Module title			Abbreviation
Practice/Job-oriented Internship			10-GE-BPrakt-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)**	
15	(not) successfully completed	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

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.

Intended learning outcomes

The participants will learn how potential future jobs and employments will be characterized and what kind of qualifications will be expected from them.

Courses (type, number of weekly contact hours, language — if other than German)

P (0)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

report on work placement (approx. 5 pages)
Language of assessment: German or English

Allocation of places

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Additional information

Additional information on module duration: no less than 12 weeks.

Workload

450 h

Teaching cycle

Teaching cycle: if announced

Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)