

Module title		Abbreviation
Computer Networks and Communication Systems		10-GE-RK-162-m01
Module coordinator		Module offered by
holder of the Chair of Computer Science III		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
8	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
<p>Properties of computer and communication systems: data traffic in distributed systems. Performance analysis of computer networks and communication systems: problem statement and introduction to method architecture and structure of computer networks: network structure, network access, access methods, digital transfer hierarchies, dataflow control and traffic control, transfer network. Communication protocols: fundamental principles and ISO architecture models. Internet: structure and basic mechanism, TCP/IP, routing, network management. Mobile communication networks: fundamental concepts, GSM, UMTS. Future communication systems and networks.</p>		
Intended learning outcomes		
<p>The students possess an intricate knowledge of the structure of computer networks and communication systems as well as fundamental principles to rate these systems.</p>		
Courses (type, number of weekly contact hours, language – if other than German)		
V (4) + Ü (2)		
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>written examination (approx. 60 to 120 minutes). If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate). 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>		