

Module title		Abbreviation
Selected Topics of Games Engineering 2		10-GE-AT-2-162-m01
Module coordinator		Module offered by
holder of the Chair of Computer Science IX		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
Selected chapters of Games Engineering.		
Intended learning outcomes		
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.		
Courses (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		
Method of assessment (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		
Allocation of places		
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Additional information		
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Workload		
150 h		
Teaching cycle		
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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)		