

Module title		Abbreviation
Game Lab III Systems		10-GE-GL-3-162-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		
<p>The basic principles of game engines are taught in the classes of Human-Computer Interaction, Interactive Computer Graphics, Interactive Artificial Intelligence and Asset Development. In GameLab 3 these different aspects are integrated in order to develop a comprehensive engine independently. As in the GameLabs 1 and 2, the projects are realized in groups. Depending on the student's interest, highly specialized and innovative engines can be created. The necessary theoretical concepts and practical skills are strengthened within the framework of the lecture and practice.</p>		
Intended learning outcomes		
<p>After completion of the course, students will have a deep understanding of the software architecture of Game Engines and the interplay of integrated subengines. In particular the uniform organization of large-scale software projects as well as a later application perspective can be realized by the students.</p>		
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)		
<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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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>		
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