

# AI-FIT

Masters Project WiSe 21/22  
Computer Science, Digital Media

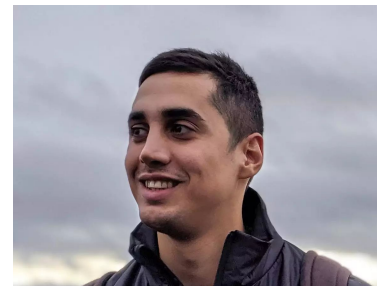
Digital Media Lab  
30 ECTS (900 Hours)

# AI-FIT - Lecturer and Tutors

→ Rainer Malaka

→ Tutors:

- ◆ Robert Porzel
- ◆ Nima Zargham
- ◆ Georg Volkmar
- ◆ Bastian Dänekas

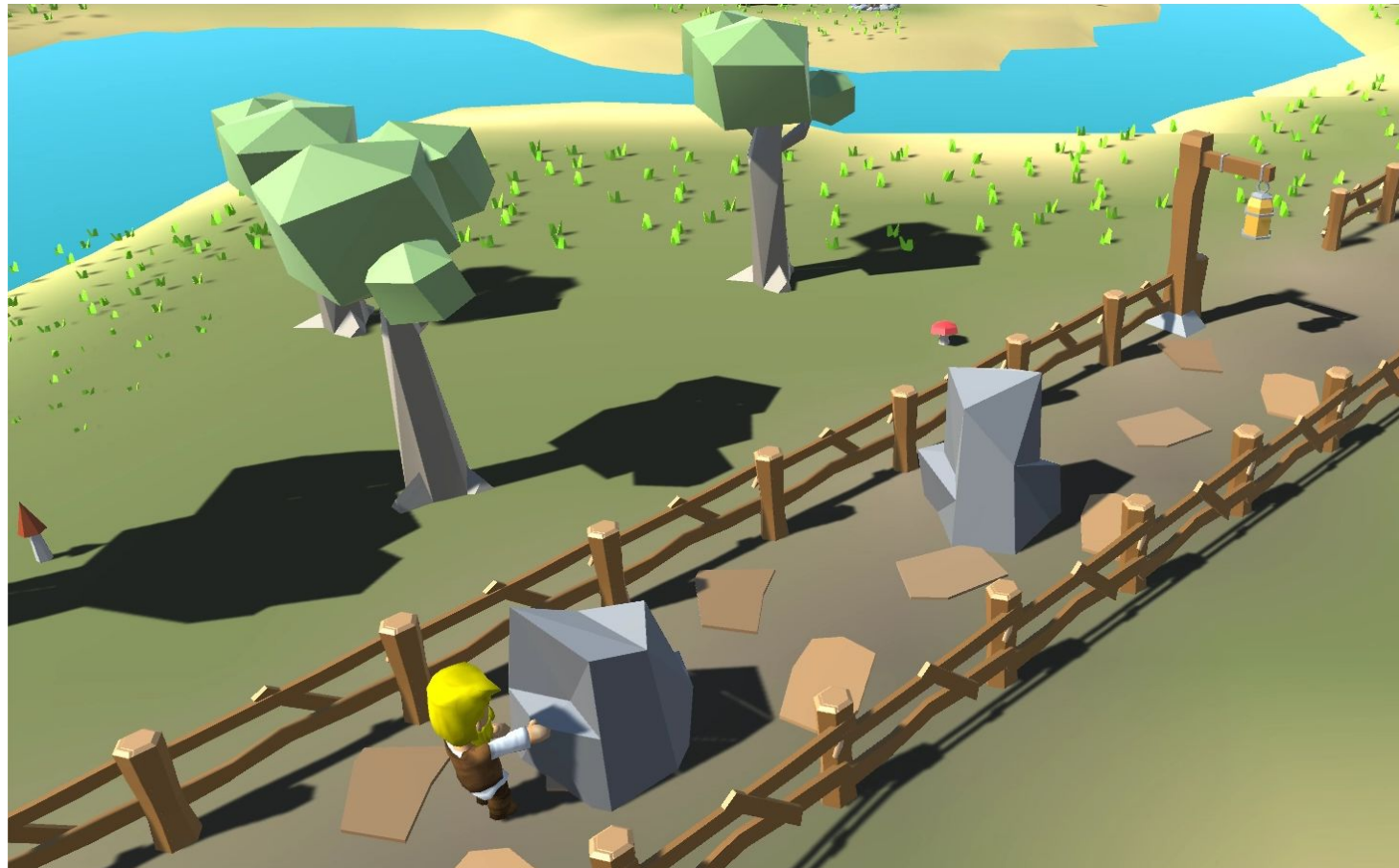


Website: [dm.tzi.de](http://dm.tzi.de)

# AI-FIT - Content

- Implement an AI based Exergame which can detect exercise execution quality.
- Investigate engaging gamification, narrative and social concepts and apply them to the Exergame.
- Develop interesting research questions regarding e.g. different feedback types, modalities, interactions, gamification aspects, or narratives.

# AI-FIT - Example



# AI-FIT - Requirements

- Complete the preparation course -> Entertainment Computing (Currently running)
- Familiarity with how to conduct scientific research (HCI)
- Basic understanding of Unity (Programming, Animation etc.)
- Basic AI/Machine Learning knowledge

# AI-FIT - Contact

For further questions write an email to:

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# AI-FIT - Questions?