Module title			Abbreviation
Bachelor Thesis Games Engineering			10-GE-BT-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)**	
12	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

The students have to individually work on an assigned well-defined problem in the field of Games Engineering and document their results using good scientific standards.

Intended learning outcomes

Participants will learn how to apply scientific methods from the Games Engineering field. They will learn a structured approach starting from a definition and motivation of research questions and the discussion and summery of related work from scientific publications and prior approaches. Following this they will learn how to develop own concepts and methods to tackle the questions and how to implement them and potentially to evaluate the results.

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

No courses assigned to module

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

Bachelor's thesis (approx. 30 pages)
Language of assessment: German or English

Allocation of places

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Additional information

Time to complete: 12 weeks

Workload

360 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's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)
Bachelor's degree (1 major) Games Engineering (2025)