

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