

# Introduction

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GLCb2028 Artificial Intelligence in  
Political Science and Security Studies

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# Learning goals and outcomes

- AI basics, ethics and moral principles.
- AI societal impacts and the debate.
- Regulatory approaches.
- Academic ethics concerning AI 's use.
- Academic AI toolbox.
- NLP (Mgr. Burda).
- Security and PolSci applications.
- Sims and wargame.





# Tools of the trade

- Gamification (improves motivation, engagement, learning performance).
- LLMs – ChatGPT, Bard, Claude.
- Other apps like SciSpace, Consensus etc.
- Cautious optimism due to Beta versions.
- Have laptops with you during classes.
- Discussions – we are all students due to the AI's rapid development 😊

# Grade's components

- Physical attendance of 5 seminars
  - 17. 10. – AI toolbox building
  - 7. 11. – Policy Intelligence lab
  - 14. 11. - Wargame
  - 12. 12. – Work-in-progress presentations → feedback
  - 19. 12. – Final presentations of the capstone project (the end + final grade)
- Active participation – discussion, pre/post class assignments → you will need literature → study continuously!
- The capstone project – research report + presentation
  - Author Teams (will be determined by the teacher and students on 28th November)
  - Sim/wargame/policy assessment/strategy creation etc.
  - No formal requirements → maximum flexibility, but also responsibility!





## How to fail?

- Skip mandatory seminars without an official note.
- **Plagiarism and unethical use of a generative AI.**
- Sloppy research report or presentation.
- No contribution within author teams.

# How to shine?

- Active participation, discussions and friendly debates.
- Bring knowledge from other courses and streamline it with AI (theoretical concepts, literature, ethical principles, philosophical phenomena etc.).
- Actively work within classes (esp. on the capstone project), consult your work regularly, and be passionate (and cautious at the same time) about AI's possibilities.
- Be innovative (within basic academic ethical guidelines).
- → A++

