City University of Hong Kong Course Syllabus

offered by Department of Information Systems with effect from Semester $\underline{A} \ 2024 / 25$

| Part I Course Overv | riew |
|---|---|
| Course Title: | Artificial Intelligence for Business Applications |
| Course Code: | IS6423 |
| Course Duration: | One Semester (13 weeks) |
| Credit Units: | 3 |
| Level: | P6 |
| Medium of Instruction: | English |
| Medium of Assessment: | English |
| Prerequisites: (Course Code and Title) | Nil |
| Precursors: (Course Code and Title) | IS6400 Business Data Analytics |
| Equivalent Courses: (Course Code and Title) | Nil |
| Exclusive Courses: (Course Code and Title) | Nil |

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Part II Course Details

1. Abstract

This Master-level course explores the practical applications of Artificial Intelligence (AI) in the context of business. Students will learn how to leverage these techniques and models to solve complex business problems, optimize processes, enhance decision-making, and drive innovation. The course will cover theoretical foundations, hands-on practical exercises, and case studies to provide students with a comprehensive understanding of AI techniques and their impact on business strategies.

2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

| No. | CILOs | Weighting | Discov | ery-em | riched |
|-----|---|-------------|----------|----------|-----------|
| | | (if | curricu | ılum rel | lated |
| | | applicable) | learnin | g outco | omes |
| | | | ~ | e tick w | here |
| | | | approp | A2 | <i>A3</i> |
| 1. | Describe the fundamental concepts and principles of Artificial Intelligence and their applications in business. | 10% | | | |
| 2. | Apply various AI techniques and models used in different business domains. | 25% | ✓ | √ | |
| 3. | Apply practical skills to design, implement, and evaluate AI solutions for business applications. | 25% | ✓ | √ | |
| 4. | Apply AI techniques to real-world business challenges and decision-making processes. | 25% | √ | √ | √ |
| 5. | Critically evaluate the impact of AI on business strategies, innovation, and customer experience. | 15% | √ | √ | |
| | , | 100% | | ı | |

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

3. Learning and Teaching Activities(LTAs)

(LTAsdesigned to facilitate students' achievement of the CILOs.)

| LTA | Brief Description | CILO No. | | | | | Hours/week (if applicable) |
|-----------------------------------|--|----------|----------|----------|----------|----------|----------------------------|
| | | 1 | 2 | 3 | 4 | 5 | |
| LTA1: | Students will learn the concepts of Artificial | ✓ | ✓ | ✓ | | | |
| Lecture | Intelligence and its applications in business. | | | | | | |
| LTA2: | Students will learn and discuss the | ✓ | ✓ | | | | |
| Case | examples of various AI in different | | | | | | |
| Studies | business domains. | | | | | | |
| LTA3: Demonstrat | Students will demonstrate and practice AI | | ✓ | ✓ | ✓ | | |
| ions and hands-on exercises | technique design, implementation, and conduct evaluation for real-world business challenges and decision-making processes. | | | | | | |
| LTA4: Project | Students would have to complete a group project to demonstrate the ability on effectively applying AI to solve real-world business problems. | ✓ | √ | √ | √ | √ | |

4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

| Assessment Tasks/Activities | CII | LO N | o. | | | Weighting | Remarks |
|--|----------|----------|----------|----------|----------|-----------|---------|
| | 1 | 2 | 3 | 4 | 5 | | |
| AT1. Participation and Exercises | ✓ | ✓ | ✓ | ✓ | ✓ | 10% | |
| Each exercise consists of impromptu | | | | | | | |
| quizzes, paired/small group discussions, | | | | | | | |
| role-plays, self reflection, or student | | | | | | | |
| presentations to assess students' | | | | | | | |
| understanding of the chosen topics and | | | | | | | |
| their abilities to apply their skills. | | | | | | | |
| AT2. Group Project | ✓ | ✓ | ✓ | ✓ | ✓ | 40% | |
| A group project, which includes a project | | | | | | | |
| report and/or a presentation, will be | | | | | | | |
| assigned to let students apply AI concepts | | | | | | | |
| and techniques to for solving real-world | | | | | | | |
| business problems. | | | | | | | |
| AT3. Examination (Duration: 2 hours) | ✓ | ✓ | √ | √ | √ | 50% | |
| A written examination is developed to | | | | | | | |
| assess student's competence level of the | | | | | | | |
| topics taught. | | | | | | | |
| | | • | | • | • | 100% | |

Note: Students must pass BOTH coursework and examination in order to get an overall pass in this course.

5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Applicable to students admitted before Semester A 2022/23 and in Semester A 2024/25 & thereafter

| Assessment Task | Criterion | Excellent (A+, A, A-) | Good (B+, B, B-) | Fair (C+, C, C-) | Marginal (D) | Failure (F) |
|-----------------------|--|-----------------------|---------------------|------------------|--------------|----------------------------|
| 1. AT1: Seminar | Ability to accurately describe all key | High | Significant | Moderate | Basic | Not even reaching marginal |
| Participation and | concepts and principles of AI and its | | | | | levels |
| Exercises | applications in business; | | | | | |
| | Ability to accurately describe various AI | High | Significant | Moderate | Basic | Not even reaching marginal |
| | techniques and models used in different | | | | | levels |
| | business domains; | | | | | |
| | Capability to creatively and effectively | High | Significant | Moderate | Basic | Not even reaching marginal |
| | design, implement, and evaluate AI | | | | | levels |
| | solutions for business applications; | | | | | |
| | Capability to creatively and effectively | High | Significant | Moderate | Basic | Not even reaching marginal |
| | apply AI techniques to real-world business | | | | | levels |
| | challenges and decision-making processes; | | | | | |
| | Ability to critically evaluate the impact of | High | Significant | Moderate | Basic | Not even reaching marginal |
| | AI on business strategies, innovation, and | | | | | levels |
| | customer experience | | | | | |
| 2. AT2: Group Project | Ability to accurately describe all key concepts and principles of AI and its applications in | High | Significant | Moderate | Basic | Not even reaching marginal |
| | business; | | | | | levels |
| | Ability to accurately describe various AI | High | Significant | Moderate | Basic | Not even reaching marginal |
| | techniques and models used in different | | | | | levels |
| | business domains; | | | | | |
| | Capability to creatively and effectively | High | Significant | Moderate | Basic | Not even reaching marginal |
| | design, implement, and evaluate AI | | | | | levels |

| | solutions for business applications; | | | | | |
|--------------------|---|------|-------------|----------|-------|-----------------------------------|
| | Capability to creatively and effectively apply AI techniques to real-world business challenges and decision-making processes; | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| | Ability to critically evaluate the impact of AI on business strategies, innovation, and customer experience | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| 3. AT3: Final Exam | Ability to accurately describe all key concepts and principles of AI and its applications in business; | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| | Ability to accurately describe various AI techniques and models used in different business domains; | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| | Capability to creatively and effectively design, implement, and evaluate AI solutions for business applications; | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| | Capability to creatively and effectively apply AI techniques to real-world business challenges and decision-making processes; | High | Significant | Moderate | Basic | Not even reaching marginal levels |
| | Ability to critically evaluate the impact of AI on business strategies, innovation, and customer experience | High | Significant | Moderate | Basic | Not even reaching marginal levels |

Applicable to students admitted from Semester A 2022/23 to Summer Term 2024

| Assessment Task | Criterion | Excellent (A+, A, A-) | Good (B+, B) | Mariginal (B-, C+, C) | Failure (F) |
|-----------------------|---|-----------------------|-----------------|--------------------------|-----------------------------------|
| 1. AT1: Seminar | Ability to accurately describe all key | High | Significant | Moderate | Not even reaching marginal |
| Participation and | concepts and principles of AI and its | | | | levels |
| Exercises | applications in business; | | | | |
| | Ability to accurately describe various AI techniques and models used in different business domains; | High | Significant | Moderate | Not even reaching marginal levels |
| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
| | design, implement, and evaluate AI | | | | levels |
| | solutions for business applications; | | | | |
| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
| | apply AI techniques to real-world business | | | | levels |
| | challenges and decision-making processes; | | | | |
| | Ability to critically evaluate the impact of | High | Significant | Moderate | Not even reaching marginal |
| | AI on business strategies, innovation, and | | | | levels |
| | customer experience | | | | |
| 2. AT2: Group Project | Ability to accurately describe all key | High | Significant | Moderate | Not even reaching marginal |
| | concepts and principles of AI and its | | | | levels |
| | applications in business; | | | | |
| | Ability to accurately describe various AI techniques and models used in different | High | Significant | Moderate | Not even reaching marginal |
| | business domains; | | | | levels |
| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
| | design, implement, and evaluate AI | | | | levels |
| | solutions for business applications; | | | | |

| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
|---------------------|---|------|-------------|----------|-----------------------------------|
| | apply AI techniques to real-world business | | | | levels |
| | challenges and decision-making processes; | | | | |
| | Ability to critically evaluate the impact of | High | Significant | Moderate | Not even reaching marginal |
| | AI on business strategies, innovation, and | | | | levels |
| | customer experience | | | | |
| 3. AT3: Examination | Ability to accurately describe all key | High | Significant | Moderate | Not even reaching marginal |
| | concepts and principles of AI and its | | | | levels |
| | applications in business; | | | | |
| | Ability to accurately describe various AI techniques and models used in different business domains; | High | Significant | Moderate | Not even reaching marginal levels |
| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
| | design, implement, and evaluate AI | | | | levels |
| | solutions for business applications; | | | | |
| | Capability to creatively and effectively | High | Significant | Moderate | Not even reaching marginal |
| | apply AI techniques to real-world business | | | | levels |
| | challenges and decision-making processes; | | | | |
| | Ability to critically evaluate the impact of | High | Significant | Moderate | Not even reaching marginal |
| | AI on business strategies, innovation, and | | | | levels |
| | customer experience | | | | |

Part III Other Information (more details can be provided separately in the teaching plan)

1. Keyword Syllabus

(An indication of the key topics of the course.)

Introduction to Artificial Intelligence in Business

- Overview of Artificial Intelligence and its applications in business
- Introduction to machine learning, deep learning, and other AI techniques

AI Techniques and Models for Business

- Machinelearning algorithms overview
- Deep learning algorithms overview
- Sequence modeling
- Reinforcement learning and its applications in business
- Natural language processing (NLP) and text analytics
- Computer vision and image recognition

AI Model Development and Evaluation

- Model selection and evaluation metrics
- Training and validation techniques
- Hyperparameter tuning and optimization
- Model performance assessment and interpretation

AI Applications in Business

- Predictive analytics for sales forecasting and demand prediction
- Customer segmentation and personalized marketing
- Recommender systems for personalized recommendations
- Fraud detection and anomaly detection
- Process optimization and supply chain management

Case Studies and Industry Applications

- AI in financial services
- AI for research and innovation
- AI in e-commerce and online platforms

Innovation and Future Trends in Applied AI

- Emerging trends and advancements in AI technologies
- Implications for business innovation and disruption

Practical Projects and Hands-on Exercises

- Implementing AI models using popular frameworks and libraries
- Solving business problems through AI projects
- Presenting and discussing project outcomes and insights

2. Reading List

2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

| 1. | Aurélien Géron, Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, |
|----|---|
| | Tools, and Techniques to Build Intelligent Systems, O'Reilly Media, 2017. |
| 2. | Ian Goodfellow, Yoshua Bengio, Aaron Courville, Deep Learning, MIT Press, 2016 |

2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

| 1. | Nil | | |
|----|-----|--|--|

2.3 Online Resources

Course reading materials will be augmented by articles from journals, whitepapers, and other materials available on-line.