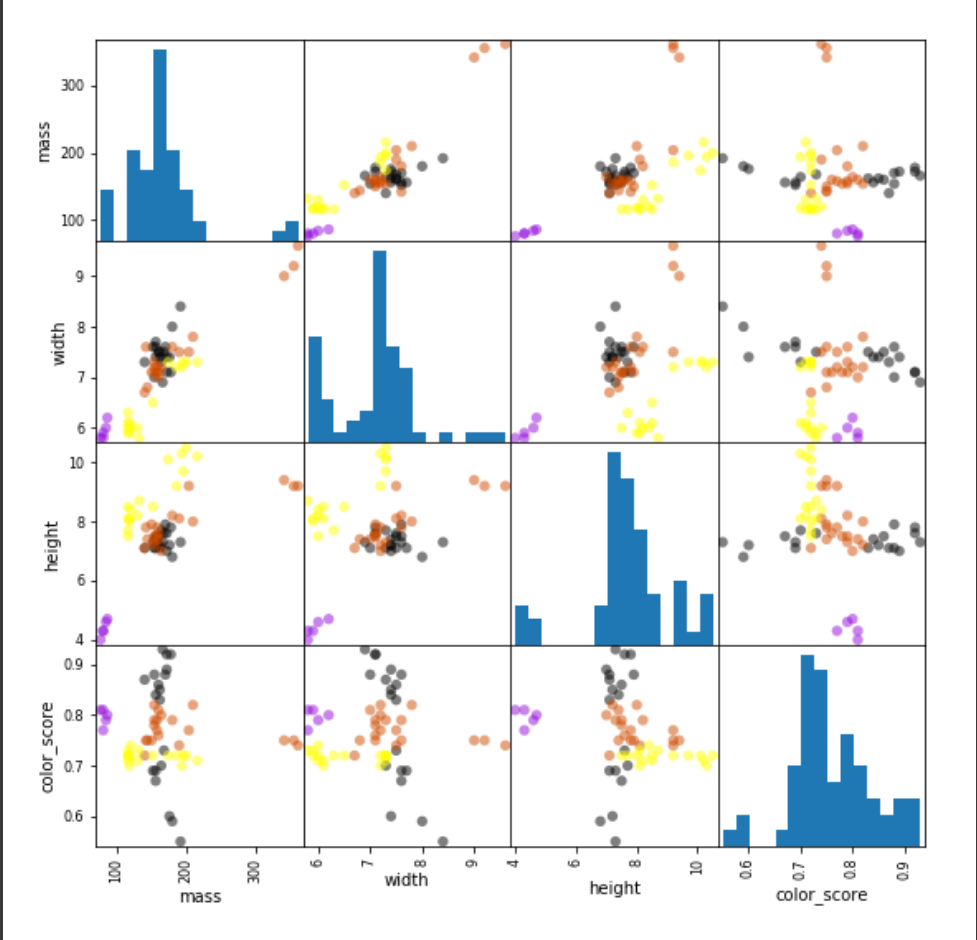
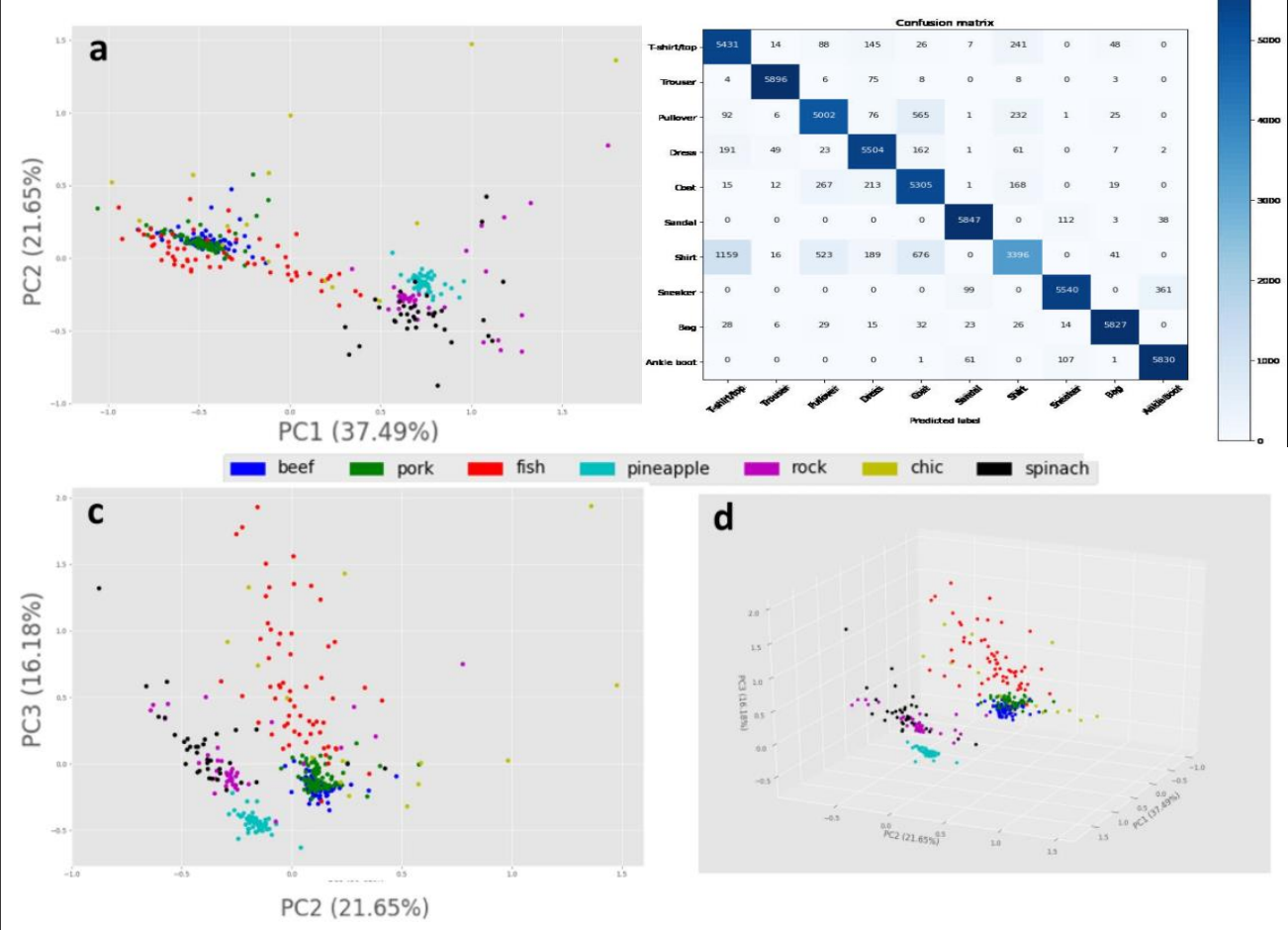


Yenilikçi ve Yaratıcı Düşünce

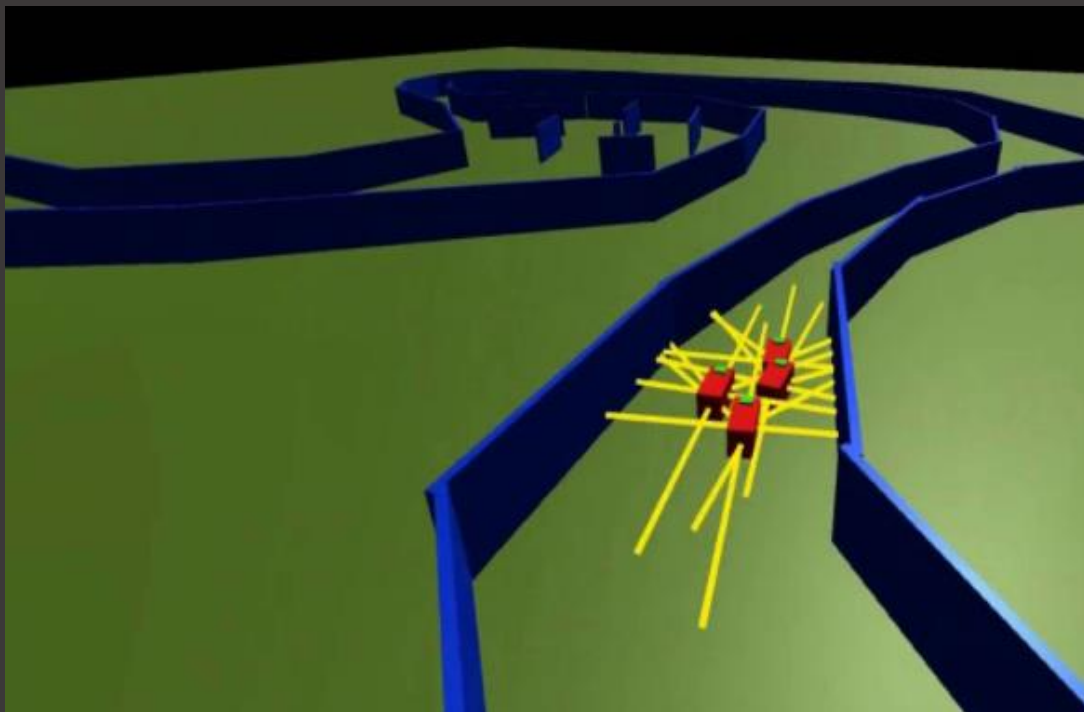
Caner Dalgıç

Machine Learning Modelleme Yöntemleri

Problem;



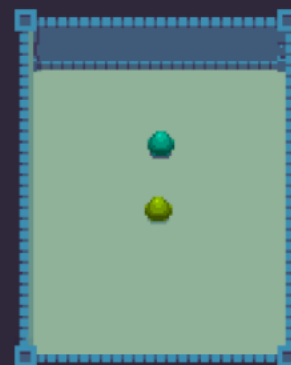
Target;



Room 1
Trainee vs Heuristic



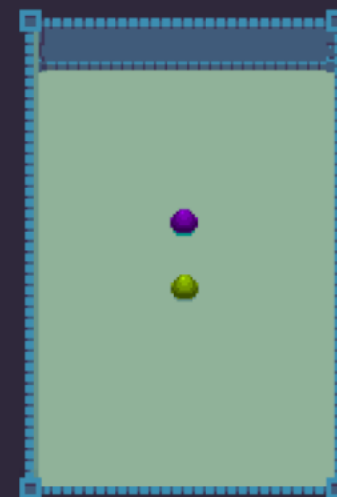
Room 2
Trainee vs Heuristic



Room 3
Trainee vs Heuristic



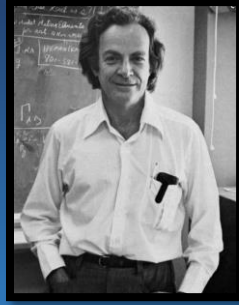
Room 4
Trainee vs Player



Tools;

Başkası Ne Yaptı?

Richard Feynman



«If you want to learn something, teach it»

Problemi ve çözümünü, hiçbir fikri olmayan birisine öğretecek şekilde kurgula.

Oyun Oyna

Minecraft!?



Microsoft Unity ile Tensorflow entegrasyonu.
Eğlenceli bir şekilde görselleştir.