Module title: Seminar - Current Trends of Games Engineering

Abbreviation: 10-GE-SEM-162-m01

Module coordinator: holder of the Chair of Computer Science IX
Module offered by: Institute of Computer Science

ECTS: 5
Method of grading: numerical grade
Only after succ. compl. of module(s): --

Duration: 1 semester
Module level: undergraduate
Other prerequisites: --

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:
--

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

Module appears in:
Bachelor' degree (1 major) Games Engineering (2016)
Bachelor' degree (1 major) Games Engineering (2017)