Julius-Maximilians-
UNIVERSITÄT
WÜRZBURG

Module Catalogue

for the Subject

Games Engineering

as a Bachelor's with 1 major

with the degree "Bachelor of Science"

(180 ECTS credits)

Examination regulations version: 2017
Responsible: Faculty of Mathematics and Computer Science
Responsible: Institute of Computer Science

Contents

The subject is divided into

Learning Outcomes

German contents and learning outcome available but not translated yet.

Wissenschaftliche Befähigung

- Die Absolventinnen und Absolventen können die mathematischen, technischen, theoretischen und praktischen Grundlagen des Games Engineering anwenden.
- Die Absolventinnen und Absolventen verstehen die wesentlichen Zusammenhänge und Konzepte der einzelnen Teilgebiete des Games Engineering.
- Die Absolventinnen und Absolventen können tiefergehende Kenntnisse in mindestens einem Teilgebiet abrufen.
- Die Absolventinnen und Absolventen können unter Anleitung hard- und/oder softwaregetriebene Experimente durchführen, analysieren, auswerten und die erhaltenen Ergebnisse darstellen.
- Die Absolventinnen und Absolventen sind in der Lage, sich mit Hilfe von Fachliteratur in neue Aufgabengebiete einzuarbeiten und die Ergebnisse zu interpretieren und zu bewerten.
- Die Absolventinnen und Absolventen besitzen Abstraktionsvermögen, analytisches Denken, Problemlösungskompetenz und die Fähigkeit, Zusammenhänge zu strukturieren.
- Die Absolventinnen und Absolventen sind in der Lage, Methoden des Games Engineering unter Anleitung auf konkrete praktische oder theoretische Aufgabenstellungen anzuwenden, Lösungswege zu entwickeln und die Ergebnisse zu interpretieren und zu bewerten.
- Die Absolventinnen und Absolventen setzen die erlernten theoretischen und praktischen Methoden in geschlossener Form unter Anleitung ein, um zu zeigen, dass sie zur Anwendung der Grundlagen wissenschaftlichen Arbeitens befähigt sind.
- Die Absolventinnen und Absolventen können ihr Wissen und ihre Erkenntnisse einem Fachpublikum gegenüber darstellen und vertreten.

Befähigung zur Aufnahme einer Erwerbstätigkeit

- Die Absolventinnen und Absolventen können ihr Wissen und ihre Erkenntnisse einem Fachpublikum gegenüber darstellen und vertreten.
- Die Absolventinnen und Absolventen sind in der Lage, konstruktiv und zielorientiert in einem Team zusammenzuarbeiten und auftretende Konflikte zu lösen (Teamfähigkeit).
- Die Absolventinnen und Absolventen können ihre erworbenen Kompetenzen in unterschiedlichen interkulturellen Kontexten und in international zusammengesetzten Teams anwenden.
- Die Absolventinnen und Absolventen kennen wichtige Anforderungen und Arbeitsweisen im gewerblichen Umfeld sowie in Forschung und Entwicklung. Die Absolventinnen und Absolventen sind befähigt, Probleme zu analysieren und zu lösen und sich in weniger vertraute Themenkomplexe einzuarbeiten.

Persönlichkeitsentwicklung

- Eigenverantwortlichkeit, Selbstständigkeit, Zeitmanagement, Teamfähigkeit
- Die Absolventinnen und Absolventen kennen die Regeln guter wissenschaftlicher Praxis und beachten sie.
- Die Absolventinnen und Absolventen können ihr Wissen und ihre Erkenntnisse einem Fachpublikum gegenüber darstellen und vertreten.

Befähigung zum gesellschaftlichen Engagement

- Die Absolventinnen und Absolventen können naturwissenschaftliche Entwicklungen kritisch reflektieren und deren Auswirkungen auf die Wirtschaft, Gesellschaft und die Umwelt in Ansätzen erfassen, zum Beispiel Technikfolgenabschätzung, Ethik, IT-Recht oder Datenschutz.
- Die Absolventinnen und Absolventen haben ihr Wissen bezüglich wirtschaftlicher, gesellschaftlicher, naturwissenschaftlicher, kultureller etc. Fragestellungen erweitert und können begründet Position beziehen.

- Die Absolventinnen und Absolventen entwickeln die Bereitschaft und Fähigkeit, ihre Kompetenzen in partizipative Prozesse einzubringen und aktiv an Entscheidungen mitzuwirken.

Abbreviations used

Course types: **E** = field trip, **K** = colloquium, **O** = conversatorium, **P** = placement/lab course, **R** = project, **S** = seminar, **T** = tutorial, **Ü** = exercise, **V** = lecture

Term: **SS** = summer semester, **WS** = winter semester

Methods of grading: **NUM** = numerical grade, **B/NB** = (not) successfully completed

Regulations: **(L)ASPO** = general academic and examination regulations (for teaching-degree programmes), **FSB** = subject-specific provisions, **SFB** = list of modules

Other: **A** = thesis, **LV** = course(s), **PL** = assessment(s), **TN** = participants, **VL** = prerequisite(s)

Conventions

Unless otherwise stated, courses and assessments will be held in German, assessments will be offered every semester and modules are not creditable for bonus.

Notes

Should there be the option to choose between several methods of assessment, the lecturer will agree with the module coordinator on the method of assessment to be used in the current semester by two weeks after the start of the course at the latest and will communicate this in the customary manner.

Should the module comprise more than one graded assessment, all assessments will be equally weighted, unless otherwise stated below.

Should the assessment comprise several individual assessments, successful completion of the module will require successful completion of all individual assessments.

In accordance with

the general regulations governing the degree subject described in this module catalogue:

ASPO2015

associated official publications (FSB (subject-specific provisions)/SFB (list of modules)):

09-Aug-2017 (2017-53)

This module handbook seeks to render, as accurately as possible, the data that is of statutory relevance according to the examination regulations of the degree subject. However, only the FSB (subject-specific provisions) and SFB (list of modules) in their officially published versions shall be legally binding. In the case of doubt, the provisions on, in particular, module assessments specified in the FSB/SFB shall prevail.

Compulsory Courses

(135 ECTS credits)

Module title			Abbreviation
Game Lab I Principles and Languages			10-GE-GL-1-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
15	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
2 semester	undergraduate	--	

Contents

In the GameLab 1, the foundations and languages ??of established engines are learned. In group work, the students conceptualise develop, test and polish a comprehensive game prototype. Introductory lectures explain basic concepts from the world of computer games as well as comprehensive topics such as Serious Games. In addition, the lectures are held in related research areas, including software engineering, interactive computer graphics, interactive physics, visualisation, human-machine interaction, procedural content generation, sound and music production and scientific work.

Intended learning outcomes

At the end of GameLab 1, the students have worked out the entire development cycle of a computer game. Accordingly, students acquired basic knowledge of the design, development and scientific testing of games and interactive, real-time systems in general.

Courses (type, number of weekly contact hours, language — if other than German)

R (8)
Module taught in: German or 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)

presentation of project results (30 to 45 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

450 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)

Module title	Abbreviation
Game Lab II Architectures and Components	10-GE-GL-2-162-m01

Module coordinator	Module offered by
holder of the Chair of Computer Science IX	Institute of Computer Science

ECTS	Method of grading	Only after succ. compl. of module(s)
20	numerical grade	--

Duration	Module level	Other prerequisites
2 semester	undergraduate	--

Contents

Based on the knowledge and abilities learned in GameLab 1, GameLab 2 identifies specific ways to expand existing game engines. From now on, powerful and equally accessible engine extensions (including plugins) are being developed. In addition to the technical challenges, the technical documentation and the universal applicability of the software products are of great importance in order to meet the requirements of a product prototype. In the course of the lecture and practice the basic theoretical concepts and practical skills are learned in order to develop individual engine extensions in teams iteratively.

Intended learning outcomes

At the end of the GameLab 2, the students worked out the entire development cycle of an engine extension. The domain of the learned knowledge is already deep in the programmatic backend of complex game engine frameworks. At the same time, students have learned how to design complex system components in an accessible way and how to document them in a sound and comprehensible manner.

Courses (type, number of weekly contact hours, language — if other than German)

R (10)
Module taught in: German or 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)

presentation of project results (30 to 45 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

600 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)

Module title			Abbreviation
Game Lab III Systems			10-GE-GL-3-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
20	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
2 semester	undergraduate	--	

Contents

The basic principles of game engines are taught in the classes of Human-Computer Interaction, Interactive Computer Graphics, Interactive Artificial Intelligence and Asset Development. In GameLab 3 these different aspects are integrated in order to develop a comprehensive engine independently. As in the GameLabs 1 and 2, the projects are realized in groups. Depending on the student's interest, highly specialized and innovative engines can be created. The necessary theoretical concepts and practical skills are strengthened within the framework of the lecture and practice.

Intended learning outcomes

After completion of the course, students will have a deep understanding of the software architecture of Game Engines and the interplay of integrated subengines. In particular the uniform organization of large-scale software projects as well as a later application perspective can be realized by the students.

Courses (type, number of weekly contact hours, language — if other than German)

R (10)
Module taught in: German or 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)

presentation of project results (30 to 45 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

600 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)

Module title			Abbreviation
Fundamentals of Programming			10-GE-GdP-172-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science II		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Data types, control structures, foundations of procedural programming, selected topics of C, introduction to object orientation in Java, selected topics of C++, further Java concepts, digression: scripting languages.

Intended learning outcomes

The students possess a fundamental knowledge about programming languages (in particular Java, C and C++) and are able to independently develop average to high level Java programs.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or 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)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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 (2017)
Bachelor's degree (1 major) Games Engineering (2025)

Module title	Abbreviation
Algorithms and data structures	10-GE-ADS-162-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	undergraduate	--

Contents

Design and analysis of algorithms, recursion vs. iteration, sort and search methods, data structures, abstract data types, lists, trees, graphs, basic graph algorithms, programming in Java.

Intended learning outcomes

The students are able to independently design algorithms as well as to precisely describe and analyse them. The students are familiar with the basic paradigms of the design of algorithms and are able to apply them in practical programs. The students are able to estimate the run-time behaviour of algorithms and to prove their correctness.

Courses (type, number of weekly contact hours, language — if other than German)

V (4) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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)

Module title			Abbreviation
Software Technology			10-GE-ST-162-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	undergraduate	--	

Contents

Object-oriented software development with UML, development of graphical user interfaces, foundations of databases and object-relational mapping, foundations of web programming (HTML, XML), software development processes, unified process, agile software development, project management, quality assurance.

Intended learning outcomes

The students possess a fundamental theoretical and practical knowledge on the design and development of software systems.

Courses (type, number of weekly contact hours, language — if other than German)

V (4) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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)

Module title			Abbreviation
Mathematics 1 for Games Engineering			10-M-GE-1-162-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

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)

V (4) + Ü (2)

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)

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)

V (4) + Ü (2)

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)

Module title			Abbreviation
Software Quality			10-GE-SQ-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

How do we develop high quality software? How do we write good code? This module will teach students how to recognise and write high quality software code.
The module will focus on developing the skills to meet critical software quality requirements such as reliability, testability, accuracy, security, portability and maintainability as well as efficiency in time and space. Programming guidelines as well as code examples will illustrate concepts, techniques and tools that lead to professional code quality and ensure high software quality production. Different programming languages will be used to highlight typical examples and key concepts.

Intended learning outcomes

At the end of the course, the students will have gained a solid background knowledge on the theory and the methods for producing high quality code. They will also have gained a broad understanding of testing techniques and software requirements specifications.

Courses (type, number of weekly contact hours, language — if other than German)

V (2)
Module taught in: German or 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)

written examination (approx. 60 to 120 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Network and Concurrent Programming			10-GE-NPP-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

This module will give the students the opportunity to learn and practice the skills essential to the development of networked and multithreaded applications. This module will give an overview of networking protocols and related APIs (application programmer interfaces), and familiarize the students with concurrent and distributed programming paradigms, focusing in particular on the realtime interactive systems (RIS) domain (such as video games, virtual reality or mixed reality applications). Issues faced when developing a concurrent or distributed application will be tackled, including synchronization and security issues. Examples of abstractions will be studied, including concurrency design patterns, distributed objects models and architectures. Classical and innovative architectures and deployment will be studied. Students will be given the opportunity to experiment and practice with the issues studied through the use of suitable libraries and middleware (e.g, game engine) during the exercise sessions.

Intended learning outcomes

The studnents possess an solid understanding of computer network systems, classical networking protocols and communication models on private networks and Internet, and of the issues faced when developing distributed applications with strong realtime interactive requirements such as digital games, virtual reality or mixed reality applications.
The students are able to to design and develop concurrent and networked applications through the use of adequate design patterns and communication models and have an overview of different concurrent programming models, such as threads and processes, and the different communication models they can support

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or 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)

a) written examination (approx. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Foundations of Human-Computer Interaction			10-GE-GMCS-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Human-Computer Interaction is concerned with the design, evaluation and implementation of interactive computing systems for human use and with the study of major phenomena surrounding them. This course gives an introduction into the principle biological, physiological, and psychological constraints as defined by the human user and relates these constraints to the conceptual and technical solutions of today's computer systems and existing as well as prospective interaction metaphors between humans and computers.
The course covers topics about human perception and cognition, memory and attention, the design of interactive systems, prominent evaluation methods, the principles of computer systems, typical input processing techniques, interface technology, and examples of typical interaction metaphors, from text-based input to graphical desktops to multimodal interfaces. Accompanying lab-work will introduce students to typical tasks involved in this field, i.e., prominent evaluation methods and prototyping of interfaces.

Intended learning outcomes

After the course, the students will have a broad understanding of the underlying principles of human users and computer systems. They will understand the constraints and capabilities of current user interfaces and they will learn about the necessary steps applied in user-centered design and development approaches.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (1)
Module taught in: German or 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)

written examination (approx. 60 to 120 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Asset Development (Modeling and Animation)			10-GE-AE-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

The precise mapping of the world or the attractive representation of complex content ensures an important basic functionality for the effective use of interactive, real-time systems and enables atmospheric computer games. In this module, basic methods of modeling three-dimensional assets are learned - from the design of mesh-based graphical objects to the rigging of complex animated characters. These manual approaches are complemented by automatic forward calculations of physical processes by means of appropriate, real-time engines. We will work with these engines and understand their basic principles.

Intended learning outcomes

After completion of the course, students have a solid background knowledge about the creation, presentation and animation of graphical, three-dimensional objects.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or English
Course type: alternatively S (2) instead of V

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. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Interactive Artificial Intelligence			10-GE-IKI-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Artificial Intelligence (AI) studies the science and engineering of making intelligent machines, that is, methods which let machines or software exhibit intelligent behaviour. This course specifically concentrates on interactive methods applicable to novel human-computer interfaces and computer games. The course will cover topics about problem solving in general, search methods, semantic representation, logic and deduction methods, constraint satisfaction methods, as well as algorithmical approaches to apply these methods to interactive systems. The latter includes the identification of necessary software modules and requirements for AI-enabled systems as well as APIs for building so-called world interfaces. An introduction to inductive learning approaches, in particular Q-Learning and Evolutionary Algorithms concludes the lecture.

Intended learning outcomes

After the course, the students will have a broad understanding of the underlying theoretical models and methods used in interactive Artificial Intelligence. They will be able to implement a prominent variety of these methods, to build their own intelligent interactive applications, and to choose the right software tool for this task.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or 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)

a) written examination (approx. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title	Abbreviation
Interactive Computer Graphics	10-GE-ICG-162-m01

Module coordinator	Module offered by
holder of the Chair of Computer Science IX	Institute of Computer Science

ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--

Duration	Module level	Other prerequisites
1 semester	undergraduate	--

Contents

Computer graphics studies methods for digitally synthesising and manipulating visual content. This course specifically concentrates on interactive graphics with an additional focus on 3D graphics as a requirement for many contemporary as well as for novel human-computer interfaces and computer games. The course will cover topics about light and images, lighting models, data representations, mathematical formulations of movements, projection as well as texturing methods. Theoretical aspects of the steps involved in ray-tracing and the raster pipeline will be complemented by algorithmical approaches for interactive image syntheses using computer systems. Accompanying software solutions will utilise modern graphics packages and languages like OpenGL, GLSL and/or DirectX.

Intended learning outcomes

At the end of the course, the students will have a broad understanding of the underlying theoretical models of computer graphics. They will be able to implement a prominent variety of these models, to build their own interactive graphics applications and to choose the right software tool for this task.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or 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)

a) written examination (approx. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Seminar - Current Trends of Games Engineering			10-GE-SEM-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Independent review of a current topic in the field of Games Engineering based on literature and, where applicable, software with written and oral presentation.

Intended learning outcomes

The students possess the skills to independently review a current topic in the field of Games Engineering, to summarize the main points in written form and to give a pleasant oral presentation.

Courses (type, number of weekly contact hours, language — if other than German)

S (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

presentation (approx. 20 minutes) with handout (approx. 5 pages)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Compulsory Electives

(10 ECTS credits)

Module title			Abbreviation
Selected Topics of Games Engineering 1			10-GE-AT-1-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Selected chapters of Games Engineering.

Intended learning outcomes

The students possess special knowledge in the area of Games Engineering. They are able to understand solutions of complex problems in this area and can transfer them to related questions.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or English
Course type: alternatively S (2) instead of V, T (2) instead of Ü

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. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Selected Topics of Games Engineering 2			10-GE-AT-2-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Selected chapters of Games Engineering.

Intended learning outcomes

The students possess special knowledge in the area of Games Engineering. They are able to understand solutions of complex problems in this area and can transfer them to related questions.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Module taught in: German or English
Course type: alternatively S (2) instead of V, T (2) instead of Ü

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. 60 to 120 minutes) or
b) presentation of project results (approx. 20 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Computer Science in Media 1			10-GE-MK-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
6	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

The module Medieninformatik 1 (Media Informatics 1) provides students with a basic knowledge and a practical overview of current digital media types.

Intended learning outcomes

Students are familiar with the concepts of media informatics. They have basic knowledge of information processing with a special focus on digital media.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)
Course type: alternatively T (2) instead of Ü

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. 60 minutes) or
b) oral examination (approx. 20 minutes) or
c) term paper (approx. 20 pages) or
d) portfolio (approx. 20 pages)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

180 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)

Module title			Abbreviation
Theoretical Informatics			10-GE-TIV-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Computability, decidability, countability, complexity of calculations, Boolean functions and circuits, finite automata and regular sets, generative grammars, context-free languages, context-sensitive languages.

Intended learning outcomes

The students possess fundamental and applicable knowledge in the area of computability, decidability, countability, complexity of calculations, Boolean functions and circuits, finite automata and regular sets, generative grammars, context free languages, context sensitive languages.

Courses (type, number of weekly contact hours, language — if other than German)

V (4)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 15 minutes per candidate).

Allocation of places

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Additional information

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Workload

150 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)

Module title			Abbreviation
Tutorial Theoretical Informatics			10-GE-TIT-172-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)**	
5	(not) successfully completed	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of calculations, P-NP problem, NP completeness.

Intended learning outcomes

The students possess a fundamental and applicable knowledge in the areas of computability, decidability, countability, finite automata, regular sets, generative grammars, context-free languages, context-sensitive languages, complexity of computations, P-NP problem, NP completeness.

Courses (type, number of weekly contact hours, language — if other than German)

Ü (2)

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) exercises (consisting in completion of approx. 11 home work exercise sheets, presentation of own solutions in the exercise groups as well as approx. 5 short assessments written in the exercise group) or
b) written examination (approx. 180 to 240 minutes)
Die Prüfungsart ist vom Prüfling festzulegen

Allocation of places

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Additional information

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Workload

150 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 (2017)

Module title			Abbreviation
Logic for informatics			10-GE-LOG-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Syntax and semantics of propositional logic, equivalence and normal forms, Horn formulas, SAT, resolution, infinite formula sets, syntax and semantics of predicate logic.

Intended learning outcomes

The students are proficient in the following areas: syntax and semantics of propositional logic, equivalence and normal forms, Horn formulas, SAT, resolution, infinite formula sets, syntax and semantics of predicate logic.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Algorithmic Graph Theory			10-GE-AGT-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science I		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

We discuss typical graph problems: We solve round trip problems, calculate maximal flows, find matchings and colourings, work with planar graphs and find out how the ranking algorithm of Google works. Using the examples of graph problems, we also become familiar with new concepts, for example how we model problems as linear programs or how we show that they are fixed parameter computable.

Intended learning outcomes

The students are able to model typical problems in computer science as graph problems. In addition, the participants are able to decide which tool from the course helps solve a given graph problem algorithmically. In this course, students learn in detail how to estimate the run time of given graph algorithms.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Databases			10-GE-DB-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Relational algebra and complex SQL statements; database planning and normal forms; transaction management.

Intended learning outcomes

The students possess knowledge about database modelling and queries in SQL as well as transactions.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Knowledge-based Systems			10-GE-WBS-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science VI		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Foundations in the following areas: knowledge management systems, knowledge representation, solving methods, knowledge acquisition, learning, guidance dialogue, semantic web.

Intended learning outcomes

The students possess theoretical and practical knowledge for the understanding and design of knowledge-based systems including knowledge formalisation and have acquired experience in a small project.

Courses (type, number of weekly contact hours, language — if other than German)

S (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Advanced Programming			10-GE-APR-172-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science II		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

With the knowledge of basic programming, taught in introductory lectures, it is possible to realize simpler programs. If more complex problems are to be tackled, suboptimal results like long, incomprehensible functions and code duplicates occur. In this lecture, further knowledge is to be conveyed on how to give programs and code a sensible structure. Also, further topics in the areas of software security and parallel programming are discussed.

Intended learning outcomes

Students learn advanced programming paradigms especially suited for space applications. Different patterns are then implemented in multiple languages and their efficiency measured using standard metrics. In addition, parallel processing concepts are introduced culminating in the use of GPU architectures for extremely quick processing.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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 (2017)

Module title			Abbreviation
Cryptography and Data Security			10-GE-KD-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Private key cryptography systems, Vernam one-time pad, AES, perfect security, public key cryptography systems, RSA, Diffie-Hellman, Elgamal, Goldwasser-Micali, digital signature, challenge-response methods, secret sharing, millionaire problem, secure circuit evaluation, homomorphous encryption.

Intended learning outcomes

The students possess a fundamental and applicable knowledge in the areas of private key cryptography systems, Vernam one-time pad, AES, perfect security, public key cryptography, RSA, Diffie-Hellman, Elgamal, Goldwasser-Micali, digital signature, challenge-response method, secret sharing, millionaire problem, secure circuit evaluation, homomorphous encryption

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
3D Point Cloud Processing			10-GE-3D-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science XVII		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Laser scanning, Kinect and camera models, basic data structures (lists, arrays, oc-trees), calculating normals, k-d trees, registration, features, segmentation, tracking, applications for airborne mapping, applications to mobile mapping.

Intended learning outcomes

Students understand the fundamental principles of all aspects of 3D point cloud processing and are able to communicate with engineers / surveyors / CV people / etc. Students are able to solve problems of modern sensor data processing and have experienced that real application scenarios are challenging in terms of computational requirements, in terms of memory requirements and in terms of implementation issues.

Courses (type, number of weekly contact hours, language — if other than German)

S (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Computer Architecture			10-GE-RAK-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Instruction set architectures, command processing through pipelining, statical and dynamic instruction scheduling, caches, vector processors, multi-core processors.

Intended learning outcomes

The students master the most important techniques to design fast computers as well as their interaction with compilers and operating systems.

Courses (type, number of weekly contact hours, language — if other than German)

V (2) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Module title			Abbreviation
Computer Networks and Communication Systems			10-GE-RK-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science III		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
8	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Properties of computer and communication systems: data traffic in distributed systems. Performance analysis of computer networks and communication systems: problem statement and introduction to method architecture and structure of computer networks: network structure, network access, access methods, digital transfer hierarchies, dataflow control and traffic control, transfer network. Communication protocols: fundamental principles and ISO architecture models. Internet: structure and basic mechanism, TCP/IP, routing, network management. Mobile communication networks: fundamental concepts, GSM, UMTS. Future communication systems and networks.

Intended learning outcomes

The students possess an intricate knowledge of the structure of computer networks and communication systems as well as fundamental principles to rate these systems.

Courses (type, number of weekly contact hours, language — if other than German)

V (4) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

240 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)

Module title			Abbreviation
Selected Basics of Computer Science			10-GE-GI-162-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)**	
5	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Selected topics in computer science.

Intended learning outcomes

The students are able to understand solutions to fundamental problems in computer science and to transfer them to related topics.

Courses (type, number of weekly contact hours, language — if other than German)

V (4) + Ü (2)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

written examination (approx. 60 to 120 minutes).
If announced by the lecturer at the beginning of the course, the written examination may be replaced by an oral examination of one candidate each (approx. 20 minutes) or an oral examination in groups of 2 candidates (approx. 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

150 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)

Transferable Skills

(20 ECTS credits)

General Key Skills

(5 ECTS credits)

Students may also take modules offered as part of the pool of general transferable skills (ASQ) of JMU.

General Key Skills (subject-specific)

(ECTS credits)

Module title			Abbreviation
Work experience as a research and teaching assistant			10-GE-Tut-ASQ-162-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)**	
5	(not) successfully completed	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Tutoring activities in the area of computer science.

Intended learning outcomes

Imparting knowledge and skills to students of computer science.

Courses (type, number of weekly contact hours, language — if other than German)

P (0)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

report (approx. 2 pages)

Allocation of places

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Additional information

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Workload

150 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)

Subject-specific Key Skills

(15 ECTS credits)

Module title			Abbreviation
Practice/Job-oriented Internship			10-GE-BPrakt-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
15	(not) successfully completed	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Practical experience is an important skill and source of information for application-oriented aspects of various sciences and the related job descriptions. This is also true for Games Engineering. This course requires the participants to take part in an internship either in the academic field or in the industry.

Intended learning outcomes

The participants will learn how potential future jobs and employments will be characterized and what kind of qualifications will be expected from them.

Courses (type, number of weekly contact hours, language — if other than German)

P (0)

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

report on work placement (approx. 5 pages)
Language of assessment: German or English

Allocation of places

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Additional information

Additional information on module duration: no less than 12 weeks.

Workload

450 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)

Thesis Area

(15 ECTS credits)

Module title			Abbreviation
Exhibition: Game Lab III and Bachelor Thesis			10-GE-EX-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
3	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

Presentation and communication are important skills for application-oriented and practical aspects of various sciences. This is specifically true for Games Engineering. This course requires the participants to present the results of an associated project to a larger audience in a and exhibition-like setup.

Intended learning outcomes

The participants will learn how to present their own work to a larger audience, how to plan, design and set-up the different parts of an own exhibition booth, and how to react individually to questions from the audience.

Courses (type, number of weekly contact hours, language — if other than German)

S (1)
Module taught in: German or 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)

presentation of results of Game Lab III project and of Bachelor's thesis (approx. 10 minutes)
Language of assessment: German and/or English
creditable for bonus

Allocation of places

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Additional information

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Workload

90 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)

Module title			Abbreviation
Bachelor Thesis Games Engineering			10-GE-BT-162-m01
Module coordinator		**Module offered by**	
holder of the Chair of Computer Science IX		Institute of Computer Science	
ECTS	**Method of grading**	**Only after succ. compl. of module(s)**	
12	numerical grade	--	
Duration	**Module level**	**Other prerequisites**	
1 semester	undergraduate	--	

Contents

The students have to individually work on an assigned well-defined problem in the field of Games Engineering and document their results using good scientific standards.

Intended learning outcomes

Participants will learn how to apply scientific methods from the Games Engineering field. They will learn a structured approach starting from a definition and motivation of research questions and the discussion and summery of related work from scientific publications and prior approaches. Following this they will learn how to develop own concepts and methods to tackle the questions and how to implement them and potentially to evaluate the results.

Courses (type, number of weekly contact hours, language — if other than German)

No courses assigned to module

Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)

Bachelor's thesis (approx. 30 pages)
Language of assessment: German or English

Allocation of places

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Additional information

Time to complete: 12 weeks

Workload

360 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)