Module title			Abbreviation
Selected Topics of Games Engineering			10-I=AGE-182-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	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	graduate	--	

Contents

Selected chapters of Games Engineering.

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.

Workload

150 h

Teaching cycle

Teaching cycle: if announced

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)