

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

Module name	Audio Processing
Module number	INF-25-Ma-FHI-APC
Responsible lecturer	Prof. Dr. Matthew McGinity matthew.mcginity@tu-dresden.de
Qualification objectives	Students know the basic mechanisms of processing auditory signals and are able to practically implement interactions and visual elements for processing auditory material. They have a basic understanding of the development of auditory processing chains.
Content	In the context of processing auditory signals, the module covers the control, exploration of parameters, editing and representation of processes.
Teaching and learning methods	The module comprises practical courses 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 competences to be acquired in the modules INF-25-Ba-SWT Software Technology and INF-25-Ba-RN Computer Networks are a prerequisite .
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. The module is a compulsory elective module in the Bachelor's degree course in Applied Computer Science with a specialization in Media Informatics, which must be selected in accordance with the annex to the examination regulations. In the Master's degree program in Computer Science, the module is a compulsory elective module in the open track in the fac hield of Human-Computer Interaction and Interactive Media as well as the supplement, which must be selected in accordance with Annex 2 to the examination regulations g. 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 ang Computer Science if this module or a module with essentially the same content from a degree program with which the admission requirements according to § 3 of the study regulations have already been met has already been completed. The module creates 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 winter semester.
Workload	The total workload is 180 hours.
Module duration	The module comprises one semester.