## Module title
Mathematics 1 for Games Engineering

## Abbreviation
10-M-GE-1-162-m01

### Module coordinator
Dean of Studies Mathematik (Mathematics)

### Module offered by
Institute of Mathematics

### ECTS
10

### Method of grading
numerical grade --

### Duration
1 semester

### Module level
undergraduate --

### Other prerequisites
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### Contents
Propositional logic, set theory, proof techniques, relations; sequences, limits and lambda-symbols; the ring of integers; elementary group theory; residue class rings; basics in linear algebra, linear maps and matrix calculus, systems of linear equations.

### Intended learning outcomes
The student gets acquainted with fundamental concepts and methods of advanced mathematics. He/She learns to apply these methods to problems in natural and engineering sciences, in particular in computer science, and is able to interpret the results.

### 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)

a) written examination (approx. 90 to 180 minutes, usually chosen) or b) oral examination of one candidate each (15 to 30 minutes) or c) oral examination in groups (groups of 2, 10 to 15 minutes per candidate)

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

### Allocation of places
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### Additional information
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### Referred to in LPO I
(examination regulations for teaching-degree programmes)

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### Module appears in
Bachelor’ degree (1 major) Games Engineering (2016)
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