

Module title		Abbreviation
Exhibition: Game Lab III and Bachelor Thesis		10-GE-EX-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)
3	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
<p>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.</p>		
Intended learning outcomes		
<p>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.</p>		
Courses (type, number of weekly contact hours, language – if other than German)		
S (1) Module taught in: German or English		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
<p>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</p>		
Allocation of places		
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Additional information		
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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)		