

## Course

# IA - Project Interactive Systems

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### ^ General information

<b>Long name</b>	Project Interactive Systems
<b>Approving CModule</b>	<a href="#">IA_BaMT</a>
<b>Responsible</b>	Prof. Dr. Stefan Grünvogel Professor Fakultät IME
<b>Level</b>	Bachelor
<b>Semester in the year</b>	summer semester
<b>Duration</b>	Semester
<b>Hours in self-study</b>	144
<b>ECTS</b>	6
<b>Professors</b>	Prof. Dr. Stefan Grünvogel Professor Fakultät IME  Prof. Dr.-Ing. Arnulph Fuhrmann Professor Fakultät IME
<b>Requirements</b>	Computer graphics Computer animation Informatic 1 and 2 Mathematics 1 and 2
<b>Language</b>	English
<b>Separate final exam</b>	Yes

## Final exam

### Details

Working on a task from the area of interactive systems in a group of 3-5 people. Documentation of the project results and presentation. Mutual review of the individual teams.

## Minimum standard

Definition of project objective and project planning meet minimum standards.

Project management process and corresponding decisions are comprehensible and justified.

Project documentation and project presentation meet specified quality standards.

Project result and live demo show sufficient complexity in development.

## Exam Type

Working on a task from the area of interactive systems in a group of 3-5 people. Documentation of the project results and presentation. Mutual review of the individual teams.

## ^ Project

## Learning goals

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### Skills

Applying practical basic knowledge of programming in the context of an interactive system

Using input and output devices in your own programs

Use of APIs and application software to graphically display or process data

Capturing and understanding scientific texts in English  
Presentation of project results in English

Designing and modeling an interactive system

Solving a problem by applying knowledge and skills from computer graphics and computer animation

Determination of the basic interface, hardware and software requirements for a specific problem

Research in scientific publications on computer graphics and computer animation

- Analysis of the suitability of known methods for the solution of problems from the problem definition

- Conversion of procedures into own programs

- Combination of procedures in own programs

Weighting up the opportunities and risks offered by different problem-solving approaches

Enforcement of the implementation in the team  
Managing project tasks in a team

- Planning and controlling projects

- Keeping agreements and deadlines

- Planning and carrying out reviews

## Expenditure classroom teaching

Type	Attendance (h/Wk.)
Project	2
Tutorial (voluntary)	0

## Separate exam

none