

<b>Module title</b>		<b>Abbreviation</b>
Computer Science in Media 1		10-GE-MK-162-m01
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Computer Science IX		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
6	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
The module Medieninformatik 1 (Media Informatics 1) provides students with a basic knowledge and a practical overview of current digital media types.		
<b>Intended learning outcomes</b>		
Students are familiar with the concepts of media informatics. They have basic knowledge of information processing with a special focus on digital media.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
V (2) + Ü (2) Course type: alternatively T (2) instead of Ü		
<b>Method of assessment</b> (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
a) written examination (approx. 60 minutes) or b) oral examination (approx. 20 minutes) or c) term paper (approx. 20 pages) or d) portfolio (approx. 20 pages) Language of assessment: German and/or English creditable for bonus		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)		