IEEE Columbia Section presents

The IEEE Technical Session on Artificial Intelligence

A technical session for practitioners, researchers, policy-makers, and university students

Date:

Monday April 18, 2016

Time:

6:00PM - 8:30PM

Location:

Engineering and Computer Science Complex Auditorium (1st Floor) College of Science, Mathematics, Engineering & Technology (SMET) South Carolina State University Orangeburg, SC

Parking on campus:

In Orangeburg, take Chestnut Street /Hwy 21 Bypass to enter campus via the 459 Chestnut Street (gate), at University Village. Once on campus, veer right and follow Wilkinson Street to Buckley Street. Make left and follow Buckley one block to Geathers Street. Make right onto Geathers Street and follow to the SMET Complex, ahead. Parking will be available along Geathers Street and in nearby surface lots.

Register Online by Noon, April 18th at http://sites.ieee.org/Columbia

Additional Information:

Find more information on this IEEE Technical Session, other sessions, about IEEE, and joining IEEE at http://sites.ieee.org/columbia.

Technical Session At-A-Glance

This technical session is designed to present one of the branches of Computer Science: Artificial Intelligence. The topic is Artificial Intelligence and Artificial Brains. It will cover various aspects of intelligence such as problem solving, game playing, reasoning, pattern recognition, artificial neural networks, artificial brains, intelligent robots, and applications.

What You Will Learn:

- What is intelligence and artificial intelligence
- Various approaches toward artificial intelligence
- Industry view toward artificial intelligence

6:00PM Networking Receptions

6:30PM Greetings & Presentation of the Panel

- Marco Valtorta, PhD, IEEE Senior Member Computer Science & Engineering, University of South Carolina
- Stevo Bozinovski, PhD, IEEE Life Senior Member Mathematics & Computer Science, South Carolina State University

8:30PM Closing



South Carolina State University's Science, Mathematics, Engineering & Technology Complex

