

Module title		Abbreviation
Game Lab II Architectures and Components		10-GE-GL-2-162-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)
20	numerical grade	--
Duration	Module level	Other prerequisites
2 semester	undergraduate	--
Contents		
Based on the knowledge and abilities learned in GameLab 1, GameLab 2 identifies specific ways to expand existing game engines. From now on, powerful and equally accessible engine extensions (including plugins) are being developed. In addition to the technical challenges, the technical documentation and the universal applicability of the software products are of great importance in order to meet the requirements of a product prototype. In the course of the lecture and practice the basic theoretical concepts and practical skills are learned in order to develop individual engine extensions in teams iteratively.		
Intended learning outcomes		
At the end of the GameLab 2, the students worked out the entire development cycle of an engine extension. The domain of the learned knowledge is already deep in the programmatic backend of complex game engine frameworks. At the same time, students have learned how to design complex system components in an accessible way and how to document them in a sound and comprehensible manner.		
Courses (type, number of weekly contact hours, language — if other than German)		
R (10) 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)		
presentation of project results (30 to 45 minutes) Language of assessment: German and/or English creditable for bonus		
Allocation of places		
--		
Additional information		
--		
Workload		
600 h		
Teaching cycle		
--		
Referred to in LPO I (examination regulations for teaching-degree programmes)		
--		
Module appears in		
Bachelor's degree (1 major) Games Engineering (2016) Bachelor's degree (1 major) Games Engineering (2017)		