

Only the german version of the module description as part of the study regulations is legally binding.

Module name	Applied Immersive Media
Module number	INF-25-Ma-FHI-AIM
Responsible lecturer	Prof. Dr. Matthew McGinity matthew.mcginity@tu-dresden.de
Qualification objectives	Students are able to analyze current immersive media technologies. They know the technical, creative and interactive implications of immersive applications and can implement them in practice .
Content	The module covers technical, creative and interactive developments of immersive applications and immersive systems in practical contexts, in areas such as archaeology, architecture, data visualization, geosciences, physiotherapy or psychotherapy, museums and libraries, music and film production, journalism or education.
Teaching and learning methods	The module comprises practicals of 4 SWS and independent study. The teaching language of the practicals can be German or English and will be specified by the lecturer at the beginning of each semester and announced in the usual manner.
Prerequisites for participation	In the Diploma degree program in Computer Science, the Bachelor's degree program in Computer Science and the Bachelor's degree program in Applied Computer Science, the competencies to be acquired in the modules INF-25-Ma-FVC-FVR Foundations of Virtual Reality, INF-25-Ba-MCI Fundamentals of Human-Computer Interaction, INF-25-Ba-SWT Software Technology and INF-25-Ma-FVC-FCG Foundations of Computer Graphics are required. In the Master's degree program in Computer Science, n the competencies to be acquired in the modules INF-25-Ma-FVC-FVR Foundations of Virtual Reality and INF-25-Ma-FVC-FCG Foundations of Computer Graphics are required.
Applicability	The module is a compulsory elective module in the subject area Human-Computer Interaction at d Interactive Media in the Diploma degree program in Computer Science in the main course of study, which must be selected in accordance with Annex 2 to the examination regulations. In the Bachelor's degree program in Computer Science , the module is a compulsory elective module in the subject specialization, which must be selected in accordance with the appendix to the examination regulations. In the Bachelor's degree course in Applied Computer Science , the module is a compulsory elective module in the specialization in Media Informatics and in the specialization in Medical Informatics, which must be selected in accordance with the annex to the examination regulations. In the Master's degree course in Compute r Science, the module is a compulsory elective module in the open track in the subject area of Human-Computer Interaction and Interactive Media and the supplement, which must be selected in accordance with Annex 2 to the examination regulations. The module can only be chosen once in the Master's degree program in Computer Science . The module cannot be selected in the Master's degree

	program in Computer Science if this module or a module with the same content from a degree program in which the admission requirements according to § 3 of the study regulations have been fulfilled has already been completed. The module fulfills the prerequisites for the modules listed under prerequisites for participation.
Requirements for earning credit points	The credit points are earned if the module examination is passed. The module examination consists of a complex course of 80 hours. The examination language may be German or English and will be specified by the lecturer at the beginning of each semester and announced in the usual manner.
Credit points and grades	6 credit points can be earned through the module. The module grade corresponds to the grade of the examination.
Module frequency	The module is offered every summer semester.
Workload	The total workload is 180 hours.
Module duration	The module comprises one semester.