Module title	Abbreviation
Seminar - Current Trends of Games Engineering	10-GE-SEM-252-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)
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)

report (approx. 8 pages) and presentation (approx. 20 minutes)
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's degree (1 major) Games Engineering (2025)