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

--

Additional information

--

Workload

150 h

Teaching cycle

Teaching cycle: every semester

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

--

Module appears in

Bachelor's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)