Module title			Abbreviation
Mathematics 2 for Games Engineering			10-M-GE-2-162-m01
Module coordinator		**Module offered by**	
Dean of Studies Mathematik (Mathematics)		Institute of Mathematics	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
10	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Determinants, eigenvalue theory; event and probability spaces, combinatorics, random variables, examples of distributions, parameter estimates; basics in analysis.

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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Workload

300 h

Teaching cycle

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Referred to in LPO I (examination regulations for teaching-degree programmes)

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Module appears in

Bachelor's degree (1 major) Games Engineering (2016)
Bachelor's degree (1 major) Games Engineering (2017)
Bachelor's degree (1 major) Games Engineering (2025)