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| Module title | | Abbreviation |
| Work experience as a research and teaching assistant | | 10-GE-Tut-ASQ-162-m01 |
| Module coordinator | | Module offered by |
| Dean of Studies Informatik (Computer Science) | | Institute of Computer Science |
| ECTS | Method of grading | Only after succ. compl. of module(s) |
| 5 | (not) successfully completed | -- |
| Duration | Module level | Other prerequisites |
| 1 semester | undergraduate | -- |
| Contents | | |
| Tutoring activities in the area of computer science. | | |
| Intended learning outcomes | | |
| Imparting knowledge and skills to students of computer science. | | |
| Courses (type, number of weekly contact hours, language — if other than German) | | |
| P (o) | | |
| 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. 2 pages) | | |
| Allocation of places | | |
| -- | | |
| Additional information | | |
| -- | | |
| Workload | | |
| 150 h | | |
| Teaching cycle | | |
| -- | | |
| 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) | | |