



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-2019 (2020-39)

22-Jul-2020 (2020-57)

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	7
10-MCS-IS2-152-m01	Interactive Systems 2	5	NUM	8
10-MCS-IS3-152-m01	Interactive Systems 3	5	NUM	9
Winter Term 2019				
10-MCS-IS1-152-m01	Interactive Systems 1	5	NUM	7
10-MCS-IS2-152-m01	Interactive Systems 2	5	NUM	8
10-MCS-IS3-152-m01	Interactive Systems 3	5	NUM	9
Winter Term 2020				
o6-MCS-V1-152-m01	Specialization MCS 1	5	NUM	5
o6-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		
German contents available but not translated yet.		
In diesem Modul werden Inhalte des Studiums vertieft und Bezüge zu Nachbarwissenschaften hergestellt, die die bisherigen im Studium erworbenen Kompetenzen erweitern und vertiefen, z.B. Medienkommunikation, Wirtschaftsinformatik, Interaction Design, Techniksoziologie, Psychologie, Informatik, Museologie, Digital Humanities, Geographie u.a.		
Intended learning outcomes		
German intended learning outcomes available but not translated yet.		
Nach der Teilnahme an diesem Module verstehen die Studierenden Problemstellungen und Methoden im eigenen Fach wie in den angrenzenden Wissenschafts- und Anwendungsgebieten. Sie entwickeln Kenntnisse, Fähigkeiten und Fertigkeiten in Bezug auf Kommunikation, Kooperation und Konfliktlösung in interdisziplinärer Zusammenarbeit.		
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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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-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		
German contents available but not translated yet.		
In diesem Modul werden Inhalte des Studiums vertieft und Bezüge zu Nachbarwissenschaften hergestellt, die die bisherigen im Studium erworbenen Kompetenzen erweitern und vertiefen, z.B. Medienkommunikation, Wirtschaftsinformatik, Interaction Design, Techniksoziologie, Psychologie, Informatik, Museologie, Digital Humanities, Geographie u.a.		
Intended learning outcomes		
German intended learning outcomes available but not translated yet.		
Nach der Teilnahme an diesem Module verstehen die Studierenden Problemstellungen und Methoden im eigenen Fach wie in den angrenzenden Wissenschafts- und Anwendungsgebieten. Sie entwickeln Kenntnisse, Fähigkeiten und Fertigkeiten in Bezug auf Kommunikation, Kooperation und Konfliktlösung in interdisziplinärer Zusammenarbeit.		
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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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>This module discusses requirements, concepts and practical solutions in the area of interactive systems. A special focus is on systems concentrating on human-computer interaction. Typical examples include graphical user interfaces, web-based solutions or even systems from augmented and virtual reality. The course concentrates on systems in which users and computers form a closed input-output loop and requirements of reactivity and real-time performance are decisive.</p>		
Intended learning outcomes		
<p>At the end of the course, students will have a thorough knowledge of the requirements of interactivity. They will be able to identify and analyse technical capabilities and properties of today's computer systems with respect to interactivity as well as to derive the necessary actions. Students will have learned to choose appropriate solutions and tools for various development tasks in this area. Having been equipped with a theoretical foundation, students will be able to develop alternative solutions for future 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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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>This module discusses specific requirements, concepts and solutions in the area of interactive systems in more detail. A special focus is on systems concentrating on human-computer interaction. Typical examples include graphical user interfaces, web-based solutions or even systems from augmented and virtual reality. The course concentrates on systems in which users and computers form a closed input-output loop and requirements of reactivity and real-time performance are decisive.</p>		
Intended learning outcomes		
<p>At the end of the course, students will have an advanced knowledge of the requirements of interactivity. They will be able to identify and analyse technical capabilities and properties of today's computer systems with respect to interactivity as well as to derive the necessary actions. Students will have learned to choose appropriate solutions and tools for various development tasks in a broad range of applications. Having been equipped with a theoretical foundation, students will be able to develop alternative solutions for future 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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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>This module discusses practical requirements, concepts and solutions in the area of interactive systems in more detail. A special focus is on systems concentrating on human-computer interaction. Typical examples include graphical user interfaces, web-based solutions or even systems from augmented and virtual reality. The course concentrates on systems in which users and computers form a closed input-output loop and requirements of reactivity and real-time performance are decisive.</p>		
Intended learning outcomes		
<p>At the end of the course, students will have an advanced knowledge of the requirements of interactivity. They will be able to identify and analyse technical capabilities and properties of today's computer systems with respect to interactivity as well as to derive the necessary actions. Students will have learned to choose appropriate solutions and tools for various development tasks in a broad range of applications. Practical applications will allow students to implement alternative solutions for future interactive systems, building on the theoretical foundation they have been equipped with.</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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Referred to in LPO I (examination regulations for teaching-degree programmes)		
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