

<b>Module title</b>		<b>Abbreviation</b>
Selected Topics of Games Engineering 1		10-GE-AT-1-162-m01
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Computer Science IX		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
Selected chapters of Games Engineering.		
<b>Intended learning outcomes</b>		
The students possess special knowledge in the area of Games Engineering. They are able to understand solutions of complex problems in this area and can transfer them to related questions.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
V (2) + Ü (2) Module taught in: German or English Course type: alternatively S (2) instead of V, T (2) instead of Ü		
<b>Method of assessment</b> (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
a) written examination (approx. 60 to 120 minutes) or b) presentation of project results (approx. 20 minutes) Language of assessment: German and/or English creditable for bonus		
<b>Allocation of places</b>		
--		
<b>Additional information</b>		
--		
<b>Workload</b>		
150 h		
<b>Teaching cycle</b>		
--		
<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
--		
<b>Module appears in</b>		
Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)		