

WEBINAR ON

UNDERSTANDING THE ROLE OF ARTIFICIAL INTELLIGENCE IN GAMING AND HOW IT CAN TRANSFORM THE ENGINEERING INDUSTRY

BEM Approved CPD/PDP Hours: 2

Ref. no: IEM21/HQ/304/T(w)

SYNOPSIS

Artificial intelligence (AI) is first developed as a system that is able to demonstrate the intelligence of a human. In the present, AI is a field, which combines programming and robust dataset, to enable problem-solving. Throughout the past few decades, AI have been applied across various popular games with rich history such as Chess and Go to demonstrate the ability of AI through applications of machine learning and deep learning. As the gaming industry has evolved into a billion-dollar esports industry, these games are becoming more and more complex with thousands of movements in a single game that can be decided by an action in the split of a second.

These games are played by millions of players all around the world resulting in large data sets which can be used to train the AI. However, for an AI to solve these complex problems, it has to “learn” hundreds or thousands of hours to optimize for the best solution. Through these successes, we can see that AI has a vast potential to transform all industries in the future. We are already experiencing AI all around us and affecting our daily lives, from our daily search engines, social media, mobile applications, advertisements and many more. Thus, it can also be applied in engineering and transform the entire industry.

The purpose of this talk is to share what is the field of AI, understand the role of AI in gaming, what can we learn from it and how it can transform the engineering industry.

SPEAKER PROFILE



Dr. Yew Weng Kean is currently an Assistant Professor in the School of Engineering and Physical Sciences at Heriot-Watt University Malaysia. He completed his PhD in 2018 where he designed a Hybrid Green Power System (HGPS) and developed a deep interest and understanding on HGPS design, control and optimization. His other research interest includes Renewable Energy, Artificial Intelligence, and Smart Grids.

He has represented Malaysia as a competitive esports player and won the first Esports Gold Medalist for Malaysia in the SEA Games 2019 and this historic accomplishment was

also featured in the Malaysia Book of Records as the “First Gold Medal in the SEA Games Esports”.

He previously served as the Chairman of the Institution of Engineers Malaysia (IEM) Young Engineers Section from 2018 to 2020 and was also the first Young Engineer to serve as the IEM Council Member. Besides that, he also served as the Secretary General of the Young Engineers of the ASEAN Federation of Engineering Organization (YEAFO) from 2017 to 2020. Through his contributions to AFEO, he was honored with the title of Honorary Member in 2020. Currently, he is serving on the Editorial Board of the International Journal of Automation, Artificial Intelligence and Machine Learning (IJAAIML).

THURSDAY | 26 AUGUST 2021 | 5.30 PM – 7.30 PM

Registration Fee:

Student Member: Free

IEM Member: Rm15 | Non-Member: RM70

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