

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

Module name	Experiments in Immersive Media
Module number	INF-25-Ma-FHI-XIM
Responsible lecturer	Prof. Dr. Matthew McGinity matthew.mcginity@tu-dresden.de
Qualification objectives	Students are able to analyze experimental computer interfaces and technologies and understand the conceptual design of these. They can implement experimental demonstrators in practice .
Content	The contents of the module are experimental demonstrators using new interaction, sensor and display technologies, explorative design and development processes and modern software platforms suitable for rapid prototyping of interactive systems.
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 competencies to be acquired in the modules INF-25-Ba-MCI Fundamentals of Human-Computer Interaction, INF-25-Ba-SWT Software Technology, INF-25-Ma-FVC-FCG Foundations of Computer Graphics and INF-25-Ba-KI Artificial Intelligence are required.
Applicability	The module is a compulsory elective module in the subject area Human-Computer Interaction and 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 in the specialization in Media Informatics and in the specialization in Medical Informatics, which must be selected in accordance with the appendix to the examination regulations. In the Master's degree course in Computer 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 winter semester.
Workload	The total workload is 180 hours.
Module duration	The module comprises one semester.