

Annex SFB

Studienfachbeschreibung (subject description, SFB) for Module studies (Bachelor) Games Engineering

Responsible: Faculty of Mathematics and Computer Science
Responsible: Institute of Computer Science

Examination regulations version: 2019
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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 for the modules in this SFB: Unless otherwise stated, courses and assessments will be held in German, assessments will be offered every semester and modules are not creditable for bonus.

Information on assessment procedures: 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 a 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)

15-Jun-2023 (2023-58)

13-Dec-2023 (2023-107)

07-Aug-2024 (2024-82)

22-Jan-2025 (2025-1)

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.

Every module will be described using the following form:

Abbreviation	Module title
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ECTS	Duration	(in semesters)	Method of grading	Module level
Courses	To be specified in the form X (y) with course type X abbreviated as specified above and number of weekly contact hours y			
Method of assessment				
Only after successful completion of	if applicable			
Other prerequisites	if applicable			
Participants and allocation of places	if applicable			
Additional information	if applicable			
Referred to in LPO I	if applicable (examination regulations for teaching-degree programmes)			

Summer Term 2019								
10-GE-AT-1-162-m01	Selected Topics of Games Engineering 1							
	ECTS	5	Duration	1 semester	Method of grading	numerical grade	Modul level	undergraduate
	Courses	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	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						
Winter Term 2019								
10-GE-AT-1-162-m01	Selected Topics of Games Engineering 1							
	ECTS	5	Duration	1 semester	Method of grading	numerical grade	Modul level	undergraduate
	Courses	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	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						