

<b>Module title</b>		<b>Abbreviation</b>
Tutorial Theoretical Informatics		10-GE-TIT-162-m01
<b>Module coordinator</b>		<b>Module offered by</b>
Dean of Studies Informatik (Computer Science)		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	(not) successfully completed	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
Computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of calculations, P-NP problem, NP completeness.		
<b>Intended learning outcomes</b>		
The students possess a fundamental and applicable knowledge in the areas of computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of computations, P-NP problem, NP completeness.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
Ü (2)		
<b>Method of assessment</b> (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
a) completion of approx. 11 exercises with approx. 4 components each (50% to be completed correctly) or b) written examination (approx. 180 to 240 minutes). Method of assessment to be selected by the candidate.		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Bachelor' degree (1 major) Games Engineering (2016)		