

Module Catalogue

»Required elective modules«

Bachelor



WS2025/26, published on October 09, 2025

The following text is a commentary in English language on the module manual of Technische Hochschule Augsburg, helping you to understand the contents of the German document. The legally binding text remains the German version of the module manual. Please refer to the German text if possible or seek advice in case of uncertainties. The purpose of the module descriptions is to provide a content-related overview of your degree course.

Only the current version of the university catalogue and examination regulations shall be deemed legally binding.

Contents

1	Required elective modules Bachelor - Offer	4
1.1	Current Semester: Winter semester 2025/26	4
1.2	Past semester: Summer semester 2025	6
2	Required elective modules - Overview	8
2.1	3D Data Processing	8
2.2	3D printing	12
2.3	Fundamentals of ABAP	16
2.4	Advanced Security Testing	20
2.5	Agile Software development put into practice	24
2.6	Agile Web Applications with Python	28
2.7	Applied Generative AI	30
2.8	Applied Value Creation in Sports – Using Python	32
2.9	Business Information Systems	36
2.10	Chance and Risk Management in Digitized Value Networks	38
2.11	Compiler	42
2.12	Corporate Entrepreneurship	46
2.13	Data Science	50
2.14	Data communication in the vehicle	54
2.15	Digital Innovation	58
2.16	Digital Business Leadership Skills	60
2.17	Digital Foresight	64
2.18	Digital Management	66
2.19	Digital Transformation in Organizations	70
2.20	Electronic-Commerce	74
2.21	Basics of machine learning	78
2.22	Introduction to Natural Language Processing	82
2.23	Introduction to Robotics	86
2.24	Electronic Trading Systems	88
2.25	Embedded Linux	90
2.26	Implementation of a programming course for young people	92
2.27	Flying Robots	96
2.28	Formula Student Driverless	98
2.29	Fullstack Web Development	102
2.30	Fundamentals of DevOps	106
2.31	Hard- and software for the internet of things	108
2.32	University Innovation Project	110
2.33	Human-Computer Interaction Research	112
2.34	Human Factors in Cybersecurity	116
2.35	Industrial Image Processing	120
2.36	Information technology and the environment	122
2.37	Innovation Selling	126

2.38 Integrated Business Processes with SAP ERP	130
2.39 Interactive Computer Graphics	132
2.40 IT-Consulting	136
2.41 IT Forensics	140
2.42 IT-Organisation, Jobs & Employability	142
2.43 IT Security	146
2.44 IT Sourcing and Cloud Transformation	150
2.45 Classic Project Management Modernized	152
2.46 Concepts of Database Technology	156
2.47 Lean IT & Enterprise Architecture	160
2.48 Linux LPIC	164
2.49 Artificial Intelligence	168
2.50 Mobile Robots	172
2.51 Network Engineering	174
2.52 Network Penetration Testing	176
2.53 Neural Networks and Deep Learning	178
2.54 NoSQL	182
2.55 Open-Source Software	184
2.56 Process Intelligence	186
2.57 Programming using Databases	188
2.58 Programming with Python	190
2.59 Programming of Web Applications	194
2.60 Project - Research and Transfer	198
2.61 Project Management	202
2.62 Rapid Business Model Prototyping	204
2.63 RFID and NFC technology	208
2.64 Swabia Innovation Masterclass	210
2.65 Service Learning Project	218
2.66 Startitup - Entrepreneurial Thinking and Business Design	222
2.67 Search Engine Optimization (SEO)	224
2.68 System Programming with Rust	226
2.69 UI/UX Design: Foundations, Prototyping & usage of AI	230

1 Required elective modules Bachelor - Offer

1.1 Current Semester: Winter semester 2025/26

The following lists contain all required elective modules suitable for Bachelor's students that are offered at the Faculty of Computer Science in WS2025/26 and take place after the registration deadline. Please refer to the responsible faculties for all other subjects.

Module	Creditpoints	Credit hours
3D printing	5 CP	4 CH
Fundamentals of ABAP ¹	8 CP	6 CH
Agile Software development put into practice	5 CP	4 CH
Agile Web Applications with Python	5 CP	4 CH
Applied Generative AI	5 CP	4 CH
Applied Value Creation in Sports – Using Python	5 CP	4 CH
Data communication in the vehicle	5 CP	4 CH
Data Science	5 CP	4 CH
Digital Management	5 CP	4 CH
Basics of machine learning ⁴	5 CP	4 CH
Electronic Trading Systems	5 CP	4 CH
Flying Robots	5 CP	4 CH
University Innovation Project	5 CP	4 CH
Human-Computer Interaction Research ⁵	5 CP	4 CH
Innovation Selling	5 CP	4 CH
IT Forensics	5 CP	4 CH
IT-Organisation, Jobs & Employability	5 CP	4 CH
Classic Project Management Modernized ²	5 CP	4 CH
Concepts of Database Technology	5 CP	4 CH
Network Engineering	5 CP	4 CH
Process Intelligence	5 CP	4 CH
Programming using Databases	5 CP	4 CH
Project - Research and Transfer	10 CP	8 CH
Service Learning Project	5 CP	4 CH
System Programming with Rust ³	5 CP	4 CH

UI/UX Design: Foundations, Prototyping & usage of AI	5 CP	4 CH
--	------	------

- (1) WPF only for IN, TI and IA. For WI, IIS it is a compulsory module (WI: Programming 3, IIS: Programming of Information Systems).
- (2) WPF only for IN, WI, IIS and TI. Not for IA.
- (3) WPF only for IN SPO2025, WI, TI, IIS and IA. For IN SPO2019 it is a compulsory module (Systems programming).
- (4) WPF only for IN SPO2019, WI, TI, IIS and IA. For IN SPO2025 it is a compulsory module.
- (5) WPF only for IN and TI.

Block events

Module	Creditpoints	Credit hours
Digital Foresight	5 CP	4 CH
Linux LPIC	5 CP	4 CH
Rapid Business Model Prototyping	5 CP	4 CH
Swabia Innovation Masterclass ⁶	10 CP	8 CH

- (6) WPF two semesters

1.2 Past semester: Summer semester 2025

Module	Creditpoints	Credit hours
3D printing	5 CP	4 CH
Agile Software development put into practice	5 CP	4 CH
Agile Web Applications with Python	5 CP	4 CH
Business Information Systems	5 CP	4 CH
Electronic-Commerce	8 CP	6 CH
Introduction to Natural Language Processing	5 CP	4 CH
Introduction to Robotics	5 CP	4 CH
Embedded Linux	8 CP	6 CH
Formula Student Driverless	5 CP	4 CH
Fullstack Web Development	8 CP	6 CH
Fundamentals of DevOps	5 CP	4 CH
University Innovation Project	5 CP	4 CH
Human Factors in Cybersecurity	5 CP	4 CH
Industrial Image Processing	5 CP	4 CH
Interactive Computer Graphics	8 CP	6 CH
IT Security	5 CP	4 CH
IT Sourcing and Cloud Transformation	5 CP	4 CH
Artificial Intelligence	8 CP	6 CH
Lean IT & Enterprise Architecture	5 CP	4 CH
Network Engineering	5 CP	4 CH
Network Penetration Testing	5 CP	4 CH
Neural Networks and Deep Learning	5 CP	4 CH
NoSQL	5 CP	4 CH
Open-Source Software	5 CP	4 CH
Programming of Web Applications	5 CP	4 CH
Project - Research and Transfer	10 CP	8 CH
Project Management	5 CP	4 CH
Service Learning Project	5 CP	4 CH
Startitup - Entrepreneurial Thinking and Business Design	5 CP	4 CH

Search Engine Optimization (SEO)	5 CP	4 CH
----------------------------------	------	------

Block events

Module	Creditpoints	Credit hours
Advanced Security Testing	5 CP	4 CH
Chance and Risk Management in Digitized Value Networks	5 CP	4 CH
Linux LPIC	5 CP	4 CH

2 Required elective modules - Overview

2.1 3D Data Processing

Name

3D-Datenverarbeitung / 3D Data Processing

Code

3DDV6.WP

Coordinator

Prof. Dr. Peter Rösch

Teaching language

German

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

3D Data Processing (6 Credit hours)

Teaching and learning methods

Seminar-based teaching, practical training

Exam

Examination number

IN -, -

TI -

WI -

IIS -

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 90 minutes, none auxiliaries

Additional Information

Prerequisites

- Basics of vector and matrix calculation in 3D
- Knowledge of an object-oriented programming language

Content of the module

Summary:

3D point clouds play an important role in robotics and autonomous driving, for example. Surface data is essential for CAD applications and 3D printing. After all, modern medical diagnostics is unthinkable without volume data, e.g. from computer and magnetic resonance tomography. Due to the large amounts of data and the complexity of common procedures, processing 3D data is a challenge even for current computers.

As part of the course, students learn about different types and representations of 3D data, create their own 3D data sets, combine components from free software libraries to create executable programs, measure and optimize the resource consumption of these applications and finally visualize the results interactively using the VR hardware available in the lab.

- 3D point clouds, surface and volume data: Introduction
- Generation and digital representation of 3D data
- Algorithms for the processing of 3D data
- Artificial intelligence (AI) methods for 3D data
- Interactive, stereoscopic visualization of 3D data
- Concrete practical applications - overview
- Current developments: Outlook

The module is taught in German. If required, clarification of open questions and individual support during the exercise phases will be provided in English.

Alternation of keynote speeches and practical exercises.

Software used:

- Python 3 with Open3D, SimpleITK, pytorch3D, numpy, numba and vtk
- ParaView (<https://www.paraview.org>)
- ITK-SNAP (<http://www.itksnap.org>)

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Name relevant types of 3D data and describe their areas of application.
- Explain common algorithms for processing 3D data.
- Implement given methods for 3D data processing using free tools and apply them to specific data sets.
- Characterize 3D data processing methods in terms of runtime complexity and resource consumption.

Reading list

Yonghuai Liu, Nick Pears, Paul L. Rosin, Patrik Huber (Eds): 3D Imaging, Analysis and Applications, Second Edition, Springer (2020)

Xudong Ma, Vishakh Hegde, Lilit Yolyan: 3D Deep Learning with Python, Packt Publishing (2022)

Shan Liu, Min Zhang, Pranav Kadam, C.-C. Jay Kuo: 3D Point Cloud Analysis, Springer (2021)

Heinz Handels: Medizinische Bildverarbeitung, Springer (2009)

Qian-Yi Zhou, Jaesik Park, Vladlen Koltun: Open3D: A Modern Library for 3D Data Processing, arXiv:1801.09847 (2018)

2.2 3D printing

Name

3D-Druck / 3D printing

Code

3DDR4.WP

Coordinator

Prof. Dr. Jürgen Scholz

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

3D Printing (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying work placement to apply and deepen the knowledge acquired. In addition, the practical course supports and promotes group work and self-study.

Exam

Examination number

IN 3970406, 2970904

TI 3976640, 2976730

WI 3975824

IIS 9875260, 9775184

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written examination, 60 minutes, none auxiliaries, 25%
- Written assignment, 10-25 pages, with presentation of results, 5-10 minutes, 75%

Additional Information

Prerequisites

Knowledge of programming

Content of the module

Coordination of the lecture content with previous knowledge / interests of the participants

- Introduction
 - What is 3D printing?
 - Areas of application
- Types of printers
 - What types are there and how do they work (FDM, SLA, DLP, SLS, MSLA, BJ, MJet, EBM)
 - What technology is used for what (also specify costs for types)
 - industrial printer vs consumer printer
- FDM printer
 - What are the differences (movable axes, delta, direct drive, multi nozzle, chamber, print bed,
 - Nozzle types, etc.)
 - which manufacturers are there, what are the differences
- Materials
 - What materials are there and what are the special features
- Slicer
 - Why do you need this
 - How does it work (only briefly address)
 - Which settings do what
 - Examples (different slicers, example objects)
 - Discuss typical problems
- Use of printers (FDM)
 - Create object (download)
 - Operating the slicer
 - Start printing
 - Setting the printer correctly
 - Maintain printer
- Different firmware
 - Marlin

- Reprap
- Clipper
- Future technologies/new approaches
 - Current developments to accelerate printing
 - Conveyor belt printing bed
 - 4/5 axis 3D printer
 - Variable Size Nozzle
 - Nozzle extruder
 - ...
- Practical part
 - Assembly of a 3D printer in group work - alternative printing of 3D objects
 - Projects on and with 3D printers

Qualification aims for the module learning objectives/skills

Students understand how an (FDM) 3D printer works. They learn how to set it up, adjust and operate it. They also learn how to create and print simple 3D objects. After successfully completing this module, students are authorized to use the faculty's 3D printers.

Reading list

Literature recommendations will be provided in the first lecture.

2.3 Fundamentals of ABAP

Name

ABAP-Grundlagen / Fundamentals of ABAP

Code

ABAPGL6.WP

Coordinator

Prof. Dr. Stefan Bensch
Dipl.-Wirt.-Inf. (FH) Christian Herdin, M.Sc.

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs IN, TI, IA

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,
Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Fundamentals of ABAP (4 Credit hours)
Practical Work Fundamentals of ABAP (2 Credit hours)

Teaching and learning methods

Seminar-based teaching, exercises and accompanying practical training to apply and deepen the knowledge acquired. In addition, the practical course supports and promotes self-study.

Exam

Examination number

IN 3970339, 2970830
TI 3976559, 2976662

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Electronic examination, 90 minutes, auxiliary: lecture notes, SAP Software, Office applications for text and data processing

Additional Information

Prerequisites

Software development and Programming 1 and 2

Usage possibilities

Module only for the Bachelor's degree programs in Computer Science, Computer Engineering and Interactive Media. For Information Systems and International Information Systems it is a compulsory subject

(WI: Programming 3, IIS: Programming of Information Systems)

Content of the module

Fundamentals of programming business application systems:

- Technical basis
- Basics in ABAP
- Classic reporting, classic events for page design and interactive reporting
- Data types (variables and constants) and programming structures
- Decisions
- Repetitions
- Fields and character strings
- Functions
- Complex data types

Advanced programming

- Object-oriented reporting with ABAP Objects
- References and memory management
- Events
- Interfaces
- Inheritance
- Error handling
- Global classes
- Advanced programming techniques

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Describe keywords of the ABAP programming language and their function.
- Understand source code.
- Implement given algorithms independently and efficiently.
- Develop simple algorithms independently.
- Implement requirements independently.

Reading list

Keller, Horst und Sascha Krüger. ABAP Objects: ABAP-Programmierung mit SAP NetWeaver. 3. Aufl. Bonn: SAP PRESS, 2006.

Roth, Felix. ABAP Objects: Das neue umfassende Handbuch zu Konzepten, Sprachelementen und Werkzeugen in ABAP OO. 1. Aufl. Bonn: SAP PRESS, 2016.

Schwaiger, Roland. Schrödinger programmiert ABAP: Das etwas andere Fachbuch - Dein unterhaltsamer Einstieg in ABAP. 2. Aufl. Bonn: SAP PRESS, 2014.

„SAP ERP - SAP Help Portal”. Help Portal. SAP Help Portal SAP ERP. Zugegriffen 8. März 2019. https://help.sap.com/viewer/p/SAP_ERP.

2.4 Advanced Security Testing

Name

Advanced Security Testing / Advanced Security Testing

Code AST4.WP	Coordinator Dr.-Ing. Matthias Niedermaier Florian Fischer, M.Sc.
Teaching language German	Faculty Faculty of Computer Science
Usage possibilities Required elective for bachelor's degree programs	Duration / Frequency 1 semester, summer semester
Total workload and its constituent parts Credit hours: 4, CP credits: 5, Contact hours: 60h, Independent study: 90h, Total workload: 150h	
Courses Advanced Security Testing (4 credit hours)	
Teaching and learning methods Seminar-based teaching, exercise course	
Prerequisites Knowledge of IT security essential	
Exam	
Examination number IN 3970372, 2970870 TI 3976568, 2976681 WI 3975790 IIS 9775100	Grading According to § 20 of the APO in the currently valid version.
Type of exam / required course achievements Portfolio exam: • Written examination, 60 minutes, none auxiliaries, 50% • Presentation, 20-30 minutes, 50%	

Additional Information

Prerequisites

Knowledge of Linux, (hardware-related) programming, network communication, cryptography, security standards

Content of the module

- Standards for security tests
- Reporting
- Use of tools
- Excerpt not complete: Nessus, OpenVAS, Metasploit, binwalk, firmware modification kit, ZAP, Checkstyle, CCP Check, burp suite
- Creation of own scripts to highlight current IT security aspects
- Procedure for software tests
- Procedure for product tests / hardware tests
- Procedure for testing IT landscapes
- The current state of technology and research in relation to IT security is conveyed

Procedure

- The following IT security topics are covered in the lecture
 - Network security
 - Hardware tests
 - Software testing methods
- Vulnerabilities and protective measures are practically tested on current devices and software
- The students have to work on a scientific question in project groups, here topics are deepened and the state of research is taken up

Qualification aims for the module learning objectives/skills

Knowledge:

- In the lecture, the planning, procedure and completion of security tests will be discussed with practical questions. In order to keep the lecture as close as possible to professional practice, a wide range of tools/tools will be used.
- Emphasis is placed on the broadest possible variety of topics in this area. This includes detecting software vulnerabilities in source code, testing entire networks and hardware-related issues.

Skills:

- Performing classic security product tests
- Performing network security tests
- Attacks and defense on hardware
- Performing software tests

Competencies:

- Students can carry out penetration tests with the help of tools, among other things
- They can familiarize themselves with new topics in the context of secure architectures
- Students are able to fundamentally test products for their IT security level

Reading list

HUANG, Andrew Bunnie. The Hardware Hacker: Adventures in Making and Breaking Hardware. 2017.

HUANG, Andrew. Hacking the Xbox: An Introduction to Reverse Engineering. 2002.

ERICKSON, Jon. Hacking: The Art of Exploitation. No Starch Press, 2008.

Hacking Exposed Industrial Control Systems: ICS and SCADA Security Secrets & Solutions ISBN-10: 1259589714

The Hardware Hacking Handbook: Breaking Embedded Security with Hardware Attacks ISBN-10: 1593278748

Industrial Network Security: Securing Critical Infrastructure Networks for Smart Grid, SCADA, and Other Industrial Control Systems ISBN-10: 0443137374

Script

2.5 Agile Software development put into practice

Name

Agile Softwareentwicklung in der Praxis / Agile Software development put into practice

Code SCRUM4.WP	Coordinator Prof. Dr. Claudia Reuter Dipl.-Inf. (FH) Gregor Liebermann, M.Sc.
Teaching language German	Faculty Faculty of Computer Science
Usage possibilities Required elective for bachelor's degree programs	Duration / Frequency one Semester, every Semester
Total workload and its constituent parts Credit hours: 4, CP credits: 5, Contact hours: 60h, Independent study: 90h, Total workload: 150h	
Courses Agile Software development put into practice (4 Credit hours)	
Teaching and learning methods Seminar-based teaching, practical training, exercises	
Exam	
Examination number IN 3970417, - TI 3976651, 2976741 WI 3975835 IIS 9875110, 9775195	Grading According to § 20 of the APO in the currently valid version.
Type of exam / required course achievements Portfolio exam: • Oral examination, 15 minutes, 20% • Written assignment, 30-40 pages, 80%	

Content of the module

The module takes the form of a seminar-style course with theoretical and practical components. The module provides participants with the knowledge they need to plan, set up, and implement IT projects using agile project methods. In a group project, participants will develop a click dummy using the agile Scrum method. The focus is on the practical application of this method. Each week, there will be short theory sessions that enrich the project with new agile elements, until a fully-fledged agile development process is completed by the end. In addition, each participant will give a presentation on specific topics related to agile working methods. There will be an optional excursion to Munich for a Scrum Minecraft workshop

Theory units:

- Classic and agile software development processes
- Agile manifesto and agile principles
- Self-organized teams
- Scrum basics (result responsibilities, artifacts, events, requirements management)
- Product vision and MVP
- Agile tools in practical use (e.g. for task management, version management)
- Estimation techniques in agile projects
- Quality management in agile projects
- Story mapping
- Prioritization techniques
- Product roadmap
- Other agile methods (e.g. Kanban, Scrumban, Extreme Programming)
- Scaled Scrum frameworks (SoS, SAFe, Less, Nexus, ...)

Group project:

- Use of a prototyping tool (Figma, Adobe XD, ...)
- Use of Scrum to design a click dummy for a digital game
- Holding regular reviews and retrospectives
- Planning a sprint with the help of Jira software
- Recording to-dos in the form of user stories in the product backlog
- Maintaining a sprint backlog in the Jira software

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to be able to:

- assess the benefits of agile methods in projects.
- apply the Scrum method in projects.
- develop a product vision and an MVP.
- select and apply methods for effort estimation in agile and non-agile setups.
- perform sprint planning and backlog definitions.
- select and use prototyping tools.
- use agile tools to organize and coordinate tasks.
- apply key agile methods and practices (e.g. story mapping, prioritization techniques).
- name scaled agile frameworks.
- explain the functionality and benefits of the Scaled Agile Framework.

Reading list

Jeff Schwaber & Ken Sutherland: The Scrum Guide, <https://scrumguides.org/docs/scrumguide/v2020/2020-12-01/Scrum-Guide-US.pdf#zoom=100>, 2020

Kenneth S. Rubin: Essential Scrum. Die wesentlichen Aspekte von Scrum zum Lernen und Nachschlagen, mitp, 2014

Mike Cohn: User Stories applied, Addison-Wesley, 2004

Mike Cohn: Agile Estimating and Planning, Prentice Hall, 2006

Henning Wolf: Agile Projekte mit Scrum, XP und Kanban, dpunkt.Verlag, 2015

Rachel Davies, Liz Sedley: Agiles Coaching, mitp, 2010

2.6 Agile Web Applications with Python

Name

Agile Webanwendungen mit Python / Agile Web Applications with Python

Code

PYTHON4.WP

Coordinator

Dipl.-Inf. (FH) Dipl.-Designer (FH) Erich Seifert, MA

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The module is offered irregularly or on demand offered.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Agile Web Applications with Python (4 Credit hours)

Teaching and learning methods

Seminar-based teaching to impart theoretical knowledge, practical implementation of the course work in groups supplements the lecture and promotes teamwork and self-study, the written part of the student research project conveys the ability to evaluate the knowledge gained, the presentation promotes independent analysis and evaluation of new knowledge

Exam

Examination number

IN 3970329, 2970801

TI 3976562, 2976573

WI 3975721

IIS 9875270, 9775104

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, 10-25 pages, 80%
- Presentation, 10-25 minutes, 20%

Additional Information

Prerequisites

Programming with Python

Content of the module

- Agile development methods
- Test Driven Development
- Web technologies (HTML, CSS, JavaScript)
- Software architecture for web applications
- Introduction to various Python frameworks for web development

Qualification aims for the module learning objectives/skills

Students will be able to assess various frameworks for web development and can select them to suit their own projects. Agile development techniques in the web environment are known and have been deepened in a practical way. New technologies can be analyzed and evaluated independently.

Reading list

Will be announced in the first classroom session.

2.7 Applied Generative AI

Name

Angewandte Generative KI / Applied Generative AI

Code

AGKI4.WP

Coordinator

Prof. Dr. Silvan Mertes

Teaching language

German

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Applied Generative AI (4 Credit hours)

Teaching and learning methods

Exam

Examination number

IN -, 3970429, -

TI 3976669, 2976752

WI -, 3975846

IIS 9875280, 9775206

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, 10-25 pages, 75%
- Presentation, 15 minutes, 25%

Content of the module

This course offers a comprehensive introduction to applied generative AI, covering the following topics:

- Fundamentals of generative models
- Generative image synthesis (Diffusion Models, Generative Adversarial Networks)
- Large-Language Models
- Text-to-Speech
- Voice Cloning
- Tools and frameworks for advanced generative AI (e.g., ComfyUI, LangChain, CoquiTTS)

In addition to theoretical knowledge transfer, the course includes the practical application and implementation of the learned concepts. For this purpose, students will design and implement their own GenAI applications in small groups over the course of the semester.

Qualification aims for the module learning objectives/skills

Upon successful completion of the module, students will be able to:

- Understand the concepts and fundamentals of common generative AI models
- Systematically analyze the requirements and challenges of GenAI applications
- Independently conceive and plan applications based on generative models
- Use common tools and frameworks for the utilization and development of generative synthesis pipelines

Reading list

Goodfellow, I., Bengio, Y., Courville, A.: Deep Learning - Adaptive Computation and Machine Learning. The MIT Press. 2016.

Sanseviero, O., Cuenca, P.: Hands-On Generative AI with Transformers and Diffusion Models. O'Reilly. 2024.

Alammar, J., Grootendorst, M.: Hands-On Large Language Models: Language Understanding and Generation. O'Reilly. 2024.

2.8 Applied Value Creation in Sports – Using Python

Name

Applied Value Creation in Sports – Using Python / Applied Value Creation in Sports – Using Python

Code

APPVSC4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Applied Value Creation in Sports – Using Python (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises

Exam

Examination number

IN -, 3970430, -

TI 3976670, 2976753

WI -, 3975847

IIS 9875290, 9775207

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment A, 5 pages, 17%
- Written assignment B, 5 pages, 17%
- Presentation, 15-20 minutes, 33%
- Practical exam, 33%

Content of the module

Value creation potential of digital technologies in sports: Participants learn how digital technologies can revolutionize sports and enable new business models.

Human-centered design: Participants apply user-centered innovation methods to analyze the needs of stakeholders in sports. Ecosystem analysis, hypothesis-driven problem analysis, and qualitative interviews are used to identify and structure relevant problems.

Design of a technical prototype: Development of a prototypical technical artifact that addresses a specific sports-related problem. The focus is on the iterative implementation and testing of technical concepts in order to validate their practical feasibility and relevance for users in a real-world context. The prototype serves both as a solution idea and as a hypothesis, which is further developed and questioned as part of a test-driven approach.

Systemic classification of the artifact: The developed prototype is classified within the overall “sports” system. Participants reflect on possible legal, ethical, and social issues as well as unintended consequences of the use of digital technologies.

Business model tactics: Investigation of how the developed artifact can be turned into a viable business model. Participants learn to apply different business model development tactics to create added value for specific target groups in sports.

Qualification aims for the module learning objectives/skills

After successfully completing the module:

- Students will have an advanced understanding of digital value creation in sports and the application of data-driven technologies.
- Students can identify and structure real-world sports-related problems and translate them into testable technological hypotheses.
- Students are able to technically implement prototypical solutions and validate them iteratively based on user feedback and data.
- Students are familiar with basic methods of human-centered design as well as relevant ethical, legal, and systemic issues in the context of sports and technology.
- Students can translate digital artifacts into a viable business model and apply rapid prototyping approaches in an entrepreneurial manner.

Reading list

Bland, D., Osterwalder, A. (2019): *Testing Business Ideas: A Field Guide for Rapid Experimentation*. Wiley.

Killoughery, I.T., Pitsiladis, Y.P. (2024): *Olympic AI agenda: we need collaboration to achieve evolution*. British Journal of Sports Medicine.

Memmert, D. (Hrsg.) (2025): *Künstliche Intelligenz und maschinelles Lernen in der Sportwissenschaft*. Springer-Verlag.

Osterwalder, A., Pigneur, Y., Etienneble, F., Schmith, A. (2020): *The Invincible Company: So schaffen Sie eine Kultur der Innovation und Transformation, die Ihr Unternehmen unbesiegbar macht*. Campus Verlag.

2.9 Business Information Systems

Name

Betriebliche Informationssysteme / Business Information Systems

Code

BEINF4.WP

Coordinator

Prof. Dr. Stefan Bensch

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Business Information Systems (2 Credit hours)

Practical Work Business Information Systems (2 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying exercises to apply and deepen the acquired knowledge. In addition, the internship supports and promotes self-study.

Exam

Examination number

IN 3970386, 2970884

TI 3976571, 2976706

WI 3975804

IIS 9775164

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Project Work

Content of the module

- Introduction to the topic of business information systems: operational and analytical systems (business intelligence)
- Overview of the topic: Operational information systems, architectures and developments
- Methods and structuring approaches for analysis, design and development
- Transfer to practical application examples: Development and application in the project.

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Know and understand basic concepts, solutions and application areas of business information systems
- Successfully apply concepts and solutions
- Perform practical exercises and simulations (with SAP S/4HANA, SAP Analytics Cloud and SAP Datasphere)
- Independently acquire current knowledge and the state of research on business information systems

Reading list

Aßmann, Dietz, Japing, Jensen, Kästner, Rose, Scivos: ABAP Objects: SAP Data Warehouse Cloud, Rheinwerk Publishing SAP PRESS, 2023

Baars, H., Kemper, HG.: Business Intelligence & Analytics – Grundlagen und praktische Anwendungen: Ansätze der IT-basierten Entscheidungsunterstützung. Springer Vieweg, Wiesbaden, 2021

Gluchowski, P., Chamoni, P. (Hrsg.): Analytische Informationssysteme: Business Intelligence-Technologien und -Anwendungen, 5. Aufl., Springer Gabler, Berlin, 2016

Kemper, H.-G., Baars, H., Mehanna, W.: ABAP Objects: Business Intelligence – Grundlagen und praktische Anwendungen: Eine Einführung in die IT-basierte Managementunterstützung, 4. Aufl., Springer Vieweg, Wiesbaden, 2016

Laudon, Kenneth C., Jane P. Laudon und Detlef Schoder: Wirtschaftsinformatik: Eine Einführung. 3. Aufl. Hallbergmoos/Germany: Pearson Studium, 2015

Roth, Felix: ABAP Objects: Das neue umfassende Handbuch zu Konzepten, Sprachelementen und Werkzeugen in ABAP OO. 1. Aufl. Bonn: SAP PRESS, 2016

2.10 Chance and Risk Management in Digitized Value Networks

Name

Chancen- & Risikomanagement in Digitalisierten Wertschöpfungsnetzen / **Chance and Risk Management in Digitized Value Networks**

Code

CHRIMG4.WP

Coordinator

Prof. Dr. Björn Steven Häckel

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

one semester; is regularly offered in the winter semester as well as in the summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Chance and Risk Management in Digitized Value Networks (4 Credit hours)

Teaching and learning methods

Lecture with integrated exercises and discussion of practical case studies.

Exam

Examination number

IN 3970418, -
TI 3976652, 2976742
WI 3975836
IIS 9875120, 9775196

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written examination, 60 minutes, auxiliary: non-programmable calculator, 50%
- Written assignment, 5-10 pages, 25%
- Presentation, 10-15 minutes, 25%

Content of the module

Driven by developments such as increasing globalization or advancing digitalization in the wake of Industry 4.0 and disruptive technologies such as AI, industrial value networks are subject to constant change. On the one hand, these developments result in promising opportunities for the companies involved, such as the opening up of new markets, the development of new, data-based products and services or the more flexible manufacturing of products. On the other hand, these developments also pose considerable risks for companies due to the complex and often non-transparent dependency relationships in networked value creation systems. In order to give students an overview of the resulting challenges for corporate management, the course deals with the following questions, among others:

- What are the key characteristics of value networks?
- What factors contribute to the transformation of value networks?
- What opportunities and risks arise from increasing networking?
- How can value networks be modeled and analyzed?
- What influence does AI have on value networks?

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Explain the basic elements of and factors influencing digitalized value networks.
- Characterize the opportunities and risks in digitalized value networks.
- Outline key challenges in the digital transformation of business models in value creation systems.
- Assess the implications of digitalization on entrepreneurial business models and the structure of value creation systems.
- Analyze the dependency structures in complex value creation systems using selected methods.
- Apply selected methods (especially centrality measures) to determine the criticality of individual actors in value networks.

Reading list

Broy, M., (2011): Integrierte Forschungsagenda Cyber-Physical Systems – Vortrag Embedded Systems, Symposium 2011.

Fraunhofer IAO (2013): Produktionsarbeit der Zukunft – Industrie 4.0.

Sydow, J. (1992): Strategische Netzwerke. Evolution und Organisation, Wiesbaden.

Fleisch E., Weinberger M., Wortmann F. (2015): Geschäftsmodelle im Internet der Dinge. Schmalenbachs Zeitschrift für betriebswirtschaftliche Forschung 67:444 - 465.

Schneider, S. und Spieth, P. (2013): Business Model Innovation - Towards an Integrated Future Research Agenda. International Journal of Innovation Management, Vol. 17, No. 1.

Osterwalder, A. und Pigneur, Y. (2011): Business Model Generation; Ein Handbuch für Visionäre, Spielveränderer und Herausforderer. Campus Verlag, Frankfurt, New York.

Brandes, U. und Erlebach, T. (Hrsg.) (2005): Network Analysis – Methodological Foundations, Band 3418 der Reihe Lecture Notes in Computer Science. Springer, 2005.

Fridgen, G. und Garizy, Tira Zare (2015): Supply Chain Network Risk Analysis“, Veranstaltungsbeitrag, 23rd European Conference on Information Systems (ECIS) , 26.-29.05.2015, Münster, Germany.

2.11 Compiler

Name

Compiler / Compiler

Code

COM4.WP

Coordinator

Prof. Dr. Rolf Winter

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The module is offered irregularly or on demand.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Compiler (3 Credit hours)

Practical Work Compiler (1 Credit hours)

Teaching and learning methods

Seminar-style teaching and accompanying practical course to apply and deepen the knowledge acquired. In addition, the practical course supports and promotes group work and self-study.

Exam

Examination number

IN 3970320, 2970776

TI 3976573, 2976515

WI 3975696

IIS 9775107

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: 1 DIN A4 page handwritten

Additional Information

Prerequisites

Solid knowledge of a higher programming language such as JAVA or C / C++

Content of the module

How often is a more or less small scanner or parser needed? Often adventurous on self "invented" scanners and parsers. To make it easier to jump from a few lines of code in good time, knowledge of the structure and mode of operation of compilers is important.

In this lecture, the functionality of parsers, scanners and compilers is explained. The sensible use of tools is described based on the theoretical principles.

First, the theoretical foundations of compiler construction - formal languages and automata - are developed. The focus here is on CH-2 and CH-3 languages, which are particularly relevant for compilers. Building on the theory, the practical realization of compiler construction is then discussed. The path leads to the construction of programs for lexical and syntactic analysis. Their concrete realization is illustrated using commonly used programs. A compiler is created with the help of common tools.

- Introduction
- Language theory: basics of language analysis
- Lexical analysis
- lex / flex
- The syntax analysis
- Semantic analysis
- The compiler generator YACC / BISON
- Intermediate code generation
- Code optimization

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- recognize where the areas of application of scanners and parsers lie.
- describe the function and mode of operation of scanners and parsers.
- design and create a compiler consisting of scanner and parser based on the theory of formal languages for a given task.

Reading list

A.V. Aho, R. Sethi, J.D. Ullmann: Compilerbau. Band 1 und 2, Addison-Wesley 1999

A.V. Aho, Monica S. Lam, Ravi Sethi, and Jeffrey D. Ullman Compilers: Principles, Techniques, and Tools. Addison-Wesley, 2007.

A.W. Appel modern compiler implementation in java, Cambridge University Press 2004
Download:
<http://eden.dei.uc.pt/~amilcar/pdf/CompilerInJava.pdf>

B. Bauer, H. Höllerer: Übersetzung objektorientierter Programmiersprachen: Konzepte, Abstrakte Maschinen Und Praktikum: Java-Compiler; Springer; 4. Auflage; 2013

S.D. Bergmann Compiler Design: Theory, Tools, and Examples; free download: <http://elvis.rowan.edu/~bergmann/> (Computer Science Department, Rowan University), 2016

H. Herold: Linux-Unix-Profitools. Addison-Wesley 1999

D. Grune, K. van Ree, H.E. Bal, C.J.H. Jacobs, K. Langendoen: Springer; 2. Auflage 2012

R.H. Güting, M. Erwig: Übersetzerbau; Springer 1999

A. Kunert: LR(k)-Analyse für Pragmatiker; Humboldt-Universität zu Berlin; Institut für Informatik / ZE Rechenzentrum (CMS) (Dissertation) 2011

Levine, J. R., Mason, T., Brown, D.: lex & yacc; O'Reilly & Associates 1995

A.J.D. Reiss. Compiler Construction using Java, JavaCC, and Yacc; Wiley, 2012.

F.J. Schmitt: Praxis des Compilerbaus; C. Hanser 1992

Wagenknecht C, Hielscher M.: Formale Sprachen, abstrakte Automaten und Compiler, Lehr- und Arbeitsbuch für Grundstudium und Fortbildung, Vieweg Teubner 2009
available for download via Springer Link!

2.12 Corporate Entrepreneurship

Name

Corporate Entrepreneurship / Corporate Entrepreneurship

Code

CES4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Corporate Entrepreneurship (4 Credit hours)

Teaching and learning methods

Seminar-based teaching for the theoretical imparting knowledge and skills in combination combined with interactive application and reflection of what has been learned in the sense of experience-based learning.

Exam

Examination number

IN 3970396, 2970894

TI 3976564, 2976716

WI 3975814

IIS 9775174

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Interim presentation, 15 minutes, 30%
- Final presentation, 25 minutes, 35%
- Written elaboration of the final presentation, approx. 6-8 pages, 35%

Additional information on the type of examination

The presentations are group presentations. Student research project: concrete solution proposals for practical problems are to be developed and presented in group work.

Content of the module

Developing, evaluating and implementing innovations in (large) companies consists of various skills that can be learned.

In this course students learn:

- the basics of corporate entrepreneurship;
- the specifics, needs and approaches of corporate entrepreneurship;
- strategies, tools and methods for entrepreneurship within companies and apply these in the context of practical problems
- opportunities, risks and challenges of corporate entrepreneurship.

Students are accompanied by an industry partner throughout the course.

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Identify and evaluate opportunities for corporate entrepreneurship within organizations
- Develop innovative solutions and create a strategy for their implementation in a company
- Create business models that can be embedded in the corporate context in terms of costs, benefits, risks and opportunities

Reading list

Osterwalder, A., Pigneur, Y. (2010): Business Model Generation Ein Handbuch für Visionäre, Spielveränderer und Herausforderer. Campus Verlag, Frankfurt am Main, 2010.

Osterwalder, A., Pigneur, Y., Bernarda, G., Smith, A. (2014): Value Proposition Design.

Nambisan, S., Lyytinen, K., Majchrzak, A., Song, M. (2017): Digital Innovation Management: Reinventing Innovation Management Research in a Digital World. Management Information Systems Quarterly, 41 (1), 223–238.

Kohli, R., Melville, N.P. (2018): Digital innovation A review and synthesis. Information Systems Journal, 29 (1), 200–223.

Christensen, C. M. (2011): The innovator's dilemma: Warum etablierte Unternehmen den Wettbewerb um bahnbrechende Innovationen verlieren. Vahlen.

Kraus, R., Kreitenweis, T., & Jeraj, B. (2022): Intrapreneurship. Springer.

2.13 Data Science

Name

Data Science / Data Science

Code DASC4.WP	Coordinator Prof. Dr.-Ing. Honorary Doctor of ONPU Thorsten Schöler
Teaching language English, if necessary also in German	Faculty Faculty of Computer Science
Usage possibilities Required elective for bachelor's degree programs	Duration / Frequency 1 semester, winter semester
Total workload and its constituent parts Credit hours: 4, CP credits: 5, Contact hours: 60h, Independent study: 90h, Total workload: 150h	
Courses Data Science (4 credit hours)	
Teaching and learning methods Seminar	
Exam	
Examination number IN -, -, - TI -, - WI -, - IIS -	Grading According to § 20 of the APO in the currently valid version.
Type of exam / required course achievements Portfolio exam: • Project work, 10% • Presentation, 10 minutes, 15% • Written assignment, min. 10 pages, 75%	

Additional information on the type of examination

- Project work: Practical application of data science techniques
 - Oral presentation: Presentation of project findings
 - Written assignment: Written project report: Comprehensive documentation of project work
-

Additional Information

Prerequisites

- Good programming skills (Python, Java, etc.)
 - Interest in scientific challenges
 - Solid mathematical understanding (e. g. statistics)
-

Content of the module

Introduction to Data Science

Short introduction to Python

Extract Transform Load (ETL)

Setup, ETL and Hadoop, How Uber designed its big data platform, Accessing SQL databases, Airline delay data set, Unstructured/semi-structured data, Time series analysis of earth oscillation data, Further examples, Additional open data sources

Visualisation

Introduction, Curve plotting, Using panels, Scatterplots, Histograms, Bar graphs, Image visualisation, Selected graphical examples with pandas, Advanced data learning representation, Feature importance, Further material

Statistics and classification

Literature, Statistics, Linear regression, Correlation and covariance, Classification

Machine Learning

Introduction, Unsupervised learning, Supervised learning, (Reinforcement learning)

Deep learning

Introduction, Darknet, ConvNetJS MNIST demo, Lasagne MNIST, Another deep learning MNIST example in Lasagne and other toolkits, Introduction to TensorFlow, Introduction to Keras

Datenkraken

Examples, Workshop

Sensor data fusion (optional)

Introduction, JDL data fusion model, Subsumption architecture, Literature

The teaching and learning methods are

- Seminar format
- Scientific Seminar
- Studies
- Small projects

Qualification aims for the module learning objectives/skills

Participants begin with a foundational **understanding** of procedures and methods in Big Data and Data Science, and the **application** of relevant software libraries. They can **analyze, visualize, evaluate, and classify** large datasets – demonstrating core competencies in the field.

This module culminates in a self-directed research project designed to foster higher-order thinking skills. Participants will **create** a novel data analysis problem, requiring them to **evaluate** existing literature and **formulate** an original research question. They will then **design** and **implement** original methods – demonstrating **application** and **analysis** – to address this problem.

The project deliverables require significant cognitive effort. Participants will **evaluate** their methods and results, **synthesize** their findings into a coherent narrative, and **create** a formal research paper suitable for academic dissemination. Furthermore, they will **present** their research in a workshop format, requiring them to **evaluate** potential questions, **analyze** their responses, and **create** a clear and compelling presentation – demonstrating effective communication and critical thinking skills.

All developed materials will serve as a comprehensive record of the research undertaken and will be considered for inclusion in future course materials.

Reading list

- Y. Hofstetter**, Sie wissen alles: Wie intelligente Maschinen in unser Leben eindringen und warum wir für unsere Freiheit kämpfen müssen. München: C. Bertelsmann Verlag, 2014.
- W. McKinney**, Datenanalyse mit Python: Auswertung von Daten mit Pandas, NumPy und IPython, 1. Auflage, O'Reilly, 2015.
- J. Grus**, Einführung in Data Science: Grundprinzipien der Datenanalyse mit Python, 1. Auflage, O'Reilly, 2016.
- R. Bruns und J. Dunkel**, Event-Driven Architecture: Softwarearchitektur für ereignis-gesteuerte Geschäftsprozesse, 1. Auflage, Berlin u.a.: Springer, 2010.

2.14 Data communication in the vehicle

Name

Datenkommunikation im Fahrzeug / Data communication in the vehicle

Code

DAKOFZ4.WP

Coordinator

Prof. Dr.-Ing. Thomas Kirchmeier

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Data communication in the vehicle (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying internship to apply and deepen the knowledge acquired.

Exam

Examination number

IN 3970369, 2970867

TI 3976576, 2976678

WI 3975787

IIS 9875320, 9775112

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Additional information on the type of examination

-

Additional Information

Prerequisites

C++ knowledge is not mandatory required as long as there is a willingness to deal with it as part of the crash course.

Content of the module

The course uses practical examples to illustrate the basic structure and functionality of a vehicle from a data transmission perspective. Individual vehicle functions are programmed in small teams, which then interact with each other using CommonAPI and SOMEIP. This simulates vehicle data communication and addresses the following topics:

- Crash course in C++ and cmake
- Vehicle architecture
- Implementation of simple vehicle functions in C++
- Basic communication systems in the vehicle, from fieldbus to IP communication
- SOMEIP and ServiceDiscovery
- Data processing and interface modeling
- Trace and error analysis
- Functional safety and dealing with "insecure" communication channels
- Time synchronization in the vehicle
- Security in vehicle communication

Qualification aims for the module learning objectives/skills

After successful completion of the module, students will be able to:

- know the framework conditions for software development in the automotive sector.
- know different vehicle communication systems as well as the SOMEIP protocol and Service Discovery.
- to apply (generate) SOMEIP interfaces from defined interface specifications using COMMONAPI.
- understand the influences of safety and security on data communication.
- apply the mechanism of time synchronization over an asynchronous network.
- understand a build infrastructure as well as an associated Git CI.

Reading list

Matheus, K.; Königseder, T. Automotive Ethernet, Cambridge University Press; Auflage: 2 (13. Juli 2017), ISBN: 978-1107183223.

Völker, L. COMMUNICATION PROTOCOLS FOR ETHERNET IN THE VEHICLE. IQCP Congress, 09 –11 DECEMBER 2013, STUTTGART MARRIOTT HOTEL SINDELFINGEN, <https://www.iqpc.com/media/9048/29408.pdf>

Kirchmeier, T. Design and Qualification of Automotive Ethernet - An OEM Perspective. Automotive Ethernet Congress. Munich, Germany: 4-5 February 2015.

Kirchmeier, T. Automotive Ethernet: How to handle the difference between the standard and its implementation. IEEE Ethernet & IP @ Automotive Technology Day. Paris, France: 20-21 September 2016.

Völker, L. SOME/IP SERVICE DISCOVERY, Vector Symposium 2014-05-27, http://some-ip.com/papers/2014-05-27-DrLarsVoelker-The_need_for_Service_Discovery_in_the_vehicle.pdf

Overview of additional publications to SOMEIP and Service Discovery: <http://some-ip.com/papers.shtml>

2.15 Digital Innovation

Name

Digitale Innovationen / Digital Innovation

Code

DIGINN4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester
The module will not take place in WS2024/25.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Digital Innovation (4 Credit hours)

Teaching and learning methods

Seminar-based teaching to impart theoretical knowledge and skills and accompanying exercises with practical examples for interactive application and reflection on what has been learned in the sense of experience-based learning.

Exam

Examination number

IN 3970382, 2970880
TI 3976580, 2976696
WI 3975800
IIS 9775116

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Paper presentation, 15 minutes, 10%
- Presentation A, 20 minutes, 20%
- Presentation B, 20 minutes, 20%
- Final presentation, 30 minutes, 50%

Content of the module

- Introduction to the topic of "Digital innovations"
- Overview of digital innovation (in contrast to traditional innovation) and digital technologies as enablers of new business models
- Methods and structuring approaches for the analysis, design and new development of (digital) innovations and value creation mechanisms
- Overview of exciting traditional and new digital innovations and business models
- Transfer to practical application examples of regional companies

Qualification aims for the module learning objectives/skills

After successfully completing the "Digital Innovations" module, students will be able to

- reproduce definitions and structuring approaches to digital innovation
- describe characteristics of digital innovations and name differences to other types of innovation
- derive influences of digitalization on traditional business models and innovations
- apply frameworks, theories and innovation methods and tools (e.g. value proposition design) to develop and analyze digital innovations themselves
- assess and compare real-world examples of digital innovations from different perspectives

Students also learn soft skills such as teamwork, structuring and presentation skills.

Reading list

Osterwalder, A., Pigneur, Y. (2010) Business Model Generation Ein Handbuch für Visionäre, Spielveränderer und Herausforderer. Campus Verlag, Frankfurt am Main, 2010.

Osterwalder, A., Pigneur, Y., Bernarda, G., Smith, A. (2014) Value Proposition Design.

Nambisan, S., Lyytinen, K., Majchrzak, A., Song, M. (2017) Digital Innovation Management: Reinventing Innovation Management Research in a Digital World. Management Information Systems Quarterly, 41 (1), 223–238.

Kohli, R., Melville, N.P. (2018): Digital innovation A review and synthesis. Information Systems Journal, 29 (1), 200–223.

Weitere Literatur gemäß gesonderter Angabe.

2.16 Digital Business Leadership Skills

Name

Digital Business Leadership Skills / Digital Business Leadership Skills

Code

DIBUS6.WP

Coordinator

Prof. Dr. Norbert Gerth

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Digital Business Leadership Skills (6 Credit hours)

Teaching and learning methods

Seminar-style teaching

Exam

Examination number

IN 3970407, 2970905

TI 3976641, 2976731

WI 3975825

IIS 9775185

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 30 minutes, 70%
- Written assignment, 6-18 pages, 30%

Content of the module

- The radical nature and speed of digitalization as a new megatrend poses major challenges for all industries (keyword 'disruption').
- This is not just about incorporating new key technologies.
- Rather, fundamental approaches and methods are changing, from research and development (agile, customer-centric innovation management) to HR management (team leadership and motivation) and the way in which companies interact with their customers in the future.
- All of this presents companies with major challenges.

This event focuses on the new approaches that need to be considered here. The students are asked to work on the practical content themselves as part of their coursework. The results will then be presented and discussed by all participants.

- Companies in the digital transformation
- Opportunities of disruption for startup founders
- Key digital technologies and their business potential
- New organizational concepts of established companies (digital units) and change management
- What established companies can learn from startups?
- Agile corporate management, leadership communication & Team productivity
- Opportunities and risks of startup-industry cooperation
- Methods of customer-centric product development (e.g. design thinking; lean startup)
- Innovation selling, acceleration and growth hacking
- Digital marketing and e-commerce

The topics are explored in depth through guest lectures, best practices, independent work, and presentations.

Qualification aims for the module learning objectives/skills

Students

- can analyze and explain the effects of digital transformation on companies.
- are able to assess disruption as a challenge and opportunity for startup founders.
- can identify key digital technologies and analyze their business potential.
- understand new organizational concepts of established companies and can develop change management strategies.
- are able to evaluate and apply new development and management approaches.
- can analyze what established companies can learn from startups and develop appropriate strategies.
- understand the principles of agile management and can promote leadership communication and team productivity.
- are able to evaluate the opportunities and risks of startup-industry cooperation.
- can apply customer-centric product development methods such as design thinking and lean startup.
- understand the concepts of innovation selling, acceleration, and growth hacking and can apply them in practice.
- can develop and implement strategies for digital marketing and e-commerce.

With this in mind, this seminar will pay particular attention to the discussion of current and practice-relevant issues.

Reading list

The relevant literature is to be researched independently by the participants.

2.17 Digital Foresight

Name

Digital Foresight / Digital Foresight

Code

DIFORE4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Digital Foresight (4 Credit hours)

Teaching and learning methods

Exam

Examination number

IN -, 3970433, -

TI 3976673, 2976756

WI -, 3975850

IIS 9875330, 9775210

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Seminar-style teaching, exercise

Content of the module

This course teaches the fundamentals, methods, and practical applications of digital strategic foresight in an economic context. The aim is to give students a deep understanding of how organizations can identify, evaluate, and strategically leverage digital trends and technological developments at an early stage. The focus is on approaches such as technology scouting, scenario techniques, trend analyses, and horizon scanning, applied to digital transformation processes and IT innovation strategies. Students critically examine real-world application examples and develop their own systematic approaches to operationalizing digital foresight. The course trains analytical thinking, methodological competence, and strategic judgment—essential skills for designing future-oriented digital strategies in companies.

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to:

- explain and critically evaluate the theoretical foundations and central concepts of (digital) foresight.
- apply various foresight methods (e.g., scenario techniques, trend analyses, horizon scanning) to digital transformation and innovation contexts.
- systematically analyze technological trends and digital developments and evaluate them in terms of their strategic relevance.
- think ahead, reflect analytically on uncertainties, and derive strategic options from them.

Reading list

Götz, K., und Weißner, A., 2009: *Strategic Foresight: Zukunftsorientierung im strategischen Management*. Peter Lang Internationaler Verlag der Wissenschaften.

Lustig, P., 2015: *Strategic Foresight: Learning from the Future*. Triachy Press Ltd.

Hines, A., und Bishop, P., 2015: *Thinking about the Future: Guidelines for Strategic Foresight*. 2nd Edition.

Groß, B., und Mandir, E., 2022: *Zukünfte gestalten: Spekulation, Kritik. Innovation. Mit Design Futuring Zukunftsszenarien strategisch erkunden, entwerfen und verhandeln*. Verlag Hermann Schmidt.

2.18 Digital Management

Name

Digital Management / Digital Management

Code

DIMGMT4.WP

Coordinator

Prof. Dr. Norberth Gerth

Teaching language

German, if applicable English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Digital Management (4 Credit hours)

Teaching and learning methods

Seminar-style teaching

Exam

Examination number

IN -, 3970434, -

TI 3976674, 2976757

WI -, 3975851

IIS 9875340, 9775211

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 30-45 minutes, 70%
- Written assignment, 6-18 pages, 30%

Content of the module

Background:

Digital companies are unique in terms of their basic concept. While traditional companies use digitalization to operate their business model more efficiently, technology is at the core of digital companies. This is reflected in their working methods, their value creation, and their customer approach. The implications of this for management are the focus of this course. Students are encouraged to develop practical content themselves as part of their coursework. The results are then presented and discussed with all participants.

Module content (overview)

- Fundamentals (definition of terms; types and significance of “digital companies”; challenges)
- Product development in “digital companies”
- Basic management principles
- ‘Digital companies’ in competition
- Successful competitive strategies
- Trends and outlook

The exact topics will be announced at the beginning of the course.

The topics are explored in depth through independent work, presentations, case studies, and practical tips.

Qualification aims for the module learning objectives/skills

The students

- can explain the concept and types of digital companies and analyze their significance in today's economic life.
- are able to identify the challenges facing digital companies and develop solutions.
- understand the specifics of product development in digital companies and can apply this knowledge.
- can describe basic management principles for digital companies and evaluate their application.
- are able to analyze the competitive position of digital companies and develop strategies for improvement.
- can develop successful competitive strategies for digital companies and plan their implementation.
- are able to identify current trends in the field of digital companies and evaluate their impact on management.
- can independently develop practical content and present and discuss the results in plenary sessions.

Reading list

Literature recommendations will be provided in the lecture.

2.19 Digital Transformation in Organizations

Name

Digitale Transformation in Organisationen / Digital Transformation in Organizations

Code

DTO4.WP

Coordinator

Prof. Dr. Jens Lauterbach

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Digital Transformation in Organizations (4 credit hours)

Teaching and learning methods

Seminar format, practical group work and case studies, industry talks

Exam

Examination number

IN 3970377, 2970875

TI 3976579, 2976686

WI 3975795

IIS 9775115

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 50%
- Written assignment, 10-15 pages, 50%

Additional Information

Prerequisites

Students should have acquired basic skills in informatics or business information systems to understand core concepts/fundamentals behind business organizations and digital technologies. Bachelor (5th semester) or master in business information systems or computer science is recommended.

Content of the module

Digitalization is one of the megatrends of our time. We live in a time where digital technologies and their applications make astonishing progress. Cars become driverless, computers beat humans in chess and Jeopardy and 3D-printers create houses. In the first part of this course the terms digitalization and digital transformation will be defined and the foundations are laid. Specifically, the following topics will be covered:

- Digital transformation – why it is one of the biggest buzzwords but also megatrends of our time
- Digitalization and digital transformation: Definition and delimitation
- A framework for organizations, individuals, and digital technology
- Historical evolution of industry and (digital) technologies
- Key digital technologies of our time
- Influence of digital technologies on organizations

Many organizations are confronting the question of how to design and manage the digital transformation. Based on phase-models of innovation adoption, the generic transformation process will be explained. Along this process, specific tasks and challenges that an organization needs to design and manage will be introduced. Specifically, the following topics will be covered:

- Stage models for digital transformation in organizations
- Key design aspects for digital transformations
- Methods and instruments to design, manage and facilitate digital transformations

Overall, this course is aimed at giving students the opportunity to learn and practice important aspects of digital transformations in organizations, one of the most pressing topics of our time for businesses around the globe. Group work with (research) papers and case studies will be used to complement the concepts and examples from the lecture. In industry talks, practitioners will share their own experiences from digital transformation management.

Qualification aims for the module learning objectives/skills

Students that aim at learning the design and management aspects of digitalization in organizations will create and deepen their knowledge. Students will be prepared for working in digital transformation projects in business organizations. After successful participation, students particularly will:

- Understand the term and the reasons for accelerated digital transformation in organizations
- Understand the technological and conceptual foundations of digital transformation
- Remember the historical evolution of industries and (digital) technologies
- Understand the influence of digital technologies on organizations
- Understand the typical phases and tasks in digital transformations
- Analyze and evaluate design and management problems in digital transformations
- Apply methods and instruments to create solutions for real world problems in the context of digital transformation projects

Reading list

Literature recommendations will be provided in the lecture

2.20 Electronic-Commerce

Name

E-Commerce / Electronic-Commerce

Code

ECOMM6.WP

Coordinator

Prof. Dr. Norbert Gerth

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Electronic-Commerce (6 Credit hours)

Teaching and learning methods

Seminar-style teaching

Exam

Examination number

IN 3970419, -

TI 3976653, 2976743

WI 3975837

IIS 9875130, 9775197

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 30 minutes, 70%
- Written assignment, 6-18 pages, 30%

Content of the module

Introduction

Online sales continue to rise worldwide. The Internet has thus permanently changed the sales structures of most industries.

However, successful e-business requires professional solutions. This requires knowledge of the important problem areas and design options in e-commerce, which consequently also form the focus of this course.

The students are asked to work out the practice-relevant content themselves. These results are then presented and discussed by all participants. The EC course deals with important fundamental questions on the topic of e-commerce from a business perspective (in addition to the technical perspective in other courses).

Contents of the module

- Introduction: e-commerce between hope and fear
- Fields of application of e-commerce and DIG marketing in the company
 - Business-to-business e-commerce
 - Business-to-consumer e-commerce
 - DIG Marketing
- Implementation of e-commerce in the company
 - Online marketing
 - Conversion optimization
 - Web 2.0 and social media
 - DIG Selling
 - Web analytics
- Mobile Commerce

The topics are explored in depth through guest lectures, best practices, independent work, and presentations.

Qualification aims for the module learning objectives/skills

Students

- can explain the basics and significance of e-commerce and describe current market developments.
- are able to distinguish and analyze the fields of application of e-commerce and digital marketing in various business contexts (B2B, B2C).
- can develop and apply strategies for online marketing and conversion optimization.
- understand the role of Web 2.0 and social media in e-commerce and can plan their use.
- can evaluate concepts of digital selling and web analytics and discuss their significance for e-commerce.
- are able to identify the special features and challenges of mobile commerce and develop solutions.
- can recognize legal aspects of e-commerce and put them into practice.
- are able to analyze current trends in e-commerce and evaluate their impact on business practice.
- can independently develop practice-relevant content and present and discuss the results in plenary sessions.

In the seminar, particular attention is paid to the discussion of current and practice-relevant EC issues, such as Web 2.0/social media, online marketing, m-commerce or web analytics.

Reading list

Announced at the beginning of each semester.

2.21 Basics of machine learning

Name

Einführung in das maschinelle Lernen / Basics of machine learning

Code

EMASCH4.WP

Coordinator

Prof. Dr. Alexandra Teynor

Teaching language

German

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs, except IN SPO2025 (compulsory module).

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Basics of machine learning (2 Credit hours)

Basics of machine learning (2 Credit hours)

Teaching and learning methods

Seminar-style teaching, practical training

Exam

Examination number

IN —, 3970428, -

TI 3976675, 2976758

WI -, 3975852

IIS 9875350, 9775212

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: calculator

Additional Information

Prerequisites

Introduction to programming, introduction to theoretical computer science

Content of the module

- Types of machine learning
- Development cycle for ME systems
- Data processing (missing values, imbalanced data, outliers)
- Mathematical consideration of similarity
- Classification methods
 - Naive Bayes
 - K-nearest neighbor
 - Linear regression, linear classification
 - SVM
 - Perceptron, fundamentals and application of neural networks
 - Feedforward neural networks (multi-layer perceptron),
- Clustering methods (e.g., agglomerative clustering, K-means, DBSCAN)
- Training and testing methods
 - Hebbian learning
 - Gradient descent and backpropagation
 - Train/validation/test split
 - Cross-validation
 - Bias-variance trade-off
 - Overfitting
- Evaluation
 - Evaluation metrics (correlation, recall/precision, sens/spec, ROC, AUC, UAR, etc.)
 - Qualitative evaluation
 - Interpretable and explainable AI
 - Ethics
- Tools and frameworks

Qualification aims for the module learning objectives/skills

After completing the module, students will be able to apply the following knowledge, skills, and competencies:

- Knowledge:
 - Basic techniques of machine learning
 - Classifiers
 - Clustering algorithms
 - Evaluation measures and testing
 - Typical use cases for ML
- Skills:
 - Prepare data for pattern recognition systems.
 - Select, extract, and/or combine suitable features for further processing.
 - Select and apply suitable classifiers for given classification problems.
 - Compare the performance of pattern recognition systems based on recognized quality measures.
- Competencies:
 - Independently develop algorithms based on given literature, apply them, and analyze their properties.
 - Develop your own pattern recognition systems for industrial applications using appropriate algorithms and software packages.

Reading list

Will be announced in the lecture.

2.22 Introduction to Natural Language Processing

Name

Einführung in die maschinelle Sprachverarbeitung / Introduction to Natural Language Processing

Code

EMSV4.WP

Coordinator

Prof. Dr. phil. Alessandra Zarcone

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Introduction to Natural Language Processing (4 Credit hours)

Teaching and learning methods

Seminar-style teaching and accompanying exercises to apply and deepen the acquired knowledge. In addition, the exercises support and promote self-study.

Exam

Examination number

IN 3970378, 2970876

TI 3976583, 2976687

WI 3975796

IIS 9775119

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: calculator

Additional information on the type of examination

for interactive media

- Written examination, 60 minutes, auxiliary: calculator, 70%
- semester-accompanying work, 30%, alternatively:
 - presentation (15-30 minutes)
 - student research project (6-10 pages)

Additional Information

Prerequisites

Fundamentals of computer science as taught in the foundation course.

Content of the module

- Morphological and syntactic units, modeling of structures and rules
- N-gram language models
- Text classifiers: naive-Bayes and logistic regression
- Words as vectors and embeddings
- Neural language models
- Sequence labeling & Named Entity Recognition
- Pre-trained language models
- Contextual embeddings
- Chatbots and dialog systems
- Data annotation for qualitative analysis and machine learning
- Evaluation of models and tools
- Industrial applications and societal implications

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- the typical challenges of natural language processing (ambiguity, context dependency)
- describe the current methods of machine language processing
- identify the appropriate technical solution for typical use cases and apply exemplary processing methods to simple examples

Reading list

Altinok, D.: Mastering spaCy: An end-to-end practical guide to implementing NLP applications using the Python ecosystem, 2021.

Carstensen, K.: Computerlinguistik und Sprachtechnologie: Eine Einführung, 2009.

Jurafsky, D.; Martin, J.H.: Speech and Language Processing. Entwurf der 3. Auflage. Available online <https://web.stanford.edu/jurafsky/slp3/>, 2021.

Software used:

- Python:
<https://www.python.org>
- Spacy:
<https://spacy.io/>

2.23 Introduction to Robotics

Name

Einführung in die Robotik / Introduction to Robotics

Code

EROB4.WP

Coordinator

Prof. Dr. Michael Strohmeier

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Introduction to Robotics (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying exercises for the introduction to robotics

Exam

Examination number

IN 3970400, 2970898

TI 3976623, 2976724

WI 3975818

IIS 9775178

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: non-programmable calculator, 2 DIN A4 pages handwritten formulary

Content of the module

- Overview of various fields of application in robotics
- Spatial representation: coordinate systems and homogeneous transformations
- Introduction to common control architectures in robotics
- Direct and inverse kinematics for mobile robots and manipulators
- Principles of dynamics using the example of simple robots and multicopters
- Overview of sensors in robotics and their measuring principles
- Sensor fusion: complementary filters and Kalman filters
- Mapping and localization, e.g. particle filters and SLAM
- Basic path planning and obstacle avoidance techniques
- Machine learning: introduction to reinforcement learning

Qualification aims for the module learning objectives/skills

After successfully completing the module, students understand the basic principles of robotics. They will be able to analyze and design simple robot systems in terms of their kinematics, dynamics and control structures. Students will be familiar with various sensor technologies and measurement principles. They understand and can apply the basics of sensor fusion. They understand basic algorithms for mapping, navigation and obstacle avoidance. They also understand the basics of machine learning techniques and are familiar with their application in robotics.

Reading list

Hertzberg J., Lingemann K., Nüchter A. *Mobile Roboter: Eine Einführung aus Sicht der Informatik*, Springer-Verlag, 1. Ausgabe, 2012

Siciliano B., Sciavicco L., Villani L., Oriolo G. *Robotics: Modelling, Planning and Control*, Springer, 1st Edition, 2008

Siegwart R., Nourbakhsh I.R., Scaramuzza D. *Introduction to Autonomous Mobile Robots*, MIT press, 2nd Edition, 2011

Sola, J. *Quaternion kinematics for the error-state Kalman filter*, arXiv preprint, 2017

Corke P.I., Witold J., Remo P. *Robotics, vision and control*, Springer, 2011.

2.24 Electronic Trading Systems

Name

Elektronische Handelssysteme / **Electronic Trading Systems**

Code

ELHS4.WP

Coordinator

Prof. Dr. Arne Mayer

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The module is offered irregularly or on demand.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Electronic Trading Systems (4 Credit hours)

Teaching and learning methods

Seminar-style teaching at the beginning - Supported by case studies, group discussions and guest lectures. In the further course work in small groups, in which the students can work out the practical content themselves. These results are then presented and discussed by all participants.

Exam

Examination number

IN 3970376, 2970874

TI 3976565, 2976685

WI 3975794

IIS 9875360, 9775120

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 15 minutes, 60%
- Written assignment, 10-15 pages, 40%

Content of the module

Electronic commerce (e-commerce) as part of e-business is becoming increasingly important and is pushing traditional, direct trade relationships into the background. This module examines the underlying IT systems - from a technical, business perspective:

- Sub-areas of e-business
- Technical/technological framework conditions of the Internet economy as drivers for e-business
- Structure and components of electronic trading systems
- Specifics of electronic commerce (e-commerce) such as Platform economy, revenue models
- Technological trends
- Analysis of existing electronic trading systems in practice: Modeling/documentation of their business processes using BPML
- Implementation of electronic trading systems: In small groups, students design and implement an e-shop - with the help of existing software or themselves (if desired and with appropriate prior knowledge!)
- Aspects of environmental protection and sustainability in e-commerce

Qualification aims for the module learning objectives/skills

With successful participation in the module, students can:

- recognize and classify the importance of e-business and its sub-areas for the economy
- analyze and understand the characteristics and necessary processes of e-commerce and electronic trading systems in particular
- acquire implementation skills for a career or start-up
- present the results obtained in a target group-oriented manner

Reading list

Hansen, H., Mendling, J., Neumann, G.: Wirtschaftsinformatik, De Gruyter Oldenbourg

Clement, R., Schreiber, D.: Internet-Ökonomie, Springer Gabler

Kollmann, T.: E-Business, Springer Gabler

2.25 Embedded Linux

Name

Embedded Linux / Embedded Linux

Code

EMLI6.WP

Coordinator

Prof. Dr. Hubert Högl

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Embedded Linux (6 Credit hours)

Teaching and learning methods

- Seminar-based teaching
- Practical exercises and projects

Exam

Examination number

IN 3970420, -

TI 3976654, 2976744

WI 3975838

IIS 9875140, 9775198

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Additional Information

Prerequisites

Knowledge of Linux on the desktop computer, especially working on the command line (e.g. through elective subject "LPIC") and microcomputer technology (e.g. Embedded Systems I and II) is helpful, but not essential.

Content of the module

- Motives for Linux on embedded systems
- Typical hardware of embedded Linux computers
- Installation of the development computer
- Bootloader
- Linux kernel
- Device drivers
- Interfaces (UART, GPIO, SPI, I2C, ADC, PWM) and their programming
- Application programming
- Update mechanisms
- Embedded Linux construction kits (Buildroot, Yocto-Project)
- Debugging
- Real time

Qualification aims for the module learning objectives/skills

The students attain:

- Knowledge of the GNU/Linux development process
- Understanding the function of a device based on embedded Linux
- Ability to implement their own product idea in practice with embedded Linux

Reading list

Frank Vasquez, Chris Simmonds, Mastering Embedded Linux Programming: Create fast and reliable embedded solutions with Linux 5.4 and the Yocto Project 3.1. Packt Publishing 2021.

Brian Ward: How Linux Works. What Every Superuser Should Know. No Starch Press, 2021.

2.26 Implementation of a programming course for young people

Name

Entwicklung eines Programmierkurses für Jugendliche / Implementation of a programming course for young people

Code

EDPS2.WP

Coordinator

Prof. Dr. Thomas Kirchmeier

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 2, CP credits: 5,

Contact hours: 30h, Independent study: 120h, Total workload: 150h

Courses

Implementation of a programming course for young people (2 Credit hours)

Teaching and learning methods

Seminar-based teaching

Exam

Examination number

IN 3970392, 2970890

TI 3976585, 2976712

WI 3975810

IIS 9775166

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Oral examination, 15-20 minutes, Questions concerning software, 40%
- Written assignment, 8-10 pages, 30%
- Project work, 30%

Additional Information

Prerequisites

Interest in computer science and in developing a programming course to get students excited about computer science, as well as an interest in imparting knowledge to others.
Recommended: From the third semester onwards

Content of the module

The aim of the module is to independently develop a programming course for students in grades 8-12. At the end of the semester, the course will be conducted with the students. Depending on the number of module participants, there may be several course dates.

The course will be created in small groups. The course content and the choice of programming language will be determined in consultation with the module coordinator. In addition to designing the course, module participants will actively support the recruitment of students. This includes contacting schools and pitching the course on site in the target classes, as well as other promotional activities.

On the day of the course, there should be two students from the FWP subject and one supervisor per course group of students to assist the students if they have any questions or problems. The students organize the implementation of the course and the schedule using didactic methods. Of course, the lecturer and Starcode are available to provide advice.

The creation of the programming course and its implementation at the end of the semester are accompanied and supervised throughout by a member of Starcode e.V. The Starcoder is always available to answer questions.

What is Starcode? Starcode e.V. is a diverse group of students from all disciplines, supported by advisors from academia and industry, whose goal is to improve gender diversity in computer science-related degree programs. To achieve this goal, the non-profit association Starcode e.V. offers free programming courses for FLINT youth.

(FLINT definition:

<https://queer-lexikon.net/2020/05/30/flint/>).

These programming courses are aimed at students in grades 8-12 and have three objectives. First, to get young people excited about computer science and give them an insight into programming. Second, to establish personal contact with approachable role models (e.g., young female researchers or founders in the field of computer science) and third, to establish connections between the young people.

Starcode e.V. is currently available in the following cities: Aachen, Berlin, Munich, and Zurich.

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to:

- Pass on their computer science knowledge to students in a didactically meaningful way, respond to course participants individually, and encourage them. This applies to both students with programming experience and students with little or no programming experience/prior knowledge.
- Work in teams in which they achieve their goals together through communication and compromise.
- Work in the field of project management and apply the knowledge they have acquired in this area. They learn everything that is involved in organizing such a course.

Reading list

Literature will be announced in the seminar.

2.27 Flying Robots

Name

Flugrobotik / Flying Robots

Code

FLUGRO4.WP

Coordinator

Prof. Dr. Constantin Wanninger

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Flying Robots (2 Credit hours)

Practical Work Flying Robots (2 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying exercises for the introduction to flight robotics.

Exam

Examination number

IN 3970408, 2970906

TI 3976642, 2976732

WI 3975826

IIS 9875370, 9775186

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Oral examination, 30 minutes, 50%
- Project work, Demonstration / Colloquium, 50%

Content of the module

The lecture *Flight Robotics* imparts basic knowledge about unmanned flying robots through a combination of theory and practical exercises. The following contents are covered, among others:

- Fundamentals of flight robotics
- Sensors and actuators
- Cartesian coordinates and transformations
- The Robot Operating System (ROS)
- Path planning and collision avoidance
- Software engineering course

Finally, a small project with drones will be realized.

Qualification aims for the module learning objectives/skills

The lecture should enable students to understand the basics of flight robotics and apply them in practice.

- Understanding the basics of flying robots
- Practical experience with drone control and programming

Reading list

Online documentation of the Robot Operating System (ROS), <https://www.ros.org/>

Macenski, Steven: Robot operating system 2: Design, architecture, and uses in the wild, Science robotics (2022).

Gugan, Gopi: Path planning for autonomous drones: Challenges and future directions, Drones (MDPI) (2023).

Yang, Hyunsoo: Multi-rotor drone tutorial: systems, mechanics, control and state estimation, Intelligent Service Robotics (Springer) (2016).

2.28 Formula Student Driverless

Name

Formula Student Driverless / Formula Student Driverless

Code

FSD4.WP

Coordinator

Prof. Dr. Gundolf Kiefer

Teaching language

German, in exceptional cases (international students) and at the competition events also in English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The module has a duration of two semesters and is offered in the winter semester and the following summer semester if there is sufficient demand.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Formula Student Driverless (4 Credit hours)

Teaching and learning methods

Project work, seminar, seminar-style teaching, regular status meetings

Exam

Examination number

IN 3970373, 2970871

TI 3976587, 2976682

WI 3975791

IIS 9775123

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, 10-15 pages, 80%
- 6 Short presentations, 10-20 minutes, 20%

Content of the module

The students take responsibility for a technical or organizational part of the development of a Formula Student driverless vehicle and develop the associated components together with a student team.

The development of a vehicle usually extends over one year (winter semester followed by a summer semester) and is divided into the following phases, each of which is concluded with a short presentation:

- Development of the requirements for the subsystem and coordination in the team (requirements freeze: presentation 1)
- Creation of a design and coordination of the interfaces with the adjacent components (design freeze: presentation 2)
- Implementation / production of the subsystem (presentation of prototype: presentation 3)
- Component / subsystem tests (presentation of the test results against the requirements: presentation 4)
- Integration of the component / subsystem into the overall system and execution of the integration tests (presentation of the integration test results with focus on the component / subsystem: presentation 5)
- Support of the subsystem during the race in the vehicle (presentation of success / outlook: presentation 6)

In addition to the actual presentations, regular team meetings are held to coordinate the procedure and determine the development status.

Qualification aims for the module learning objectives/skills

Knowledge:

- Students know the structure and architecture of the overall system in an autonomous electric racing vehicle.
- They know the development process and know how to complete it on time.
- They know how to integrate themselves into an interdisciplinary team and coordinate the technical and organizational interfaces.
- You know the importance of coordinated escalation of technical, scheduling and communication problems in your own development area, as well as at the interfaces to team members, suppliers and sponsors.

Skills:

- Students can lead a subsystem through the entire development process and know how to bring it to a level of maturity on time that ensures robust and safe operation in the vehicle during the race.
- Through contact with sponsors and partners from industry and the experience gained as a result, students can present themselves and their development results in English and German.

Competencies:

- Students are able to carry out risk assessments, prepare fallback solutions and decide in good time when these need to be used.
- As part of the team leadership for a subsystem, students assess the continuous progress and degree of maturity and can make well-founded technical decisions.

Reading list

- Formula Student Driverless and Formula Student Electric regulations
- Documentation of the FSD and FSE vehicles already developed by HSA

2.29 Fullstack Web Development

Name

Fullstack-Webentwicklung / Fullstack Web Development

Code

FSWD6.WP

Coordinator

Prof. Dr. Wolfgang Kowarschick

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The duration of the module is one semester. The module is regularly offered in the summer semester. The module only takes place if enough participants register.

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,
Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Fullstack Web Development (2 Credit hours)
Practical work Fullstack Web Development (4 Credit hours)

Teaching and learning methods

Seminar-based teaching, practical training

Exam

Examination number

IN 3970368, 2970866
TI 3976589, 2976677
WI 3975786
IIS 9775125

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment (duration 110 - 150 h), 90%
- Presentation, 10%

Additional Information

Prerequisites

Knowledge of the contents of the Data Management module(IA) is very useful, but not absolutely necessary.

Content of the module

- programming
 - Basics of the ECMAScript (JavaScript) and TypeScript languages
 - Client programming (ECAMScript-/TypeScript-based), server programming (ECAMScript-/TypeScript-based), data storage (JSON format, RDBMS)
 - Communication between client and server (e.g. REST)
 - Development of simple web systems with the help of suitable frameworks.
- Programming principles
 - Modularization
 - Asynchrony (without threads)
 - Reusability (esp. don't repeat yourself, DRY)
 - Model-View-Controller-Pattern, Observer-Pattern ...
- collaborative work using Git

Qualification aims for the module learning objectives/skills

Knowledge:

The students can

- plan and implement a web project according to given prerequisites and requirements.

Skills:

The students can

- plan and program a REST API,
- plan and implement a relational database for a web project,
- design the front end of a web application according to the requirements and implement it with a current web framework,
- structure and version the development of a web project with the help of management software,
- deploy and manage their application online with the help of cloud platforms.

Competencies:

Students are able

- to independently familiarize themselves with new web technologies in order to keep pace with the rapid developments in this field.

Reading list

Script

Vue.js-Dokumentation:

<https://vuejs.org/v2/guide>

Phoenix-Dokumentation:

<https://hexdocs.pm/phoenix/overview.html>

PostgreSQL-Dokumentation:

<https://www.postgresql.org/docs/online-resources>

Deployment:

<https://devcenter.heroku.com>

Deployment:

<https://docs.netlify.com>

2.30 Fundamentals of DevOps

Name

Grundlagen DevOps / Fundamentals of DevOps

Code

DEVOPS4.WP

Coordinator

Prof. Matthias Kolonko, Ph.D. (ONPU)

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Fundamentals of DevOps (4 Credit hours)

Teaching and learning methods

Seminar-based teaching, practical exercises

Exam

Examination number

IN 3970387, 2970885

TI 3976590, 2976707,

WI 3975805,

IIS 9775167

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Additional Information

Prerequisites

Programming 1+2

Content of the module

The lecture deals with the most important elements of the infrastructure for a structured software development process. Hereby various representatives of the different categories of these support tools are discussed and the differences are highlighted. The correct use and the correct application of these tools and their interaction will be highlighted.

In detail, the following categories and tools with the corresponding representatives will be considered:

Versioning Git, SVN, CVS, ...

Bug Tracker JIRA, Mantis, Redmine, ...

Build Tools Ant, Maven, ...

Continuous Integration Jenkins, ...

The area of ITIL will also be briefly discussed here, whereby the distinction between the above-mentioned bug trackers and ticket systems will be emphasized.

During the event, the different tools and their interlinking will also be interlocking will also be applied in practice. The systems will be installed, configured and tested with simple code examples.

Participants should also independently recognize and compare the advantages and disadvantages of application of these tools and compare them.

Qualification aims for the module learning objectives/skills

After successfully completing the module, participants will be able to

- name the current tools in the above categories.
- describe the advantages and disadvantages of the different tools.
- use the tools discussed in the lecture correctly.
- develop an integrated approach to the development of a software project using the different tools.

Reading list

Literature will be announced in the course.

2.31 Hard- and software for the internet of things

Name

Hard- und Software für das Internet der Dinge / Hard- and software for the internet of things

Code

HARSO.WP

Coordinator

Prof. Dr. Volodymyr Brovkov

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Hard- and software for the internet of things (2 Credit hours)

Practical work Hard- and software for the internet of things (2 Credit hours)

Teaching and learning methods

Seminar-based teaching, exercises, practical training

Exam

Examination number

IN 3970347, 2970842

TI 2976653

WI 3975759

IIS 9775126

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: 1 DIN A4 page handwritten

Content of the module

- Microcontrollers: typical components/use/programming in C and Python
- Typical interfaces (GPIO, UART, I2C, SPI), signal level, compatibility.
- Typical sensors (temperature, humidity, distance, acceleration, movement, ...)
- Typical actuators (servo, relay, DC motor, ...)
- MQTT protocol in Internet of Things / Raspberry Pi as MQTT broker / microcontroller WeMos D2 as MQTT client.
- Power supply in autonomous systems
- Example implementation of a sensor network

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to:

- describe how a microcontroller works and explain the function of its typical interfaces (e.g. GPIO, UART, I²C),
- program microcontrollers in the C programming language to control simple input and output interfaces,
- explain how typical sensors and actuators work and their use in microcontroller systems,
- create a communication network with multiple devices using the MQTT protocol,
- implement a simple data acquisition system with sensors based on a microcontroller.

Reading list

Banzi, Massimo, 2015. Arduino für Einsteiger: 160/ST 170 B219 A6. ISBN: 978-3-95875-055-5,3-95875-055-9

Kofler, Michael, 2016. Raspberry Pi: 160/ST 160 K78(3).

Engelhardt, Erich F., 2016. Sensoren am Raspberry Pi: 160/ST 160 S294. ISBN: 978-3-645-60490-1

Hüning, Felix, 2016. Sensoren und Sensorschnittstellen: 160/ZQ 3120 H887. ISBN: 978-3-11-043854-3,3-11-043854-2,978-3-11-043855-0,978-3-11-042973-2.

Boyd, Bryan, 2014. Building Real-time mobile solutions with MQTT and IBM Message-Sight: ISBN: 978-0-7384-4005-7.

2.32 University Innovation Project

Name

Hochschul Innovationsprojekt / **University Innovation Project**

Code

HIP.WP

Coordinator

Prof. Dr. Alexander von Bodisco

Teaching language

The module is taught in German and English language.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

ein Semester, jeweils im Winter- und Sommersemester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

University Innovation Project (4 Credit hours)

Teaching and learning methods

Students work in small groups to develop IT solutions on a practice-oriented topic for an IT or interdisciplinary interdisciplinary project. The aim is to project process as realistically as possible with all facets as realistically as possible. The project topics are selected by authorized examiners of the Faculty of Computer Science and include a practical part (software/hardware), a documentation (student research project) and a presentation. The practical part (software and, if applicable, hardware) must be described as part of the student research project. The presentation usually takes place as part of a project project day or a seminar. The coordination with the project creator takes place regular face-to-face meetings and via electronic channels. The work is not necessarily necessarily bound to the lecture period.

Exam

Examination number

IN 3970401, 2970899

TI 3976624, 2976725

WI 3975819

IIS 9875390, 9775179

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 10-20 Seiten, 80%
 - Presentation, 10-20 minutes, 20%
-

Additional Information

Prerequisites

Solid knowledge of the most important areas of computer science, such as algorithms and data structures, programming, databases, data communication, software engineering and operating systems. The acquired knowledge should already have been practically applied in a team project.

Usage possibilities

Required elective for bachelor's degree programs Computer Science, International Information Systems, Computer Engineering, Information Systems

Content of the module

Students carry out independent small IT projects in groups or expand/support ongoing IT or interdisciplinary projects from computer science-related degree programs. The students' tasks include project management, software development and, depending on the project, independent familiarization with interdisciplinary topics.

In moodle you will find the current topics that are currently on offer:

<https://moodle.hs-augsburg.de/course/view.php?id=7942>

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Plan and execute software tasks in a team in terms of time, effort and resources.
- Apply software development methods in practice.
- Learn new software techniques independently and select suitable methods.
- Prepare interdisciplinary topics in self-study and develop questions.
- Document project results in an understandable and appealing way.

Reading list

Literature recommendations will be provided in the lecture.

2.33 Human-Computer Interaction Research

Name

Human-Computer Interaction Research / Human-Computer Interaction Research

Code

HCIR4.WP

Coordinator

Prof. Dr. Michael Kipp

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs Computer Science and Computer Engineering

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Human-Computer Interaction Research (4 credit hours)

Teaching and learning methods

Lecture, practical course, colloquium, seminar-based teaching

Exam

Examination number

IN -, -

TI -, -

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 15 minutes, 25%
- Project work, 50%
- Written assignment, 15-20 pages, 25%

Additional Information

Prerequisites

The requirements for this course are solid programming skills, prior experience with working scientifically, a good command of the English language (reading, writing and speaking) and an interest in working both analytically and creatively to develop novel interaction methods.

Content of the module

The course includes a series of lectures by the lecturer. Students will give oral presentations and work on assignments at home, both individually and in teams. Students will also work on a final team project which engages them in scientific thinking, practical implementation and critical reflection.

In the course students will learn about fundamental concepts of human-computer interaction and various research areas that try to improve traditional ways of human-computer interaction by including touch, gesture, facial and bodily actions to make the interaction more intuitive, natural and efficient.

Students will also get to know and apply methods to evaluate interactive systems objectively (measurable aspects) and subjectively (user feedback).

Qualification aims for the module learning objectives/skills

Knowledge

- Fundamentals of human-computer interaction
- Touch interaction
- Gestural interaction
- Tangible interaction
- Proxemic, spatial, full-body interaction
- Cross-device interaction

Skills

- Understanding and presenting a research publication
- Implementing a running prototype of an interactive system
- Applying evaluation methods for an interactive system
- Critically discussing research publications
- Working in a team

Competencies

- Understanding and further developing a research topic
- Informally evaluating a prototype

Reading list

B. Buxton, S. Greenberg, S. Carpendale, N. Marquardt (2012) Sketching User Experiences: The Workbook, Morgan Kaufmann, 262 pages.

B. Albert, T. Tullis (2013) Measuring the User Experience, 2. Edition, Morgan Kaufmann, 301 pages.

J. Butler, K. Holden, W. Lidwell (2010) Universal Principles of Design, Rockport Publishers, 272 pages.

2.34 Human Factors in Cybersecurity

Name

Human Factors in Cybersecurity / Human Factors in Cybersecurity

Code

HFCB4.WP

Coordinator

Prof. Dr. Dominik Merli

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Human Factors in Cybersecurity (4 Credit hours)

Teaching and learning methods

Seminar-based teaching, project work in a team, presentations

Exam

Examination number

IN 3970421, -

TI 3976655, 2976745

WI 3975839

IIS 9875150, 9775199

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project report (6-8 pages), 60%
- Presentation, 15 minutes, 40%

Content of the module

- Introduction to cybersecurity
- Basics of cybersecurity awareness
- Introduction to human factors
- Basics of human motivation, cognitive biases and security behavior
- Introduction to innovation methods
- Methods for creating incentives and increasing motivation
- Project work on the prototypical development of a solution approach that can positively influence the cybersecurity behavior of a selected target group, e.g. through
 - Analysis of the target group and its specification
 - Analysis of the intended target behavior
 - Analysis of current obstacles in relation to the target behavior
 - Conception of a solution approach
 - Prototypical implementation of the solution approach
 - Evaluation of the prototype with test persons
 - Presentation and documentation of the project results

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- describe typical scenarios of people in cyber security
- explain classic security awareness measures
- explain typical human behavior in cybersecurity scenarios
- explain human factors influencing cybersecurity scenarios
- apply selected innovation methods
- develop a solution approach that can positively influence the cybersecurity behavior of a selected target group

Reading list

Weber K.: (2024). Mensch und Informationssicherheit. Hanser.

Carpenter P.: (2019). Transformational Security Awareness: What Neuroscientists, Storytellers, and Marketers Can Teach Us About Driving Secure Behaviors. Wiley.

Badke-Schaub P., Hofinger G., Lauche K.: (2008). Human Factors. Springer.

Cranor L. F., Garfinkel S.: (2005). Security and Usability: Designing Secure Systems That People Can Use. O'Reilly.

Curedale, R.: (2019). Design Thinking Process & Methods. Design Community College.

Osterwalder A., Pigneur Y., Bernarda G., Smith A., Wegberg J.: (2015). Value Proposition Design: Entwickeln Sie Produkte und Services, die Ihre Kunden wirklich wollen. Wiley.

2.35 Industrial Image Processing

Name

Industrielle Bildverarbeitung / Industrial Image Processing

Code

INDBV4.WP

Coordinator

Prof. Dr. Peter Rösch

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Industrial Image Processing (4 Credit hours)

Teaching and learning methods

Participants work on content in self-study using textbooks and publications supported by instructional videos and instructions created by the lecturer. In the attendance part, students implement selected procedures and apply them to images from practice.

University responsible for the module

TH Augsburg

Exam

Examination number

IN 3970389, 2970887

TI 3976593, 2976709

WI 3975807

IIS 9775169

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 90 minutes, none auxiliaries

Content of the module

Image processing is indispensable in automated industrial production, especially for quality assurance. During the course, students learn about the methods of industrial image processing and create their own applications using freely available tools and libraries.

- Fundamentals of image processing
- Image acquisition
- Image preprocessing
- Position recognition
- Label identification
- Presence control
- Measurement
- Surface inspections

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Describe common methods of industrial image processing verbally.
- Select and apply suitable tools from a program library to solve an image processing task.
- Systematically evaluate various given machine vision components for effectiveness and efficiency.
- Develop solutions for image processing tasks of medium complexity independently.

Reading list

C. Demant, B. Streicher-Abel, A. Springhoff: Industrielle Bildverarbeitung, 3. Auflage, Springer (2011)

W. Burger, M.J. Burge: Digitale Bildverarbeitung, 3. Auflage, Springer (2015)

R. C. Gonzalez, R. E. Woods: Digital Image Processing, 4th Ed., Pearson (2018)

J. Howse, J. Minichino: Learning OpenCV 4 Computer Vision with Python 3, 3rd Ed., Packt Publishing (2020)

scikit-image, Online-Dokumentation,
<http://scikit-image.org/docs/stable>

2.36 Information technology and the environment

Name

Informatik und Umwelt / Information technology and the environment

Code

INUM4.WP

Coordinator

Prof. Dr. Jürgen Scholz

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Information technology and the environment (4 Credit hours)

Teaching and learning methods

In group work, the knowledge gained is then specified and prepared for an INFO-Shop. Based on these results, small tasks are developed for teams of 2-4 people and worked on as part of a project.

At the end of the semester, a computer science & environmental fair is planned, in which each project group sets up its "exhibition stand" and presents the results to interested parties.

Exam

Examination number

IN 3970393, 2970891

TI 2976713

WI 3975811

IIS 9775170

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Elaboration, 35%
- Presentation, 15%
- Participation in the overall project, 50%

Additional Information

Prerequisites

Basic knowledge of computer science (Programming, Introduction to Computer Science)

Content of the module

The challenge of protecting our environment (air pollution, global warming, ...) affects everyone. Another aspect is to reduce our dependence on imports - especially of fossil fuels. Everyone has a responsibility to bear, including us as technical computer scientists, computer scientists and business computer scientists. What opportunities are there for us computer scientists to make our contribution? What can we achieve? This is the motto of the event "Informatics and the environment".

First, an overview of the subject area of computer science and the environment is given. This includes an introduction to the physical/electrotechnical relationships from a practical perspective. This is not a physics lecture, but a summary of what you need to know to be able to work here as a computer scientist. So it's not Einstein's theory of relativity, but a pragmatic summary according to Jürgen Scholz.

After this introduction, we quickly move on to practical topics, where students work on smaller topics themselves in small teams. The students research the topic in question based on the material provided. They work on the topic and create a poster for an information store based on their findings. In the "Info-Shop", the students show the results of their team to the other teams using the poster. If possible, the preparation for the Info-Shops and the Info-Shop should take place on the same day.

Concrete, semester-spanning project topics are derived from the Info-Shop work and topics, which are also developed in teams. The semester project can range from practical, tangible topics (building a small circuit that saves energy, programs, apps) to theoretical evaluations. A list of suggestions for topics will be provided. The only requirement: the topic context of the lecture must be recognizable in the topic and the processing.

If possible, the results will be presented on a larger scale (possibly on the project day).

Special feature:

In addition to - and as part of - the event, presentations by speakers from industry and authorities are planned, which will show some of the approaches already being pursued by industry in the various areas.

At the end of the semester, a computer science & environment fair is planned in which the students will present their projects to other interested parties.

The documentation of the teams' results will be bound together in a document at the end of the semester.

Qualification aims for the module learning objectives/skills

The student learns about the areas in which computer science has an impact on the environment.

The student has the ability to carry out theoretical or practical projects, from the design to the construction of small devices, software or economic assessments or environmental impact assessment systems, etc.

He is sensitized to the environmental aspect of his work in his life as a computer scientist.

Reading list

Literature recommendations will be provided in the lecture.

2.37 Innovation Selling

Name

Innovation und Vermarktung / **Innovation Selling**

Code

INNOMA4.WP

Coordinator

Prof. Dr. Norberth Gerth

Teaching language

German, if applicable English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Innovation Selling (4 Credit hours)

Teaching and learning methods

Seminar-style teaching

Exam

Examination number

IN -, 3970436, -

TI 3976677, 2976760

WI -, 3975853

IIS 9875400, 9775213

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 30-45 minutes, 70%
 - Written assignment, 6-18 pages, 30%
-

Content of the module

Background: Innovations are generally considered vital for the survival of companies, especially in the IT sector. This seminar focuses on what innovations really are, the specific challenges of user-centered development, how customers perceive innovations, and how innovations should ideally be marketed. Students are encouraged to work through the practical content themselves as part of their coursework. The results are then presented and discussed with all participants.

Module content (overview)

- Fundamentals (concept of innovation; types of innovation; significance; challenges)
- Innovation management
- Product development and marketing
- What is a product?
- Customer vs. technology orientation
- Basics of customer purchasing behavior (B2C and B2B)
- Approaches to innovation marketing
- Development of a marketing strategy
- Product launch and marketing
- Legal aspects of innovation marketing
- Trends and outlook

The exact topics will be announced at the beginning of the course.

The topics are explored in depth through independent work, presentations, case studies, and practical tips.

Qualification aims for the module learning objectives/skills

Students

- can define the term "innovation" and distinguish between different types of innovation.
- understand the importance of innovation for companies, especially in the IT sector.
- can analyze the challenges involved in user-centered innovation development.
- are able to describe and compare the purchasing behavior of customers (B2C and B2B).
- can evaluate approaches to innovation marketing and develop a suitable marketing strategy.
- can plan and implement a strategy for product launch and marketing.
- are able to identify and take into account legal aspects of innovation marketing.
- can recognize current trends in the field of innovation marketing and discuss their impact on practice.
- can independently develop practical content and present and discuss the results in a plenary session.

Reading list

Literature recommendations will be provided in the lecture.

2.38 Integrated Business Processes with SAP ERP

Name

Integrierte Geschäftsprozesse mit SAP ERP / Integrated Business Processes with SAP ERP

Code

SAPERP4.WP

Coordinator

Dipl.-Ing. Harald Röser

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Integrated Business Processes with SAP ERP (4 Credit hours)

Teaching and learning methods

Seminar-based teaching, exercises, practicals

Exam

Examination number

IN 3970321, 2970782

TI 3976543, 2976555

WI 3975702

IIS 9775129

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 90 minutes, none auxiliaries

Content of the module

Overview of the components of an ERP system and the basics of key logistics processes and their integration.

Qualification aims for the module learning objectives/skills

Students should be able to do the following:

- describe the core functions of SAP ERP
- name the components of a business process
- explain the individual process steps
- the organizational levels used in the business process
- and list the master data
- recognize the integration points of a process

Reading list

Will be announced at the beginning of the first course of the module.

2.39 Interactive Computer Graphics

Name

Interaktive Computergrafik / Interactive Computer Graphics

Code

IACOGR6.WP

Coordinator

Prof. Dr. Peter Rösch

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The duration of the module is one semester.
The module will be offered in the summer semester if there are enough registrations

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,
Contact hours: 90h, Independent study: 150h, Total workload: 240h
Online participation in the attendance part is possible.

Courses

Interactive Computer Graphics (6 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises

Programming languages and interfaces used:

Python (panda3d and WorldViz Vizard)

OpenGL Shading Language (GLSL)

JavaScript (babylon.js)

Exam

Examination number

IN 3970422, -

TI 3976656, 2976746

WI 3975840

IIS 9875160, 9775200

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 90 minutes, none auxiliaries

Additional Information

Prerequisites

Linear algebra (matrices, vectors, transformations)

Content of the module

Summary

The performance of current hardware makes it possible to run sophisticated interactive graphics applications not only on specially equipped computers, but increasingly also on mobile devices. At the same time, 3D content can be presented directly in the web browser without installing specific software, so that the importance of computer graphics, e.g. for the visualization of complex content or for the presentation of products, will continue to grow.

The course is divided into three parts. First, basic methods and algorithms of computer graphics are introduced and practically applied using the platform-independent OpenGL interface, whereby the graphics hardware is also controlled directly with your own shader programs.

Equipped with these basics, we enter "virtual reality" and use the 3x2m projection screen in the 3D visualization lab in combination with an optical tracking system to interact with stereoscopically displayed 3D models. The "WorldViz Vizard" software used reduces the programming effort considerably and allows the user to concentrate on setting up the scene, physics simulation and interaction.

Finally, the WebGL interface is introduced and used to display 3D content platform-independently in the web browser.

- Geometry - objects and transformations
- Virtual camera, projections
- Lighting and shadows
- Textures and advanced surface effects
- Interaction with the user
- Shader programming
- Stereoscopic output
- 3D tracking
- Physics simulation
- Interactive 3D graphics in the web browser

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Define basic terms in computer graphics.
- Explain algorithms for displaying scenes.
- Combine components from libraries to create computer graphics applications of medium complexity.
- Evaluate source code, especially with regard to efficiency.
- Implement interactive computer graphics applications independently.

Reading list

T. Akenine-Möller et al.: Real-Time Rendering, 4th Ed., CRC Press (2018)

D. Wolff: OpenGL 4 Shading Language Cookbook, 3rd Ed., Packt Publishing (2018)

J.D. Foley, A. van Dam, S.K. Feiner: Computer Graphics – Principles and Practice, Addison Wesley, 3rd Ed., Pearson (2014)

R. J. Rost, J. M. Kessenich, B. Lichtenbelt: OpenGL Shading Language, 3rd Ed., Addison Wesley (2009)

2.40 IT-Consulting

Name

IT-Consulting / IT-Consulting

Code

ITC4.WP

Coordinator

Prof. Dr. Stephan Zimmermann

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

IT-Consulting (4 Credit hours)

Teaching and learning methods

Seminar-based teaching with accompanying exercises and case studies to apply and deepen the knowledge acquired. In addition the exercises support self-study.

Exam

Examination number

IN 3970379, 2970877

TI 3976595, 2976688

WI 3975797

IIS 9775131

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 10-25 Seiten, 60%
- Presentation, 10-30 minutes, 40%

Content of the module

Consulting skills are key requirements for anyone who introduces and develops information systems and digital technologies. The consulting industry itself is a billion-dollar business and attracts many university graduates. However, in-house consultants who provide consulting services in their own companies are also in demand. In the context of digital transformation, IT consulting is therefore a major topic for the future:

- In the analysis and introduction of innovative information technologies,
- in the integration of information systems and business processes and
- in the management of IT in the company.

In this module, the techniques, personal skills and challenges of IT consultants are examined and applied:

- Fundamentals, structures and objectives of business and IT consulting
- Service offerings in the field of IT consulting
- Phases in the IT consulting process: project acquisition, market research, project management, business analysis, presentation of results
- Analytical methods and techniques in IT consulting projects (e.g. hypothesis-based problem-solving, ideation & design thinking, business model analysis, business process reengineering & process modeling, information systems analysis, requirements engineering, solution design, ...)
- Methods of IT consulting: management skills, research and analysis techniques, workshop, conference and meeting design, moderation techniques, presentation, slide deck visualization
- Profile of the IT consultant: know-how, social & team skills

Qualification aims for the module learning objectives/skills

After successful participation in the module, students can:

- Classify the objectives, processes and challenges of IT consulting companies.
- Discuss the tasks and methods in IT consulting.
- Perform and adapt project management, business analysis and consulting methods with regard to IT consulting projects.
- Analyze and model corporate issues in the use of information systems and technologies.
- Conduct workshops, conferences and meetings in consulting projects.
- Plan and organize consulting assignments based on case studies.

Reading list

Cadle, James; Paul Debra; Turner Paul (2014): Business Analysis Techniques – 99 Essential Tools for Success (2. Auflage). BCS, The Chartered Institute for IT

Conn, Charles; McLean Robert (2018): Bulletproof Problem Solving. Hoboken, New Jersey: John Wiley & Sons, Inc.

Hamilton, Pamela (2016): The Workshop Book – How to design and lead successful workshops. Pearson

Lippold, Dirk (2020): Grundlagen der Unternehmensberatung (2. Auflage). Berlin/Boston: De Gruyter

Weiss, Alan (2021): The Consulting Bible (2. Auflage), Wiles

Williams, Robin (2017): Non-Designer's Presentation Book, The: Principles for effective presentation design, 2nd Edition, Peachpit Press

2.41 IT Forensics

Name

IT-Forensik / IT Forensics

Code

ITFORE4.WP

Coordinator

Prof. Dr. Kay Werthschulte

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Basics of IT Forensics (4 Credit hours)

Teaching and learning methods

Seminar-style teaching and accompanying work placement to apply and deepen the knowledge acquired. In addition, the practical course supports and promotes self-study.

Exam

Examination number

IN 3970409, 2970907

TI 3976643, 2976733

WI 3975827

IIS 9875410, 9775187

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 90 minutes, none auxiliaries

Additional Information

Prerequisites

Lecture IT Security desirable but not an exclusion criterion

Content of the module

- Introduction to digital forensics
- Procedure models
- Securing digital traces
- Analysis of digital traces
- Hard disk forensics
- Windows forensics
- Memory forensics
- Network forensics
- Mobile forensics
- Malware analysis
- Presentation of evidence in court
- Legal aspects

Qualification aims for the module learning objectives/skills

The Digital Forensics lecture deals with securing, analyzing and presenting digital evidence after an incident. Students are given an overview of forensic procedures, IT attacks and the underlying technologies.

As this is an integrated lecture, what is learned is applied directly in the lecture, thus achieving a close link between theory and practice.

After the lecture, participants should be able to determine whether an attack has taken place and know how to secure, analyze and properly present digital evidence in court.

Reading list

Dan Farmer, Wietse Venema: Forensic Discovery, Addison-Wesley Longman, Amsterdam; Auflage: illustrated edition (13. Januar 2005)

Brian Carrier: File System Forensic Analysis, Addison-Wesley Longman, Amsterdam (7. April 2005)

Harlan Carvey: Windows Forensic Analysis DVD Toolkit, Second Edition, Syngress; 2 edition (June 11, 2009)

Lee Reiber: Mobile Forensic Investigations, McGraw-Hill Education, Auflage: 2., 2019

2.42 IT-Organisation, Jobs & Employability

Name

IT-Organisation, Jobs & Employability / IT-Organisation, Jobs & Employability

Code

ITOJE4.WP

Coordinator

Dr. Jochen Übelhör

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, regularly offered in the winter semester (summer semester tbd)

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

IT-Organisation, Jobs & Employability

2 credit hours attendance (interactive, case studies, discussions, guest lectures)

2 credit hours asynchronous Online Course VHB („Employability Germany“)

Teaching and learning methods

Seminar-based teaching, exercises

Exam

Examination number

IN -, 3970437, -

TI 3976678, 2976761

WI -, 3975854

IIS 9875420, 9775214

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment A, 15-20 pages, 50%
- Written assignment B, 15-20 pages, 50%

Additional information on the type of examination

Written Assignment A includes a presentation component as part of the overall examination.

Content of the module

Starting a career in the IT field can be challenging—especially for (international) students who must navigate not only linguistic and cultural differences, but also unfamiliar organizational structures and role expectations across various sectors such as software development, consulting, industry, and finance. This module provides a basic understanding of how IT organizations are structured. It explores sector-specific characteristics and typical IT job profiles, helping students to better understand the professional landscape and to position themselves both culturally and professionally within these organizations.

Content:

- Structure and processes of modern IT organizations across different sectors (e.g., software development, consulting, industry, finance)
- Common job profiles in IT and information systems (e.g., software developer, IT consultant, data analyst, IT project manager)
- Understanding roles, responsibilities, and career paths in German companies
- Soft skills, intercultural communication, and efficient teamwork
- Application strategies, job interviews, and professional networking in Germany
- Reflection on own employability and development of a personal career plan

The seminar-based teaching and exercises are supplemented by discussions of practical case studies, mentoring for personal reflection and guest lectures.

Qualification aims for the module learning objectives/skills

Upon successful completion of the module, students will be able to

- understand the basic structures and operational models of IT organizations across different sectors in Germany,
- distinguish and categorize typical roles and professional profiles in the IT and information systems sector,
- compare their own skills and interests to professional job requirements,
- reflect on application processes, employer expectations, and cultural characteristics of the German labor market,
- develop strategies for successful entry and integration into the German labor market.

Reading list

Johanning, Volker (2024): Organization and Management of IT - The New Role of IT and the CIO in Digital Transformation. Springer Wiesbaden, ISBN 978-3-658-39571-1, <https://doi.org/10.1007/978-3-658-39572-8>

Grossmann, Kevin W. (2012): Tech Job Hunt Handbook: Career Management for Technical Professionals. Springer Science+Business Media New York. ISBN 978-1-4302-4548-3

Morkes, Andrew (2020): Vault Career Guide to Information Technology. Third edition. ISBN 978-1-4381-9870-5

Cottrell, S. (2021): Skills for success: Personal development and employability (4th ed.). Bloomsbury Publishing. <https://www.bloomsbury.com/uk/skills-for-success-9781352011593/>

Schrammel, T. (2024): Die ersten Bewerbungen für Schüler und Studierende. C.H. Beck. <https://www.beck-shop.de/schrammel-ersten-bewerbungen-schueler-studierende/product/3400060>

Trought, F. (2017): Brilliant employability skills (2nd ed.). Pearson Education. <https://www.pearson.de/brilliant-employability-skills-9781292158921>

2.43 IT Security

Name

IT-Sicherheit / IT Security

Code

ITSICH4.WP

Coordinator

Prof. Lothar Braun
Prof. Dr.-Ing. Dominik Merli

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The duration of the module is one semester.
The module is offered regularly in both the winter semester and the summer semester.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

IT Security (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying exercises and presentations to apply and deepen the acquired knowledge

Exam

Examination number

IN 3970410, 2970908
TI 3976644, 2976734
WI 3975828
IIS 9775188

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

- Fundamentals of IT security
 - Basic terms
 - Relevant standards
 - Typical attacks
 - Security processes
 - Analysis of threats and risks
- Cryptographic basics
 - Symmetric encryption
 - Hash functions
 - Asymmetric cryptography
 - Key management
 - Security protocols
- Application-related security
 - Embedded systems
 - Networks
 - Web applications

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- explain the basic concepts of IT security.
- describe typical attacks.
- apply the methodology of threat and risk analysis to a scenario.
- present the basics of cryptographic algorithms.
- implement simple cryptographic applications.
- analyze simple security properties of networks, devices and web applications.
- plan simple security measures for networks, devices and web applications.

Reading list

- A. Shostack:** "Threat Modeling: Designing for Security", Wiley, 2014
- M. Howard, S. Lipner:** "The Security Development Lifecycle", Microsoft Press, 2006
- C. Paar, J. Pelzl:** "Understanding Cryptography: A Textbook for Students and Practitioners", Springer, 2010
- C. Eckert:** "IT-Sicherheit: Konzepte - Verfahren - Protokolle", Oldenbourg, 2012
- M. Ruef:** "Die Kunst des Penetration Testing", C & L, 2007

2.44 IT Sourcing and Cloud Transformation

Name

IT Sourcing and Cloud Transformation / IT Sourcing and Cloud Transformation

Code

ITSCT4.WP

Coordinator

Prof. Dr. Arne Mayer

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

IT Sourcing and Cloud Transformation (4 credit hours)

Teaching and learning methods

Seminar-based instruction at the beginning - Supported by case studies, group discussions and guest lectures. In the further course, work in small groups, in which the students work out the practice-relevant content themselves.

Exam

Examination number

IN 3970380, 2970878

TI 3976596, 2976689

WI 3975798

IIS 9775133

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: non-programmable calculator

Content of the module

Offshoring and outsourcing as well as the change from classic IT models to the cloud are a 'must have' for organizations in high-wage countries like Germany. This stems not only from an economic point of view, but also against the background of the permanent shortage of IT specialists. As a result, complexity and demands on the IT of organizations increase significantly. In this module - with a strong focus on relevant, current problems - students are prepared for opportunities and challenges in their future professional life.

The following blocks are covered:

- Off- and nearshoring (regional IT sourcing)
- Outsourcing (external IT sourcing)
- Transformation to the Cloud / Everything as a Service
- Low code platforms as game changers in software development
- Robosourcing, AI, and Automation
- Sustainability aspects of cloud IT and economic valuation

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- develop specific solution approaches for current problems in the sourcing area
- understand cultural problems and find initial solutions
- understand the potential of the cloud and new technologies
- implement simple programs in cloud platforms

Reading list

Laudon, K. C.; Laudon, J. P.: Management Information Systems: Managing the Digital Firm, 17th edition, Pearson

Willcocks, L.P.; Lacity, M.C.; Sauer C.: Outsourcing and Offshoring Business Services 1st edition, Palgrave Macmillan

Hirschheim, R.; Heinzl, A.; Dibbern, J.: Information Systems Outsourcing, 5th Edition, Springer

Gore, A.: The Future, 1st edition, Random House

Ross, A.: The Industries of the Future, 1st edition, Simon & Schuster

2.45 Classic Project Management Modernized

Name

Klassische Projekttechniken modernisiert / Classic Project Management Modernized

Code

KLPRO.WP

Coordinator

Prof. Dr. Wolfgang Kowarschick

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Compulsory elective subject for all Bachelor's degree programs, except IA

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Classic Project Management Modernized (4 Credit hours)

Teaching and learning methods

Seminar-style teaching with the use of Worksheets to deepen the acquired knowledge.

Exam

Examination number

IN 3970371, 2970869

TI 3976598, 2976680

WI 3975789

IIS 9775135

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written assignment, 10 pages

Content of the module

At the beginning of the course, the key terms of critical chain project management are defined: Project objectives, project participants, management tasks (people management, risk management, planning, control) and project success. After an introduction to risk management, the course of the project is examined in more detail: phases and processes, waterfall and spiral model, V-model XT. Building on this, various estimation methods and their advantages and disadvantages are presented. Common planning techniques are then discussed: Work Breakdown Structures, network diagrams, bar charts, cost planning. A key topic is the critical chain method (instead of the critical path) and the associated buffer management (as a very important component of risk management). Finally, the topics "Project control based on buffer management" and "Earned value analysis" are discussed.

Parallel to the classic planning and control topics, the importance of people management is repeatedly emphasized throughout the semester. Important aspects here are: leadership styles, teamwork, motivation and avoiding pressure

Qualification aims for the module learning objectives/skills

Knowledge:

- Students know the key terms and objectives of critical chain project management.
- Students know the differences between classic and agile project management.
- They are aware that explicit buffer management can be used profitably in both areas.
- They are aware that agile project management can only be used in certain areas of a project that is not exclusively based on software development.
- They are also aware of the typical management errors that are often responsible for the failure of a project.
- Students are familiar with the documentation architecture of V-Modell XT.

Skills:

- Students can successfully carry out media projects as project collaborators.
- Students can contribute to the planning of a project so that all project objectives (duration, costs, functionality, quality) are likely to be met. In particular, they can apply the principles of explicit buffer management profitably.
- Students can assess project risks, take suitable precautionary measures and, if necessary, appropriate countermeasures.
- They can create project documentation according to the specifications of V-Modell XT.
- They can adapt V-Modell XT specifications to specific projects (tailoring).

Competencies:

- Students can justify the decisions they make as project team members.
- They can categorize and evaluate a variety of project techniques.

Reading list

A very comprehensive script and digital documents will be provided for the lecture.

2.46 Concepts of Database Technology

Name

Konzepte der Datenbanktechnologie / Concepts of Database Technology

Code

KDBT4.WP

Coordinator

Prof. Dr. Michael Predeschly

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Concepts of Database Technology (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying work placement to apply and consolidate the knowledge acquired. In addition, the practical course supports and promotes self-study.

Exam

Examination number

IN 3970397, 2970895

TI 3976545, 2976717

WI 3975815

IIS 9875430, 9775175

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

The lecture introduces various concepts that are used in different types of databases. Different architectures are presented.

One focus of the course is the storage of data. The following topics are covered:

- Storage structures and access paths
- buffer management
- insertion strategies
- Indexes

A second central aspect is dedicated to the consistency of databases using:

- Transactions
- Concurrency control
- Serializability
- recovery
- Schema migration

In addition, the topic of query optimization is considered both algebraically and algorithmically.

Finally, concepts of data protection and data security in databases are examined.

Both theoretical basics are taught and their application in practice is demonstrated and implemented.

Qualification aims for the module learning objectives/skills

Students gain an overview of the subject area of various database technologies. After successfully completing the module, students acquire the following skills

- Knowledge of the architectural principles important for the implementation of database systems
- Understanding of data structures and algorithms and the ability to compare, analyze, evaluate and implement them
- In-depth understanding of the design and internal structures of a complex software system
- Optimization of the operation of database systems
- Planning a database system and its secure operation
- Concepts and techniques of data protection and data security

Reading list

A bibliography will be provided during the course.

2.47 Lean IT & Enterprise Architecture

Name

Lean IT & Enterprise Architecture / **Lean IT & Enterprise Architecture**

Code

LEANIT4.WP

Coordinator

Prof. Dr. Stephan Zimmermann

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Lean IT & Enterprise Architecture (4 credit hours)

Teaching and learning methods

Lecture and seminar lessons with laboratory exercises and case studies to apply the knowledge acquired. In addition, the exercises support self-study.

Exam

Examination number

IN 3970394, 2970892

TI 3976600, 2976714,

WI 3975812,

IIS 9775171

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written assignment, 15-30 pages

Additional information on the type of examination

-

Content of the module

IT in companies is becoming more and more important and complex. A numerous and increasing number of applications, systems and IT services used in business processes and delivered by IT organizations substantiates this development.

Lean IT and Enterprise Architecture Management (EAM) help companies to address related challenges. While Lean IT uses lean principles to develop and manage IT products and services with the central concern to eliminate waste in the context of IT that adds no value for the customer or user, EAM describes the management practice to transform the IT landscape by defining, communicating, and using a coherent set of strategies and guidelines.

In this course students will learn about the fundamental concepts of lean IT and enterprise architectures, and how these two topics connect. They also get to know techniques to develop strategies, analyze waste and work in value streams, and build business, information system and technology architectures.

Students will play several lean games to increase their lean mindset and solve several case studies regarding enterprise architecture challenges in practice. Supported by the novel “The Phoenix Project” they will have an additional touchpoint to practical challenges.

Knowledge focus:

- Lean IT concepts (value, waste, value streams, pull, flow)
 - Value stream mapping
 - The Four Types of Work
 - Kanban-Boards
- Enterprise Architecture concepts: Business, Information System and Technology Architecture
 - Business Capability Management
 - IT Portfolio Management
 - The Open Group Architecture Framework (TOGAF)
 - Visualization of IT landscapes

Qualification aims for the module learning objectives/skills

After successful participation in the module, the students can:

- illustrate waste, work, and Kanban in a lean IT context
- apply value stream mapping for IT services & products
- demonstrate competencies with the application of EA methods and IT landscape modelling
- apply business capability management and IT portfolio techniques
- illustrate enterprise architecture frameworks
- solving practical case studies and scenarios
- articulate course related ideas and concepts in English.

Reading list

Ahlemann, F., Stettiner, E., Messerschmidt, M., Legner, C. (2012): Strategic Enterprise Architecture Management Challenges, Best Practices, and Future Developments, Springer-Verlag Berlin Heidelberg.

Kim, Gene; Behr, Kevin; Spafford, George (2013) : The Phoenix Project – A novel about IT, DevOps and helping your business win, IT Revolution Press.

Lankhorst M. (2013) : Enterprise architecture at work: Modelling, communication, and analysis. Springer, Berlin.

Peppard J., Ward J. (2016) : The strategic management of information systems: Building a digital strategy. Wiley, Chichester, West Sussex.

The Open Group (2018), The Open Group Architectural Framework (TOGAF) Version 9.2. The Open Group, Reading, UK.

2.48 Linux LPIC

Name

Linux LPIC / **Linux LPIC**

Code

LINLPI4.WP

Coordinator

Dieter Thalmayr

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Duration / Frequency

The module is regularly offered as a block course in both the winter and summer semesters.

Usage possibilities

Required elective for bachelor's degree programs

Note: The course WPF Linux LPIC is offered as a block course on 6 days. The examination takes place outside the usual examination period at an appropriate distance from the block course. A Saturday is planned as the examination day.

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Linux LPIC (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises

Exam

Examination number

IN 3970412, 2979406

TI 3976646, 2976736

WI 3975830

IIS 9875440, 9775190

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

The content of Linux LPIC is based on the topics that the Linux Professional Institute has defined for the LPI 101 and 102 exams:

- System architecture
- Installation and package management
- GNU and UNIX commands
- Devices, Linux file system, file system, hierarchy standard
- Data management and rights concept
- Simple administrative tasks
- Learning a Linux editor
- Package management
- GNU and UNIX commands
- Shells and basics of script programming
- Administrative tasks
- Network basics
- Setting up a network service
- Security

Qualification aims for the module learning objectives/skills

Participants should gain an insight into how GNU/Linux works, as well as learn advanced operation and basic administration of Linux computers. At the end of the block, participants can optionally take a "Linux Professional Institute" (LPI) exam to confirm their knowledge with a "LPIC" certificate, which is highly regarded in the industry.

Reading list

Training material from tuxcademy:

www.tuxcademy.org (free of charge)

Harald Maassen, LPIC-1. Sicher zur erfolgreichen Linux Zertifizierung, Galileo Computing, latest edition.

(will be announced in the lecture)

Further information:

<http://hhoeigl.informatik.hs-augsburg.de/hhweb/lpic>

<http://www.lpice.eu/de>

2.49 Artificial Intelligence

Name

Methoden der Künstlichen Intelligenz / Artificial Intelligence

Code

METHKI6.WP

Coordinator

Prof. Dr. Thomas Rist

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Artificial Intelligence (4 Credit hours)

Practical work Artificial Intelligence (2 Credit hours)

Teaching and learning methods

Seminar-style teaching with practical exercises

Exam

Examination number

IN 3970423, -

TI 3976657, 2976747

WI 3975841

IIS 9875170, 9775201

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written assignment, 20-30 pages

Additional Information

Prerequisites

Basics of computer science at undergraduate level and familiarity with a programming language, preferably Python or Java.

Content of the module

Since the mid-2010s, the field of AI research has experienced a rapid upheaval - from specialized AI methods and tools that use knowledge to solve problems in the form of symbolic representations to universal AI assistants that “learn” their mostly numerically knowledge from immense amounts of data. In the lecture, we deal with selected fields of application in which AI methods are used and we will look at the principles according to which such AI methods work, how they can be implemented, and which AI tools and AI software-libraries are available. Topics will include among others:

Basics

- AI concept from a scientific, technical and social perspective
- strong versus weak AI, symbolic vs. neuronal information processing
- Modeling intelligent capabilities in technical systems,
- AI tool vs. AI assistant vs. autonomous AI

Problem solving as a search task

- Modeling problems as a search task
- Bug algorithms, heuristic search, A* and variants
- Search methods for board games, min-max, alpha-beta, MCTS
- constraint solver

Learning systems

- Differentiation of various machine learning methods
- Clustering, classification, knowledge discovery
- Reinforcement learning
- Neurocomputing and artificial neural networks
- Approaches to deep learning
- Assistance based on large language and multimodal models
- Prompt engineering vs. techniques for fine-tuning

Symbolic knowledge processing

- rule-based reasoning
- logical reasoning, logic calculus, SAT solver

- Procedure for action planning
- Probabilistic reasoning, Bayesian networks

Ethical aspects

- Human-centered design principles for AI services, e.g. fairness, transparency, data protection
- Guidelines for AI systems and their use, including the EU AI Act

Qualification aims for the module learning objectives/skills

Knowledge:

The students:

- gain an overview of the central questions, approaches and findings of artificial intelligence and their fundamental significance for users and society.
- understand the inherently interdisciplinary nature of AI research, are familiar with the basic concepts and definitions and can explain them using representative problems.

Skills:

Students are able to

- analyze problems with regard to the AI methods that can be used to solve them
- work on limited problems with the AI methods and AI tools presented in the module

Competencies:

The students can:

- evaluate the results provided by various AI tools and AI services with regard to relevant quality criteria
- relate new problems to the problems dealt with in the module and identify suitable AI techniques for solving them
- weigh up the advantages and disadvantages of different AI approaches (e.g. neural vs. Symbolic) to solve concrete problems

Reading list

S.Russell & P. Norvig: Artificial Intelligence, A Modern Approach. 4th Edition, Pearson, 2021

Further current literature recommendations and online sources on the topics covered will be announced in the course.

2.50 Mobile Robots

Name

Mobile Robotik / **Mobile Robots**

Code

MOBRO2.WP

Coordinator

Prof. Dr. Constantin Wanninger

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 2, CP credits: 5,

Contact hours: 30h, Independent study: 120h, Total workload: 150h

Courses

Mobile Robots (2 Credit hours)

Teaching and learning methods

Exam

Examination number

IN 3970413, 2979407

TI 3976647, 2976737

WI 3975831

IIS 9775191

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Presentation, 5 minutes, 3 slides, 25%
- Written examination, 45 minutes, (closed book), 50%
- Project work, presentation / documentation / UML-models, 25%

Additional Information

Prerequisites

Content of the module

The elective module combines theoretical lectures with a written examination and practice-oriented projects in block format, to ensure a comprehensive understanding of the topics covered. Participants acquire both in-depth specialist knowledge and practical experience, which prepares them optimally for future challenges. The following topics are covered, among others:

- Basics of mobile robotics
- Electronics fundamentals for mobile robots
- Robot navigation
- Control algorithms
- Autonomy and decision making

Finally, a small project with mobile robots is being realized.

Qualification aims for the module learning objectives/skills

This compulsory elective module provides students with in-depth specialist knowledge in the field of mobile robotics and the ability to apply this independently and creatively to a given project. They learn to analyze complex issues and develop innovative solutions that they implement as part of the project. In doing so, they strengthen their self-organization, teamwork and communication skills.

Reading list

Online documentation of the Arduino platform, <https://www.arduino.cc/>

Banzi, Massimo: Getting Started with Arduino. Maker Media, Inc. (2022).

Purdum, Jack: Arduino C, Springer (2012).

Maier, Helmut: Grundlagen der Robotik, VDE Verlag GmbH (2016).

2.51 Network Engineering

Name

Network Engineering / Network Engineering

Code

NETENG4.WP

Coordinator

Prof. Dr. Rolf Winter

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Network Engineering (2 credit hours)

Network Engineering labs(2 credit hours)

Teaching and learning methods

Lecture and seminar lessons with laboratory exercises. In addition, the exercises support self-study.

Exam

Examination number

IN 3970424, -

TI 3976658, 2976748

WI 3975842

IIS 9875180, 9775202

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

- Fundamentals and concepts of computer networks
- The reference model of computer networks
- Basics of Huawei's VRP network operating system as an example of one such system
- Structure of IP networks
- Fundamentals of IP routing using OSPF as an example
- Structure of L2 networks including VLAN, STP, link aggregation and switch stacking
- Network security and network access
- Network services and applications
- Fundamentals of wireless LAN
- WAN technologies
- Network management
- Fundamentals of SDN and network automation
- Typical campus network architectures and practices

Qualification aims for the module learning objectives/skills

Students can explain how different network components and network protocols work, in particular on layers 2 and 3 of the ISO/OSI model. They can plan complex networks (both LAN and WAN) and can implement these networks practically based on these components, but they can also simulate them. They can configure network components of a given vendor, can diagnose faults and can write software to manage, operate and automate these network components. They understand modern networking concepts such as software defined networking and can apply fundamentals of these concepts.

Reading list

Data Communications and Network Technologies, Open Access Book, Springer 2023,
<https://link.springer.com/book/10.1007/978-981-19-3029-4>

James Kurose, Keith Ross: Computer Networking: A Top-Down Approach, 8th edition, Pearson 2021

2.52 Network Penetration Testing

Name

Network Penetration Testing / Network Penetration Testing

Code

NETP.WP

Coordinator

Dr. Lothar Braun

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Network Penetration Testing (4 Credit hours)

Teaching and learning methods

Lecture, exercise, student research project

Exam

Examination number

IN 3970358, 2970855

TI 3976602, 2976666

WI 3975773

IIS 9775141

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: 1 DIN A4 page handwritten

Additional Information

Prerequisites

Knowledge of

- IT security
- Networks
- Linux is an advantage (but not necessary)

Content of the module

- Planning penetration tests for networks
- Creation of reports
- Information gathering in the network
 - Techniques for detecting machines and services in networks with common tools
 - Investigation of attack surfaces of network services
 - Identification of potential vulnerabilities in network services
- Attacks on network services
 - Password attacks
 - Attacks on web applications
 - Analysis, customization and use of exploits
 - Buffer overflow exploits
 - Development of scripts to carry out attacks

Qualification aims for the module learning objectives/skills

Students acquire knowledge about the implementation of penetration tests in computer networks.

Students learn how to use techniques to obtain information in the network. They know the relevant techniques for identifying vulnerabilities.

Students learn the techniques for carrying out attacks to demonstrate vulnerabilities found and are able to apply these using known tools. They are able to give recommendations for action to eliminate the vulnerabilities.

Reading list

Georgia Weidman: Penetration Testing: A Hands-On Introduction to Hacking, No Starch Press, 2014

Google Hacking for Penetration Testers, Third Edition, Syngress, Dezember 2015

Script

2.53 Neural Networks and Deep Learning

Name

Neuronale Netze und Deep Learning / Neural Networks and Deep Learning

Code

NNDL4.WP

Coordinator

Prof. Dr. Michael Kipp

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Information Systems, Computer Science, Computer Engineering:

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Interactive Media:

Credit hours: 4, CP credits: 8,

Contact hours: 60h, Independent study: 180h, Total workload: 240h

Courses

Neural Networks and Deep Learning (4 Credit hours)

Teaching and learning methods

Lecture with practical components and weekly tasks to apply and deepen the acquired knowledge.

Exam

Examination number

IN 3970367, 2970865

TI 3976603, 2976676

WI 3975785

IIS 9775142

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: calculator

Additional information on the type of examination

for Interactive Media Portfolio exam:

- Written examination, 60 minutes, auxiliary: calculator, 70%
 - Presentation, 10 minutes, 30%
-

Additional Information

Prerequisites

Basics of programming and mathematics as taught in the first two semesters of computer science courses

Content of the module

- Introduction to machine learning
- Fundamentals of neural networks (feedforward networks)
- Training and evaluation (backpropagation, hyperparameters, optimization)
- Creation, training and evaluation of neural networks in Python (Tensorflow/Keras)
- Convolutional networks using the example of image recognition
- Network architectures
- Recurrent neural networks (GRU and LSTM) using the example of speech processing
- Transformer networks

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Describe the structure and function of neural networks mathematically
- Distinguish between different types and architectures of neural networks and their areas of application
- Pre-process the data for given data sets in an environment such as Jupyter Notebook, select, generate, train and evaluate suitable networks
- Using standard libraries such as TensorFlow, Keras or PyTorch to solve data-based problems with the help of hyperparameter tuning, visualization and systematic evaluation

Reading list

- M. Kipp (2023):** Neuronale Netze und Deep Learning, Onlineskript unter <https://michaelkipp.de/deeplearning>
- F. Chollet (2021):** Deep Learning With Python, 2nd Edition. Manning Publications.
- R. Schwaiger, J. Steinwendner (2019):** Neuronale Netze programmieren mit Python. Rheinwerk Computing.
- M. Ekman (2021):** Learning Deep Learning: Theory and Practice of Neural Networks, Computer Vision, Natural Language Processing, and Transformers Using TensorFlow. Addison-Wesley.

2.54 NoSQL

Name

NoSQL / NoSQL

Code

NoSQL4.WP

Coordinator

Prof. Dr. Michael Predeschly

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

NoSQL (4 Credit hours)

Teaching and learning methods

Seminar-based teaching and accompanying work placement to apply and deepen the knowledge acquired. In addition, the practical course supports and promotes self-study.

Exam

Examination number

IN 3970383, 2970881

TI 3976549, 2976697

WI 3975801

IIS 9775143

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 75%
- Presentation, 15 minutes, 25%

Additional information on the type of examination

Content of the module

The lecture focuses on developments in the field of NoSQL databases. Different types of NoSQL databases and their respective special features are discussed.

In addition to practical work with different NoSQL systems, the underlying theoretical concepts are in the foreground.

Qualification aims for the module learning objectives/skills

Students receive an overview of the subject area of NoSQL databases. After successfully completing the module, students will be able to

- recognize the necessity of NoSQL databases and to assess the usefulness of their use.
- differentiate between various NoSQL databases and classify them according to their respective purpose
- design and install a NoSQL database
- submit queries to a selected NoSQL database in all stages of a CRUD cycle

Reading list

A bibliography will be provided during the course.

2.55 Open-Source Software

Name

Open-Source Software / Open-Source Software

Code

OSSW4.WP

Coordinator

Prof. Dr. Hubert Högl

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Open-Source Software (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises, practical course

Exam

Examination number

IN 3970425, -

TI 3976659, 2976749

WI 3975843

IIS 9875190, 9775203

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

- Historical development of free software
- The GNU project
- Open source software
- Production of free software
- Legal aspects of free software
- Important free projects
- The open source principle in other areas

Qualification aims for the module learning objectives/skills

- Understanding the historical development of free software to "open source" software.
- Insights into the typical tools for developing free software.
- Knowledge of collaborative techniques to participate in a free project.
- Ability to start your own free project.
- Overview of free programs from the most important areas.
- Knowledge of open source licenses.

Reading list

Vicky Brasseur: Forge Your Future With Open Source. Build Your Skills. Build Your Network. Build the Future of Technology. Pragmatic Programmers 2023.

<https://pragprog.com/titles/a-vbopens/forg-your-future-with-open-source/>

Karl Fogel: Producing Open Source Software. How to Run a Successful Free Software Project, O'Reilly 2005, 302 pages (CC BY-SA 4.0)

<https://pragprog.com/titles/a-vbopens/forg-your-future-with-open-source/>

Gordon Haff: How Open Source Ate Software. Understand the Open Source Movement and So Much More, Apress 2021.

<https://pragprog.com/titles/a-vbopens/forg-your-future-with-open-source/>

2.56 Process Intelligence

Name

Process Intelligence / **Process Intelligence**

Code

PRCINT4.WP

Coordinator

Prof. Dr. Wolfgang Kratsch

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Process Intelligence (4 Credit hours)

Teaching and learning methods

Seminar-style teaching and accompanying internship in which case studies are worked on in small groups over the semester

Exam

Examination number

IN 3970398, 2970896

TI 3976551, 2976718

WI 3975816

IIS 9875460, 9775176

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 10-25 Seiten, 60%
 - Presentation, 20-30 minutes, 40%
-

Additional information on the type of examination

Additional Information

Prerequisites

Basic programming knowledge is an advantage

Content of the module

The module „Process Intelligence“ teaches students basic concepts and advanced techniques in the field of data-driven process management. The students learn how to analyze, optimize and automate business processes using technologies such as process mining, predictive process monitoring, context-aware process mining and robotic process automation.

Qualification aims for the module learning objectives/skills

After successfully completing this module, students will be able to

- Classify technologies from the field of process intelligence to optimize processes and apply them within a limited framework
- Identify process weaknesses using process mining and identify potential for improvement based on evidence
- Develop prediction models for process sequences using machine learning
- Automate simple processes using RPA software
- Develop Python-based process intelligence solutions yourself using standard libraries such as PM4Py, SKlearn or Keras

Reading list

Van Der Aalst, W. (2016): Process Mining. *Data science in action*. Springer Berlin Heidelberg.

Dumas, M., La Rosa, M., Mendling, J., & Reijers, H. A. (2018): *Fundamentals of business process management* (Vol. 2). Heidelberg: Springer.

2.57 Programming using Databases

Name

Programmieren mit Datenbanken / Programming using Databases

Code

DBP4.WP

Coordinator

Prof. Matthias Kolonko, Ph.D. (ONPU)

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Programming using Databases (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, practical exercises

Exam

Examination number

IN 3970384, 2970882

TI 3976552, 2976698

WI 3975802

IIS 9875470, 9775147

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Additional Information

Prerequisites

Database Management Systems, Programming 1+2

The lecture Database Applications is recommended.

Content of the module

The lecture deals with the possibilities of connecting relational databases to the business logic, which can be created in different programming languages.

The following basic access options are examined in more detail:

- Direct access via embedded SQL
- Access via an individual API
- Access via existing frameworks such as object-relational mapping (ORM) or Data Transfer Objects (DTO)

The basic possibilities and concepts are highlighted with a focus on the highlighted using the Java programming language. In addition other current programming languages are also examined, demonstrated and compared. (PHP, Python, C/C++, ...)

The participants should also be shown the correct structure within the software architecture by discussing the advantages and disadvantages. Here also security aspects are also taken into account.

Concepts for the use of "Polyglot Persistence" are also presented as part of the lecture, to demonstrate the possibilities of diversifying data storage.

The content discussed will be practiced by the students themselves as part of an accompanying and practiced by the students themselves.

Qualification aims for the module learning objectives/skills

After completing the module, participants will be able to

- distinguish and describe the options for connecting databases.
- use the various database connection options.
- analyze the requirements for the database connection.
- implement a suitable database connection.
- recognize the possibilities of Polyglot Persistence.

Reading list

Literature recommendations will be provided in the lecture.

2.58 Programming with Python

Name

Programmieren mit Python / Programming with Python

Code

PROGPY6.WP

Coordinator

Prof. Dr. Peter Rösch

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 6, CP credits: 8,

Contact hours: 90h, Independent study: 150h, Total workload: 240h

Courses

Programming with Python (4 SWS)

Practical work Programming with Python (2 SWS)

Teaching and learning methods

Seminar-style teaching, practical course, partly with teamwork.

Exam

Examination number

TI 3976553, 2976599

WI 3975746

IIS 9775148

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Additional Information

Prerequisites

- Object-oriented software development.
 - Fundamentals of vector calculus and analysis.
-

Usage possibilities

WPF only for Bachelor programs: Information Systems, Computer Engineering and Interactive Media. For Computer Science (Bachelor) this is a compulsory subject (Programming 3).

Content of the module

Summary

Customers expect high-performance, easy-to-use solutions for increasingly complex tasks, with the acceleration of market cycles leading to enormous time and success pressure for many software projects.

Modern software engineering concepts promise a remedy, but only lead to success if basic software construction methods that have been known for decades are used. The problem to be solved must first be understood and systematically analyzed before alternative solution approaches can be developed and their feasibility demonstrated using prototypes if necessary. As a rule, one approach is pursued further, which ultimately leads to the final product.

An important task in this process is the selection of suitable programming languages, whereby different languages can be used in the individual phases of the project. In order for a developer or project manager to choose the "right" language for a sub-problem, they should have gained experience with several languages and have an overview of their advantages and disadvantages.

The course introduces Python as a representative of the object-oriented scripting languages. The syntax of this language is so simple and the extension libraries are so powerful that developers can concentrate on the task at hand when implementing advanced concepts without being distracted by inconsistencies or tricky language constructs.

As part of the exercises, tasks from the areas of mathematics and simulation are dealt with in order to develop and practically apply central techniques of software construction.

Efficient software development with Python

- Python – Introduction
- Interactive software development with Jupyter Notebooks
- Automation of tests
- Systematic optimization
- Graphical user interfaces

Advanced programming techniques with Python

- Concurrency
- Design patterns
- Integration of heterogeneous components
- Scientific applications
- Distributed applications

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Describe the syntactic constructs of the programming language Python programming language.
- Classify given source code in terms of efficiency and quality. classify.
- Optimize applications in terms of the consumption of computing time and memory consumption.
- Compare the implementations of algorithms of medium complexity in different programming languages.
- Solve tasks by skillfully combining existing components. of existing components.
- Break down problems of medium complexity into sub-problems.
- Develop, test and implement software components for solving problems of medium complexity yourself, test and document them.

Reading list

Johannes Ernesti, Peter Kaiser: Python3 – Das umfassende Handbuch, 5. Auflage, Rheinwerk Computing (2017)

Bernd Klein: Einführung in Python 3, Hanser (2014)

Mark Pilgrim: Python 3 – Intensivkurs, Springer (2010)

Dusty Phillips: Python 3 Object-Oriented Programming, 3. Auflage, Packt Publishing (2018)

Eric Freeman, Elisabeth Freeman: Entwurfsmuster von Kopf bis Fuß, O'Reilly (2015)

Mark Summerfield: Rapid GUI Programming with Python and Qt - The definitive Guide to PyQt Programming, Prentice Hall (2015)

Python-Homepage: <https://www.python.org/>

2.59 Programming of Web Applications

Name

Programmierung von Web-Anwendungen / Programming of Web Applications

Code

PWA4.WP

Coordinator

Prof. Dr. Anja Metzner

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Programming of Web Applications (4 Credit hours)

Teaching and learning methods

Seminar-based teaching, project work, presentations

(Note: If the number of participants is low, the lecture can also be held in directed reading format with reduced attendance time).

Exam

Examination number

IN 3970381, 2970879

TI 3976605, 2976690

WI 3975799

IIS 9775149

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 50%
- Written assignment, with presentation, 5-15 pages, 50%

Content of the module

Web-based systems are ubiquitous and have become a key economic factor. This course offers an introduction to full-stack web application development using modern frameworks.

Undergraduate students will gain the ability to read and understand the programming of web applications and to develop their own web projects. In this way, they will acquire the fundamental skills required to work as full-stack developers.

Core topics:

- Architectures, programming languages, frameworks, and libraries in frontend and backend development
- Programming with relevant development tools: IDEs, build tools, validation, debugging, testing, and AI

Sample specialization topics:

- Database integration options, advanced web technologies (e.g., asynchronous data transfer, REST APIs, WebSockets, GraphQL, cross-platform mobile app development), web design and UX/UI (e.g., responsive design, CSS frameworks, accessibility), security aspects (e.g., HTTPS, authentication, common vulnerabilities), emerging developments: microservices, AI-driven development

Course content:

Short lectures on web architecture, scripting languages, and modern frameworks—complemented by curated materials and project support—enable students to develop web programming skills and pursue independent study.

Choice of scripting languages and frameworks:

Students will gain the ability to understand and use core web scripting languages, in particular HTML, CSS, and JavaScript, as well as at least one framework of their choice. **The available options depend on the students' degree program. Languages and frameworks that are already covered within the curriculum or in other approved elective courses of the respective program are excluded.**

Project work, seminar paper, and presentation:

Students gain **hands-on experience** by developing their own **web projects** in realistic settings. The techniques applied are presented to all participants in **project presentations**, offering broad insights into a wide range of modern frameworks and libraries. Each presentation is then **documented in a seminar paper** and, on a voluntary basis, made available to all participants.

Qualification aims for the module learning objectives/skills

Students...

- understand the fundamentals of web-based systems and their architectures.
- can apply the basic concepts, languages, and technologies of the web (e.g., HTML, CSS, JavaScript, HTTP/HTTPS, browsers).
- are able to work with the Document Object Model (DOM).
- understand event-driven web programming.
- have the expertise to install and use a web technology stack of their choice.
- can apply at least one modern framework.
- are able to specialize in topics of their own interest, such as database connectivity, data processing with JSON, use of REST interfaces, AI integration, or specific framework functionalities.
- have the skills to independently plan a web project and implement it in a team using agile methods.
- become familiar with best practices in web development, such as responsive design or accessibility.
- can document their projects and development processes in writing.
- are competent in presenting their web projects.
- are trained to transfer their knowledge to unfamiliar web technologies and frameworks based on their broad overview of multiple frameworks.

Reading list

Philip Ackermann: Full Stack Web Development: The Comprehensive Guide, Rheinwerk Computing, 2024.

Marijn Haverbeke: Eloquent JavaScript, 4th Edition: A Modern Introduction to Programming, No Starch Press, 2024.

Josh Goldberg: Learning Typescript: Enhance Your Web Development Skills Using Type-Safe JavaScript, O'Reilly, 2022.

David Flanagan: Javascript: The Definitive Guide: Master the World's Most-Used Programming Language, O'Reilly, 2020.

Cybellium Ltd, Kris Hermans: Mastering Back-End Development, Independently published, 2023.

Kiet Huynh: Front-End Web Development: Techniques and Trends, Independently published, 2023.

Sebastian Springer: Node.js: The Comprehensive Guide, Rheinwerk Computing, 2025.

2.60 Project - Research and Transfer

Name

Projekt - Forschung und Transfer / Project - Research and Transfer

Code

FUT.WP

Coordinator

Prof. Dr. Alexander von Bodisco

Teaching language

The module is taught in German and English.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

ein Semester, jeweils im Winter- und Sommersemester

Total workload and its constituent parts

Credit hours: 8, CP credits: 10,
Contact hours: 120h, Independent study: 180h, Total workload: 300h

Courses

Project - Research and Transfer (4 Credit hours)

Teaching and learning methods

Students work in small groups to develop IT solutions to a current research topic. The aim is to get to know application-oriented research, as well as the transfer and the associated problems in a realistic way. The projects undertaken have a clear practical relevance and are typically carried out within the framework of funding/third-party projects or in cooperation with companies. The project topics are assigned by authorized examiners from the Faculty of Computer Science and include a practical part (software/hardware), documentation (student research project) and a presentation. The practical part (software and possibly hardware) must be described as part of the student research project. The presentation usually takes place as part of a project day or a seminar. Coordination with the project creator takes place in regular personal meetings and via electronic channels. The work is not necessarily tied to the lecture period.

Exam

Examination number

IN 3970404, 2970902

TI 3976627, 2976728

WI 3975822

IIS 9875480, 9775182

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 10-20 Seiten, 80%
 - Presentation, 10-20 minutes, 20%
-

Additional Information

Prerequisites

Solid knowledge of the most important areas of computer science, such as algorithms and data structures, programming, database systems, data communication, software engineering and, if applicable, operating systems. The acquired knowledge should already have been practically applied in a team project.

Usage possibilities

Required elective module for the Bachelor's degree programs in Computer Science, International Information Systems, Computer Engineering, Information Systems

Content of the module

The research and transfer project offers students the opportunity to apply theoretical knowledge in practice while developing innovative solutions to real-world challenges. The project focuses on research, teamwork and the transfer of results into practice. The students' tasks include project management, software development, independent familiarization with research topics, the preparation of research results and their presentation with regard to practical application.

In moodle you will find the current topics that are currently on offer:

<https://moodle.hs-augsburg.de/course/view.php?id=7942>

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Plan and execute software tasks in a team in terms of time, effort and resources.
- Apply software development methods in practice.
- Learn new software techniques and apply suitable methods.
- Develop research topics independently.
- Document project results in an understandable and appealing way.

Reading list

Is determined individually for each project and is based on current scientific research in the selected field.

2.61 Project Management

Name

Projektmanagement / Project Management

Code

PM4.WP

Coordinator

Prof. Dr. Markus Degen

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Project Management (4 Credit hours)

Teaching and learning methods

Seminar-style teaching with exercises in which individual areas of project management are simulated and worked on in small groups.

Exam

Examination number

IN 3970426, -

TI 3976660, 2976750

WI 3975844

IIS 9875210, 9775204

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written assignment, 7-12 pages

Content of the module

This module provides students with foundational and applied knowledge in both classical and agile project management methodologies. The focus is on the practical implementation of methods and tools necessary for initiating, planning, and managing (sub-)projects effectively in real-world settings.

Topics covered in the course include:

- Defining project goals, identifying stakeholders, and understanding the key responsibilities in project management
- Comparing and analysing of different roles in projects
- Classical and agile software development processes
- The Agile Manifesto and core agile principles
- Practical application and overview of agile concepts and tools (e.g., Scrum, MVP, User Stories, Planning Poker, Daily Stand-ups, etc.)
- Risk management strategies in project contexts
- Team leadership and collaboration within projects

Qualification aims for the module learning objectives/skills

Upon successful completion of the module, students will be able to:

- Take on different roles within agile project teams
- Justify decisions made in the roles of project team member or (sub-) project manager
- Compare various project management methodologies and techniques
- Identify project risks, assess their potential impact, and propose suitable mitigation strategies

Reading list

The reading materials and resources will be announced during the course.

2.62 Rapid Business Model Prototyping

Name

Rapid Business Model Prototyping / Rapid Business Model Prototyping

Code

RBMP4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

English

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Rapid Business Model Prototyping (4 Credit hours)

Teaching and learning methods

Seminar teaching, exercise

Exam

Examination number

IN -, 3970438, -

TI 3976679, 2976762

WI 3975855

IIS 9875490, 9775215

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, 15-20 pages, 50%
- Presentation, 15-20 minutes, 50%

Content of the module

Rapid Business Model Prototyping makes it possible to develop and validate business ideas quickly, in a structured and risk-minimized manner. This is relevant for students, as it enables them to combine technological innovations with market-oriented thinking and align their solutions with real needs, such as in digital transformation projects or when founding a start-up. In this module, business models are examined in the context of real conditions and based on various methodologies:

- development of business models
- systematic analysis, structuring and evaluation of business ideas, taking into account various market needs and the most important business risks.
- hypothesis testing of ideas using appropriate experimental methods to validate the ideas in the real market field and adjust business concepts based on the results.
- iterative work using the Build-Measure-Learn cycle.
- collaboration with companies to evaluate and test real business models.
- application of project-based and experiential learning.

The acquired knowledge is applied and deepened through accompanying exercises and case studies.

Qualification aims for the module learning objectives/skills

After successful participation in the module:

- students will be familiar with important business risks and have an advanced understanding of the logic, testing and evaluation of business models.
- students will be able to translate ideas into verifiable hypotheses and test them by choosing a suitable methodological approach.
- students are familiar with a wide range of applicable tools and concepts for rapid business model prototyping.
- students can successfully apply build-measure-learn cycles for business models.
- students have significantly expanded their individual team and networking skills.

Reading list

Bland, D., Osterwalder, A. (2019): Testing Business Ideas: A Field Guide for Rapid Experimentation. Wiley.

Osterwalder, A., Pigneur, Y., Etienne, F., Schmitz, A. (2020): The Invincible Company: So schaffen Sie eine Kultur der Innovation und Transformation, die Ihr Unternehmen unbesiegbar macht. Campus Verlag.

2.63 RFID and NFC technology

Name

RFID und NFC Technik / RFID and NFC technology

Code

RFID3.WP

Coordinator

Prof. Dr. Volodymyr Brovko

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The module is offered regularly in both the winter and summer semesters.

Total workload and its constituent parts

Credit hours: 3, CP credits: 5,

Contact hours: 45h, Independent study: 105h, Total workload: 150h

Courses

RFID and NFC technology (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises, practical course

Exam

Examination number

IN 2970806

TI 2976589

WI ...

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, auxiliary: 1 DIN A4 page handwritten

Content of the module

- Basics of RFID technology. Coding and modulation in RFID. Anti-collision in RFID.
- Memory card architecture. Smart card architecture. Java Cards.
- Autonomous RFID and NFC systems: technical basics. Software design.
- NDEF on memory card and MIFARE.
- Architecture of mobile NFC devices.
- NFC on ADROID System

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Know the technical basics of RFID technology.
- Understand memory and smart card architecture.
- Know the architecture of an autonomous RFID and NFC system.
- Program a simple NFC read/write device based on a microcontroller.

Reading list

Josef Langer, Michael Roland: Anwendungen und Technik Von Near Field Communication (NFC), Springer-Verlag, 2010 - 265 Seiten

Klaus Finkenzeller: Grundlagen und praktische Anwendungen von Transpondern, kontaktlosen Chipkarten und NFC, Carl Hansen Verlag München, 2012

Wolfgang Rankl, Wolfgang Effing: Handbuch der Chipkarten, Carl Hansen Verlag München, 2008

2.64 Swabia Innovation Masterclass

Name

Schwaben Innovation Masterclass / **Swabia Innovation Masterclass**

Code

SIM8.WP

Coordinator

Prof. Dr. Christoph Buck (THA)
Prof. Dr. Bayer/ Prof. Dr. Daniel Schallmo (HNU)
Prof Dr. Erik Lehmann (UniA)
Prof. Dr. Bernd Lüdemann-Ravit (HKE)

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

The duration of the module is two semesters.
The Swabian Innovation Masterclass is offered regularly starting in the winter semester.

Total workload and its constituent parts

Per semester: SWS: 4, CPs: 5, total 8 SWS/ 10 CPs
Attendance time: 30 h, self-study (preparation/ follow-up):
120 h, Total workload: 150h

Courses

Schwaben Innovation Masterclass (10 Credit hours)

Teaching and learning methods

Seminar-style teaching, workshop units, best practices, team/group work, presentations,
maximum number of participants 6

Exam

Examination number

IN 3970414, 2979408
TI 3976648, 2976738
WI 3975832
IIS 9875500, 9775194

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Partial examination 1: Presentation, 5-10 minutes (70%) and written elaboration, 3-8 pages (30%), 25%%
 - Partial examination 2: Presentation, 5-10 minutes (70%) and written elaboration, 3-8 pages (30%), 25%%
 - Partial examination 3: Presentation, 5-25 minutes (70%) and final report, 10-14 pages (30%) , 25%%
 - Partial examination 4: Presentation, 15-25 minutes (70%) and pitch slides, 7-10 slides (30%) , 25%%
-

Additional Information

Prerequisites

Both modules must be taken, it is not possible to attend only one Masterclass. A total of 10 ECTS can be acquired.

Travel and accommodation costs for the journey to Neu-Ulm, Kempten and Bergamo will be covered by the joint project.

Content of the module

This course consists of four chapters: future (&) trends, social impact, business ideation and international entrepreneurship. Chapter 1 is offered at Augsburg University of Applied Sciences, Chapters 2, 3 and 4 as external courses at the universities of Kempten and Neu-Ulm and the University of Augsburg, including a stay abroad in Bergamo (Italy).

Chapter 1: Future (&) Trends (THA)

Chapter 1 is divided into two phases: trend and scenario analysis. As part of the trend analysis, students examine current developments in the field of digital technologies. They record the status quo and identify emerging trends. An interdisciplinary approach enables students to look at the topics from different perspectives and to analyze economic, social, political, legal and ecological framework conditions. In the second phase, scenario analysis, students build on the results of the trend analysis and develop their own trend analysis and develop their own ideas for innovative products or services. They deal with the possible effects of the identified trends and develop scenarios for future developments.

Teaching methods include lectures and workshops led by external and internal lecturers from academia and industry. In addition, students receive regular coaching and feedback on their work. In addition, the students have the opportunity to discuss and further develop their results and ideas in plenary sessions as part of a joint interim and final presentation.

Chapter 2: Social Impact (HKE)

In Chapter 2, students are introduced to the diversity of social challenges at global, regional and local level. They learn the concepts of impact thinking, including scalability, sustainability and impact measurement in social innovation. They gain practical insights by analyzing case studies of successful projects. In the "Technology for Social Impact" area, digital technologies such as blockchain, artificial intelligence and the Internet of Things are discussed, as well as their potential applications for tackling social challenges. The project development and management phase enables students to put their knowledge into practice by developing technology-based solutions in interdisciplinary teams, accompanied by mentors and experts. The final challenge involves presenting the results to an interdisciplinary jury and reflecting on the process.

Chapter 3: Business Ideation (HNU)

The Masterclass offers students a practical approach to entrepreneurial challenges, especially in the context of innovation and start-up initiatives. The students develop a sound understanding of the importance of innovation. They acquire established methods and practical tools from various fields, including creativity techniques, design thinking and lean startup, to generate customer and demand-oriented innovations. At the same time, they are given the opportunity to develop their own innovation projects in collaboration with regional companies in order to gain a realistic insight into entrepreneurial processes.

Chapter 4: International Entrepreneurship (UA)

The main aim of the module is for students to follow on from Chapter 3 in a course last-

ing several days to deepen their knowledge of the international aspects of entrepreneurship and innovation. They will learn international skills as part of a summer school. This starts at the University of Augsburg and ends with an excursion to the University of Bergamo in Italy. The focus is on learning experiences with other cultures. A special focus of the chapter is the guest lectures by internationally renowned guest lecturers from Indiana University Bloomington, USA. They are intended to impart knowledge, experiences and views from a scientific perspective in english language. Practical elements are also taught, with managers from companies in Augsburg region who provide insights and share their knowledge.

Qualification aims for the module learning objectives/skills

After successful participation in **chapters 1 and 2**:

- Students will be able to understand the challenges of collaboration in interdisciplinary project teams.
- They are also able to apply trend and future research methods in a project team and jointly write a trend report on current developments in the field of digital technologies.
- Students can carry out a status quo analysis, identify trends and future developments and form ideas for future products or services.
- The module aims to provide students with practical skills in the application of research methods, in scientific writing, in the discussion and presentation of topics and in interdisciplinary collaboration.
- Through the presentation and discussion of case studies of successful projects, they gain insights into best practices. Furthermore, they will be familiarized with various digital technologies to tackle social problems and have the opportunity to deepen these in workshops and guest lectures.
- Through project development and management in interdisciplinary teams, they develop technology-based solutions to specific social problems and present their results to a jury.
- Their learning process is supported and deepened through reflection and documentation.

Chapter 3: Business Ideation

Subject-related skills:

- Students are enabled to apply concepts such as Lean Startup and Design Thinking to manage and successfully implement innovation processes.
- They gain an in-depth understanding of business planning and learn to use tools effectively to design agile and successful start-up processes.
- The focus is also on identifying demand potential, target groups and competitive advantages.

Methodical competencies:

- Students learn methods for brainstorming and developing business models as well as for market analysis in order to make well-founded decisions in the corporate context.

- A special focus is placed on the application of design thinking, a creative problem-solving method that aims to develop user-centered solutions.
- In addition, you will be introduced to the Design Sprint Lean Startup methodology to quickly and efficiently conceptualize, prototype and test solutions.

Social skills

- Students develop the ability to make effective decisions in a team and learn to understand innovative solutions and present them convincingly to company representatives.
- The exchange with fellow students and cooperation in interdisciplinary teams promote the understanding of different perspectives and the development of solution approaches.

Personal skills

- Students are encouraged to reflect on the consequences of their decisions and develop their personal skills in entrepreneurship and risk assessment. Through practical work on innovation projects, they strengthen their problem-solving skills and gain self-confidence in their abilities.

Chapter 4: International Entrepreneurship

By participating in this course, students should gain an in-depth understanding of international entrepreneurship for the development of innovations. After successfully completing this module, students will know the basics of entrepreneurship and will be able to

Subject-related competencies

- understand international entrepreneurship,
- internationalize their own start-up ideas and business models,
- take an international and intercultural perspective on key social, ecological and economic changes in society, the environment and the economy
- project innovative ideas onto the international market

Methodical skills

- handle complex start-up projects in a goal-oriented manner,
- carry out systematic needs and action analyses in a social context from different perspectives

Interdisciplinary competencies

- apply multi-perspective thinking,

- recognize and promote opportunities for social, economic and ecological improvements from different perspectives,
- implement innovative solutions in the context of international entrepreneurship.

Key competencies

- reflect on strategies for setting up a business,
- develop and justify strategic considerations independently,
- think and work in an interdisciplinary way,
- solution-oriented and intercultural communication.

Reading list

Chapter 1: Will be announced at the beginning of the semester

Chapter 2:

- Chang, Ann Mei: Lean Impact, How to Innovate for Radically Greater Social Good, San Francisco, 2018.
- Impact Measurement – Wirkung- und Wirkungsmessung Sozialer Innovationen.
- Kursbuch Wirkung, Praxishandbuch für alle, die Gutes noch besser tun wollen. Social Reporting Standard, Leitfaden zur wirkungsorientierten Berichterstattung
- u.v.m

Chapter 3 und 4:

Audretsch, David: Everything in Its Place: Entrepreneurship and the Strategic Management of Cities, Regions, and States. New York: Oxford University Press (2015).

Audretsch, David; Lehmann, Erik: The seven secrets of Germany. Economic Resilience in an Era of Global Turbulence. New York: Oxford University Press (2016).

Schallmo, D.: Design Thinking erfolgreich anwenden, Springer Verlag, Wiesbaden (2017).

Pijl, P. v. d., Lokitz, J., Solomon, L., Pluijm, E. v. d., Lieshout, M. v., Schallmo, D.: Design a better business: Neue Werkzeuge, Fähigkeiten und Mindsets für Strategie und Innovation, Vahlen Verlag, München (2018).

Schallmo, D.: Jetzt Design Thinking anwenden, Springer Verlag, Wiesbaden (2018).

Schallmo, D.: Jetzt digital transformieren. So gelingt die erfolgreiche Digitale Transformation Ihres Geschäftsmodells, Springer Verlag, Wiesbaden (2016)

Brown, T.: Change by Design. Harper Business (2009).

Curedale, R.: Design Thinking. Design Community College (2013).

d.school: Bootcamp Bootleg. Hasso Plattner Institute, Stanford (2010).

Liedtka, J. & Ogilvie, T.: Designing for Growth. Columbia Business School (2011).

Plattner, H.; Meinel, Ch. & Weinberg, U.: Design Thinking. Innovation lernen, Ideenwelten öffnen. München (2009).

Stickdorn, M. & Schneider, J.: This is service design thinking. BIS publishers (2014).

2.65 Service Learning Project

Name

Service Learning Projekt / Service Learning Project

Code

SLP.WP

Coordinator

Prof. Dr. Alexander von Bodisco

Teaching language

The module is taught in German and English.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

ein Semester, jeweils im Winter- und Sommersemester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Service Learning Project (4 Credit hours)

Teaching and learning methods

Students work in small groups to develop individual IT solutions in the field of service learning for a real civil society partner. In addition to the classic project skills, the aim is to train communication with the project partner and to align a project with a specific service. The project topics are assigned by authorized examiners from the Faculty of Computer Science and include a practical part (software/hardware), documentation (student research project) and a presentation. The practical part (software and, if applicable, hardware) must be described as part of the student research project. The presentation usually takes place as part of a project day, a seminar or a demonstration at the project partner's premises. Coordination with the topic creator/project partner takes place in regular personal meetings and via electronic channels. The work is not necessarily tied to the lecture period.

Exam

Examination number

IN 3970405, 2970903

TI 3976628, 2976729

WI 3975823

IIS 9875510, 9775183

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Project work, 10-20 Seiten, 80%
 - Presentation, 10-20 minutes, 20%
-

Additional Information

Prerequisites

Solid knowledge of the most important areas of computer science, such as algorithms and data structures, programming, database systems, data communication, software engineering and, if applicable, operating systems. The acquired knowledge should already have been practically applied in a team project.

Usage possibilities

Required elective module for the Bachelor's degree programs in Computer Science, International Information Systems, Computer Engineering, Information Systems

Content of the module

Students work in groups to carry out small IT projects in the field of service learning largely independently. The students' tasks include project management, software development, independent familiarization with interdisciplinary topics and project orientation with regard to the individual requirements of the respective target group.

In moodle you will find the current topics that are currently on offer:

<https://moodle.hs-augsburg.de/course/view.php?id=7942>

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Align projects with the requirements of real civil society partners.
- Plan and carry out project tasks in a team in terms of time, effort and resources.
- Apply software development methods in practice.
- Prepare interdisciplinary topics in self-study.
- Develop questions and solutions in dialog with project partners.

Reading list

Project-specific literature will be announced by the supervisor before the start of the project.

2.66 Startitup - Entrepreneurial Thinking and Business Design

Name

Startitup - Entrepreneurial Thinking and Business Design / Startitup - Entrepreneurial Thinking and Business Design

Code

START4.WP

Coordinator

Prof. Dr. Christoph Buck

Teaching language

The module is taught in German and English.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Startitup - Entrepreneurial Thinking and Business Design (2 Credit hours)

Practical work Startitup - Entrepreneurial Thinking and Business Design (2 SWS)

Teaching and learning methods

Seminar-style teaching and accompanying internship to apply and deepen the acquired knowledge.

In addition, the internship supports and promotes self-study.

Exam

Examination number

IN 3970395, 2970893

TI 3976611, 2976715

WI 3975813

IIS 9775172

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- 3 presentations, 20-30 minutes each, 75%
- Written assignment, 8-12 pages, 25%

Additional information on the type of examination

The presentations are group presentations.

Written assignment: a business project developed during the course is to be prepared as a business plan in group work.

Content of the module

Entrepreneurship is one of the most vibrant disciplines today and can be learned. In this course:

- Students develop their own business idea and think it through from A-Z.
- Students learn a systematic and structured approach to innovation and entrepreneurship (structuring value creation, potential analyses, rapid prototyping, etc.)
- Students apply numerous innovation methods and innovation tools (value proposition canvas, business model canvas, UX design, etc.)
- Presentation skills are actively promoted by having to present progress on a regular basis

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to

- Think through an innovative business idea (profit-oriented or non-profit-oriented) from A to Z (BYO - bring your own, DYO - develop your own)
- Apply innovation methods independently
- Recognize and evaluate business potentials
- Develop innovation approaches in a structured manner

Reading list

Aulet, Bill (2013): Disciplined entrepreneurship: 24 steps to a successful startup. John Wiley & Sons.

Nambisan, Satish, et al. (2017): "Digital innovation management." MIS quarterly 41.1. 223-238.

Osterwalder, Alexander; and Pigneur, Yves (2010): Business model generation: a handbook for visionaries, game changers, and challengers. Vol. 1. John Wiley & Sons.

Osterwalder, Alexander (2015): Value proposition design: How to create products and services customers want. John Wiley & Sons.

2.67 Search Engine Optimization (SEO)

Name

Suchmaschinenoptimierung (SEO) / Search Engine Optimization (SEO)

Code

SEO4.WP

Coordinator

Christoph Baur, M.Sc.

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, summer semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

Search Engine Optimization (SEO) (4 Credit hours)

Teaching and learning methods

Seminar-based teaching with practical exercises and project work

Exam

Examination number

IN 3970427, -

TI 3976682, 2976751

WI 3975845

IIS 9875220, 9775205

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, SEO-Audit, 10-20 pages, 50%
- Presentation, 50%

Content of the module

1. Introduction to SEO: basics, how search engines work, user behavior, strategic importance of SEO.
2. Technical SEO: crawling, indexing, structured data, core web vitals, mobile SEO.
3. Content strategy & OnPage optimization: keyword research, search intentions, E-A-T, content optimization, internal linking.
4. OffPage SEO: Importance of backlinks, sustainable link building strategies.
5. SEO tools and analyses: use of common tools (e.g. Screaming Frog, Google Search Console), measuring success.
6. Specialized topics & Trends: Local SEO, SEO for e-commerce, use of AI in SEO, future developments.
7. Final project: Conducting an SEO audit (analysis), creating an action plan, presenting the results.

Qualification aims for the module learning objectives/skills

Students acquire:

- a comprehensive understanding of the role of SEO in online marketing.
- practical skills to optimize websites in technical, content and strategic terms.
- skills in the use of SEO tools and measuring success.
- Knowledge of current and future trends in search engine optimization.

Reading list

according to separate information

2.68 System Programming with Rust

Name

Systemprogrammierung mit Rust / System Programming with Rust

Code

SYSPRO4.WP

Coordinator

Prof. Dr. Hubert Högl

Teaching language

The module is taught in German.

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs, except IN SPO2019/2012

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,
Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

System Programming with Rust (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises, practical course

Exam

Examination number

IN -, ———, ———

TI 3976680, 2976763

WI -, 3975856

IIS 9875520, 9775216

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Written examination, 60 minutes, none auxiliaries

Content of the module

Introduction to system-oriented programming using the example of a modern programming language for secure programming (Rust).

- Clarification of the term system programming
- Areas of application for system programming
- Creating executable programs and libraries
- Basic language elements (variables, data types, strings, control structures)
- Ownership, references and borrowing
- Collections
- Error handling
- Generic programming
- Tests
- Pointer
- Concurrency

Qualification aims for the module learning objectives/skills

The students...

- know which areas are covered by system programming.
- know the basics of system programming in the programming language Rust and can use them to write their own programs.
- understand the flow of programs at the machine level machine level and can therefore optimally apply the language elements optimally apply the language elements of system programming languages.
- can explain the use of the various memory areas in a program (including program (e.g. stack and heap) and therefore understand the techniques of techniques of memory management in system programming languages.
- write test cases for the development of secure software.
- use secure parallel language constructs to accelerate program execution on program execution on multi-core processors.

The contents of the lecture are deepened in an accompanying practical course using deepened by means of exercises.

Reading list

Steve Klabnick, Carol Nichols: The Rust Book

<https://doc.rust-lang.org/book/>

Carlo Milanesi, Beginning Rust: Get Started with Rust 2021 Edition, Apress 2022.

<https://link-springer-com.ezproxy.hs-augsburg.de/book/10.1007/978-1-4842-7208-4>

Jim Blandy, Jason Orendorff, Leonora F. S. Tindall: Programming Rust, 2nd edition, O'Reilly Media 2021.

<https://www.oreilly.com/library/view/programming-rust-2nd/9781492052586/>

2.69 UI/UX Design: Foundations, Prototyping & usage of AI

Name

UI/UX Design: Foundations, Prototyping & usage of AI / UI/UX Design: Foundations, Prototyping & usage of AI

Code

UIUX4.WP

Coordinator

Elisabeth Mess, M.A.

Teaching language

English (with optional German support)

Faculty

Faculty of Computer Science

Usage possibilities

Required elective for bachelor's degree programs

Duration / Frequency

1 semester, winter semester

Total workload and its constituent parts

Credit hours: 4, CP credits: 5,

Contact hours: 60h, Independent study: 90h, Total workload: 150h

Courses

UI/UX Design: Foundations, Prototyping & usage of AI (4 Credit hours)

Teaching and learning methods

Seminar-style teaching, exercises

Exam

Examination number

IN -, 3970439, -

TI 3976681, 2976764

WI -, 3975857

IIS 9875530, 9775217

Grading

According to § 20 of the APO in the currently valid version.

Type of exam / required course achievements

Portfolio exam:

- Written assignment, 10-15 pages, 60%
- Oral examination, 20-30 minutes, 40%

Additional information on the type of examination

The written assignment is a summary of all the results achieved during the semester.

The oral examination is a presentation of the results achieved during the semester, including a demonstration of the prototype developed.

Additional Information

Prerequisites

Readiness for iterative design, group work, feedback loops

Content of the module

The module provides participants with knowledge in the field of UI/UX design and enables them to implement the development process of a prototype (from conception to click dummy) in groups with the help of generative AI. Short theory units accompany the learning and development process.

- Introduction to the basics of usability, user experience (UX), and user interface (UI) design
- Introduction to the basics of design principles
- Introduction to the user-centered design process (UCD) according to ISO 9241-210
- Introduction to classic and agile project management in the context of user-centered design
- Introduction and creation of low-fi and high-fidelity prototypes
- Introduction and use of Figma for wireframing and prototyping
- Group work: Development of your own prototype (click dummy)
- Integration of generative AI into conception and design processes

Qualification aims for the module learning objectives/skills

After successfully completing the module, students will be able to:

- Understand and apply concepts of UI/UX design and user-centered design,
- Understand and apply design principles and the UCD process,
- Analyze user requirements and translate them into design proposals,
- Use tools such as Figma and AI applications effectively for the development of design prototypes,
- Carry out iterative development and evaluation of a clickable prototype (click dummy).

Reading list

Norman, D. A. (2013): The Design of Everyday Things (Revised and Expanded Edition). MIT Press.

Krug, S. (2014): Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (3rd Ed.). New Riders.

Garrett, J. J. (2010): The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Ed.). New Riders.

Cooper, A., Reimann, R., Cronin, D., & Noessel, C. (2014): About Face: The Essentials of Interaction Design (4th Ed.). Wiley.

Preece, J., Rogers, Y., & Sharp, H. (2019): Interaction Design: Beyond Human-Computer Interaction (5th Ed.). Wiley.

Tidwell, J., Brewer, C., & Valencia, A. (2019): Designing Interfaces: Patterns for Effective Interaction Design (3rd Ed.). O'Reilly Media.

Goodwin, K. (2011): Designing for the Digital Age: How to Create Human-Centered Products and Services. Wiley.

Index

- 3D Data Processing , 8
- 3D printing , 12
- Advanced Security Testing , 20
- Agile Software development put into practice , 24
- Agile Web Applications with Python , 28
- Applied Generative AI , 30
- Applied Value Creation in Sports – Using Python , 32
- Artificial Intelligence , 168
- Basics of machine learning , 78
- Business Information Systems , 36
- Chance and Risk Management in Digitized Value Networks , 38
- Classic Project Management Modernized , 152
- Compiler , 42
- Concepts of Database Technology , 156
- Corporate Entrepreneurship , 46
- Data communication in the vehicle , 54
- Data Science , 50
- Digital Business Leadership Skills , 60
- Digital Foresight , 64
- Digital Innovation , 58
- Digital Management , 66
- Digital Transformation in Organizations , 70
- Electronic Trading Systems , 88
- Electronic-Commerce , 74
- Embedded Linux , 90
- Flying Robots , 96
- Formula Student Driverless , 98
- Fullstack Web Development , 102
- Fundamentals of ABAP , 16
- Fundamentals of DevOps , 106
- Hard- and software for the internet of things , 108
- Human Factors in Cybersecurity , 116
- Human-Computer Interaction Research , 112
- Implementation of a programming course for young people , 92
- Industrial Image Processing , 120
- Information technology and the environment , 122
- Innovation Selling , 126
- Integrated Business Processes with SAP ERP , 130
- Interactive Computer Graphics , 132
- Introduction to Natural Language Processing , 82
- Introduction to Robotics , 86
- IT Forensics , 140
- IT Security , 146
- IT Sourcing and Cloud Transformation , 150
- IT-Consulting , 136
- IT-Organisation, Jobs & Employability , 142
- Lean IT & Enterprise Architecture , 160
- Linux LPIC , 164
- Mobile Robots , 172
- Network Engineering , 174
- Network Penetration Testing , 176
- Neural Networks and Deep Learning , 178
- NoSQL , 182
- Open-Source Software , 184
- Process Intelligence , 186
- Programming of Web Applications , 194
- Programming using Databases , 188
- Programming with Python , 190
- Project - Research and Transfer , 198
- Project Management , 202

Rapid Business Model Prototyping , 204
RFID and NFC technology , 208

Search Engine Optimization (SEO) ,
224

Service Learning Project , 218

Startitup - Entrepreneurial Thinking

and Business Design , 222

Swabia Innovation Masterclass , 210

System Programming with Rust , 226

UI/UX Design: Foundations,

Prototyping & usage of AI , 230

University Innovation Project , 110