

<b>Module title</b>		<b>Abbreviation</b>
Exhibition: Game Lab III and Bachelor Thesis		10-GE-EX-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>
3	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
Presentation and communication are important skills for application-oriented and practical aspects of various sciences. This is specifically true for Games Engineering. This course requires the participants to present the results of an associated project to a larger audience in a and exhibition-like setup.		
<b>Intended learning outcomes</b>		
The participants will learn how to present their own work to a larger audience, how to plan, design and set-up the different parts of an own exhibition booth, and how to react individually to questions from the audience.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
S (1) Module taught in: German or English		
<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)		
presentation of results of Game Lab III project and of Bachelor's thesis (approx. 10 minutes) Language of assessment: German and/or English creditable for bonus		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Workload</b>		
90 h		
<b>Teaching cycle</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>		
Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)		