

<b>Master Project</b> <i>Master Project</i>								Modulnummer:							
Bachelor					Schwerpunkt										
Pflicht <input type="checkbox"/>					Computational Finance <input type="checkbox"/>										
Winf-Schwerpunkt-Pflicht <input type="checkbox"/>					E-Business <input type="checkbox"/>										
Winf-Schwerpunkt-Wahlpflicht <input type="checkbox"/>					IT-Management <input type="checkbox"/>										
Winf-Wahl <input type="checkbox"/>					Logistik <input type="checkbox"/>										
Anzahl der SWS	V	UE	K	S	Prak.	Proj.	$\Sigma$	Kreditpunkte: 30	Turnus Annually						
	0	0	0	0	0	9	9								
Formale Voraussetzungen: Keine															
Inhaltliche Voraussetzungen: -															
Vorgesehenes Semester: ab 1. Semester															
Sprache: Englisch															
Ziele: The students are able to work theoretically, empirically, and practically o complex problems of digital media production and use in a medium-size, self-organized team. They do not only apply existing knowledge in science, the arts and artistic design, but also develop new knowledge: novel concepts, solutions, and methods.															
Inhalte: Working on a complex problem with importance to society, science, and arts or artistic design, the students concern themselves with:															
<ul style="list-style-type: none"> <li>• Organization of both individual work and team work</li> <li>• Analysis of the problem</li> <li>• Definition of objectives</li> <li>• Research of the state of the art</li> <li>• Theoretical reasoning</li> <li>• Design of a solution</li> <li>• Implementation</li> <li>• Examination of the results</li> <li>• Preparation of intermediate and final results for publication or other forms of public display, exhibitions etc.</li> </ul>															
M.Sc. students are required to focus on media informatics in their work; M.A. students on media design.															
Unterlagen (Skripte, Literatur, Programme usw.): Depending on the project topic; to be determined in consultation with advisor															
Form der Prüfung: project work, project report, and colloquium															
Arbeitsaufwand		<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Praesenz im Projektplenum</td> <td style="width: 50%;">120 h</td> </tr> <tr> <td>Eigentliche Projektarbeit</td> <td>780 h</td> </tr> <tr> <td style="border-top: 1px solid black;">Summe</td> <td style="border-top: 1px solid black;">900 h</td> </tr> </table>								Praesenz im Projektplenum	120 h	Eigentliche Projektarbeit	780 h	Summe	900 h
Praesenz im Projektplenum	120 h														
Eigentliche Projektarbeit	780 h														
Summe	900 h														
Lehrende: Im Wechsel Angebote aus allen Arbeitsgruppen des Studiengangs Digitale Medien					Verantwortlich: Prof. Dr. U. Frese										