

<b>Module title</b>		<b>Abbreviation</b>
Selected Topics in Games Engineering		10-I=AGE-232-m01
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Computer Science IX		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	graduate	--
<b>Contents</b>		
Selected topics in algorithmics and theory.		
<b>Intended learning outcomes</b>		
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.		
<b>Courses</b> (type, number of weekly contact hours, language — if other than German)		
V (2) + 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) written examination (approx. 60 to 120 minutes) or b) practical project (project documentation (approx. 20 pages) with presentation (30 to 45 minutes) and subsequent discussion on the topic) or c) oral examination of one candidate each (approx. 20 minutes) or d) oral examination in groups of up to 3 candidates (approx. 15 minutes per candidate) Language of assessment: German and/or English creditable for bonus		
<b>Allocation of places</b>		
--		
<b>Additional information</b>		
Focuses available for students of the Master's programme Informatik (Computer Science, 120 ECTS credits): GE.		
<b>Workload</b>		
150 h		
<b>Teaching cycle</b>		
--		
<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
--		
<b>Module appears in</b>		
Module studies (Master) Computer Science (2019) Master's degree (1 major) Computer Science (2023)		