Module title

Selected Topics of Games Engineering

Abbreviation

10-I=AGE-182-m01

Module coordinator

holder of the Chair of Computer Science I

Module offered by

Institute of Computer Science

ECTS

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Method of grading

numerical grade

Only after succ. compl. of module(s)

Duration

1 semester

Module level

graduate

Other prerequisites

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Contents

Selected topics in algorithmics and theory.

Intended learning outcomes

The students understand the basic approach of games engineering. They are able to understand the solutions of complex problems in this area and apply them to similar questions.

Courses (type, number of weekly contact hours, language — if other than German)

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Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).

If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).

Language of assessment: German and/or English creditable for bonus

Allocation of places

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Additional information

Focuses available for students of the Master’s programme Informatik (Computer Science, 120 ECTS credits): GE.

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

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Module appears in

Master’s degree (1 major) Computer Science (2018)