Semester number: 4	**Creating Digital Tools Using Large Language Models**	**ECTS credits: ECTS 4**
Level of study: Engineering degree		**Academic year: 2025/2026**

Department: Department of Visual Arts

Instructor: MSc Arch. Kacper Radziszewski

Short description of the course:

In the age of digital tools and artificial intelligence, this course enables students to create computer applications without traditional coding knowledge thanks to the support of Large Language Models (LLMs). Students will learn how to generate code, define requirements, design user interfaces, and implement tests, creating tools dedicated to architects and urban planners.

Couse Objective:

The goal of the course is to provide knowledge and skills necessary for developing digital tools that support architectural and urban design processes.

Course content and class schedule:
The course consists of four modules:

Theoretical module:
- Introduction to digital tools and the role of LLMs
- Basics of programming languages principles

Practice module:
- Workshops on code generation using LLMs
- Practical exercises in creating functional prototypes

Computational module:
- Developing software requirements
- Designing user interfaces and implementing tests

Project module:

- implementation of a final application project for architects and urban planners
- Preparation of documentation, UI design and application testing