

Course

IA - Project Interactive Systems

Version: 1 | Last Change: 30.09.2019 14:13 | Draft: 0 | Status: vom verantwortlichen Dozent freigegeben

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General information

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

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\nPresentation 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\nManaging 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