Module title			Abbreviation
Project Presentation			10-GE-PV-252-m01
Module coordinator		**Module offered by**	
Dean of Studies Informatik (Computer Science)		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
3	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

The course supports students in the systematic preparation and implementation of their Bachelor's thesis in the field of games engineering. They learn how to develop a scientifically sound topic, formulate relevant research questions and classify them in the context of current developments in the field. They structure their work process with clear goals, methods and timetables and coordinate this with their supervisors. While carrying out their work, students methodically document their approach, chosen methodology and achieved results.

Intended learning outcomes

The students should motivate their Bachelor's thesis scientifically, formulate research questions, plan and document the work process in a structured manner and present their work systematically and methodically.

Courses (type, number of weekly contact hours, language — if other than German)

S (3)
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)

portfolio (approx. 50 hours)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

90 h

Teaching cycle

Teaching cycle: every semester

Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor's degree (1 major) Games Engineering (2025)