holistic understanding of information science and AI, empowering learners to contribute meaningfully to the future of these disciplines. The key features are: * Comprehensive coverage: Explore computer science basics to advanced AI techniques for a holistic understanding of the field. * Engaging writing style: Complex concepts made approachable for beginners without sacrificing depth. * Bridging theory with application: Real-world scenarios illustrate and encourage practical applications. * Practical exercises: Guided hands-on exercises develop problem-solving skills, ensuring a practical understanding of

the material. * Enriched learning experience: Vivid examples, flowcharts, and interactive elements bring concepts to life. E-lectures of the book "Informatics and Artificial Intelligence for Beginners I & II" will be released on Springer Video soon to further enhance the learning experience.