

Preface

Congratulations to taking first step toward your journey to Artificial Intelligence. If you are reading this, chances are you have already heard about how Artificial Intelligence(AI) is changing everything you do in life now or in future. You may have seen or tried CoderMindz to learn and master the basic, advance, and pro AI and coding concepts. So the first question you may ask is how could I make best use of this curriculum? Here are a few suggestions –

- 1) Use this curriculum together with the rulebook. This is very important for a good outcome and the best use of time.
- 2) Start with reading the CoderMindz rulebook At least pages 1 17 to get the basic understanding of the game
- 3) Also remember this curriculum can be used by parents, teachers and mentors to guide students or their kids.

We have made the chapters concise and very simple, so that it's very easy to use and understand. Each chapter has sections that guides you through the concepts and connects to real world examples to explain the concepts. You will also be playing the fun CoderMindz game in the process to make the learning fun.

Algorithm sheets are added in the chapter, if they can be used as post game writing exercise. That way you will actually write the code of the game level played.



Happy Learning from the CoderMindz Team and Founder.



- Lesson 1.1: Neural Networks
- Lesson 1.2: Image Recognition Training
- Lesson 2.1: Programming Fundamentals
- Lesson 2.2: Conditional Programming
- Lesson 2.3: Loops
- Lesson 2.4: Functional Programming
- Lesson 3.1: Basic and Advance Training
- Lesson 3.2: Al Interfacing
- Lesson 3.3: Autonomous Systems
- Lesson 4 : Debugging your code