Selected Topics of Games Engineering

Module coordinator
holder of the Chair of Computer Science I

Module offered by
Institute of Computer Science

ECTS: 5
Method of grading: numerical grade
Duration: 1 semester
Module level: graduate

Other prerequisites: --

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
V (2) + Ü (2)

Method of assessment
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

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)
Module studies (Master) Computer Science (2019)