

Module title		Abbreviation
Game Lab I Principles and Languages		10-GE-GL-1-162-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)
15	numerical grade	--
Duration	Module level	Other prerequisites
2 semester	undergraduate	--
Contents		
<p>In the GameLab 1, the foundations and languages ??of established engines are learned. In group work, the students conceptualise develop, test and polish a comprehensive game prototype. Introductory lectures explain basic concepts from the world of computer games as well as comprehensive topics such as Serious Games. In addition, the lectures are held in related research areas, including software engineering, interactive computer graphics, interactive physics, visualisation, human-machine interaction, procedural content generation, sound and music production and scientific work.</p>		
Intended learning outcomes		
<p>At the end of GameLab 1, the students have worked out the entire development cycle of a computer game. Accordingly, students acquired basic knowledge of the design, development and scientific testing of games and interactive, real-time systems in general.</p>		
Courses (type, number of weekly contact hours, language – if other than German)		
R (8) 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 project results (30 to 45 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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Workload		
450 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		
<p>Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)</p>		