Module description

Module title
Bachelor Thesis Games Engineering

Abbreviation
10-GE-BT-162-m01

Module coordinator
holder of the Chair of Computer Science IX

Module offered by
Institute of Computer Science

ECTS
12

Method of grading
numerical grade

Only after succ. compl. of module(s)
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Duration
undergraduate

Module level
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Other prerequisites
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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 summary 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
No courses assigned to module

Method of assessment
Bachelor’s thesis (approx. 30 pages)

Language of assessment: German or English

Allocation of places
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Additional information
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Referred to in LPO I
(examination regulations for teaching-degree programmes)

Module appears in
Bachelor’ degree (1 major) Games Engineering (2016)
Bachelor’ degree (1 major) Games Engineering (2017)