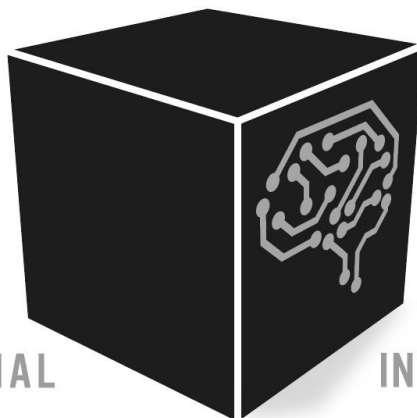


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INTELLIGENCE NEWSLETTER



1 ACTIVITY

Make a machine unbeatable!

Gaming is one of the AI's favourite hunting grounds. In this activity, you will learn how to create a machine unbeatable at the rock-paper-scissors game. It doesn't really play by the rules, still it will be an interesting first approach.

Link: https://www.pedagogie.ac-aix-marseille.fr/jcms/c_10990252/fr/une-machine-imbattable

1 RESOURCE

ML-playground

With ml-playground, you will bring a visual touch to the most famous AI algorithms. Find the tutorial here: <https://www.pedagogie.ac-aix-marseille.fr/ml-playground>

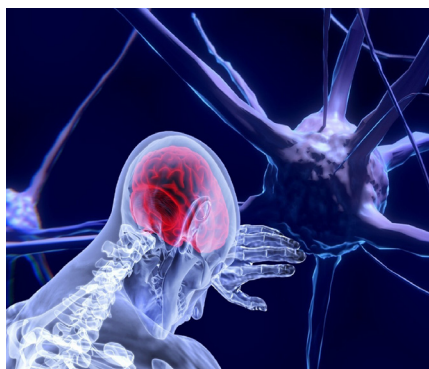
<https://ml-playground.com/>

1 WEBINAR

Neuroscience and AI

"What cognitive neuroscience can say to AI" by Frédéric Alexandre (INRIA) at the GDR IA Plenary Days, December 1 and 2, 2021.

Link: <https://youtu.be/bmhD94oSPGs>



1 DATE

May 12, 1997

Deepblue beats Kasparov

"I think it's time for Deep Blue to play real chess... if Deep Blue played a fair game, I guarantee you I would beat it hollow" (G. KASPAROV, after his defeat in 1997)

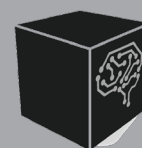
Link: <https://www.youtube.com/watch?v=jpCa9D2KPxM>

1 AI APP

Artificial intelligence at the BnF

Have you been dreaming of having a dialogue with Dom Juan? This special issue of "Chroniques" (January-March 2021) offers an overview of the place of AI at the BnF.

Link: http://chroniques.bnf.fr/pdf/Chroniques_93.pdf



1 DEBATE

What about holding a debate with your students?

In this knowledge tree resource, you will find material to a constructive debate on the topic of artificial intelligence.

Link: <https://jeudebat.com/jeux/lintelligence-artificielle/>



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To exchange around AI, join a Tchapp lounge: <https://dgxy.link/tchap-ia>

This curation is brought to you by the Artificial Intelligence Work Group of the DRANE PACA, pôle Aix-Marseille.