1. The Artificial Intelligence

Worksheet

	A.	Choose	the	correct	option:
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••••	observed option.				
1.	When did the field of artificial intelligence emerg	e?			
	(a) 1960s	(b) 1970s			
	(c) 1980s	(d) 1950s			
2.	What is a primary purpose of artificial intelligence?				
	(a) Limited entertainment	(b) Job displacement			
	(c) Solve complex problems, enhance efficiency	(d) Historical documentation			
3.	What does artificial intelligence primarily involve?				
	(a) Static programming	(b) Mimicking human decision-making			
	(c) Memorisation of data	(d) Randomised processing			
4.	What distinguishes human intelligence?				
	(a) Limited memory capacity	(b) Learning from experience			
	(c) Inability to adapt	(d) Rigid decision-making			
5.	What is a key difference between AI and human	nat is a key difference between AI and human intelligence?			
	(a) Emotional intelligence in AI	(b) Humans lack adaptability			
	(c) AI lacks problem-solving abilities	(d) Human intelligence is rigid			
6.	What is a potential disadvantage of AI?				
	(a) Pros: Limited applications; Cons: High cost				
	(b) Pros: Efficiency; Cons: Ethical concerns				
	(c) Pros: Limited data processing; Cons: No job displacement				
) Pros: Unlimited capabilities; Cons: No privacy issues				
7.	How is AI often specialised?				
	(a) AI is limited to one domain only	(b) Domains are irrelevant in AI			
	(c) Narrow AI operates within specific domains	(d) General AI covers all domains equally			
8.	What is the likely trajectory for AI?				
	(a) Limited future for AI				
	(b) Future prospects uncertain				
	(c) Future involves further advancements and integration				
	(d) AI will decline in popularity				
9.	What type of AI exhibits human-like cognitive understanding and learning?	abilities and can perform tasks that require			
	(a) Narrow Al	(b) Weak Al			
	(c) Strong AI	(d) Artificial General Intelligence (AGI)			

- 10. How does gamification often leverage artificial intelligence?
 - (a) Static game scenarios
 - (b) Limited user interactions
 - (c) Personalized experiences based on user behaviour
 - (d) Manual game updates

B. Rewrite the statements correcting the mistakes in it.

- 1. At is always a physical robot with human-like features.
- 2. Al algorithms are immune to biases.
- 3. Al systems can replace the need for human oversight in all scenarios.
- 4. All Al applications have the potential to take away jobs without creating new ones.
- 5. Al development doesn't raise ethical concerns and can progress without regulations.