# Al Technologies in Media (Exam AIM-110)

# **Course Specifications**

Course Number:

CNX9999

**Course Length:** 

1 day

## **Course Description**

#### Overview:

In audio, video, image, gaming, and other media production industries, artificial intelligence (AI) has been a truly disruptive force—enabling a higher level of results in a fraction of the time. The rapid pace at which AI is growing can be overwhelming, and fears of AI tools replacing human workforces are growing.

This course is designed to help media professionals understand the basics of AI and leverage the assistive and generative AI tools available to create high-quality productions and production assets. It will give you the essential knowledge of AI you'll need to remain competitive, productive, and relevant in these fast-paced and exciting times.

This course is created by Be Licensed in partnership with CertNexus (a division of Logical Operations). It is also designed to assist students in preparing for the CertNexus® Al Technologies in Media (Exam AIM-110) credential.

### **Course Objectives:**

In this course, you will identify ways in which assistive and generative AI can bring significant value to your productions. You will:

- Describe fundamental Al concepts.
- Identify Al concepts and tools related to text and coding.
- Identify Al concepts and tools related to images and video.
- Identify AI concepts and tools related to audio.
- Solve media production problems with Al.
- Identify challenges associated with Al.

#### **Target Student:**

This course is primarily designed for media professionals working in the audio, video, image, gaming, and coding industries who are interested in understanding the AI tools available. It's a great starting point to unlocking new production opportunities and augmenting existing workflows with AI tools. This course is for individuals who want to become more agile in the fast-paced media landscape.

#### **Prerequisites:**

To ensure your success in this course, you should have a foundational knowledge of the media industry you are focused in—audio, video, image, gaming, coding, etc. You should also have a basic understanding of the computers, software, and related hardware systems used in these industries.

# **Course-Specific Technical Requirements**

### **Course Content**

**Lesson 1: AI Fundamentals** 

Topic A: Al Concepts

**Topic B:** Assistive and Generative AI Concepts

**Lesson 2: Text and Coding Al Concepts and Tools** 

**Topic A:** Text and Coding AI Concepts

**Topic B:** Assistive and Generative Text and Coding Al Tools

**Lesson 3: Image and Video AI Concepts and Tools** 

**Topic A:** Image and Video AI Concepts

**Topic B:** Assistive and Generative Image and Video Al Tools

Lesson 4: Audio Al Concepts and Tools

**Topic A:** Audio Al Concepts

**Topic B:** Assistive and Generative Audio Al Tools

Lesson 5: Solving Media Production Problems with Al

**Topic A:** Al Implementations in Video Production Workflows

**Topic B:** Al Implementations in Audio Production Workflows

Topic C: Al Implementations in Game Design Workflows

### Lesson 6: Identifying the Challenges of Al

**Topic A:** Identify the Shortcomings of Assistive and Generative AI

Topic B: Identify Ethical Risks of Assistive and Generative AI