

<b>Module title</b>		<b>Abbreviation</b>
Practice/Job-oriented Internship		10-GE-BPrakt-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>
15	(not) successfully completed	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
	undergraduate	--
<b>Contents</b>		
<p>Practical experience is an important skill and source of information for application-oriented aspects of various sciences and the related job descriptions. This is also true for Games Engineering. This course requires the participants to take part in an internship either in the academic field or in the industry.</p>		
<b>Intended learning outcomes</b>		
<p>The participants will learn how potential future jobs and employments will be characterized and what kind of qualifications will be expected from them.</p>		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
P (o)		
<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)		
<p>report on practical course (approx. 5 pages) Language of assessment: German or English</p>		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
<p>Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)</p>		