Module title: Selected Basics of Computer Science
Abbreviation: 10-GE-GI-162-m01

Module coordinator: Dean of Studies Informatik (Computer Science)
Module offered by: Institute of Computer Science

ECTS: 5
Method of grading: numerical grade
Only after succ. compl. of module(s): --

Duration: 1 semester
Module level: undergraduate
Other prerequisites: --

Contents:
Selected topics in computer science.

Intended learning outcomes:
The students are able to understand solutions to fundamental problems in computer science and to transfer them to related topics.

Courses (type, number of weekly contact hours, language — if other than German):
V (4) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus):
written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).
Language of assessment: German and/or English creditable for bonus

Allocation of places:
--

Additional information:
--

Workload:
150 h

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)