

<b>Module title</b>		<b>Abbreviation</b>
Practical course - Rocket Engineering and Payloads		10-I=PRT-161-m01
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Computer Science VIII		Institute of Computer Science
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	(not) successfully completed	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	graduate	--
<b>Contents</b>		
In this internship, students are supposed to acquire practical experience in the design, building, execution and analysis of rocket experiments (including their payload). The goal is the design, building and testing of rocket experiments and their payloads.		
<b>Intended learning outcomes</b>		
The students gain fundamental knowledge about the design of spacecraft experiments, fundamental knowledge about rocket science, including launch preparations as well as the execution. They are able to analyse the elementary design aspects of rocket payloads, pose according requirements and respects those in the design. With the aid of the acquired methodic knowledge, they are able to apply dedicated tools and method in bigger projects.		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
P (3)		
<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)		
report on practical course (4 to 5 pages) and presentation of results (15 to 30 minutes) Language of assessment: German and/or English		
<b>Allocation of places</b>		
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<b>Additional information</b>		
Focuses available for students of the Master's programme Informatik (Computer Science, 120 ECTS credits): LR.		
<b>Workload</b>		
150 h		
<b>Teaching cycle</b>		
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<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Master's degree (1 major) Computer Science (2016)		