

Module title		Abbreviation
AI&XR Lab 3		10-xtAI=L3-242-m01
Module coordinator		Module offered by
Dean of Studies Informatik (Computer Science)		Institute of Computer Science
ECTS	Method of grading	Only after succ. compl. of module(s)
10	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	graduate	--
Contents		
<p>In the AI&XR courses, basic aspects and competences are taught, which the students can comprehend in the corresponding exercises. In the AI&XR Lab3 these different competences and aspects are integrated to develop a comprehensive AI&XR application on their own. As in the AI&XR Lab1 and 2, the projects are worked on in groups. Depending on the students' interests, highly specialized and innovative applications from the AI&XR field can be developed. Lectures and exercises consolidate the necessary theoretical concepts or practical skills.</p>		
Intended learning outcomes		
<p>At the end of the AI&XR Lab3, students have a deeper understanding of the architectures of AI&XR applications and the interaction of the individual components and solutions. In particular, students are able to design extensive AI&XR projects and make complex modifications to AI models.</p>		
Courses (type, number of weekly contact hours, language — if other than German)		
R (6) Module taught in: English		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)		
<p>Project: report (approx. 20 pages) with presentation (30 to 45 minutes) and subsequent discussion on the topic Language of assessment: English Creditable for bonus</p>		
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		
Master's degree (1 major) Artificial Intelligence & Extended Reality (2024)		