

Module title		Abbreviation
Seminar - Current Trends of Games Engineering		10-GE-SEM-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)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
Independent review of a current topic in the field of Games Engineering based on literature and, where applicable, software with written and oral presentation.		
Intended learning outcomes		
The students possess the skills to independently review a current topic in the field of Games Engineering, to summarize the main points in written form and to give a pleasant oral presentation.		
Courses (type, number of weekly contact hours, language — if other than German)		
S (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)		
presentation (approx. 20 minutes) with handout (approx. 5 pages) Language of assessment: German and/or English creditable for bonus		
Allocation of places		
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Additional information		
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Workload		
150 h		
Teaching cycle		
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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Bachelor' degree (1 major) Games Engineering (2016) Bachelor' degree (1 major) Games Engineering (2017)		