



Subdivided Module Catalogue for the Module studies (Bachelor) Human-Computer Systems

Examination regulations version: 2019
Responsible: Faculty of Human Sciences
Responsible: Institute of Human Computer Media

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:

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

15-May-2019 (2019-36)

27-Jun-2019 (2019-41)

14-Nov-2019 (2019-52)

22-Jan-2020 (2020-13)

06-May-2020 (2020-39)

22-Jul-2020 (2020-57)

17-Dec-2020 (2020-110)

10-Mar-2021 (2021-17)

09-Jun-2021 (2021-58)

22-Dec-2021 (2021-85)

05-Jul-2022 (2022-52)

31-Jan-2023 (2022-86)

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.

The subject is divided into

Abbreviation	Module title		Method of grading	page
Summer Term 2019				
10-MCS-IS1-152-m01	Interactive Systems 1	5	NUM	8
10-MCS-IS2-152-m01	Interactive Systems 2	5	NUM	9
10-MCS-IS3-152-m01	Interactive Systems 3	5	NUM	10
Winter Term 2019				
10-MCS-IS1-152-m01	Interactive Systems 1	5	NUM	8
10-MCS-IS2-152-m01	Interactive Systems 2	5	NUM	9
10-MCS-IS3-152-m01	Interactive Systems 3	5	NUM	10
Winter Term 2020				
06-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
06-MCS-V2-152-m01	Specialization MCS 2	5	NUM	6
Summer Term 2021				
06-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
06-MCS-V2-152-m01	Specialization MCS 2	5	NUM	6
Winter Term 2021				
06-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
06-MCS-V2-152-m01	Specialization MCS 2	5	NUM	6
Summer Term 2022				
06-MK-MASSI-212-m01	Measurement and Analysis of Structure in Social Interaction	4	B/NB	7
06-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
06-MCS-V2-152-m01	Specialization MCS 2	5	NUM	6
Winter Term 2022				
06-MK-MASSI-212-m01	Measurement and Analysis of Structure in Social Interaction	4	B/NB	7
06-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
06-MCS-V2-152-m01	Specialization MCS 2	5	NUM	6

Module title		Abbreviation
Specialization MCS 1		o6-MCS-V1-152-m01
Module coordinator		Module offered by
chairperson of examination committee of the Bachelor's degree programme Mensch-Computer-Systeme (Human-Computer Systems)		Institute of Human Computer Media
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
In this module, the contents of the degree courses are deepened and references to neighboring sciences are made, which expand and deepen the skills already acquired, e.g. media communication, business informatics, interaction design, sociology of technology, psychology, computer science, museology, digital humanities, geography, etc.		
Intended learning outcomes		
After participating in this module, students will be able to name and explain typical problems and methods in their own subject as well as in related fields of science and application. They develop methodological competence, communicative competence, cooperation skills and the ability to deal with conflicts in interdisciplinary cooperation.		
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 can be chosen to earn a bonus)		
Unless otherwise specified, the following methods can be chosen from for assessment in the specialisations Human-Computer Systems: a) written examination (approx. 90 minutes), b) presentation (approx. 20 minutes) and handout (approx. 5 pages), c) presentation of project results (approx. 30 minutes), d) presentation (approx. 45 minutes), e) oral examination of one candidate each (approx. 30 minutes) or f) term paper (approx. 10 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 title		Abbreviation
Specialization MCS 2		o6-MCS-V2-152-mo1
Module coordinator		Module offered by
chairperson of examination committee of the Bachelor's degree programme Mensch-Computer-Systeme (Human-Computer Systems)		Institute of Human Computer Media
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
In this module, the contents of the degree courses are deepened and references to neighboring sciences are made, which expand and deepen the skills already acquired, e.g. media communication, business informatics, interaction design, sociology of technology, psychology, computer science, museology, digital humanities, geography, etc.		
Intended learning outcomes		
After participating in this module, students will be able to name and explain typical problems and methods in their own subject as well as in related fields of science and application. They develop methodological competence, communicative competence, cooperation skills and the ability to deal with conflicts in interdisciplinary cooperation.		
Courses (type, number of weekly contact hours, language — if other than German)		
V (2) + Ü (1)		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module can be chosen to earn a bonus)		
Unless otherwise specified, the following methods can be chosen from for assessment in the specialisations Human-Computer Systems: a) written examination (approx. 90 minutes), b) presentation (approx. 20 minutes) and handout (approx. 5 pages), c) presentation of project results (approx. 30 minutes), d) presentation (approx. 45 minutes), e) oral examination of one candidate each (approx. 30 minutes) or f) term paper (approx. 10 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 title		Abbreviation
Measurement and Analysis of Structure in Social Interaction		o6-MK-MASSI-212-m01
Module coordinator		Module offered by
holder of the Chair of Media Psychology		Chair of Media Psychology
ECTS	Method of grading	Only after succ. compl. of module(s)
4	(not) successfully completed	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
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Intended learning outcomes		
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Courses (type, number of weekly contact hours, language — if other than German)		
S (2) Module taught in: English		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module can be chosen to earn a bonus)		
a) written examination (approx. 45 minutes) or b) oral examination of one candidate each (approx. 15 minutes) or c) term paper (approx. 10 to 12 pages) or d) portfolio (approx. 13 pages) Language of assessment: English		
Allocation of places		
Only applies to ASQ-Pool: max. 5 If the number of applicants exceeds the number of available places, participants will be selected according to the progress of their studies (number of semesters). If there is a tie, the lot decides. Places that become free afterwards will be raffled in the replacement procedure.		
Additional information		
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Workload		
120 h		
Teaching cycle		
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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module title		Abbreviation
Interactive Systems 1		10-MCS-IS1-152-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		
<p>The module teaches basic requirements, concepts and practical solutions in the field of interactive systems. A special focus is on systems for the realization of human-computer interaction, in which user and computer form a common system in a closed input-output loop and requirements of different degrees of reactivity up to real-time are crucial. Possible examples include classical graphical interfaces, web-based solutions, and virtual and augmented reality systems.</p>		
Intended learning outcomes		
<p>After participating in the module courses, students are able to identify basic capabilities and properties of today's computer systems with regard to their interactivity and to derive technical measures for their realization. Students will be able to select and evaluate suitable solution approaches and tools for tasks in the field of interactive systems development. Furthermore, students are able to develop alternative approaches for future interactive systems.</p>		
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 can be chosen to earn a bonus)		
<p>Unless otherwise specified, the following methods can be chosen from for assessment in the specialisations Human-Computer Systems: a) written examination (approx. 90 minutes), b) presentation (approx. 20 minutes) and handout (approx. 5 pages), c) presentation of project results (approx. 30 minutes), d) presentation (approx. 45 minutes), e) oral examination of one candidate each (approx. 30 minutes) or f) term paper (approx. 10 pages). Language of assessment: German and/or English creditable for bonus</p>		
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 title		Abbreviation
Interactive Systems 2		10-MCS-IS2-152-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		
<p>The module teaches basic requirements, concepts and practical solutions in the field of interactive systems. A special focus is on systems for the realization of human-computer interaction, in which user and computer form a common system in a closed input-output loop and requirements of different degrees of reactivity up to real-time are crucial. Possible examples include classical graphical interfaces, web-based solutions, and virtual and augmented reality systems.</p>		
Intended learning outcomes		
<p>After participating in the module courses, students are able to identify basic capabilities and properties of today's computer systems with regard to their interactivity and to derive technical measures for their realization. Students will be able to select and evaluate suitable solution approaches and tools for tasks in the field of interactive systems development. Furthermore, students are able to develop alternative approaches for future interactive systems.</p>		
Courses (type, number of weekly contact hours, language — if other than German)		
V (2)		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module can be chosen to earn a bonus)		
<p>Unless otherwise specified, the following methods can be chosen from for assessment in the specialisations Human-Computer Systems: a) written examination (approx. 90 minutes), b) presentation (approx. 20 minutes) and handout (approx. 5 pages), c) presentation of project results (approx. 30 minutes), d) presentation (approx. 45 minutes), e) oral examination of one candidate each (approx. 30 minutes) or f) term paper (approx. 10 pages). Language of assessment: German and/or English creditable for bonus</p>		
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 title		Abbreviation
Interactive Systems 3		10-MCS-IS3-152-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		
<p>The module teaches basic requirements, concepts and practical solutions in the field of interactive systems. A special focus is on systems for the realization of human-computer interaction, in which user and computer form a common system in a closed input-output loop and requirements of different degrees of reactivity up to real-time are crucial. Possible examples include classical graphical interfaces, web-based solutions, and virtual and augmented reality systems.</p>		
Intended learning outcomes		
<p>After participating in the module courses, students are able to identify basic capabilities and properties of today's computer systems with regard to their interactivity and to derive technical measures for their realization. Students will be able to select and evaluate suitable solution approaches and tools for tasks in the field of interactive systems development. Furthermore, students are able to develop alternative approaches for future interactive systems.</p>		
Courses (type, number of weekly contact hours, language — if other than German)		
R (0)		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module can be chosen to earn a bonus)		
<p>Unless otherwise specified, the following methods can be chosen from for assessment in the specialisations Human-Computer Systems: a) written examination (approx. 90 minutes), b) presentation (approx. 20 minutes) and handout (approx. 5 pages), c) presentation of project results (approx. 30 minutes), d) presentation (approx. 45 minutes), e) oral examination of one candidate each (approx. 30 minutes) or f) term paper (approx. 10 pages). Language of assessment: German and/or English creditable for bonus</p>		
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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