

| Modul-Nr. | Modul | Aufwand pro Semester | | | | | | | | | | | Prüfung | | | | | Einordnung | | | | | | | | | | |
|-----------|---|----------------------|-----|----|----|----|----|-----|-----|-------|------|-------|---------|-------|-----------------|-----|-------|------------|-------|-----|-------|-----|------------|------|---------|-----------------------|------------|--------------------|
| | | ECTS pro Semester | | | | | | Fq. | SWS | Hfgk. | WS | KoZ | EiZ | Anw. | Vorl. | Art | Ben. | Vers. | Dauer | OA. | Vert. | WB. | LF. | Mit. | Sprache | | Fachgebiet | Curricularer Bezug |
| | | 1. | 2. | 3. | 4. | 5. | 6. | | | | | | | | | | | | | | | | | | [min] | [h] | | |
| Prfg.-Nr. | Veranstaltung | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| B014 | Audio und Grundlagen der AV-Bearbeitung | | | | | | | | | | | | | | | | | | | | | | dsg | | | Integrationsfach | | |
| B014a | Workshop Audio-Bearbeitung | 2.5 | | | | | W | 5 | 12 | 187.5 | 37.5 | 37.5 | J | | PF | J | 3 | | N | | | | di | hi | DE | DE | | |
| B014b | Grundlagen der AV-Bearbeitung | | 2.5 | | | | S | 2 | 12 | 75.0 | 15.0 | 60.0 | N | | K1 | J | 3* | 60 | J | | | | V | dsg | DE | DE | | |
| B015 | Mediengestaltung | | | | | | | | | | | | | | | | | | | | | | hi | | | Integrationsfach | | |
| B015a | Anwendung Mediengestaltung | | 2.5 | | | | S | 3 | 12 | 112.5 | 22.5 | 52.5 | N | | K1 | J | 3* | 90 | J | | | | VU | mlo | DE | DE | | |
| | Grundlagen der Mediengestaltung | 2.5 | | | | | W | 4 | 12 | 150.0 | 30.0 | 45.0 | N | | | | | | | | | | VU | mlo | DE | DE | | |
| B011 | Grundlagen von Computer Games und interaktiven Medien | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| B011a | Grundlagen von Computer Games und interaktiven Medien | 5.0 | | | | | W | 4 | 12 | 150.0 | 30.0 | 120.0 | J | | AB | J | 3 | | N | | | | U | dma | DE | DE | | |
| B011a | Grundlagen von Computer Games und interaktiven Medien | 5.0 | | | | | W | 4 | 12 | 150.0 | 30.0 | 120.0 | J | | AB | N | o. B. | | N | | | | U | dma | DE | DE | | |
| B003 | Programmstrukturen 1 | | | | | | | | | | | | | | | | | | | | | | hs | | | Informatik | | |
| B003a | Programmstrukturen 1 | 3.0 | | | | | E | 4 | 12 | 150.0 | 30.0 | 60.0 | N | | K1 ^u | J | 3* | 120 | J | | | | V | hs | DE | DE | | |
| B003b | Übg. Programmstrukturen 1 | 2.0 | | | | | E | 6 | 12 | 225.0 | 45.0 | 15.0 | J | | AB ^u | N | o. B. | | N | | | | U | ne | DE | DE | | |
| B004 | Informationstechnik | | | | | | | | | | | | | | | | | | | | | | dsg | | | Informatik | | |
| B004a | Informationstechnik | 5.0 | | | | | W | 4 | 12 | 150.0 | 30.0 | 120.0 | N | | K1 ^u | J | 3* | 60 | J | | | | V | dsg | DE | DE | | |
| B001 | Analysis | | | | | | | | | | | | | | | | | | | | | | hgl | | | Mathematik | | |
| B001a | Analysis | 3.0 | | | | | E | 4 | 12 | 150.0 | 30.0 | 60.0 | N | | K1 ^u | J | 3* | 120 | J | | | | V | hgl | DE | DE | | |
| B001b | Übg. Analysis | 2.0 | | | | | E | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | FP ^u | N | o. B. | | N | | | | U | fko | DE | DE | | |
| B002 | Mathematische Konzepte und Diskrete Mathematik | | | | | | | | | | | | | | | | | | | | | | iw | | | Mathematik | | |
| B002a | Diskrete Mathematik | 5.0 | | | | | E | 4 | 12 | 150.0 | 30.0 | 120.0 | N | | K1 ^u | J | 3* | 120 | J | | | | V | iw | DE | DE | | |
| B020 | Programmstrukturen 2 | | | | | | | | | | | | | | | | | | | | | | hs | | | Informatik | | |
| B020a | Programmstrukturen 2 | | 3.0 | | | | E | 4 | 12 | 150.0 | 30.0 | 60.0 | N | | K1 | J | 3* | 150 | J | | | | V | hs | DE | DE | | |
| B020b | Übg. Programmstrukturen 2 | | 2.0 | | | | E | 2 | 12 | 75.0 | 15.0 | 45.0 | J | B003b | AB | N | o. B. | | N | | | | U | klk | DE | DE | | |
| B036 | Programmierpraktikum | | | | | | | | | | | | | | | | | | | | | | klk | | | Informatik | | |
| B036a | Programmierpraktikum | | 5.0 | | | | E | 0 | 12 | 0.0 | 0.0 | 150.0 | J | | PB | J | 3 | | N | | | | U | klk | DE | DE | | |
| B044 | UNIX und Shell-Programmierung | | | | | | | | | | | | | | | | | | | | | | kar | | | Informatik | | |
| B044a | UNIX & Shell Programmierung | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | | | | | | | | | VU | kar | DE | DE | | |
| | Übg. UNIX & Shell-Programmierung | | 3.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 75.0 | J | | AB | N | o. B. | | N | | | | VU | mhe | DE | DE | | |
| B019 | Deskriptive Statistik und Grundlagen der Linearen Algebra | | | | | | | | | | | | | | | | | | | | | | fbo | | | Mathematik | | |
| B019a | Deskriptive Statistik | | 2.5 | | | | S | 2 | 12 | 75.0 | 15.0 | 60.0 | N | | | | | | | | | | V | fbo | DE | DE | | |
| | Grundlagen der Linearen Algebra | | 2.5 | | | | S | 2 | 12 | 75.0 | 15.0 | 60.0 | N | | K1 | J | 3* | 120 | J | | | | V | aha | DE | DE | | |
| B053 | Datenschutz und Medienrecht | | | | | | | | | | | | | | | | | | | | | | gb | | | Fremdsprachen & Recht | | |
| B053a | Datenschutz | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | | | | | | | | | V | swe | DE | DE | | |
| | Medienrecht | | 3.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 75.0 | N | | K1 | J | 3* | 180 | J | | | | V | tbi | DE | DE | | |
| B034 | Einführung in die Betriebswirtschaft | | | | | | | | | | | | | | | | | | | | | | A2, A1, A3 | fko | | Wirtschaft | | |
| B034a | Einführung in die Betriebswirtschaft | | 5.0 | | | | E | 4 | 12 | 150.0 | 30.0 | 120.0 | N | | K1 | J | 3* | 60 | J | | | | VU | fko | DE | DE | | |
| B052 | Einführung in Datenbanken | | | | | | | | | | | | | | | | | | | | | | A4, A1, A5 | mpr | | Informatik | | |
| B052a | Einführung in Datenbanken | | 3.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 75.0 | N | | K1 | J | 3* | 60 | J | | | | V | mpr | DE | DE | | |
| B052b | Übg. Einführung in Datenbanken | | 2.0 | | | | W | 1 | 12 | 37.5 | 7.5 | 52.5 | J | | AB | N | o. B. | | N | | | | U | mpa | DE | DE | | |
| B054 | Grundlagen DLM und Marketing & Medien | | | | | | | | | | | | | | | | | | | | | | A2, A4, A6 | gi | | Wirtschaft | | |
| B054a | Grundlagen DLM | | 2.5 | | | | W | 2 | 12 | 75.0 | 15.0 | 60.0 | N | | | | | | | | | | VU | gi | DE | DE | | |
| | Grundlagen Marketing & Medien | | 2.5 | | | | W | 2 | 12 | 75.0 | 15.0 | 60.0 | N | | K1 | J | 3* | 80 | J | | | | V | afi | DE | DE | | |
| B037 | Rechnernetze | | | | | | | | | | | | | | | | | | | | | | A6, A3, A5 | kal | | Informatik | | |
| B037a | Rechnernetze | | 3.0 | | | | E | 4 | 12 | 150.0 | 30.0 | 60.0 | N | | K1 | J | 3* | 90 | J | | | | V | kal | DE | DE(EN) | | |
| B037b | Prakt. Rechnernetze | | 2.0 | | | | E | 2 | 12 | 75.0 | 15.0 | 45.0 | J | | AB | N | o. B. | | N | | | | U | kal | DE | DE/EN | | |

| Modul-Nr. | Modul | Aufwand pro Semester | | | | | | | | | | | Prüfung | | | | | | Einordnung | | | | | | | | | | |
|-----------|--|----------------------|----|------|----|----|----|-----|-----|-------|-------|------|---------|------|--------------|-----|------|-------|------------|-----|-------|-----|-----|------|---------|--------|------------------------|--------------------|--|
| | | ECTS pro Semester | | | | | | Fq. | SWS | Hfgk. | WS | KoZ | EiZ | Anw. | Vorl. | Art | Ben. | Vers. | Dauer | OA. | Vert. | WB. | LF. | Mit. | Sprache | | Fachgebiet | Curricularer Bezug | |
| | | 1. | 2. | 3. | 4. | 5. | 6. | | | | [min] | [h] | [h] | | | | | | [min] | | | | | V. | M. | | | | |
| B095 | Anwendungen der Künstlichen Intelligenz | | | | | | | | | | | | | | | | | | | | | | | | iw | | | Informatik | |
| | B095a Anwendungen der Künstlichen Intelligenz | | | 5.0 | | | | W | 4 | 12 | 150.0 | 30.0 | 120.0 | N | B002a, B020b | K1 | J | 3* | 120 | J | | | VU | iw | DE(EN) | DE(EN) | | | |
| B040 | Algorithmen und Datenstrukturen | | | | | | | | | | | | | | | | | | | | | | | uhl | | | Informatik | | |
| | B040a Algorithmen und Datenstrukturen | | | 3.0 | | | | W | 3 | 12 | 112.5 | 22.5 | 67.5 | N | B020b | K1 | J | 3* | 90 | J | | | V | uhl | DE | DE | | | |
| | B040b Übg. Algorithmen & Datenstrukturen | | | 2.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 45.0 | J | | AB | N | o. B. | | N | | | U | mhe | DE | DE | | | |
| B043 | Systemnahe Programmierung | | | | | | | | | | | | | | | | | | | | | | | uhl | | | Informatik | | |
| | B043a Systemnahe Programmierung | | | 2.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 120 | J | | | V | uhl | DE | DE | | | |
| | B043b Übg. Systemnahe Programmierung | | | 3.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 75.0 | J | | AB | N | o. B. | | N | | | U | mhe | DE | DE | | | |
| B045 | Lineare Algebra | | | | | | | | | | | | | | | | | | | | | | | aha | | | Mathematik | | |
| | B045a Lineare Algebra | | | 5.0 | | | | W | 4 | 12 | 150.0 | 30.0 | 120.0 | N | B019a | K1 | J | 3* | 120 | J | | | V | aha | DE | DE | | | |
| B076 | Projekt Game-Design | | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| | B076a Grundlagen des Game-Designs und Game-Engines | | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 90 | J | | | V | ann | DE | DE | | | |
| | B076b Projekt Game-Design | | | 8.0 | | | | S | 0 | 12 | 0.0 | 0.0 | 240.0 | J | | SA | J | 3 | | N | | | PR | ann | DE | DE | | | |
| B085 | Grundlagen der Computergrafik | | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| | B085a Grundlagen der Computergrafik | | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 90 | J | | | V | bo | DE | DE | | | |
| | B085b Prakt. Grundlagen der Computergrafik | | | 3.0 | | | | S | 4 | 12 | 150.0 | 30.0 | 60.0 | J | B043b | AB | J | 3 | | N | | | U | ne | DE | DE | | | |
| B083 | Virtual and Augmented Reality | | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| | B083a Virtual und Augmented Reality | | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 90 | J | | | V | bo | DE | DE | | | |
| | B083b Prakt. Interaktive Geometrische Modellierung | | | 3.0 | | | | S | 3 | 12 | 112.5 | 22.5 | 67.5 | J | | AB | J | 3 | | N | | | U | swa | DE | DE | | | |
| B097 | Bildbearbeitung und -analyse | | | | | | | | | | | | | | | | | | | | | | | dsg | | | Integrationsfach | | |
| | B097a Bildbearbeitung und -analyse | | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 60 | J | | | V | dsg | DE | DE | | | |
| | B097b Prakt. Bildbearbeitung und -analyse | | | 3.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 75.0 | J | B043b | AB | J | 3 | | N | | | U | hoe | DE | DE | | | |
| B059 | Web-Anwendungen | | | | | | | | | | | | | | | | | | | | | | | mpr | | | Informatik | | |
| | B059a Web-Anwendungen | | | 3.0 | | | | S | 3 | 12 | 112.5 | 22.5 | 67.5 | N | | K1 | J | 3* | 60 | J | | | V | mpr | DE | DE | | | |
| | B059b Übg. Web-Anwendungen | | | 2.0 | | | | S | 2 | 12 | 75.0 | 15.0 | 45.0 | J | B020b | AB | N | o. B. | | N | | | U | mpa | DE | DE | | | |
| B102 | Geometrische Modellierung und Computeranimation | | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| | B102a Geometrische Modellierung und Computeranimation | | | 2.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 45.0 | N | | K1 | J | 3* | 90 | J | | | V | bo | DE | DE | | | |
| | B102b Prakt. Geometrische Modellierung und Computeranimation | | | 3.0 | | | | W | 4 | 12 | 150.0 | 30.0 | 60.0 | J | B085b | AB | J | 3 | | N | | | U | ne | DE | DE | | | |
| B114 | Special Effects in Games | | | | | | | | | | | | | | | | | | | | | | | bo | | | Integrationsfach | | |
| | B114a Physik für Computer Games | | | 4.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 105.0 | N | | | | | | | | | V | bo | DE | DE | | | |
| | B114a Special Effects und Shaderprogrammierung | | | 3.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 75.0 | N | B085b | K1 | J | 3* | 120 | J | | | V | ann | DE | DE | | | |
| | B114b Prakt. Special Effects und Shaderprogrammierung | | | 3.0 | | | | W | 2 | 12 | 75.0 | 15.0 | 75.0 | J | B085b | AB | J | 3 | 25 | N | | | U | ann | DE | DE | | | |
| B084 | Praktikum Virtual Reality | | | | | | | | | | | | | | | | | | | | | | | mri | | | Integrationsfach | | |
| | B084a Prakt. Virtual Reality | | | 5.0 | | | | E | 4 | 12 | 150.0 | 30.0 | 120.0 | J | B043b, B085b | AB | J | 3 | | N | | | U | mri | DE | DE | | | |
| B118 | Soft Skills | | | | | | | | | | | | | | | | | | | | | | | Doz | | | Medien & Kommunikation | | |
| | B118a Assistenz | | | 3.0 | | | | E | 3 | 12 | 112.5 | 22.5 | 67.5 | N | | SA | N | o. B. | | N | | | A | div | DE | DE | | | |
| | B118b Communication Skills | | | 2.0 | | | | E | 2 | 12 | 75.0 | 15.0 | 45.0 | J | | SA | N | o. B. | | N | | | W | amk | DE | DE | | | |
| B088 | Seminar Game-Design | | | | | | | | | | | | | | | | | | | | | | | Doz | | | Integrationsfach | | |
| | B088a Seminar Game-Design | | | 5.0 | | | | E | 2 | 12 | 75.0 | 15.0 | 135.0 | J | | SA | J | 3 | | N | | | S | bo | DE | DE | | | |
| B159 | Betriebspraktikum | | | | | | | | | | | | | | | | | | | | | | | Doz | | | Integrationsfach | | |
| | B159a Betriebspraktikum | | | 17.0 | | | | E | 0 | 12 | 0.0 | 0.0 | 510.0 | N | | PB | N | o. B. | | N | | | BR | Doz | DE | DE | | | |
| B150 | Bachelor-Thesis | | | | | | | | | | | | | | | | | | | | | | | Doz | | | Integrationsfach | | |
| | B150a Bachelor-Thesis | | | 12.0 | | | | E | 0 | 12 | 0.0 | 0.0 | 360.0 | N | | SA | J | 2 | | N | | | TS | Doz | DE | DE | | | |
| B160 | Bachelor-Kolloquium | | | | | | | | | | | | | | | | | | | | | | | Doz | | | Integrationsfach | | |
| | B160a Kolloquium | | | 1.0 | | | | E | 1 | 12 | 37.5 | 7.5 | 22.5 | N | B150a | KO | J | 2 | 15 | N | | | K | Doz | DE | DE | | | |