Study Program Handbook

Computer Science

Bachelor of Science
Subject-specific Examination Regulations for Computer Science (Fachspezifische Prüfungsordnung)

The subject-specific examination regulations for Computer Science are defined by this program handbook and are valid only in combination with the General Examination Regulations for Undergraduate degree programs (General Examination Regulations = Rahmenprüfungsordnung). This handbook also contains the program-specific Study and Examination Plan (Chapter 6).

Upon graduation, students in this program will receive a Bachelor of Science (BSc) degree with a scope of 180 ECTS (for specifics see Chapter 6 of this handbook).

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1 Program Overview

1.1 Concept

1.1.1 The Jacobs University Educational Concept

Jacobs University aims to educate students for both an academic and a professional career by emphasizing four core objectives: academic quality, self-development/personal growth, internationality and the ability to succeed in the working world (employability). Hence, study programs at Jacobs University offer a comprehensive, structured approach to prepare students for graduate education as well as career success by combining disciplinary depth and interdisciplinary breadth with supplemental skills education and extra-curricular elements.

In this context, it is Jacobs University’s aim to educate talented young people from all over the world, regardless of nationality, religion, and material circumstances, to become citizens of the world who are able to take responsible roles for the democratic, peaceful, and sustainable development of the societies in which they live. This is achieved through a high-quality teaching as well as manageable study loads and supportive study conditions. Study programs and related study abroad programs convey academic knowledge as well as the ability to interact positively with other individuals and groups in culturally diverse environments. The ability to succeed in the working world is a core objective for all study programs at Jacobs University, both in terms of actual disciplinary subject matter and also to the social skills and intercultural competence. Study-program-specific modules and additional specializations provide the necessary depth, interdisciplinary offerings and the minor option provide breadth while the university-wide general foundation and methods modules, mandatory German language requirements, and an extended internship period strengthen the employability of students. The concept of living and learning together on an international campus with many cultural and social activities supplements students’ education. In addition, Jacobs University offers professional advising and counseling.

Jacobs University’s educational concept is highly regarded both nationally and internationally. While the university has consistently achieved top marks over the last decade in Germany’s most comprehensive and detailed university ranking by the Center for Higher Education (CHE), it has also been listed by the renowned Times Higher Education (THE) magazine as one of the top 300 universities worldwide (ranking group 251-300) in 2019, 2020 and 2021. The THE ranking is considered as one of the most widely observed university rankings. It is based on five major indicators: research, teaching, research impact, international orientation, and the volume of research income from industry.

1.1.2 Program Concept

Computer Science lies at the core of all modern industries and plays a major role in most areas of science as well. Computer technology changes constantly, but the fundamental principles underlying these technologies have now developed into a mature science. The Computer Science Bachelor of Science program at Jacobs University focuses on the understanding of these principles and their application in practice.

Students will obtain core computer science competencies and skills (e.g., programming and software engineering) and they will learn about fundamental abstractions and abstract notions of computing (e.g., formal languages, logic, and computability theory). They will learn about
the principles behind and the proper usage of core technologies (e.g., databases, operating systems, and computer networks). Finally, students will develop an understanding of the limitations of technology and side effects of computing systems (e.g., security, dependability, legal, and ethical aspects). Because computer science is rooted in mathematics, students will take mathematical methods modules covering calculus, linear algebra, probability theory, and numerical methods or discrete mathematics.

The job market for computer scientists has been very favorable in the last few years, and there is no indication that this will change in the near future. Because of the rapid changes in the field, it is important to focus the education on the fundamental principles, as well as, subfields of promising future relevance. Cross-disciplinary breadth and flexibility, as well as social and work organization skills are increasingly important. The minor option allows the combination of the education in computer science with a different discipline, thereby facilitating a cross-disciplinary specialization. The academic qualifications and personal profiles for academic and industrial careers differ. Jacobs University’s Computer Science program responds to the needs of both areas by offering a Computer Science major designed for students who plan to work in the information technology industry or join graduate programs related to the discipline. Students choosing the minor option can acquire basic skills in a specific application domain, which makes them very well suited to work in a specific industrial sector. The minor option can also be used to obtain specific knowledge in a closely related discipline to develop a strong portfolio of knowledge at the intersection of computer science with related disciplines.

1.2 Specific Advantages of Computer Science at Jacobs University

The Computer Science program at Jacobs University aims to be rigorous with respect to the foundations, while at the same time being very contemporary with an international orientation.

- The educational approach of the faculty is to relate the theoretical contents of the discipline to their contemporary application in industry and research. The instructors aim to include recent developments of the topics covered to demonstrate how basic methods or techniques are applied today and how the material covered relates to research challenges.
- Early involvement in research projects is an essential aspect of student education. Students can obtain a vivid research experience at a very early stage, which often develops into interdisciplinary collaborations later on.
- This distinctive educational approach, together with the positive teaching environment, has been acknowledged in several rankings: In the computer science ranking published by the Centre for Higher Education (CHE) in 2015, the support by instructors and the relationship to research were ranked 1st of 68 study programs. In the European U-Multirank ranking published in 2018, the overall learning experience in computer science was ranked 10th and research-oriented teaching in computer science was ranked 2nd of 304 European universities offering Computer Science programs.
- The involvement of students and alumni in the program development process using a direct and open dialogue ensures that the program is constantly fine-tuned to the specific needs of students, such as covering certain topics at a certain time with respect to the preparation of internship or job applications.
- The program has a successful student exchange program with Carnegie Mellon University (USA). Every year, some of the best students move to Pittsburgh to study for a semester abroad at CMU. In addition, CS students have studied abroad with great success at Rice University (USA) and the University of Pennsylvania (USA).
• Student teams participate regularly in international programming competitions. Jacobs University hosted the Northwestern European Regional Contest (NWERC) of the ACM International Collegiate Programming Contest on campus in 2010 and 2011. Student teams participate in NWERC competitions since then on an annual basis. In 2014, students organized the first JacobsHack! hackathon on campus, which was sponsored, among others, by Google, Microsoft, and SAP. The 2018 edition of JacobsHack!, sponsored, among others, by Facebook, Skyscanner, GitHub and Bloomberg, attracted participants from all over Europe.

1.3 Program-Specific Educational Aims

1.3.1 Qualification Aims

The main subject-specific qualification aim is to enable students to take up qualified employment in modern industries involving information technology or to enter graduate programs related to computer science. Graduates of the Computer Science program have obtained the following competencies:

• Computer science competence

Graduates are familiar with the theoretical foundations of computer science and they are able to design and develop computer systems addressing a given application scenario. They are able to analyze and structure complex problems and they are able to address them using methods of computer science. Graduates are able to construct and maintain complex computer systems using a structured, analytic, and creative approach.

• Communication competence

Graduates are able to communicate subject-specific topics convincingly in both spoken and written form to fellow computer scientists or to customers.

• Teamwork and project management competence

Graduates are able to work effectively in a team and they are able to organize workflows in complex development efforts. They are familiar with tools that support the development, testing, and maintenance of large software systems and they are able to take design decisions in a constructive way.

• Learning competence

Graduates have acquired a solid foundation enabling them to assess their own knowledge and skills, learn effectively, and remain up to date with the latest developments in the rapidly evolving field of computer science.

• Personal and professional competence

Graduates are able to develop a professional profile, justify professional decisions based on theoretical and methodical knowledge, and critically reflect on their behavior with respect to their consequences for society.

The design of the Computer Science program follows national guidelines published by the Gesellschaft für Informatik (GI) (GI: Empfehlungen für Bachelor- und Masterprogramme im Studienfach Informatik an Hochschulen, July 2016) and international guidelines published
jointly by the Association for Computing Machinery (ACM) and the Institute of Electrical and Electronics Engineers (IEEE) (ACM/IEEE: Computer Science Curricula 2013, December 2013).

1.3.2 Intended Learning Outcomes

By the end of the program, students will be able to

- work professionally in the highly dynamic computer science field and enter graduate programs related to computer science;
- apply fundamental concepts of computer science while solving problems;
- think in an analytical way at multiple levels of abstraction;
- develop, analyze and implement algorithms using modern software engineering methods;
- understand the characteristics of a range of computing platforms and their advantages and limitations;
- choose from multiple programming paradigms, languages and algorithms to solve a given problem adequately;
- describe the fundamental theory of computation and computability;
- apply the necessary mathematical methods;
- recognize the context in which computer systems operate, including interactions with people and the physical world;
- describe the state of published knowledge in their field or a specialization within it;
- analyze and model real-life scenarios in organizations and industries using contemporary techniques of computer science, also taking methods and insights of other disciplines into account;
- appropriately communicate solutions of problems in computer science in both spoken and written form to specialists and non-specialists;
- draw scientifically founded conclusions that consider social, professional, scientific, and ethical aspects;
- work effectively in a diverse team and take responsibility in a team;
- take responsibility for their own learning, personal and professional development and role in society, reflecting on their practice and evaluating critical feedback;
- adhere to and defend ethical, scientific, and professional standards.

1.4 Career Options

Computer science is one of the key disciplines of the 21st century, which affects almost all modern industries. Consequently, the possible career paths are very broad for graduates with a computer science degree and the job market is highly favorable. The job market includes jobs such as software engineer, system integrator, information systems manager, data analyst, database administrator, application developer, cyber security analyst, IT consultant, and system analyst.

Graduates of the Computer Science program at Jacobs University have obtained positions in companies of the information technology sector such as Amazon, Cleversoft, Facebook, Google, Microsoft, SAP, Skype, 360 Treasury Systems, Twitter, Research Gate, and VMware, as well as within companies that use information technology extensively such as the BMW Group, Deutsche Bank, KPMG, and Uber. Some graduates have founded their own companies such as Deep Web Solutions GmbH, Take Off Labs, and techOS GmbH.
Past graduates have also chosen to continue their education by enrolling into graduate programs at other German universities such as the RWTH Aachen, the Technical University Berlin, and the Technical University München; at other European universities such as the University of Amsterdam, the University of Cambridge, EPFL Lausanne, the University College London, the University of Oxford, and ETH Zürich; or at international universities such as Carnegie Mellon University, Cornell University, and the University of Montreal.

The Career Services Center (CSC) as well as the Jacobs Alumni Office help students in their career development. The CSC provides students with high-quality training and coaching in CV creation, cover letter formulation, interview preparation, effective presenting, business etiquette and employer research as well as in many other aspects, thus helping students to identify and follow up rewarding careers after their time at Jacobs University. Furthermore, the Alumni Office helps students establish a long-lasting and worldwide network which is beneficial when exploring job options in academia, industry, and elsewhere.

1.5 Admission Requirements

Admission to Jacobs University is selective and based on a candidate’s school and/or university achievements, recommendations, self-presentation, and performance on required standardized tests. Students admitted to Jacobs University demonstrate exceptional academic achievements, intellectual creativity, and the desire and motivation to make a difference in the world.

The following documents need to be submitted with the application:

- Recommendation Letter
- Official or certified copies of high school/university transcripts
- Educational History Form
- Standardized test results (SAT/ACT) if applicable
- ZeeMee electronic resume (optional)
- Language proficiency test results (TOEFL, IELTS or equivalent)

Formal admission requirements are subject to higher education law and are outlined in the Admission and Enrollment Policy of Jacobs University.

For more detailed information about the admission visit: https://www.jacobs-university.de/study/undergraduate/application-information

1.6 More Information and Contact

For more information, please contact the study program chair:

Peter Zaspel, PH.D.
Professor of Computer Science
Email: p.zaspel@jacobs-university.de
Telephone: +49 421 200-3051

visit our website: https://www.jacobs-university.de/study/undergraduate/programs/computer-science
2 The Curricular Structure

2.1 General

The curricular structure provides multiple elements for enhancing employability, interdisciplinarity, and internationality. The unique Jacobs Track, offered across all undergraduate study programs, provides comprehensive tailor-made modules designed to achieve and foster career competency. Additionally, a mandatory internship of at least two months after the second year of study and the possibility to study abroad for one semester give students the opportunity to gain insight into the professional world, apply their intercultural competences and reflect on their roles and ambitions for employment and in a globalized society.

All undergraduate programs at Jacobs University are based on a coherently modularized structure, which provides students with an extensive and flexible choice of study plans to meet the educational aims of their major as well as minor study interests and complete their studies within the regular period.

The framework policies and procedures regulating undergraduate study programs at Jacobs University can be found on the website (https://www.jacobs-university.de/academic-policies).

2.2 The Jacobs University 3C Model

Jacobs University offers study programs that comply with the regulations of the European Higher Education Area. All study programs are structured according to the European Credit Transfer System (ECTS), which facilitates credit transfer between academic institutions. The three-year undergraduate program involves six semesters of study with a total of 180 ECTS credit points (CP). The undergraduate curricular structure follows an innovative and student-centered modularization scheme - the 3C-Model - that groups the disciplinary content of the three study years according to overarching themes:

- **Year I: CHOICE**
  Students have the CHOICE to decide on their major after the first year of study.

- **Year II: CORE**
  Students study the CORE elements of their major and may choose a minor.

- **Year III: CAREER**
  Students enhance their CAREER skills and prepare for the job market, graduate school and society.

![Figure 1: The Jacobs University 3C-Model](image)

2.2.1 Year I – CHOICE

The first study year is characterized by a university-specific offering of disciplinary education that builds on and expands upon the students’ entrance qualifications. Students select introductory modules for a total of 45 CP from the CHOICE area of a variety of study programs, of which 15-30 CP will be from their intended major. A unique feature of our curriculum
structure allows students to select their major freely upon entering Jacobs University. The Academic Advising Coordinator offers curricular counseling to all Bachelor students independently of their major, while Academic Advisors support students in their decision-making regarding their major study program as contact persons from the faculty.

To pursue Computer Science as a major, the following CHOICE modules (30 CP) need to be taken as mandatory modules:

- CHOICE Module: Programming in C and C++ (7.5 CP)
- CHOICE Module: Algorithms and Data Structures (7.5 CP)
- CHOICE Module: Introduction to Computer Science (7.5 CP)
- CHOICE Module: Introduction to Robotics and Intelligent Systems (7.5 CP)

The first two modules, Programming in C and C++ and Algorithms and Data Structures, introduce students to imperative and object-oriented programming and basic algorithms and data structures. The Introduction to Computer Science module discusses abstract and concrete notions of computing machines and algorithms, and the representation of information. Students are also exposed to a pure functional programming language. The Introduction to Robotics and Intelligent Systems module addresses the interaction of computers with the physical world and it lays the foundation for intelligent systems.

The remaining CHOICE modules (15 CP) can be selected in the first year of studies according to interest and/or with the aim to allow a change of major up until the beginning of the second year, when the major choice becomes fixed (see 2.2.1.1 below).

### 2.2.1.1 Major Change Option

Students can still change to another major at the beginning of their second year of studies if they have taken the corresponding mandatory CHOICE modules in their first year of studies. All students must participate in a seminar on the major change options in the O-Week and consult their Academic Advisor in the first year of studies prior to changing their major.

Students that would like to retain a further option are strongly recommended to additionally register for the CHOICE modules of one of the following study programs in their first year. The module descriptions can be found in the respective Study Program Handbook.

- **Earth and Environmental Studies (EES)**
  - CHOICE Module: General Earth and Environmental Sciences (7.5 CP)
  - CHOICE Module: General Geology (7.5 CP)

- **International Relations: Politics and History (IRPH)**
  - CHOICE Module: Introduction to International Relations Theory (7.5 CP)
  - CHOICE Module: Introduction to Modern European History (7.5 CP)

- **Integrated Social and Cognitive Psychology (ISCP)**
  - CHOICE Module: Essentials of Cognitive Psychology (7.5 CP)
  - CHOICE Module: Essentials of Social Psychology (7.5 CP)

- **Physics (Phys)**
  - CHOICE Module: Classical Physics (7.5 CP)
  - CHOICE Module: Modern Physics (7.5 CP)
2.2.2 Year 2 – CORE

In their second year, students take a total of 45 CP from a selection of in-depth, discipline-specific CORE modules. Building on the introductory CHOICE modules and applying the methods and skills acquired so far (see 2.3.1), these modules aim to expand the students’ critical understanding of the key theories, principles, and methods in their major for the current state of knowledge and best practice.

To pursue Computer Science as a major, at least the following mandatory CORE modules (30 CP) need to be taken:

- CORE Module: Databases and Web Services (7.5 CP)
- CORE Module: Software Engineering (7.5 CP)
- CORE Module: Operating Systems (7.5 CP)
- CORE Module: Automata, Computability, and Complexity (7.5 CP)

Students decide to complement their studies by taking the discipline-specific mandatory elective CORE modules (15 CP):

- CORE Module: Computer Networks (5 CP)
- CORE Module: Legal and Ethical Aspects of Computer Science (2.5 CP)
- CORE Module: Secure and Dependable Systems (5 CP)
- CORE Module: Academic Skills in Computer Science (2.5 CP)

or substitute these modules with CORE modules from other study programs according to interest and with the aim of pursuing a minor in a second field.

Computer Science students can take CORE modules (or more advanced Specialization modules) from a second discipline, which allows them to incorporate a minor study track into their undergraduate education, within the 180 CP required for a bachelor’s degree. The educational aims of a minor are to broaden the students’ knowledge and skills, support the critical reflection of statements in complex contexts, foster an interdisciplinary approach to problem-solving, and to develop an individual academic and professional profile in line with students’ strengths and interests. This extra qualification will be highlighted in the transcript.

The Academic Advising Coordinator, Academic Advisor, and the Study Program Chair of the minor study program support students in the realization of their minor selection; the consultation with the Academic Advisor is mandatory when choosing a minor.

As a rule, this requires Computer Science students to

- select two CHOICE modules (15 CP) from the desired minor program in the first year and
- substitute the mandatory elective Computer Science CORE modules Computer Networks (5 CP), Legal and Ethical Aspects of Computer Science (2.5 CP), Secure and Dependable Systems (5), and Academic Skills in CS (2.5) in the second year with the default minor CORE modules of the minor study program. Note that the substituted CORE modules can still be selected in the third year as specialization modules.

The requirements for each specific minor are described in the handbook of the study program offering the minor (Chapter 3.2) and are marked in the respective Study and Examination Plans.
For an overview of accessible minors, please check the Major/Minor Combination Matrix which is published at the beginning of each academic year.

2.2.3 Year 3 – CAREER

During their third year, students prepare and make decisions about their career path after graduation. To explore available choices and to gain professional experience, students undertake a mandatory summer internship. The third year of studies allows Computer Science students to take Specialization modules within their discipline, but also focuses on the responsibility of students beyond their discipline (see Jacobs Track).

The 5th semester also opens a mobility window for a diverse range of study abroad options. Finally, the 6th semester is dedicated to fostering the students’ research experience by involving them in an extended Bachelor thesis project.

2.2.3.1 Internship / Start-up and Career Skills Module

As a core element of Jacobs University’s employability approach students are required to engage in a mandatory two-month internship of 15 CP that will usually be completed during the summer between the second and third years of study. This gives students the opportunity to gain first-hand practical experience in a professional environment, apply their knowledge and understanding in a professional context, reflect on the relevance of their major to employment and society, reflect on their own role in employment and society, and find a professional orientation. The internship can also establish valuable contacts for the students’ Bachelor's thesis project, for the selection of a Master program graduate school or further employment after graduation. This module is complemented by career advising and several career skills workshops throughout all six semesters that prepare students for the transition from student life to professional life. As an alternative to the full-time internship, students interested in setting up their own company can apply for a start-up option to focus on developing of their business plans.

For further information, please contact the Career Services Center (https://www.jacobs-university.de/career-services)

2.2.3.2 Specialization Modules

In the third year of their studies, students take 15 CP from major-specific or major-related, advanced Specialization modules to consolidate their knowledge and to be exposed to state-of-the-art research in the areas of their interest. This curricular component is offered as a portfolio of modules, from which students can make free selections during their 5th and 6th semester. The default specialization module size is 5 CP, with smaller 2.5 CP modules being possible as justified exceptions.

To pursue CS as a major, at least 10 of the 15 CP from the following major-specific Specialization Modules need to be taken:

- CS Specialization: Computer Graphics (5 CP)
- CS Specialization: Image Processing (5 CP)
- CS Specialization: Distributed Algorithms (5 CP)
- CS Specialization: Web Application Development (5 CP)
A maximum of 5 CP can be taken from major-related modules instead of major-specific Specialization Modules:

- CS CORE: Computer Vision (5 CP)
- RIS Specialization: Human Computer Interaction (5 CP)
- RIS CORE: Artificial Intelligence (5 CP)
- RIS CORE: Robotics (5 CP)
- RIS CORE: Machine Learning (5 CP)
- ECE Specialization: Digital Design (5 CP)
- ECE CORE: Information Theory (5 CP)
- DE Specialization: Parallel and Distributed Computing (5 CP)

Students may also select 15 CP entirely from their major-specific Specialization Modules.

Students pursuing a minor in a second field of studies can additionally select Specialization Modules from:

- CS CORE: Computer Networks (5 CP)
- CS CORE: Legal and Ethical Aspects of Computer Science (2.5 CP)
- CS CORE: Secure and Dependable Systems (5 CP)
- CS CORE: Academic Skills in Computer Science (2.5 CP)

It is highly recommended that students pursuing a minor take the modules:

- CS CORE: Legal and Ethical Aspects of Computer Science (2.5 CP)
- CS CORE: Academic Skills in Computer Science (2.5 CP).

### 2.2.3.3 Study Abroad

Students have the opportunity to study abroad for a semester to extend their knowledge and abilities, broaden their horizons and reflect on their values and behavior in a different context as well as on their role in a global society. For a semester abroad (usually the 5th semester), modules related to the major with a workload equivalent to 22.5 CP must be completed. Modules recognized as study abroad CP need to be pre-approved according to Jacobs University study abroad procedures. Several exchange programs allow students to directly enroll at prestigious partner institutions worldwide. Jacobs University’s participation in Erasmus+, the European Union’s exchange program, provides an exchange semester at a number of European universities that include Erasmus study abroad funding.

For further information, please contact the International Office (https://www.jacobs-university.de/study/international-office).

Computer Science students that wish to pursue a study abroad in their 5th semester are required to select their modules at the study abroad partners such that they can be used to substitute between 10-15 CP of major-specific Specialization modules and between 5-15 CP of modules equivalent to the non-disciplinary Big Questions modules or the Community Impact Project (see Jacobs Track). In their 6th semester, according to the study plan, returning study-abroad students complete the Bachelor Thesis/Seminar module (see next section), they take any missing Specialization modules to reach the required 15 CP in this area, and they take any missing Big Questions modules to reach 15 CP in this area. Study abroad students are allowed to substitute the 5 CP Community Impact Project (see Jacobs Track below) with 5 CP of Big Questions modules.
2.2.3.4 Bachelor Thesis/Seminar Module

This module is a mandatory graduation requirement for all undergraduate students. It consists of two module components in the major study program guided by a Jacobs faculty member: the Bachelor Thesis (12 CP) and a Seminar (3 CP). The title of the thesis will appear on the students’ transcripts.

Within this module, students apply the knowledge skills, and methods they have acquired in their major discipline to become acquainted with actual research topics, ranging from the identification of suitable (short-term) research projects, preparatory literature searches, the realization of discipline-specific research, and the documentation, discussion, and interpretation of the results.

With their Bachelor Thesis students demonstrate mastery of the contents and methods of the computer science research field. Furthermore, students show the ability to analyze and solve a well-defined problem with scientific approaches, a critical reflection of the status quo in scientific literature, and the original development of their own ideas. With the permission of a Jacobs Faculty Supervisor, the Bachelor Thesis can also have an interdisciplinary nature. In the seminar, students present and discuss their theses in a course environment and reflect on their theoretical or experimental approach and conduct. They learn to present their chosen research topics concisely and comprehensively in front of an audience and to explain their methods, solutions, and results to both specialists and non-specialists.

2.3 The Jacobs Track

The Jacobs Track, an integral part of all undergraduate study programs, is another important feature of Jacobs University’s educational model. The Jacobs Track runs parallel to the disciplinary CHOICE, CORE, and CAREER modules across all study years and is an integral part of all undergraduate study programs. It reflects a university-wide commitment to an in-depth training in scientific methods, fosters an interdisciplinary approach, raises awareness of global challenges and societal responsibility, enhances employability, and equips students with augmented skills desirable in the general field of study. Additionally, it integrates (German) language and culture modules.

2.3.1 Methods and Skills Modules

Methods and skills such as mathematics, statistics, programming, data handling, presentation skills, academic writing, and scientific and experimental skills are offered to all students as part of the Methods and Skills area in their curriculum. The modules that are specifically assigned to each study programs equip students with transferable academic skills. They convey and practice specific methods that are indispensable for each students’ chosen study program. Students are required to take 20 CP in the Methods and Skills area. The size of all Methods and Skills modules is 5 CP.

To pursue Computer Science as major, the following Methods and Skills modules (20 CP) are mandatory

- Methods: Calculus and Elements of Linear Algebra I (5 CP)
- Methods: Calculus and Elements of Linear Algebra II (5 CP)
- Methods: Probability and Random Processes (5 CP)
For the remaining 5 CP CS students can choose between the Methods module\(^1\)

- Methods: Numerical Methods (5 CP)

and the Mathematics CORE module:

- CORE Module: Discrete Mathematics (5 CP)

### 2.3.2 Big Questions Modules

The modules in the Big Questions area (10 CP) intend to broaden students' horizons with applied problem solving between and beyond their chosen disciplines. The offerings in this area comprise problem-solving oriented modules that tackle global challenges from the perspectives of different disciplinary backgrounds that allow, in particular, a reflection of acquired disciplinary knowledge in economic, societal, technological, and/or ecological contexts. Working together with students from different disciplines and cultural backgrounds, these modules cross the boundaries of traditional academic disciplines.

Students are required to take 10 CP from modules in the Area. This curricular component is offered as a portfolio of modules, from which students can make free selections during their 5th and 6th semester with the aim of being exposed to the full spectrum of economic, societal, technological, and/or ecological contexts. The size of Big Questions Modules is either 2.5 or 5 CP.

### 2.3.3 Community Impact Project

In their 5th semester students are required to take a 5 CP Community Impact Project (CIP) module. Students engage in on-campus or off-campus activities that challenge their social responsibility, i.e., they typically work on major-related projects that make a difference in the community life on campus, in the campus neighborhood, Bremen, or on a cross-regional level. The project is supervised by a faculty coordinator and mentors.

Study abroad students are allowed to substitute the 5-CP Community Impact Project with 5 CP of Big Questions modules.

### 2.3.4 Language Modules

Communication skills and foreign language abilities foster students’ intercultural awareness and enhance their employability in an increasingly globalized and interconnected world. Jacobs University supports its students in acquiring and improving these skills by offering a variety of language modules at all proficiency levels. Emphasis is put on fostering the German language skills of international students as they are an important prerequisite for non-native students to learn about, explore, and eventually integrate into their host country and its professional environment. Students who meet the required German proficiency level (e.g., native speakers) are required to select modules in any other modern foreign language offered (Chinese, French or Spanish). Hence, acquiring 10 CP in language modules, with German mandatory for non-native speakers, is a requirement for all students. This curricular component is offered as a four-semester sequence of foreign language modules. The size of the Language Modules is 2.5 CP.

---

\(^1\) Students who take a minor in RIS or ECE must choose Numerical Methods.
3 Computer Science as a Minor

3.1 Qualification Aims

Students obtaining a minor in Computer Science learn the basic principles of software development and modern software development processes. They acquire an understanding of how modern information systems are designed and implemented. Upon completion of the minor, they will have obtained sufficient knowledge about computer science concepts such that they can effectively work together with professionals with a Computer Science degree. Students obtaining a minor in Computer Science can help to drive digitalization processes, as they can effectively translate requirements of the field of their major into terminology and technology used by Computer Science professionals. Students majoring in a technical discipline can obtain a minor to strengthen their understanding of how to use software and hardware components effectively, thereby achieving efficient solutions for problems in their domain.

3.1.1 Intended Learning Outcomes

With a minor in Computer Science, students will be able to

- develop solutions to problems in computer science in close collaboration with computer science professionals;
- communicate requirements appropriately to their audience and understand computer science aspects of a solution;
- apply programming concepts and basic algorithms to solve software development problems of moderate complexity in an adequate way;
- understand how design choices impact the efficiency of solutions.

3.2 Module Requirements

A minor in Computer Science requires 30 CP. The default option to obtain a minor in Computer Science is marked in the Study and Examination Plan in chapter 6. It includes the following CHOICE and CORE modules:

- CHOICE Module: Programming in C and C++ (7.5 CP)
- CHOICE Module: Algorithms and Data Structures (7.5 CP)
- CORE Module: Databases and Web Services (7.5 CP)
- CORE Module: Software Engineering (7.5 CP)

Upon the consultation with the Academic Advisor and approval by the CS Study Program Coordinator, individual CORE modules from the default minor can be replaced by other advanced modules (CORE or Specialization) from the CS major.

3.3 Degree

After successful completion, the minor in Computer Science will be listed on the final transcript under PROGRAM OF STUDY and BA/BSc – [name of the major] as “(Minor: Computer Science).”
4.1 Scope of these Regulations

The regulations in this handbook are valid for all students who entered the Computer Science undergraduate program at Jacobs University in Fall 2021. In case of a conflict between the regulations in this handbook and the general Policies for Bachelor Studies, the latter applies (see http://www.jacobs-university.de/academic-policies).

In exceptional cases, certain necessary deviations from the regulations of this study handbook might occur during the course of study (e.g., change of the semester sequence, assessment type, or the teaching mode of courses).

In general, Jacobs University Bremen reserves therefore the right to change or modify the regulations of the program handbook also after its publication at any time and in its sole discretion.

4.2 Degree

Upon successful completion of the study program, students are awarded a Bachelor of Science degree in Computer Science.

4.3 Graduation Requirements

To graduate, students need to obtain 180 CP. In addition, the following graduation requirements apply:

- Students need to complete all mandatory components of the program as indicated in the Study and Examination Plan in chapter 6 of this handbook.
- Students graduating in Computer Science without a minor have to obtain
  - 20 CP in Methods and Skills modules (mathematics),
  - 90 CP in Computer Science modules, and
  - 15 CP for the Bachelor thesis and the associated seminar.
- Students graduating in Computer Science with a minor in a second discipline have to obtain
  - 20 CP in Methods and Skills modules (mathematics),
  - 75 CP in Computer Science modules, and
- Students have to obtain 15 CP for the Bachelor thesis and the associated seminar.
Figure 2 shows schematically the sequence and types of modules required for the study program. A more detailed description, including the assessment types, is given in the Study and Examination Plans in following section.
## Computer Science (CS) BSc
### Matriculation Fall 2022

#### Year 1 - CHOICE

<table>
<thead>
<tr>
<th>Program-Specific Modules</th>
<th>Type</th>
<th>Assessment</th>
<th>Period</th>
<th>Status</th>
<th>Sem.</th>
<th>CP</th>
</tr>
</thead>
<tbody>
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#### Year 1 - CORE

<table>
<thead>
<tr>
<th>Module Title and Code</th>
<th>Type</th>
<th>Assessment</th>
<th>Period</th>
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#### Year 1 - CAREER

<table>
<thead>
<tr>
<th>Module Title and Code</th>
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#### Year 2 - CHOICE

<table>
<thead>
<tr>
<th>Program-Specific Modules</th>
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<th>Assessment</th>
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<th>Status</th>
<th>Sem.</th>
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#### Year 2 - CORE

<table>
<thead>
<tr>
<th>Module Title and Code</th>
<th>Type</th>
<th>Assessment</th>
<th>Period</th>
<th>Status</th>
<th>Sem.</th>
<th>CP</th>
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#### Year 2 - CAREER

<table>
<thead>
<tr>
<th>Module Title and Code</th>
<th>Type</th>
<th>Assessment</th>
<th>Period</th>
<th>Status</th>
<th>Sem.</th>
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</table>

#### Year 3 - CAREER

<table>
<thead>
<tr>
<th>Module Title and Code</th>
<th>Type</th>
<th>Assessment</th>
<th>Period</th>
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<th>Sem.</th>
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</thead>
<tbody>
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</tbody>
</table>

**TOTAL CP**

210

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2 Status (M = mandatory, n = mandatory elective)

3 For details please see the CS program handbook.

4 Students who take a minor in Mathematics have to choose Numerical Methods module.

5 Students can optionally also take the module for the 2nd semester.
# Computer Science Modules

## 7.1 Programming in C and C++

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Programming in C and C++</td>
<td>CH-230</td>
<td>Year 1 (CHOICE)</td>
<td>7.5</td>
</tr>
</tbody>
</table>

### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CH-230-A</td>
<td>Programming in C and C++</td>
<td>Lecture</td>
<td>2.5</td>
</tr>
<tr>
<td>CH-230-B</td>
<td>Programming in C and C++ - Tutorial</td>
<td>Tutorial</td>
<td>5</td>
</tr>
</tbody>
</table>

### Module Coordinator

- **Dr. Kinga Lipskoch**

### Program Affiliation

- Computer Science (CS)

### Entry Requirements

- **Pre-requisites**: No
- **Co-requisites**: No
- **Knowledge, Abilities, or Skills**: No

### Frequency

- Annually (Fall)

### Forms of Learning and Teaching

- Lecture attendance (17.5 hours)
- Tutorial attendance (35 hours)
- Independent study (115 hours)
- Exam preparation (20 hours)

### Duration

- 1 semester

### Workload

- 187.5 hours

### Recommendations for Preparation

It is recommended that students install a suitable programming environment on their notebooks. It is recommended to install a Linux system such as Ubuntu, which comes with open-source compilers such as gcc and g++ and editors such as vim or emacs. Alternatively, the open-source Code: Blocks integrated development environment can be installed to solve programming problems.

### Content and Educational Aims

This course offers an introduction to programming using the programming languages C and C++. After a short overview of the program development cycle (editing, preprocessing, compiling, linking, executing), the module presents the basics of C programming. Fundamental imperative programming concepts such as variables, loops, and function calls are introduced in a hands-on manner. Afterwards, basic data structures such as multidimensional arrays, structures, and pointers are introduced and dynamically allocated multidimensional arrays and linked lists and trees are used for solving simple practical problems. The relationships between pointers and arrays, pointers and structures, and pointers and functions are described, and they are illustrated using examples that also introduce recursive functions, file handling, and dynamic memory allocation.

The module then introduces basic concepts of object-oriented programming languages using the programming language C++ in a hands-on manner. Concepts such as classes and objects, data abstractions, and information hiding are introduced. C++ mechanisms for defining and using objects, methods, and operators are introduced and the relevance of constructors, copy constructors, and destructors for dynamically created objects is explained.
Finally, concepts such as inheritance, polymorphism, virtual functions, and overloading are introduced. The learned concepts are applied by solving programming problems.

**Intended Learning Outcomes**

By the end of this module, students will be able to

- explain basic concepts of imperative programming languages such as variables, assignments, loops, and function calls;
- write, test, and debug programs in the procedural programming language C using basic C library functions;
- demonstrate how to use pointers to create dynamically allocated data structures such as linked lists;
- explain the relationship between pointers and arrays;
- illustrate basic object-oriented programming concepts such as objects, classes, information hiding, and inheritance;
- give original examples of function and operator overloading and polymorphism;
- write, test, and debug programs in the object-oriented programming language C++.

**Indicative Literature**


**Usability and Relationship to other Modules**

- Mandatory for a major in CS, RIS, and ECE
- Mandatory for a minor in CS and RIS
- Pre-requisite for the CHOICE module Algorithms and Data Structures
- Elective for all other undergraduate study programs
- This module introduces the programming languages C and C++ and several other modules build on this foundation. Certain features of C++ such as templates and generic data structures and an overview of the standard template library will be covered in the Algorithms and Data Structures module.

**Examination Type: Module Component Examinations**

**Component 1: Lecture**

Assessment types: Written examination

Duration: 120 min

Weight: 33%

Scope: All theoretical intended learning outcomes of the module

**Component 2: Tutorial**

Assessment: Practical assessment (Programming assignments)

Weight: 67%

Scope: All practical intended learning outcomes of the module

Completion: To pass this module, the examination of each module component has to be passed with at least 45%.
# 7.2 Algorithms and Data Structures

<table>
<thead>
<tr>
<th><strong>Module Name</strong></th>
<th><strong>Module Code</strong></th>
<th><strong>Level (type)</strong></th>
<th><strong>CP</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Algorithms and Data Structures</td>
<td>CH-231</td>
<td>Year 1 (CHOICE)</td>
<td>7.5</td>
</tr>
</tbody>
</table>

## Module Components

<table>
<thead>
<tr>
<th><strong>Number</strong></th>
<th><strong>Name</strong></th>
<th><strong>Type</strong></th>
<th><strong>CP</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>CH-231-A</td>
<td>Algorithms and Data Structures</td>
<td>Lecture</td>
<td>7.5</td>
</tr>
</tbody>
</table>

### Module Coordinator

- Dr. Kinga Lipskoch

### Program Affiliation
- Computer Science (CS)

### Mandatory Status
- Mandatory for CS and RIS

## Entry Requirements

**Pre-requisites**

- Programming in C and C++

**Co-requisites**

- None

## Frequency

- Annually (Spring)

## Forms of Learning and Teaching

- Class attendance (52.5 hours)
- Independent study (115 hours)
- Exam preparation (20 hours)

## Duration

- 1 semester

## Workload

- 187.5 hours

## Recommendations for Preparation

Students should refresh their knowledge of the C and C++ programming language and be able to solve simple programming problems in C and C++. Students are expected to have a working programming environment.

## Content and Educational Aims

Algorithms and data structures are the core of computer science. An algorithm is an effective description for calculations using a finite list of instructions that can be executed by a computer. A data structure is a concept for organizing data in a computer such that data can be used efficiently. This introductory module allows students to learn about fundamental algorithms for solving problems efficiently. It introduces basic algorithmic concepts; fundamental data structures for efficiently storing, accessing, and modifying data; and techniques that can be used for the analysis of algorithms and data structures with respect to their computational and memory complexities. The presented concepts and techniques form the basis of almost all computer programs.

## Intended Learning Outcomes

By the end of this module, students will be able to

- explain asymptotic (time and memory) complexities and respective notations;
- able to prove asymptotic complexities of algorithms;
- illustrate basic data structures such as arrays, lists, queues, stacks, trees, and hash tables;
- describe algorithmic design concepts and apply them to new problems;
- explain basic algorithms (sorting, searching, graph algorithms, computational geometry) and their complexities;
• summarize and apply C++ templates and generic data structures provided by the standard C++
template library.

Indicative Literature

Usability and Relationship to other Modules
• Mandatory for a major in CS and RIS
• Mandatory for a minor in CS
• Pre-requisite for the following CORE modules:
  o Databases and Web Services
  o Software Engineering
  o Legal and Ethical Aspects of Computer Science
  o Computer Graphics
  o Distributed Algorithms
• Familiarity with basic algorithms and data structures is fundamental for almost all advanced modules in
  computer science. This module additionally introduces advanced concepts of the C++ programming
  language that are needed in advanced programming-oriented modules in the 2nd and 3rd years of the CS
  and RIS programs.

Examination Type: Module Examination
Assessment Type: Written examination Duration: 120 min
Scope: All intended learning outcomes of the module Weight: 100%
## 7.3 Introduction to Computer Science

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction to Computer Science</td>
<td>CH-232</td>
<td>Year 1 (CHOICE)</td>
<td>7.5</td>
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### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CH-232-A</td>
<td>Introduction to Computer Science</td>
<td>Lecture</td>
<td>7.5</td>
</tr>
</tbody>
</table>

### Module Coordinator

Prof. Dr. Jürgen Schönwälder

### Program Affiliation

- Computer Science (CS)

### Mandatory Status

Mandatory for CS, ECE and RIS

### Entry Requirements

**Pre-requisites** ☒ None

**Co-requisites** ☒ None

**Knowledge, Abilities, or Skills**

### Frequency

Every semester (Fall/Spring)

### Forms of Learning and Teaching

- Class (52.5 hours)
- Independent study (115 hours)
- Exam preparation (20 hours)

### Duration

1 semester

### Workload

187.5 hours

### Recommendations for Preparation

It is recommended that students install a Linux system such as Ubuntu on their notebooks and that they become familiar with basic tools such as editors (vim or emacs) and the basics of a shell. The Glasgow Haskell Compiler (GHC) will be used for implementing Haskell programs.

### Content and Educational Aims

The module introduces fundamental concepts and techniques of computer science in a bottom-up manner. Based on clear mathematical foundations (which are developed as needed), the course discusses abstract and concrete notions of computing machines, information, and algorithms, focusing on the question of representation versus meaning in Computer Science.

The module introduces basic concepts of discrete mathematics with a focus on inductively defined structures, to develop a theoretical notion of computation. Students will learn the basics of the functional programming language Haskell because it treats computation as the evaluation of pure and typically inductively defined functions. The module covers a basic subset of Haskell that includes types, recursion, tuples, lists, strings, higher-order functions, and finally monads. Back on the theoretical side, the module covers the syntax and semantics of Boolean expressions and it explains how Boolean algebra relates to logic gates and digital circuits. On the technical side, the course introduces the representation of basic data types such as numbers, characters, and strings as well as the von Neuman computer architecture. On the algorithmic side, the course introduces the notion of correctness and elementary concepts of complexity theory (big O notation).
**Intended Learning Outcomes**

By the end of this module, students will be able to

- explain basic concepts such as the correctness and complexity of algorithms (including the big O notation);
- illustrate basic concepts of discrete math (sets, relations, functions);
- recall basic proof techniques and use them to prove properties of algorithms;
- explain the representation of numbers (integers, floats), characters and strings, and date and time;
- summarize basic principles of Boolean algebra and Boolean logic;
- describe how Boolean logic relates to logic gates and digital circuits;
- outline the basic structure of a von Neumann computer;
- explain the execution of machine instructions on a von Neumann computer;
- describe the difference between assembler languages and higher-level programming languages;
- define the differences between interpretation and compilation;
- illustrate how an operating system kernel supports the execution of programs;
- determine the correctness of simple programs;
- write simple programs in a pure functional programming language.

**Indicative Literature**


**Usability and Relationship to other Modules**

- Mandatory for a major in CS, ECE and RIS
- Pre-requisite for the CORE modules Automata, Computability, and Complexity and Operating Systems
- This module introduces key mathematical concepts and various notions of computing machines and computing abstractions and is in particularly important for subsequent courses covering theoretical aspects of computer science. This module is also important for courses that require a basic understanding of computer architecture and program execution at the hardware level.

**Examination Type: Module Examination**

Assessment Type: Written examination  
Duration: 120 min  
Weight: 100%

Scope: All intended learning outcomes of the module

Module achievement: 50% of the assignments correctly solved

This module introduces the functional programming language Haskell. Students develop their functional programming skills by solving programming problems. The module achievement ensures that a sufficient level of practical programming and problem-solving skills has been obtained.
Module Name
Introduction to Robotics and Intelligent Systems

Module Code
CH-220

Level (type)
Year 1 (CHOICE)

CP
7.5

Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CH-220-A</td>
<td>Introduction to Robotics and Intelligent Systems</td>
<td>Lecture</td>
<td>5</td>
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<tr>
<td>CH-220-B</td>
<td>Introduction to Robotics and Intelligent Systems - Lab</td>
<td>Lab</td>
<td>2.5</td>
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</tbody>
</table>

Module Coordinator
Prof. Dr. Francesco Maurelli

Program Affiliation
- Robotics and Intelligent Systems (RIS)

Mandatory Status
Mandatory for RIS, CS and ECE
Mandatory elective for Physics

Entry Requirements

Pre-requisites
☒ None

Co-requisites
☒ None

Knowledge, Abilities, or Skills
None

Frequency
Annually (Spring)

Forms of Learning and Teaching
- Lecture (35 hours)
- Lab (17.5 hours)
- Private study (115 hours)
- Exam preparation (20 hours)

Duration
1 semester

Workload
187.5 hours

Recommendations for Preparation
Review basic linear algebra concepts, vector and matrix operations.

Content and Educational Aims

This module represents an initial introduction to robotics and intelligent systems, starting from the basics of mathematics and physics applied to simple robotics scenarios. It will cover transformation matrices and quaternions for reference systems. Students will then learn and the basics of trajectory planning and robotic systems. The second part of the module offers an introduction to the modeling and design of linear control systems in terms of ordinary differential equations (ODEs). Students learn how to analyze and solve systems of ODEs using state and frequency space methods. The concepts covered include time and frequency response, stability, and steady-state errors. This part culminates with a discussion on P, PI, PD, and PID controllers. The lab is designed to guide students through practical hands-on work with various components of intelligent systems. It will focus on the interfacing of a microcontroller with commonly used sensors and actuators.
### Intended Learning Outcomes

By the end of this module, successful students will be able to

- compute 3D transformations;
- understand and apply quaternion operations;
- apply trajectory planning techniques;
- model common mechanical and electrical systems;
- understand and apply the unilateral Laplace transform and its inverse;
- explore linear systems and tune their behavior;
- program the open-source electronic prototyping platform Arduino;
- interface Arduino to several different sensors and actuators.

### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory for a major in RIS, CS, ECE
- Mandatory for a minor in RIS.
- Mandatory elective for a major in Physics.
- This module is the foundation of the CORE modules in the following years.

### Examination Type: Module Examination

Assessment Type: Written examination  
Duration: 120 min  
Weight: 100%

Scope: All intended learning outcomes of the module

Module achievement: Lab report
7.5 Databases and Web Services

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Databases and Web Services</td>
<td>CO-560</td>
<td>Year 2 (CORE)</td>
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<table>
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<td>Name</td>
<td>Type</td>
<td>CP</td>
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<tr>
<td>CO-560-A</td>
<td>Databases and Web Services</td>
<td>Lecture</td>
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<tr>
<td>CO-560-B</td>
<td>Databases and Web Services - Project</td>
<td>Project</td>
<td>2.5</td>
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<tr>
<th>Module Coordinator</th>
<th>Program Affiliation</th>
<th>Mandatory Status</th>
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<tbody>
<tr>
<td>Prof. Dr. Peter Baumann</td>
<td>• Computer Science (CS)</td>
<td>Mandatory for CS</td>
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<td>Mandatory elective for RIS</td>
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<table>
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<tr>
<th>Entry Requirements</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
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<tr>
<td>Pre-requisites</td>
<td>Anually (Fall)</td>
<td>• Class attendance (35 hours)</td>
</tr>
<tr>
<td>☒ Algorithms and Data</td>
<td></td>
<td>• Project (97.5 hours)</td>
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<tr>
<td>Structures</td>
<td></td>
<td>• Independent Studies (35 hours)</td>
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<tr>
<td>☒ None</td>
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<td>• Exam preparation (20 hours)</td>
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<table>
<thead>
<tr>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
<td>187.5 hours</td>
</tr>
</tbody>
</table>

Recommendations for Preparation

Working knowledge of basic data structures, such as trees, is required as well as familiarity with an object-oriented programming language such as C++. Basic knowledge of algebra is useful. For the project work, students benefit from having basic hands-on skills using Linux and, ideally, basic knowledge of a scripting language such as Python (the official Python documentation is available on [https://docs.python.org/](https://docs.python.org/)).

Content and Educational Aims

This module offers a combined introduction to databases and web services. The database part starts with database design using the Entity Relationship (ER) and Unified Modeling Language (UML) models, followed by relational databases and querying them through SQL, relational design theory, indexing, query processing, transaction management, and NoSQL/Big Data databases. In the web services part, the topics addressed include markup languages, three-tier application architectures, and web services. Security aspects are addressed from both perspectives.

A hands-on group project complements the theoretical aspects: on a self-chosen topic, students implement the core of a web-accessible information system using Python (or a similar language), MySQL, and Linux, guided through homework assignments.
### Intended Learning Outcomes

By the end of this module, students will be able to

- read and write ER and UML diagrams;
- design and normalize data models for relational databases;
- write SQL queries and understand their evaluation by a database server;
- explain the concept of transactions and how to use transactions in application design;
- use web application frameworks to create dynamic websites;
- describe the differences of selected NoSQL data models and make a requirement-driven choice;
- restate three-tier architectures and their components;
- discuss the principles and basic mechanisms of reactive website design;
- summarize the security and privacy issues in the context of databases and web services.

### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory for a major in CS
- Mandatory for a minor in CS
- Serves as a mandatory elective specialization module for RIS major students.
- Pre-requisite for the CORE module Secure and Dependable Systems
- This module introduces components that are widely used by modern applications and information systems. Students can apply their knowledge in the software engineering module. This module serves as a default advanced level minor module.

### Examination Type: Module Component Examinations

**Module Component 1: Lecture**

Assessment Type: Written examination

| Duration: 120 min | Weight: 67% |

Scope: All intended learning outcomes of the excluding the practical aspects

**Module Component 2: Project**

Assessment Type: Project

| Weight: 33% |

Scope: All practical aspects of the intended learning outcomes

Completion: To pass this module, the examination of each module component has to be passed with at least 45%.
7.6 Software Engineering

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Software Engineering</td>
<td>CO-561</td>
<td>Year 2 (CORE)</td>
<td>7.5</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Module Component</th>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
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<tbody>
<tr>
<td></td>
<td>C0-561-A</td>
<td>Software Engineering</td>
<td>Lecture</td>
<td>2.5</td>
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<tr>
<td></td>
<td>C0-561-B</td>
<td>Software Engineering Project</td>
<td>Project</td>
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<table>
<thead>
<tr>
<th>Module Coordinator</th>
<th>Program Affiliation</th>
<th>Mandatory Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prof. Dr. Peter Baumann</td>
<td>• Computer Science (CS)</td>
<td>Mandatory for CS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mandatory elective for RIS</td>
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<table>
<thead>
<tr>
<th>Entry Requirements</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-requisites</td>
<td>Annually</td>
<td>• Class attendance (35 hours)</td>
</tr>
<tr>
<td>☒ Databases and Web Services</td>
<td>(Spring)</td>
<td>• Independent study (10 hours)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Development work (132.5 hours)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Exam preparation (10 hours)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
<td>187.5 hours</td>
</tr>
</tbody>
</table>

Recommendations for Preparation

Students are expected to be able to develop software using an object-oriented programming language such as C++, and they should have access to a Linux system and associated software development tools.

Content and Educational Aims

This module is an introduction to software engineering and object-oriented software design. The lecture focuses on software quality and the methods to achieve and maintain it in environments of "multi-person construction of multi-version software." Based on their pre-existing knowledge of an object-oriented programming language, students are familiarized with software architectures, design patterns and frameworks, software components and middleware, Unified Modeling Language (UML)-based modelling, and validation by testing. Furthermore, the course addresses the more organizational topics of project management and version control.

The lectures are accompanied by a software project in which students have to develop a software solution to a given problem. The problem is described from the viewpoint of a customer and students working in teams have to execute a whole software project lifecycle. The teams have to create a suitable software architecture and software design, implement the components, and integrate the components. The teams have to ensure that basic quality requirements for the solution and the components are defined and satisfied. The students produce various artifacts such as design documents, source code, test cases and user documentation. All artifacts need to be maintained in a version control system and the commits should allow the instructor and other team members to track in a meaningful way the changes and who has been contributing them.
**Intended Learning Outcomes**

By the end of this module, students will be able to

- understand and apply object-oriented design patterns;
- read and write UML diagrams;
- contrast the benefits and drawbacks of different software development models;
- design and plan a larger software project involving a team development effort;
- translate requirements formulated by a customer into computer science terminology;
- evaluate the applicability of different software engineering models for a given software development project;
- assess the quality of a software design and its implementation;
- apply tools that assist in the various stages of a software development process;
- work effectively in a team toward the goals of the team.

**Indicative Literature**


**Usability and Relationship to other Modules**

- Mandatory for a major in CS
- Mandatory for a minor in CS
- Serves as mandatory elective 3rd year Specialization module for RIS major students.
- Pre-requisite for the CORE module Image Processing

**Examination Type: Module Component Examinations**

**Module Component 1: Lecture**

Assessment Type: Written examination

Duration: 60 min

Weight: 33%

Scope: The first three intended learning outcomes of the module (the lecture module component)

**Module Component 2: Project**

Assessment Type: Project

Weight: 66%

Scope: The remaining intended learning outcomes of the module (the project module component)

Completion: To pass this module, the examination of each module component has to be passed with at least 45%.
## 7.7 Operating Systems

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Operating Systems</td>
<td>CO-562</td>
<td>Year 2 (CORE)</td>
<td>7.5</td>
</tr>
</tbody>
</table>

### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CO-562-A</td>
<td>Operating Systems</td>
<td>Lecture</td>
<td>7.5</td>
</tr>
</tbody>
</table>

### Module Coordinator

Prof. Dr. Jürgen Schönwälder

### Program Affiliation

- Computer Science (CS)

### Mandatory Status

Mandatory for CS

### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ Introduction to Computer Science and Algorithms and Data Structures</td>
<td>☒ None</td>
<td></td>
</tr>
</tbody>
</table>

### Frequency

Annually (Fall)

### Forms of Learning and Teaching

- Class attendance (52.5 hours)
- Independent study (115 hours)
- Exam preparation (20 hours)

### Duration

1 semester

### Workload

187.5 hours

### Recommendations for Preparation

Students are expected to have a working Linux installation, which allows them to compile and run sample programs provided by the instructor and to implement their own solutions for homework assignments.

### Content and Educational Aims

This module introduces concepts and principles used by operating systems to provide programming abstractions that enable an efficient and robust execution of application programs. Students will gain an understanding of how an operating system kernel manages hardware components and how it provides abstractions such as processes, threads, virtual memory, file systems, and inter-process communication facilities. Students learn the principles of event-driven and concurrent programming and the mechanisms that are necessary to solve synchronization and coordination problems, thereby avoiding race conditions, deadlocks, and resource starvation. The Linux kernel and runtime system will be used throughout the course to illustrate how key ideas and concepts have been implemented and how application programs can use them.

### Intended Learning Outcomes

By the end of this module, students will be able to

- explain the differences between processes, threads, application programs, libraries, and operating system kernels;
- describe well-known mutual exclusion and coordination problems;
- use semaphores to achieve mutual exclusion and solve coordination problems;
- use mutual exclusion locks and condition variables to solve synchronization and coordination problems;
- illustrate how deadlocks can be avoided, detected, and resolved;
- summarize the different mechanisms to realize virtual memory and their trade-offs;
- solve basic inter-process communication problems using signals and pipes;
• use socket inter-process communication primitives;
• multiplex I/O activities using suitable system calls and libraries;
• describe file system programming interfaces and the design of file systems at the operating system kernel level;
• explain how memory mapping can improve I/O performance;
• restate the functionality of a linker and the difference between static linking and dynamic linking;
• outline how different device types are supported by Unix-like kernels;
• discuss virtualization mechanisms such as containers or virtual machines.

Indicative Literature

Usability and Relationship to other Modules
• Mandatory for a major in CS
• Pre-requisite for the CORE module Secure and Dependable Systems
• This module enables students to write programs that make efficient use of the services provided by the operating system kernel. This is particularly important for advanced modules on computer networks, robotics, and embedded systems.

Examination Type: Module Examination
Assessment Type: Written examination
Duration: 120 min
Weight: 100%
Scope: All intended learning outcomes of the module
Module achievement: 50% of the assignments correctly solved

This module includes hands-on assignments so that students can develop their system programming skills. The module achievement ensures that a sufficient level of practical system programming skills has been obtained.
### 7.8 Automata, Computability, and Complexity

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Automata, Computability, and Complexity</td>
<td>CO-563</td>
<td>Year 2 (CORE)</td>
<td>7.5</td>
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#### Module Components

<table>
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<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
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<tbody>
<tr>
<td>CO-563-A</td>
<td>Automata, Computability, and Complexity</td>
<td>Lecture</td>
<td>7.5</td>
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</table>

#### Module Coordinator

Prof. Dr. Peter Zaspel

#### Program Affiliation

- Computer Science (CS)

#### Mandatory Status

Mandatory for CS

#### Entry Requirements

- **Pre-requisites**: Introduction to Computer Science
- **Co-requisites**: None
- **Knowledge, Abilities, or Skills**: None

#### Frequency

Annually (Spring)

#### Forms of Learning and Teaching

- Class attendance (52.5 hours)
- Independent study (115 hours)
- Exam preparation (20 hours)

#### Duration

1 semester

#### Workload

187.5 hours

#### Recommendations for Preparation

None

### Content and Educational Aims

This module introduces the mathematical theory of computation. Several types of abstract computational machines (called automata) are introduced together with the associated theory of formal languages. A formal language is a set of words over a defined alphabet that are well-formed according to a specific set of rules, called the grammar of the language. After studying the relationship between automata models and classes of formal languages, this course addresses the fundamental question "What problems can a computer possibly solve?" by characterizing those solvable problems, equivalently, through Turing machines, random access machines, recursive functions, and lambda calculus. A full answer to the related question, "How many computational resources are needed for solving a given problem?" is not known today. However, the basic outlines of today's theory of computational complexity will be presented up to the most famous open problem in computer science, namely the "P = NP" question: if a computer could guess the right answer to a computational problem (and only needs to check its correctness), would that computer be faster than another one that cannot guess the right solution? This may seem to be a ridiculously obvious case of a clear YES answer, but in fact it is considered by many to be the deepest open question in contemporary mathematics (and computer science, of course).

This module provides the core education in theoretical computer science. The material covered in this module gives students access to any field in computer science, which is based on discrete-mathematical formal foundations, such as the theory of automata and formal languages or compiler design.
### Intended Learning Outcomes

By the end of this module, students will be able to

- explain discrete automata models (finite state machines, pushdown automata, Turing machines);
- describe the Chomsky hierarchy of formal languages and classify formal languages;
- characterize classes of formal languages by automata models and grammars;
- define formal models of computation such as Turing machines;
- explain the equivalences of formal models of computation;
- illustrate the nature and impact of the Church–Turing hypothesis;
- construct diagonalization arguments;
- give examples of functions that are not computable;
- contrast central complexity classes (L, P, NP, EXP, ...);
- apply reduction techniques both for decidability and complexity;
- create a reduction-based check of whether a problem is NP-complete.

### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory for a major in CS
- This module provides the core education in theoretical computer science.

### Examination Type: Module Examination

Assessment Type: Written examination  
Duration: 120 min  
Weight: 100%

Scope: All intended learning outcomes of the module
7.9 Computer Networks

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Computer Networks</td>
<td>CO-564</td>
<td>Year 2 (CORE)</td>
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</table>

**Module Components**

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<th>Name</th>
<th>Type</th>
<th>CP</th>
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</thead>
<tbody>
<tr>
<td>CO-564-A</td>
<td>Computer Networks</td>
<td>Lecture</td>
<td>5</td>
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</tbody>
</table>

**Module Coordinator**

Prof. Dr. Jürgen Schönwälder

**Program Affiliation**

- Computer Science (CS)

**Mandatory Status**

Mandatory for CS

**Entry Requirements**

*Pre-requisites*

- Algorithms and Data Structures

*Co-requisites*

- Operating Systems

**Knowledge, Abilities, or Skills**

**Frequency**

Annually (Fall)

**Forms of Learning and Teaching**

- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

**Duration**

1 semester

**Workload**

125 hours

**Attendance Requirements for Preparation**

Students are expected to be familiar with the C programming language and to learn basics of higher-level scripting languages such as Python (the official Python documentation is available on [https://docs.python.org/](https://docs.python.org/)).

**Content and Educational Aims**

Computer networks such as the Internet play a critical role in today's connected world. This module discusses the technology of Internet services in depth to enable students to understand the core issues involved in the design of modern computer networks. Fundamental algorithms and principles are explained in the context of existing protocols as they are used in today's Internet. Students taking this course should finally understand the technical complexity behind everyday online services such as Google or YouTube.

Students taking this module will understand how computer networks work and they will be able to assess communication networks, including aspects such as performance but also robustness and security. Students will learn that the design of communication networks is not only influenced by technical constraints but also by the necessity to define common standards, which often requires to take engineering decisions that reflect non-technical requirements.

**Intended Learning Outcomes**

By the end of this module, students will be able to

- recall layering principles and the OSI reference model;
- articulate the organization of the Internet and the organization involved in providing Internet services;
- describe media access control, flow control, and congestion control mechanisms;
- explain how local area networks differ from global networks;
- illustrate how frames are forwarded in local area networks;
• contrast addressing mechanisms and translations between addresses used at different layers;
• demonstrate how the Internet network layer forwards packets;
• present how routing algorithms and protocols are used to determine and select routes;
• describe how the Internet transport layer provides different end-to-end services;
• demonstrate how names are resolved to addresses and vice versa;
• summarize how application layer protocols send and access electronic mail or access resources on the world-wide web;
• design and implement simple application layer protocols;
• recognize to which extent computer networks are fragile and evaluate strategies to cope with the fragility;
• analyze traffic traces produced by a given computer network.

**Indicative Literature**


**Usability and Relationship to other Modules**

- Mandatory elective module for a major in CS
- Pre-requisite for the CORE module Secure and Dependable Systems
- The module should be taken together with the module Operating Systems, because a significant portion of the communication technology is implemented at the operating system level. An understanding of operating system concepts and abstractions will help students to understand how computer network technology is commonly implemented and made available to applications. The specialization module Distributed Algorithms discusses algorithms for solving problems commonly found in distributed systems that use computer networks to exchange information. The module Secure and Dependable Systems introduces cryptographic mechanisms that can be used to secure communication over computer networks.

**Examination Type: Module Examination**

Assessment Type: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module
### Module Name
Legal and Ethical Aspects of Computer Science

### Module Code
CO-565

### Level (type)
Year 2 (CORE)

### CP
2.5

#### Module Components

<table>
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<tr>
<td>CO-565-A</td>
<td>Legal and Ethical Aspects of Computer Science</td>
<td>Lecture</td>
<td>2.5</td>
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#### Module Coordinator
N. N.

#### Program Affiliation
- Computer Science (CS)

#### Mandatory Status
Mandatory for CS

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
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<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
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</tr>
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</table>

#### Frequency
Annually (Fall)

#### Forms of Learning and Teaching
- Class attendance (17.5 hours)
- Private study (35 hours)
- Poster preparation (10 hours)

#### Duration
1 semester

#### Workload
62.5 hours

#### Recommendations for Preparation
None

#### Content and Educational Aims

Information technology has a profound impact on society. This module introduces the legal and ethical frameworks that are relevant for computer scientists taking up qualified employment or joining advanced study programs leading to a career in education and research. The module provides an overview of intellectual property rights and their regulations, data protection regulations, and ethical frameworks defined by professional organizations. Students are confronted with a collection of case studies to develop sensitivity to legal and ethical dilemmas with which people are sometimes faced during the construction or operation of advanced information processing systems.

#### Intended Learning Outcomes

By the end of this module, students will be able to

- recall principles of data protection regulations such as the European General Data Protection Regulation (GDPR);
- identify components of an IT system managing sensitive data that needs protection;
- summarize regulations concerning intellectual property rights;
- analyze the applicability of different closed-source and open-source software licensing models;
- describe computer science ethics and ethical frameworks defined by professional organizations;
- illustrate ethical dilemma resulting from the use of information processing systems;
- discuss the interplay of legal frameworks and ethical principles and the design of information processing systems.

#### Indicative Literature

Not specified.
<table>
<thead>
<tr>
<th><strong>Usability and Relationship to other Modules</strong></th>
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<tbody>
<tr>
<td>• Mandatory elective module for a major in CS.</td>
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</table>

<table>
<thead>
<tr>
<th><strong>Examination Type: Module Examination</strong></th>
</tr>
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<tbody>
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<td>Assessment Type: Poster presentation</td>
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<td><strong>Duration:</strong> 10 min</td>
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<td><strong>Weight:</strong> 100%</td>
</tr>
<tr>
<td><strong>Scope:</strong> All intended learning outcomes of the module</td>
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## 7.11 Secure and Dependable Systems

**Module Name**
Secure and Dependable Systems

**Module Code**
CO-566

**Level (type)**
Year 2 (CORE)

**CP**
5

### Module Components

<table>
<thead>
<tr>
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<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>C0-566-A</td>
<td>Secure and Dependable Systems</td>
<td>Lecture</td>
<td>5</td>
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</tbody>
</table>

**Module Coordinator**
Prof. Dr. Jürgen Schönwälder

**Program Affiliation**
- Computer Science (CS)

**Mandatory Status**
Mandatory for CS

### Entry Requirements

**Pre-requisites**
- Operating Systems

**Co-requisites**
- None

**Knowledge, Abilities, or Skills**

**Frequency**
Annually (Spring)

**Forms of Learning and Teaching**
- Class attendance (35 hours)
- Independent study (70 hours)
- Exam preparation (20 hours)

**Duration**
1 semester

**Workload**
125 hours

### Recommendations for Preparation
None

### Content and Educational Aims
This module introduces students to the fundamentals of computer security and techniques used to build and analyze dependable systems. This is an important topic given that computer systems are increasingly embedded in everyday objects (such as light bulbs) and taking over important control functions (such as driving cars). Furthermore, computer systems control complex communication systems that form critical infrastructure of the modern globalized world. Proper protection of information requires an applied understanding of cryptography and how cryptographic primitives are used to secure data and information exchanges. The aim of this module is to make students aware of what types of security vulnerabilities may arise in computing systems and how to prevent, identify, and fix them.

### Intended Learning Outcomes
By the end of this module, students will be able to
- recall dependability terminology and concepts;
- explain control flow attacks and injection attacks and defense mechanisms;
- describe network data plane and control plane attacks and defense mechanisms;
- understand symmetric and asymmetric cryptographic algorithms;
- explain how digital signatures and public key infrastructures work;
- analyze key exchange protocols for weaknesses;
- describe secure network protocols (e.g., PGP, TLS, and SSH);
- recall anonymity terminology and concepts;
- discuss information hiding mechanisms (e.g., steganography, and watermarking);
- illustrate anonymization techniques (mixes, onion routing);
### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory elective module for a major in CS.

### Examination Type: Module Examination

- **Assessment Type:** Written examination
- **Duration:** 120 min
- **Weight:** 100%
- **Scope:** All intended learning outcomes of the module
### 7.12 Academic Skills in Computer Science

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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</thead>
<tbody>
<tr>
<td>Academic Skills in Computer Science</td>
<td>CO-567</td>
<td>Year 2 (CORE)</td>
<td>2.5</td>
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#### Module Components

<table>
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<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
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</thead>
<tbody>
<tr>
<td>CO-567-A</td>
<td>Academic Skills in Computer Science</td>
<td>Seminar</td>
<td>2.5</td>
</tr>
</tbody>
</table>

#### Module Coordinator

- Dr. Sergey Kosov

#### Program Affiliation

- Computer Science (CS)

#### Mandatory Status

- Mandatory elective for CS

#### Entry Requirements

- Pre-requisites: ☒ None
- Co-requisites: ☒ None
- Knowledge, Abilities, or Skills: ☒ None

#### Frequency

- Annually
- (Spring)

#### Forms of Learning and Teaching

- Class attendance (17.5 hours)
- Private study (25 hours)
- Presentation / poster preparation (20 hours)

#### Duration

- 1 semester

#### Workload

- 62.5 hours

#### Recommendations for Preparation

- None

#### Content and Educational Aims

This module introduces students to basic skills in reading, understanding, and evaluating scientific articles, and in presenting scientific results in presentations and publications. During the seminar, students will study some classic computer science papers with a special focus on how the papers are organized, written and how they present scientific results. Students will develop and discuss guidelines for effective writing and they will learn about techniques and tools that can be used to effectively search for literature relevant to a certain topic. Finally, students will be introduced to peer review processes.

As a project, students will emulate the workflow of a scientific conference to demonstrate the academic skills they have learned.

#### Intended Learning Outcomes

By the end of this module, students will be able to

- effectively find research literature for a given topic;
- critically read and assess research papers;
- present a research result in the structure of a scientific paper;
- describe how scientific peer review processes work;
- orally communicate research results effectively to a scientific community;
- describe common pitfalls in the presentation of data, algorithms, or math;
- discuss ethical issues and guidelines related to scientific publications.

#### Indicative Literature


#### Usability and Relationship to other Modules

- Mandatory elective for a major in CS.

#### Examination Type: Module Examination
<table>
<thead>
<tr>
<th>Assessment Type: Project</th>
<th>Weight: 100%</th>
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<tbody>
<tr>
<td>Scope: All intended learning outcomes of the module</td>
<td></td>
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</table>
7.13 Computer Graphics

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
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<tbody>
<tr>
<td>Computer Graphics</td>
<td>CA-S-CS-801</td>
<td>Year 3 (Specialization)</td>
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**Module Components**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CA-CS-801</td>
<td>Computer Graphics</td>
<td>Lecture</td>
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</tbody>
</table>

**Module Coordinator**

Dr. Sergey Kosov

**Program Affiliation**

- Computer Science (CS)

**Mandatory Status**

Mandatory elective for CS and RIS

**Entry Requirements**

**Pre-requisites**

☐ Algorithms and Data Structures

**Co-requisites**

☒ None

**Knowledge, Abilities, or Skills**

- None

**Frequency**

Annually (Fall)

**Forms of Learning and Teaching**

- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

<table>
<thead>
<tr>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
<td>125 hours</td>
</tr>
</tbody>
</table>

**Recommendations for Preparation**

None

**Content and Educational Aims**

This module deals with the digital synthesis and manipulation of visual content. The creation process of computer graphics spans from the creation of a three-dimensional (3D) scene to displaying or storing it digitally. Prominent tasks in computer graphics are geometry processing, rendering, and animation. Geometry processing is concerned with object representations such as surfaces and their modeling. Rendering is concerned with transforming a model of the virtual world into a set of pixels by applying models of light propagation and sampling algorithms. Animation is concerned with descriptions of objects that move or deform over time. This is an introductory module covering the concepts and techniques of 3D (interactive) computer graphics. It covers mathematical foundations, basic algorithms and principles, and some advanced methods and concepts. An introduction to the implementation of simple programs using a mainstream computer graphics library completes this module.

**Intended Learning Outcomes**

By the end of this module, students will be able to

- construct 3D geometry representations;
- apply 3D transformations;
- understand the algorithms and optimizations applied by graphics rendering systems;
- explain the stages of modern computer graphics programmable pipelines;
- implement simple computer graphics applications using graphics frameworks such as OpenGL;
- illustrate the techniques used to create animations.

**Indicative Literature**
Usability and Relationship to other Modules

- Mandatory elective for a major in CS.
- Serves as a 3rd year specialization module for RIS major students.
- Students with a strong interest in graphical user interfaces are encouraged to also select the Human–Computer Interaction specialization module, which discusses among other things how computer graphics can be used as a component of interactive graphical user interfaces.

Examination Type: Module Examination

<table>
<thead>
<tr>
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<th>Duration: 120 min</th>
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<tbody>
<tr>
<td>Weight: 100%</td>
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Scope: All intended learning outcomes of the module
7.14 Image Processing

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
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<tbody>
<tr>
<td>Image Processing</td>
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<td>Year 3 (Specialization)</td>
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<table>
<thead>
<tr>
<th>Module Components</th>
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<tbody>
<tr>
<td>Number</td>
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<tr>
<td>CA-CS-802</td>
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<tr>
<th>Module Coordinator</th>
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</thead>
<tbody>
<tr>
<td>Prof. Dr. Horst Hahn</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Program Affiliation</th>
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<tbody>
<tr>
<td>• Computer Science (CS)</td>
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<tr>
<th>Entry Requirements</th>
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<td>Pre-requisites</td>
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<thead>
<tr>
<th>Frequency</th>
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<table>
<thead>
<tr>
<th>Forms of Learning and Teaching</th>
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<tr>
<td>• Class attendance (35 hours)</td>
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<tr>
<td>• Private study (70 hours)</td>
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<tr>
<td>• Exam preparation (20 hours)</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
<td>125 hours</td>
</tr>
</tbody>
</table>

Recommendations for Preparation
None

Content and Educational Aims
The module provides a foundation of the theory and applications of digital image processing. The first part concentrates on morphological image processing, which is one of the most basic yet powerful tool sets in dealing with digital images, and it is the backbone of many of today's high-performance image analysis systems. The module starts by introducing concepts such as dilation, erosion, geodesic transformations, morphological filtering, and the watershed transform. It then develops into advanced strategies for image segmentation and texture analysis. The second part of the module will concentrate on understanding problems from real-world applications, such as in biomedical imaging, and provides an overview of the broader field of image processing. The course can be combined with other courses on machine learning and signal analysis. Homework assignments will cover C/C++ implementations of basic and combined image processing algorithms.

Intended Learning Outcomes
By the end of this module, students will be able to
- explain the theory and concepts of image processing;
- illustrate concepts such as dilation, erosion, geodesic transformations, and morphological filtering;
- analyze image segmentation and texture analysis algorithms;
- design and implement their own image processing algorithms in C/C++.

Indicative Literature
<table>
<thead>
<tr>
<th><strong>Usability and Relationship to other Modules</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>• Mandatory elective for a major in CS</td>
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<table>
<thead>
<tr>
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<td>Assessment Type: Written examination</td>
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<td>Duration: 120 min</td>
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<td>Weight: 100%</td>
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<td>Scope: All intended learning outcomes of the module</td>
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</table>
## 7.15 Distributed Algorithms

<table>
<thead>
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<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Distributed Algorithms</td>
<td>CA-S-CS-803</td>
<td>Year 3 (Specialization)</td>
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### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CA-CS-803</td>
<td>Distributed Algorithms</td>
<td>Lecture</td>
<td>5</td>
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</table>

#### Module Coordinator

- Dr. Kinga Lipskoch

#### Program Affiliation

- Computer Science (CS)

#### Mandatory Status

Mandatory elective for CS and RIS

### Entry Requirements

- **Pre-requisites**: Algorithms and Data Structures
- **Co-requisites**: None

### Knowledge, Abilities, or Skills

- Frequency: Annually (Fall or Spring)
- Forms of Learning and Teaching:
  - Class attendance (35 hours)
  - Private study (70 hours)
  - Exam preparation (20 hours)

### Duration

1 semester

### Workload

125 hours

### Recommendations for Preparation

None

### Content and Educational Aims

Distributed algorithms are the foundation of modern distributed computing systems. They are characterized by a lack of knowledge of a global state, a lack of knowledge of a global time, and inherent non-determinism in their execution. The course introduces basic distributed algorithms using an abstract formal model, which is centered on the notion of a transition system. The topics covered are logical clocks, distributed snapshots, mutual exclusion algorithms, wave algorithms, election algorithms, reliable broadcast algorithms, and distributed consensus algorithms. Process algebras are introduced as another formalism to describe distributed and concurrent systems.

The distributed algorithms introduced in this module form the foundation of computing systems that have to be scalable and fault-tolerant, e.g., large-scale distributed non-standard databases or distributed file systems. The course is recommended for students interested in the design of scalable distributed computing systems.

### Intended Learning Outcomes

By the end of this module, students will be able to

- describe and analyze distributed algorithms using formal methods such as transition systems;
- explain different algorithms to solve election problems;
- illustrate the limitations of time to order events and how logical clocks and vector clocks overcome these limitations;
- apply distributed algorithms to produce consistent snapshots of distributed computations;
- describe the differences among wave algorithms for different topologies;
- analyze and implement distributed consensus algorithms such as Paxos and Raft;
- use a process algebra such as communicating sequential processes or π-calculus to model distributed algorithms.
### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory elective 3rd Specialization module for CS and RIS major students.

### Examination Type: Module Examination

<table>
<thead>
<tr>
<th>Assessment Type: Written examination</th>
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Scope: All intended learning outcomes of the module
# 7.16 Web Application Development

<table>
<thead>
<tr>
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<th>Level (type)</th>
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<tbody>
<tr>
<td>Web Application Development</td>
<td>CA-S-CS-804</td>
<td>Year 3 (Specialization)</td>
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## Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
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<tbody>
<tr>
<td>CA-CS-804-A</td>
<td>Web Application Development</td>
<td>Lecture</td>
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<tr>
<td>CA-CS-804-B</td>
<td>Web Application Development - Project</td>
<td>Project</td>
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</table>

## Module Coordinator

N.N.

## Program Affiliation

- Computer Science (CS)

## Mandatory Status

Mandatory elective for CS
Mandatory elective for RIS

## Entry Requirements

### Pre-requisites
- Databases and Web Services

### Co-requisites
- None

### Knowledge, Abilities, or Skills

<table>
<thead>
<tr>
<th>Frequency</th>
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<td>Private study (40 hours)</td>
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<td>Project work (50 hours)</td>
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<td></td>
<td>Exam preparation (17.5 hours)</td>
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</table>

## Duration

1 semester

## Workload

125 hours

## Recommendations for Preparation

None

## Content and Educational Aims

A web application is a client-server computer program where the client provides the user interface and the client side logic runs in a web browser or as an app running on a mobile device such as a smart phone or a tablet. A key characteristic is that more complex application logic and data storage is realized by a server offering a web application programming interface.

This module focuses on the client side of web application and introduces technologies that can be used to implement interactive user interfaces and client side logic. It builds on the module databases and web services, which covers the data storage components and server side logic of web applications.

This module consists of a lecture and an associated project. The lecture component introduces programming languages and frameworks that are widely used for implementing the client side of web applications such as Java, Kotlin, Swift, JavaScript and frameworks built on top of them. In the project component, students develop web applications and test them on existing and openly accessible web services.

## Intended Learning Outcomes

By the end of this module, students will be able to

- explain the document object model behind HTML and its relation to CSS;
- discuss the principles and basic mechanisms of reactive website design;
- analyze the interactions between web applications and web services.
- use languages such as Java, Kotlin, or Swift to implement mobile web applications;
- use web standards such as HTML, CSS, and JavaScript to implement web applications running in standard web browsers.

**Indicative Literature**
Stoyan Stefanov: JavaScript Patterns, O'Reilly Media, 2010.

**Usability and Relationship to other Modules**
- Mandatory elective for a major in CS.
- Mandatory elective for a major in RIS.

**Examination Type: Module Component Examinations**

<table>
<thead>
<tr>
<th>Module Component 1: Lecture</th>
<th>Assess Type: Written examination</th>
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<td>Scope: First group of intended learning outcomes of the module</td>
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</table>

<table>
<thead>
<tr>
<th>Module Component 2: Project</th>
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<tbody>
<tr>
<td>Assess Type: Project</td>
</tr>
<tr>
<td>Scope: Second group of intended learning outcomes of the module</td>
</tr>
<tr>
<td>Completion: To pass this module, the examination of each module component has to be passed with at least 45%.</td>
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</table>
7.17 Human-Computer Interaction

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Human Computer Interaction</td>
<td>CA-S-RIS-802</td>
<td>Year 3 (Specialization)</td>
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**Module Components**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CA-RIS-802</td>
<td>Human Computer Interaction</td>
<td>Lecture</td>
<td>5</td>
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</table>

**Module Coordinator**

Dr. Sergey Kosov

**Program Affiliation**

- Robotics and Intelligent Systems (RIS)

**Mandatory Status**

Mandatory elective for RIS and CS

**Entry Requirements**

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
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</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>None</td>
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</table>

**Frequency**

Annually (Fall)

**Forms of Learning and Teaching**

- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

**Duration**

1 semester

**Workload**

125 hours

**Recommendations for Preparation**

None

**Content and Educational Aims**

Computer systems often interact with human beings. The design of a good human–computer interface is often crucial for the acceptance and the success of a software system. Human–computer interface designs have to satisfy several requirements such as usability, learnability, efficiency, accessibility, and safety. The module discusses the evolution of human–computer interaction models and introduces design principles for graphical user interfaces and other types of interaction (e.g., visual, voice, gesture). Human–computer interaction designs are often evaluated using prototypes or mockups that can be given to test candidates to evaluate the effectiveness of the design. The module introduces evaluation strategies as well as tools and techniques that can be used to prototype human–computer interfaces.

**Intended Learning Outcomes**

By the end of this module, students should be able to

- explain the evolution of human–computer interaction models;
- design and implement simple graphical user interfaces;
- explain ergonomic principles guiding the design of user interfaces;
- illustrate different types of interaction (e.g., visual, voice, gestures) and their usability aspects;
- evaluate aspects of and tradeoffs between usability, learnability, efficiency, and safety;
- apply scientific methods to evaluate interfaces with respect to their usability and other desirable properties;
- use prototyping tools that can be employed to create mockups of user interfaces during the early stages of a software project.

**Indicative Literature**

Not specified

**Usability and Relationship to other Modules**

- Students with a strong interest in graphical user interfaces are encouraged to also select the Computer Graphics specialization module, which introduces methods and technologies for creating computer graphics and animations.
• Mandatory elective third year Specialization module for CS and RIS major students.

<table>
<thead>
<tr>
<th>Examination Type: Module Examination</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assessment Type: Written examination</td>
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<td>Scope: All intended learning outcomes of the module</td>
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</table>
7.18 Artificial Intelligence

### Module Components

<table>
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<tbody>
<tr>
<td>CO-547-A</td>
<td>Artificial Intelligence</td>
<td>Lecture</td>
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</table>

#### Module Coordinator

Prof. Dr. Andreas Birk

#### Program Affiliation

- Robotics and Intelligent Systems (RIS)

#### Mandatory Status

- Mandatory for RIS
- Mandatory elective for CS

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
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<tbody>
<tr>
<td>☒ Programming in C/C++</td>
<td>☒ None</td>
<td></td>
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<tr>
<td>☒ Introduction to RIS</td>
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</tbody>
</table>

#### Frequency

Annually (Spring)

#### Forms of Learning and Teaching

- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

#### Duration

1 semester

#### Workload

125 hours

### Recommendations for Preparation

Revise content of the pre-requisite modules.

### Content and Educational Aims

Artificial Intelligence (AI) is an important subdiscipline of Computer Science that deals with technologies to automate the performance of tasks that are usually associated with intelligence. AI methods have a significant application potential, as there is an increasing interest and need to generate artificial systems that can carry out complex missions in unstructured environments without permanent human supervision. The module teaches a selection of the most important methods in AI. In addition to general-purpose techniques and algorithms, it also includes aspects of methods that are especially targeted for physical systems such as intelligent mobile robots or autonomous cars.

### Intended Learning Outcomes

By the end of this module, students should be able to

- outline and explain the history, general developments, and application areas of AI;
- apply the basic concepts and methods of behavior-oriented AI;
- use concepts and methods of search algorithms for problem-solving;
- explain the basic concepts of path-planning as an application example for domain-specific search;
- apply basic path-planning algorithms and to compare their relations to general search algorithms;
- write and explain concepts of propositional and first-order logic;
- use logic representations and inference for basic examples of artificial planning systems.

### Indicative Literature

Usability and Relationship to other Modules

- This module gives an introduction to Artificial Intelligence (AI) excluding the aspects of machine learning (ML), which are covered in a dedicated module that complements this one.
- Mandatory for a major in RIS
- This module serves as a third year Specialization module for CS major students.

Examination Type: Module Examination

Assessment Type: Written examination
Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module
### 7.19 Robotics

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Robotics</td>
<td>CO-540</td>
<td>Year 2 (CORE)</td>
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#### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>CO-540-A</td>
<td>Robotics</td>
<td>Lecture</td>
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</table>

#### Module Coordinator
- **Prof. Dr. Andreas Birk**

#### Program Affiliation
- Robotics and Intelligent Systems (RIS)

#### Mandatory Status
- Mandatory for RIS
- Mandatory elective for CS

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
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</thead>
<tbody>
<tr>
<td>☒ Programming in C/C++</td>
<td>☒ None</td>
<td></td>
</tr>
<tr>
<td>☒ Introduction to RIS</td>
<td></td>
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</tbody>
</table>

#### Frequency
- Annually (Fall)

#### Forms of Learning and Teaching
- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

#### Duration
- 1 semester

#### Workload
- 125 hours

#### Recommendations for Preparation
- Revise content of the pre-requisite modules.

#### Content and Educational Aims

Robotics is an area that is driven by dreams from science fiction and the reality of engineering. The module intends to provide an understanding of the formal foundations of this area as well as its technological state of the art and future directions. The course accordingly gives an introduction to the core algorithmic, mathematical, and engineering concepts and methods of robotics. This includes concepts and methods that are used for well-established tools of factory automation, especially in the form of robot-arms, as well as increasingly relevant intelligent mobile systems such as autonomous cars or autonomous transport systems.

#### Intended Learning Outcomes

By the end of this module, students should be able to
- outline and explain the history, general developments, and application areas of robotics;
- apply the concepts and methods to describe space and motions therein including homogeneous coordinates and transforms as well as quaternions;
- use the spatial concepts and methods for the forward kinematics (FK) of robot-arms;
- explain basic concepts of simple actuators, including electrical motors and gear systems;
- apply concepts and methods to derive the inverse kinematics of robot-arms and related systems such as legs in analytical and numerical forms;
- apply concepts and methods of wheeled locomotion including FK and IK of the differential and of the omni-directional drive;
- use basic concepts and methods of dynamics;
- Explain and use core concepts and methods of global localization, e.g., multilateration and multidimensional scaling;
- use the basic concepts and methods of error propagation estimation in the context of relative localization with dead-reckoning;
- outline and compare the basic concepts and methods of mapping.

**Indicative Literature**


**Usability and Relationship to other Modules**

- Mandatory for a major in RIS  
- Mandatory for a minor in RIS  
- This module serves as a third Year Specialization module for CS major students.  
- This module gives an introduction to Robotics, which is a core discipline of Robotics and Intelligent System (RIS) and an important area of possible future employment.

**Examination Type: Module Examination**

Assessment Type: Written examination  
Duration: 120 min  
Weight: 100%  
Scope: All intended learning outcomes of the module
### 7.20 Computer Vision

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
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<tbody>
<tr>
<td>Computer Vision</td>
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#### Module Components

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<th>Number</th>
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<th>Type</th>
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</tr>
</thead>
<tbody>
<tr>
<td>CO-546-A</td>
<td>Computer Vision Lecture/lab</td>
<td>5</td>
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#### Module Coordinator

<table>
<thead>
<tr>
<th>Prof. Dr. Francesco Maurelli</th>
</tr>
</thead>
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**Program Affiliation**
- Robotics and Intelligent Systems (RIS)

**Mandatory Status**
- Mandatory elective for RIS
- Mandatory elective for CS

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
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<tbody>
<tr>
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<td>Basic knowledge of robotics middleware (RIS Lab I)</td>
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<tr>
<td>☒ Programming in C/C++</td>
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<td>Private study (70 hours)</td>
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<td></td>
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<td></td>
<td>Exam preparation (20 hours)</td>
</tr>
</tbody>
</table>

**Duration**
- 1 semester

**Workload**
- 125 hours

#### Recommendations for Preparation

Refresh basic programming skills in MATLAB and/or Python

#### Content and Educational Aims

Computer Vision algorithms are used in a variety of real-world applications that include surveillance and object tracking, 3D model building (photogrammetry), and object recognition. Apart from their visual appeal, these algorithms also represent elegant applications of linear algebra and optimization techniques. Topics covered in this course include a recapitulation of relevant linear algebra, introduction to face-recognition, camera calibration, stitched panoramas, edge and blob visual features, structure from motion, color-spaces, segmentation, and an introduction to object-recognition.

#### Intended Learning Outcomes

By the end of this module, students should be able
- describe image formation and camera models;
- calibrate cameras;
- compute image histograms, and basic image processing;
- discriminate among visual features (e.g., corner, edge, blob);
- Properly use computer vision libraries;
- implement computer vision applications.

#### Indicative Literature


### Usability and Relationship to other Modules
- Giving the foundation of computer vision, this module is important for RIS project and for advanced specialization courses.
- Mandatory elective for a major in RIS.
- This module serves as a third year Specialization module for CS major students.

### Examination Type: Module Examination

<table>
<thead>
<tr>
<th>Assessment Type: Written examination</th>
<th>Duration: 120 min</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight: 100%</td>
<td></td>
</tr>
</tbody>
</table>

Scope: All intended learning outcomes of the module

Module achievements: 50% if the assignments correctly solved
### 7.21 Machine Learning

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Machine Learning</td>
<td>CO-541</td>
<td>Year 2 (CORE)</td>
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#### Module Components

<table>
<thead>
<tr>
<th>Number</th>
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</thead>
<tbody>
<tr>
<td>CO-541-A</td>
<td>Machine Learning</td>
<td>Lecture</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Module Coordinator

Prof. Dr. Peter Zaspel

**Program Affiliation**
- Robotics and Intelligent Systems (RIS)

**Mandatory Status**
- Mandatory for RIS
- Mandatory elective for CS

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>Knowledge and command of probability theory and methods, as in the module “Probability and Random Process (JTMS-12)”</td>
</tr>
</tbody>
</table>

**Frequency**
- Annually (Spring)

**Forms of Learning and Teaching**
- Class attendance (35 hours)
- Private study (70 hours)
- Exam preparation (20 hours)

**Duration**
- 1 semester

**Workload**
- 125 hours

#### Recommendations for Preparation

None

#### Content and Educational Aims

Machine learning (ML) concerns algorithms that are fed with (large quantities of) real-world data, and which return a compressed “model” of the data. An example is the “world model” of a robot; the input data are sensor data streams, from which the robot learns a model of its environment, which is needed, for instance, for navigation. Another example is a spoken language model; the input data are speech recordings, from which ML methods build a model of spoken English; this is useful, for instance, in automated speech recognition systems. There exist many formalisms in which such models can be cast, and an equally large diversity of learning algorithms. However, there is a relatively small number of fundamental challenges that are common to all of these formalisms and algorithms. The lectures introduce such fundamental concepts and illustrate them with a choice of elementary model formalisms (linear classifiers and regressors, radial basis function networks, clustering, online adaptive filters, neural networks, or hidden Markov models). Furthermore, the lectures also (re-)introduce required mathematical material from probability theory and linear algebra.

#### Intended Learning Outcomes

By the end of this module, students should be able to

- understand the notion of probability spaces and random variables;
- understand basic linear modeling and estimation techniques;
- understand the fundamental nature of the “curse of dimensionality;”
- understand the fundamental nature of the bias-variance problem and standard coping strategies;
- use elementary classification learning methods (linear discrimination, radial basis function networks, multilayer perceptrons);
- implement an end-to-end learning suite, including feature extraction and objective function optimization with regularization based on cross-validation.
### Indicative Literature


### Usability and Relationship to other Modules

- Mandatory for a major in RIS
- Mandatory for a minor in RIS
- This module serves as a third Year Specialization module for CS major students.
- This module gives a thorough introduction to the basics of machine learning. It complements the Artificial Intelligence module.

### Examination Type: Module Examination

Assessment Type: Written examination

Scope: All intended learning outcomes of the module

Duration: 120 min

Weight: 100%
7.22 Digital Design

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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</thead>
<tbody>
<tr>
<td>Digital Design</td>
<td>CA-S-ECE-803</td>
<td>Year 3 (Specialization)</td>
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<table>
<thead>
<tr>
<th>Module Components</th>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td>Number</td>
<td>Name</td>
<td>Type</td>
<td>CP</td>
</tr>
<tr>
<td>CA-ECE-803</td>
<td>Digital Design</td>
<td>Lecture/Lab</td>
<td>5</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Module Coordinator</th>
<th>Program Affiliation</th>
<th>Mandatory Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dr. Fangning Hu</td>
<td>• Electrical and Computer Engineering (ECE)</td>
<td>Mandatory elective for ECE, RIS and CS</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Entry Requirements</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
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<tbody>
<tr>
<td>Pre-requisites</td>
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<td>• Lecture/Lab (35 hours)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Private study (90 hours)</td>
</tr>
<tr>
<td>Co-requisites</td>
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<td></td>
</tr>
<tr>
<td>Knowledge, Abilities, or Skills</td>
<td></td>
<td></td>
</tr>
<tr>
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</tr>
<tr>
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</table>

<table>
<thead>
<tr>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
<td>125 hours</td>
</tr>
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<table>
<thead>
<tr>
<th>Recommendations for Preparation</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Content and Educational Aims</th>
</tr>
</thead>
<tbody>
<tr>
<td>The current trend of digital system design is towards hardware description languages (HDLs) that allow compact description of very complex hardware constructs. The module provides a sound introduction to basic components of a digital system such as logic gates, multiplexers, decoders, flip-flops and registers as well as VHDLs such as types, signals, sequential and concurrent statements. Methods and principle of designing complex digital systems such as finite state machines, hierarchical design, pipelined design, RTL design methodology and parameterized design will also be introduced. Students will learn VHDL for programming FPGA boards to realize small digital systems in hardware (i.e. on FPGA boards). Such digital systems could be adders, multiplexers, control units, multipliers, asynchronous serial communication modules (UART). At the end of the module, the students should be able to design a simple digital system by VHDL on an FPGA board.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Intended Learning Outcomes</th>
</tr>
</thead>
<tbody>
<tr>
<td>By the end of this module, students will be able to</td>
</tr>
<tr>
<td>• understand the principle of digital system design based on standard building blocks and components;</td>
</tr>
<tr>
<td>• design a complex digital system;</td>
</tr>
<tr>
<td>• understand the limitations of a given hardware platform (here FPGAs), modify algorithms where necessary, and structure them suitably in order to optimize performance and complexity;</td>
</tr>
<tr>
<td>• use a typical development system;</td>
</tr>
<tr>
<td>• program in VHDL;</td>
</tr>
<tr>
<td>• program an FPGA board.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Indicative Literature</th>
</tr>
</thead>
</table>
### Usability and Relationship to other Modules

- This module introduces how to design digital systems and how to realize them on a FPGA board which could also serve as a specialization module for students from Computer Science and Robotics and Intelligent Systems.
- Mandatory elective 3rd year Specialization module for ECE, CS and RIS major students.

### Examination Type: Module Examination

<table>
<thead>
<tr>
<th>Assessment Type: written examination</th>
<th>Duration: 120 min</th>
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<tbody>
<tr>
<td>Scope: All intended learning outcomes of the module</td>
<td>Weight: 100%</td>
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7.23 Information Theory

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Information Theory</th>
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<tr>
<td>Module Code</td>
<td>CO-525</td>
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<tr>
<td>Level (type)</td>
<td>Year 2 (CORE)</td>
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**Module Components**

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<tbody>
<tr>
<td>CO-525-A</td>
<td>Information Theory</td>
<td>Lecture</td>
<td>5.0</td>
</tr>
</tbody>
</table>

**Module Coordinator**

- Prof. Dr.-Ing. Werner Henkel

**Program Affiliation**

- Electrical and Computer Engineering (ECE)

**Mandatory Status**

- Mandatory for ECE
- Mandatory elective for CS and RIS

**Entry Requirements**

- **Pre-requisites**: None
- **Co-requisites**: None
- **Knowledge, Abilities, or Skills**
  - Signals and Systems contents, such as DFT and convolution
  - Notion of probability, combinatorics basics as taught in Methods module “Probability and Random Processes”

**Frequency**

- Annually (Spring)

**Forms of Learning and Teaching**

- Lectures (35 hours)
- Private Study (90 hours)

**Duration**

- 1 semester

**Workload**

- 125 hours

**Recommendations for Preparation**

Some basic knowledge of communications and sound understanding of probability is recommended. Hence, it is strongly advised to take the methods and skills course Probability and Random Processes prior to this module. Nevertheless, probability basics will also be revised within the module.

**Content and Educational Aims**

Information theory serves as the most important foundation for communication systems. The module provides an analytical framework for modeling and evaluating point-to-point and multi-point communication. After a short rehearsal of probability and random variables and some excursion to random number generation, the key concept of information content of a signal source and information capacity of a transmission medium are precisely defined, and their relationships to data compression algorithms and error control codes are examined in detail. The module aims to install an appreciation for the fundamental capabilities and limitations of information transmission schemes and to provide the mathematical tools for applying these ideas to a broad class of communications systems.

The module contains also a coverage of different source-coding algorithms like Huffman, Lempel-Ziv-(Welch), Shannon-Fano-Elias, Arithmetic Coding, Runlength Encoding, Move-to-Front transform, PPM, and Context Tree Weighting. In Channel coding, finite fields, some basic block and convolutional codes, and the concept of iterative decoding will be introduced. Aside from source and channel aspects, an introduction to security is given, including public-key cryptography. Information theory is a standard module in every communications-oriented Bachelor’s program.
### Intended Learning Outcomes

By the end of this module, students should be able to

- explain what is understood as the information content of data and the corresponding limits of data compression algorithms;
- design and apply fundamental algorithms in data compression;
- explain the information theoretic limits of data transmission;
- apply the mathematical basics of channel coding and cryptography;
- implement some channel coding schemes;
- differentiate the principles of encryption and authentication schemes and implement discussed procedures.

### Indicative Literature


### Usability and Relationship to other Modules

- Although not a mandatory prerequisite, this module is ideally taken before Coding Theory (CA-ECE-802)
- All communications-related modules are naturally based on information theory
- Students from Computer Science or related programs, also students taking Bio-informatics modules, profit from information-theoretic knowledge and source coding (compression) algorithms. Students from Computer Science would also be interested in the algebraic basics for error-correcting codes and cryptology, fields which area also introduced shortly.
- Mandatory for a major in ECE.
- Serves as a mandatory elective 3rd year Specialization module for CS and RIS major students.

### Examination Type: Module Examination

- Assessment Type: Written examination
- Duration: 120 min
- Weight: 100%

Scope: All intended learning outcomes of the module.
# Module Details

**Module Name:** Parallel and Distributed Computing  
**Module Code:** MDE-CS-02  
**Level (type):** Year 2 (Elective)  
**CP:** 5

<table>
<thead>
<tr>
<th>Module Components</th>
<th>Number</th>
<th>Name</th>
<th>Type</th>
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<tbody>
<tr>
<td></td>
<td>MDE-CS-02</td>
<td>Parallel and Distributed Computing</td>
<td>Lecture</td>
<td>5</td>
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<table>
<thead>
<tr>
<th>Module Coordinator</th>
<th>Program Affiliation</th>
<th>Mandatory Status</th>
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</thead>
<tbody>
<tr>
<td>Prof. Dr. Peter Zaspel</td>
<td>MSc Data Engineering</td>
<td>Mandatory elective for DE, CSSE, RIS (BSc) and CS (BSc)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Entry Requirements</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
<th>Duration</th>
<th>Workload</th>
</tr>
</thead>
</table>
| Pre-requisites     |              | None                          | Annually (Fall) | • Lecture (35 hours)  
 • Private study (90 hours) | 1 semester | 125 hours |
| Co-requisites      |              | Basic knowledge in C/C++      |           |                               |         |         |
|                    |              | Mandatory proficiency in Python |           |                               |         |         |

**Recommendations for Preparation**  
If no knowledge in C/C++ is present, interested students are encouraged get a basic understanding of C/C++ (via online material) in order to better understand some of the discussed concepts.

**Content and Educational Aims**  
In the recent years, the development of parallel and cloud computing has opened the door for Big Data analysis and processing. This module aims at providing an overview and introduction to the vast field of parallel and cloud computing. In traditional parallel computing, we aim to develop notions for different parallelization models (shared-memory,distributed-memory, SIMD, SIMT), get to know appropriate programming methodologies for high performance dataanalysis (OpenMP / MPI) and aim at understanding performance and scalability in this field (weak vs. strong scaling, Amdahl's law). This fundamental knowledge will then be carried over to recent developments in cloud computing, where distributed processing frameworks (Spark / Hadoop MapReduce / Dask), based on appropriated deployment infrastructures, are in the process to become De Facto standards for Big Data processing and analysis. We will approach these technologies from a practical point of view and aim at developing the necessary knowledge to carry out scalable machine learning and data processing on Big Data.

**Intended Learning Outcomes**  
By the end of this module, students should be able to  
- understand theory and fundamentals of parallelization models (shared-/distributed memory, SIMD, SIMT)  
- explain and apply parallel programming methodologies (OpenMP / MPI)  
- describe and analyze performance and scalability (weak vs. strong scaling, ...)  
- Understand basic principles of distributed and cloud computing  
- use distributed processing frameworks (Spark / Hadoop MapReduce / Dask) for scalable distributed calculations  
- develop scalable machine learning and data processing on Big Data

**Indicative Literature**  
Zaccone, Python Parallel Programming Cookbook, O'Reilly.  
J.C. Daniel, Data Science with Python and Dask, Manning Publications.
Z. Radtka, D. Miner, Hadoop with Python. Hadoop with Python, O'Reilly.

**Usability and Relationship to other Modules**

N.A.

**Examination Type: Module Examination**

<table>
<thead>
<tr>
<th>Assessment Type: Written Exam</th>
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<td>Weight: 100%</td>
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</table>

Scope: All intended learning outcomes of this module.
7.25 Internship / Startup and Career Skills

Error! Reference source not found.
# 7.26 Bachelor Thesis and Seminar

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
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<tbody>
<tr>
<td>Bachelor Thesis and Seminar</td>
<td>CA-CS-800</td>
<td>Year 3 (CAREER)</td>
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## Module Components

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<tr>
<th>Number</th>
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<tbody>
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<td>CA-CS-800-T</td>
<td>Thesis</td>
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<td>12</td>
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<tr>
<td>CA-CS-800-S</td>
<td>Thesis Seminar</td>
<td>Seminar</td>
<td>3</td>
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</table>

## Module Coordinator

**Study Program Chair**

- **Program Affiliation**
  - All undergraduate programs

- **Mandatory Status**
  - Mandatory for all undergraduate programs

## Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ Students must be in their third year and have taken at least 30 CP from CORE modules in their major.</td>
<td>☒ None</td>
<td>• comprehensive knowledge of the subject and deeper insight into the chosen topic;</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ability to plan and undertake work independently;</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• skills to identify and critically review literature.</td>
</tr>
</tbody>
</table>

## Frequency

- **Annually (Spring)**

## Forms of Learning and Teaching

- **Self-study/lab work (350 hours)**
- **Seminars (25 hours)**

## Duration

- **1 semester**

## Workload

- **375 hours**

## Recommendations for Preparation

- Identify an area or a topic of interest and discuss this with your prospective supervisor in a timely manner.
- Create a research proposal including a research plan to ensure timely submission.
- Ensure you possess all required technical research skills or are able to acquire them on time.
- Review the University’s Code of Academic Integrity and Guidelines to Ensure Good Academic Practice.
**Content and Educational Aims**

This module is a mandatory graduation requirement for all undergraduate students to demonstrate their ability to address a problem from their respective major subject independently using academic/scientific methods within a set time frame. Although supervised, this module requires students to be able to work independently and systematically and set their own goals in exchange for the opportunity to explore a topic that excites and interests them personally and that a faculty member is interested in supervising. Within this module, students apply their acquired knowledge about their major discipline and their learned skills and methods for conducting research, ranging from the identification of suitable (short-term) research projects, preparatory literature searches, the realization of discipline-specific research, and the documentation, discussion, interpretation, and communication of research results.

This module consists of two components, an independent thesis and an accompanying seminar. The thesis component must be supervised by a Jacobs University faculty member and requires short-term research work, the results of which must be documented in a comprehensive written thesis including an introduction, a justification of the methods, results, a discussion of the results, and a conclusion. The seminar provides students with the opportunity to practice their ability to present, discuss, and justify their and other students’ approaches, methods, and results at various stages of their research in order to improve their academic writing, receive and reflect on formative feedback, and therefore grow personally and professionally.

**Intended Learning Outcomes**

On completion of this module, students should be able to

1. independently plan and organize advanced learning processes;
2. design and implement appropriate research methods, taking full account of the range of alternative techniques and approaches;
3. collect, assess, and interpret relevant information;
4. draw scientifically-founded conclusions that consider social, scientific, and ethical factors;
5. apply their knowledge and understanding to a context of their choice;
6. develop, formulate, and advance solutions to problems and debates within their subject area, and defend these through argument;
7. discuss information, ideas, problems, and solutions with specialists and non-specialists.

**Usability and Relationship to other Modules**

- This module builds on all previous modules in the undergraduate program. Students apply the knowledge, skills, and competencies they have acquired and practiced during their studies, including research methods and their ability to acquire additional skills independently as and if required.

**Indicative Literature**


**Examination Type: Module Component Examinations**

**Module Component 1: Thesis**

Assessment type: Thesis
Scope: All intended learning outcomes, mainly 1-6.
Weight: 80%

Length: approx. 6,000 – 8,000 words (15 – 25 pages), excluding front and back matter.

**Module Component 2: Seminar**

Assessment type: Presentation
Scope: The presentation focuses mainly on ILOs 6 and 7, but by nature of these ILOs it also touches on the others.
Weight: 20%

Duration: approx. 15 to 30 minutes

Completion: To pass this module, the examination of each module component has to be passed with at least 45%.
Two separate assessments are justified by the size of this module and the fact that the justification of solutions to problems and arguments (ILO 6) and discussion (ILO 7) should at least have verbal elements. The weights of the types of assessments are commensurate with the sizes of the respective module components.
### 7.27 Jacobs Track Modules

#### 7.27.1 Methods and Skills Modules

#### 7.27.1.1 Calculus and Elements of Linear Algebra I

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calculus and Elements of Linear Algebra I</td>
<td>JTMS-MAT-09</td>
<td>Year 1 (Methods)</td>
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<table>
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<tr>
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<tbody>
<tr>
<td>Number</td>
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<td>JTMS-09</td>
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<table>
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<tr>
<th>Module Coordinator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prof. Dr. Marcel Oliver, Prof. Dr. Tobias Preußer</td>
</tr>
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</table>

<table>
<thead>
<tr>
<th>Program Affiliation</th>
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<tbody>
<tr>
<td>Jacobs Track – Methods and Skills</td>
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<table>
<thead>
<tr>
<th>Mandatory Status</th>
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<tbody>
<tr>
<td>Mandatory for CS, ECE, RIS, MATH and Physics Mandatory elective for EES</td>
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</table>

<table>
<thead>
<tr>
<th>Entry Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-requisites</td>
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<tr>
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</table>

<table>
<thead>
<tr>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knowledge of Pre-Calculus at High School level (Functions, inverse functions, sets, real numbers, polynomials, rational functions, trigonometric functions, logarithm and exponential function, parametric equations, tangent lines, graphs, elementary methods for solving systems of linear and nonlinear equations)</td>
</tr>
<tr>
<td>Knowledge of Analytic Geometry at High School level (vectors, lines, planes, reflection, rotation, translation, dot product, cross product, normal vector, polar coordinates)</td>
</tr>
<tr>
<td>Some familiarity with elementary Calculus (limits, derivative) is helpful, but not strictly required.</td>
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<table>
<thead>
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</tr>
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<tbody>
<tr>
<td>Annually (Fall)</td>
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<table>
<thead>
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<th>Forms of Learning and Teaching</th>
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<tbody>
<tr>
<td>Lectures (35 hours)</td>
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<td>Private study (90 hours)</td>
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<table>
<thead>
<tr>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 semester</td>
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<table>
<thead>
<tr>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>125 hours</td>
</tr>
</tbody>
</table>


Recommendations for Preparation

Review all of higher-level High School Mathematics, in particular the topics explicitly named in “Entry Requirements – Knowledge, Ability, or Skills” above.

Content and Educational Aims

This module is the first in a sequence introducing mathematical methods at the university level in a form relevant for study and research in the quantitative natural sciences, engineering, Computer Science, and Mathematics. The emphasis in these modules is on training operational skills and recognizing mathematical structures in a problem context. Mathematical rigor is used where appropriate. However, a full axiomatic treatment of the subject is provided in the first-year modules “Analysis I” and “Linear Algebra”.

The lecture comprises the following topics

- Brief review of number systems, elementary functions, and their graphs
- Brief introduction to complex numbers
- Limits for sequences and functions
- Continuity
- Derivatives
- Curve sketching and applications (isoperimetric problems, optimization, error propagation)
- Introduction to Integration and the Fundamental Theorem of Calculus
- Review of elementary analytic geometry
- Vector spaces, linear independence, bases, coordinates
- Matrices and matrix algebra
- Solving linear systems by Gauss elimination, structure of general solution
- Matrix inverse

Intended Learning Outcomes

By the end of the module, students will be able to

- apply the methods described in the content section of this module description to the extent that they can solve standard text-book problems reliably and with confidence;
- recognize the mathematical structures in an unfamiliar context and translate them into a mathematical problem statement;
- recognize common mathematical terminology used in textbooks and research papers in the quantitative sciences, engineering, and mathematics to the extent that they fall into the content categories covered in this module.

Indicative Literature


Usability and Relationship to other Modules

- The module is a mandatory / mandatory elective module of the Methods and Skills area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- The module is followed by “Calculus and Elements of Linear Algebra II”. All students taking this module are expected to register for the follow-up module.
- A rigorous treatment of Calculus is provided in the module “Analysis I”. All students taking “Analysis I” are expected to either take this module or exceptionally satisfy the conditions for advanced placement as laid out in the Jacobs Academic Policies for Undergraduate Study.
- The second-semester module “Linear Algebra” will provide a complete proof-driven development of the theory of Linear Algebra. Students enrolling in “Linear Algebra” are expected to have taken this module; in particular, the module “Linear Algebra” will assume that students are proficient in the operational aspects of Gauss elimination, matrix inversion, and their elementary applications.
- This module is a prerequisite for the module “Applied Mathematics” which develops more advanced theoretical and practical mathematical tools essential for any physicist or mathematician.
- Mandatory for a major in CS, ECE, RIS, MATH and Physics
- Mandatory elective for a major in EES.
- Pre-requisite for Calculus and Elements of Linear Algebra II
- Elective for all other study programs.
<table>
<thead>
<tr>
<th>Examination Type: Module Examination</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assessment type: Written examination</td>
</tr>
<tr>
<td>Duration: 120 min</td>
</tr>
<tr>
<td>Weight: 100%</td>
</tr>
<tr>
<td>Scope: All intended learning outcomes of this module</td>
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</tbody>
</table>
## 7.27.1.2 Calculus and Elements of Linear Algebra II

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Calculus and Elements of Linear Algebra II</th>
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<tbody>
<tr>
<td>Module Code</td>
<td>JTMS-MAT-10</td>
</tr>
<tr>
<td>Level (type)</td>
<td>Year 1 (Methods)</td>
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<tr>
<td>CP</td>
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### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
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<tbody>
<tr>
<td>JTMS-10</td>
<td>Calculus and Elements of Linear Algebra II</td>
<td>Lecture</td>
<td>5</td>
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</tbody>
</table>

### Module Coordinator

Prof. Dr. Marcel Oliver, Prof. Dr. Tobias Preußer

### Program Affiliation

- Jacobs Track – Methods and Skills

### Mandatory Status

Mandatory for CS, ECE, MATH, Physics and RIS

### Entry Requirements

**Pre-requisites**
- Calculus and Elements of Linear Algebra I
- None

**Co-requisites**
- None beyond formal pre-requisites

**Knowledge, or Skills**
- None

### Frequency

Annually (Spring)

### Forms of Learning and Teaching

- Lectures (35 hours)
- Private study (90 hours)

### Duration

1 semester

### Workload

125 hours

### Recommendations for Preparation

Review the content of Calculus and Elements of Linear Algebra I

### Content and Educational Aims

This module is the second in a sequence introducing mathematical methods at the university level in a form relevant for study and research in the quantitative natural sciences, engineering, Computer Science, and Mathematics. The emphasis in these modules is on training operational skills and recognizing mathematical structures in a problem context. Mathematical rigor is used where appropriate. However, a full axiomatic treatment of the subject is provided in the first-year modules “Analysis I” and “Linear Algebra”.

The lecture comprises the following topics
- Directional derivatives, partial derivatives
- Linear maps
- The total derivative as a linear map
- Gradient and curl (elementary treatment only, for more advanced topics, in particular the connection to the Gauss and Stokes’ integral theorems, see module “Applied Mathematics”
- Optimization in several variables, Lagrange multipliers
- Elementary ordinary differential equations
- Eigenvalues and eigenvectors
- Hermitian and skew-Hermitian matrices
- First important example of eigendecompositions: Linear constant-coefficient ordinary differential equations
- Second important example of eigendecompositions: Fourier series
- Fourier integral transform
- Matrix factorizations: Singular value decomposition with applications, LU decomposition, QR decomposition

### Intended Learning Outcomes

By the end of the module, students will be able to
- apply the methods described in the content section of this module description to the extent that they can solve standard text-book problems reliably and with confidence;
- recognize the mathematical structures in an unfamiliar context and translate them into a mathematical problem statement;
• recognize common mathematical terminology used in textbooks and research papers in the quantitative sciences, engineering, and mathematics to the extent that they fall into the content categories covered in this module.

**Indicative Literature**


**Usability and Relationship to other Modules**

- The module is a mandatory / mandatory elective module of the Methods and Skills area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- A more advanced treatment of multi-variable Calculus, in particular, its applications in Physics and Mathematics, is provided in the second-semester module “Applied Mathematics”. All students taking “Applied Mathematics” are expected to take this module as well as the module topics are closely synchronized.
- The second-semester module “Linear Algebra” provides a complete proof-driven development of the theory of Linear Algebra. Diagonalization is covered more abstractly, with particular emphasis on degenerate cases. The Jordan normal form is also covered in “Linear Algebra”, not in this module.
- Mandatory for CS, ECE, MATH, Physics and RIS.
- Elective for all other study programs.

**Examination Type: Module Examination**

- Assessment type: Written examination
- Duration: 120 min
- Weight: 100%

Scope: All intended learning outcomes of this module
7.27.1.3 Probability and Random Processes

| Module Name | Probability and Random Processes |
| Module Code | JTMS-MAT-12 |
| Level (type) | Year 2 (Methods) |
| CP | 5 |

**Module Components**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>JTMS-12</td>
<td>Probability and random processes</td>
<td>Lecture</td>
<td>5</td>
</tr>
</tbody>
</table>

**Module Coordinator**

Prof. Dr. Marcel Oliver, Prof. Dr. Tobias Preußer

**Program Affiliation**

- Jacobs Track – Methods and Skills

**Mandatory Status**

Mandatory for CS, ECE, MATH, Physics and RIS
Mandatory elective for EES

**Entry Requirements**

**Pre-requisites**

☒ Calculus and Elements of Linear Algebra I & II

**Co-requisites**

☒ None

**Knowledge, Abilities, or Skills**

- Knowledge of calculus at the level of a first year calculus module (differentiation, integration with one and several variables, trigonometric functions, logarithms and exponential functions).
- Knowledge of linear algebra at the level of a first year university module (eigenvalues and eigenvectors, diagonalization of matrices).
- Some familiarity with elementary probability theory at the high school level.

**Frequency**

Annually (Fall)

**Forms of Learning and Teaching**

- Lectures (35 hours)
- Private study (90 hours)

**Duration**

1 semester

**Workload**

125 hours

**Recommendations for Preparation**

Review all of the first year calculus and linear algebra modules as indicated in “Entry Requirements – Knowledge, Ability, or Skills” above.

**Content and Educational Aims**

This module aims to provide a basic knowledge of probability theory and random processes suitable for students in engineering, Computer Science, and Mathematics. The module provides students with basic skills needed for formulating real-world problems dealing with randomness and probability in mathematical language, and methods for applying a toolkit to solve these problems. Mathematical rigor is used where appropriate. A more advanced treatment of the subject is deferred to the third-year module Stochastic Processes.
The lecture comprises the following topics

- Brief review of number systems, elementary functions, and their graphs
- Outcomes, events and sample space.
- Combinatorial probability.
- Conditional probability and Bayes’ formula.
- Binomials and Poisson-Approximation
- Random Variables, distribution and density functions.
- Independence of random variables.
- Conditional Distributions and Densities.
- Transformation of random variables.
- Joint distribution of random variables and their transformations.
- Expected Values and Moments, Covariance.
- High dimensional probability: Chebyshev and Chernoff bounds.
- Moment-Generating Functions and Characteristic Functions,
- The Central limit theorem.
- Random Vectors and Moments, Covariance matrix, Decorrelation.
- Multivariate normal distribution.
- Markov chains, stationary distributions.

**Intended Learning Outcomes**

By the end of the module, students will be able to

- command the methods described in the content section of this module description to the extent that they can solve standard text-book problems reliably and with confidence;
- recognize the probabilistic structures in an unfamiliar context and translate them into a mathematical problem statement;
- recognize common mathematical terminology used in textbooks and research papers in the quantitative sciences, engineering, and mathematics to the extent that they fall into the content categories covered in this module.

**Indicative Literature**


**Usability and Relationship to other Modules**

- The module is a mandatory / mandatory elective module of the Methods and Skills area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students taking this module are expected to be familiar with basic tools from calculus and linear algebra.
- Mandatory for a major in CS, ECE, MATH, Physics and RIS.
- Mandatory elective for a major in EES (if pre-requisites are met).
- Elective for all other study programs.

**Examination Type: Module Examination**

Assessment type: Written examination
Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of this module
7.27.1.4 Numerical Methods

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Numerical Methods</th>
<th>Module Code</th>
<th>JTMS-MAT-13</th>
<th>Level (type)</th>
<th>Year 2 (Methods)</th>
<th>CP</th>
<th>5</th>
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**Module Components**

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
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<tbody>
<tr>
<td>JTMS-13</td>
<td>Numerical Methods</td>
<td>Lecture</td>
<td>5</td>
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</tbody>
</table>

**Module Coordinator**

Prof. Dr. Marcel Oliver, Prof. Dr. Tobias Preußer

**Program Affiliation**

- Jacobs Track – Methods and Skills

**Mandatory Status**

Mandatory for ECE, MATH and Physics
Mandatory elective for CS and RIS

**Entry Requirements**

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>• Knowledge of Calculus (functions, inverse functions, sets, real numbers, sequences and limits, polynomials, rational functions, trigonometric functions, logarithm and exponential function, parametric equations, tangent lines, graphs, derivatives, anti-derivatives, elementary techniques for solving equations)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Knowledge of Linear Algebra (vectors, matrices, lines, planes, n-dimensional Euclidean vector space, rotation, translation, dot product (scalar product), cross product, normal vector,</td>
</tr>
</tbody>
</table>

**Frequency**

Annually (Spring)

**Forms of Learning and Teaching**

- Lectures (35 hours)
- Private study (90 hours)

**Duration**

1 semester

**Workload**

125 hours
Recommendations for Preparation

Taking Calculus and Elements of Linear Algebra II before taking this module is recommended, but not required. A thorough review of Calculus and Elements of Linear Algebra, with emphasis on the topics listed as “Knowledge, Abilities, or Skills” is recommended.

Content and Educational Aims

This module covers calculus-based numerical methods, in particular root finding, interpolation, approximation, numerical differentiation, numerical integration (quadrature), and a first introduction to the numerical solution of differential equations.

The lecture comprises the following topics

- number representations
- Gaussian elimination
- LU decomposition
- Cholesky decomposition
- iterative methods
- bisection method
- Newton’s method
- secant method
- polynomial interpolation
- Aitken’s algorithm
- Lagrange interpolation
- Newton interpolation
- Hermite interpolation
- Bezier curves
- De Casteljau’s algorithm
- piecewise interpolation
- Spline interpolation
- B-Splines
- Least-squares approximation
- polynomial regression
- difference schemes
- Richardson extrapolation
- Quadrature rules
- Monte Carlo integration
- time stepping schemes for ordinary differential equations
- Runge Kutta schemes
- finite difference method for partial differential equations

Intended Learning Outcomes

By the end of the module, students will be able to

- describe the basic principles of discretization used in the numerical treatment of continuous problems;
- command the methods described in the content section of this module description to the extent that they can solve standard text-book problems reliably and with confidence;
- recognize mathematical terminology used in textbooks and research papers on numerical methods in the quantitative sciences, engineering, and mathematics to the extent that they fall into the content categories covered in this module;
- implement simple numerical algorithms in a high-level programming language;
- understand the documentation of standard numerical library code and understand the potential limitations and caveats of such algorithms.
### Indicative Literature


### Usability and Relationship to other Modules

- The module is a mandatory / mandatory elective module of the Methods and Skills area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- This module is a co-recommendation for the module “Applied Dynamical Systems Lab”, in which the actual implementation in a high-level programming language of the learned methods will be covered.
- Mandatory for a major in ECE, MATH, and Physics.
- Mandatory elective for a major in CS and RIS.
- Elective for all other study programs.

### Examination Type: Module Examination

<table>
<thead>
<tr>
<th>Assessment type: Written examination</th>
<th>Duration: 120 min</th>
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</thead>
<tbody>
<tr>
<td>Weight: 100%</td>
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</table>

Scope: All intended learning outcomes of this module.
### Module Name
Discrete Mathematics

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Discrete Mathematics</td>
<td>CO-501</td>
<td>Year 2/3 (CORE)</td>
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### Module Components

<table>
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<tr>
<th>Number</th>
<th>Name</th>
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<th>CP</th>
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<tbody>
<tr>
<td>CO-501-A</td>
<td>Discrete Mathematics</td>
<td>Lecture</td>
<td>5.0</td>
</tr>
</tbody>
</table>

### Module Coordinator
Dr. Keivan Mallahi-Karai

### Program Affiliation
- Mathematics

### Mandatory Status
Mandatory elective for Mathematics, CS, Physics and RIS

### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>• Basic university mathematics: can be acquired via the Methods Modules “Calculus and Elements of Linear Algebra I + II” or “Applied Calculus” and “Finite Mathematics”</td>
</tr>
</tbody>
</table>

### Frequency
Annually (Spring)

### Forms of Learning and Teaching
- Lectures (35 hours)
- Private Study (90 hours)

### Duration
1 semester

### Workload
125 hours

### Recommendations for Preparation
- Some basic familiarity with linear algebra is useful, but not technically required.
- It is recommended to have taken the Methods module: Calculus and Elements of Linear Algebra I + II

### Content and Educational Aims
This module is an introductory lecture in discrete mathematics. The lecture consists of two main components, enumerative combinatorics and graph theory. The lecture emphasizes connections of discrete mathematics with other areas of mathematics such as linear algebra and basic probability, and outlines applications to areas of computer science, cryptography, etc. where employment of ideas from discrete mathematics has proven to be fruitful. The first part of the lecture—enumerative combinatorics—deals with several classical enumeration problems (Binomial coefficients, Stirling numbers), counting under group actions and generating function. The second half of the lecture—graph theory—includes a discussion of basic notions such as chromatic number, planarity, matchings in graphs, Ramsey theory, and expanders, and their applications.
### Intended Learning Outcomes

By the end of the module, students will be able to

- demonstrate their mastery of basic tools in discrete mathematics.
- develop the ability to use discrete mathematics concepts (such as graphs) to model problems in computer science.
- analyze the definition of basic combinatorial objects such as graphs, permutations, partitions, etc.
- formulate and design methods and algorithms for solving applied problems based on concepts from discrete mathematics.

### Indicative Literature


### Usability and Relationship to other Modules

- This module is a specialization / CORE module in Mathematics to be taken in Semester 4 or 6.
- This module is recommended for students pursuing a minor in Mathematics.
- This module serves as a mandatory elective Methods and Skills module for CS, Physics and RIS.
- This module is a good option as an elective module for students in RIS.

### Examination Type: Module Examination

<table>
<thead>
<tr>
<th>Assessment Type: Written examination</th>
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Scope: All intended learning outcomes of this module
### 7.27.2 Big Questions Modules

#### 7.27.2.1 Water: The Most Precious Substance on Earth

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Water: The Most Precious Substance on Earth</td>
<td>JTBQ-BQ-002</td>
<td>Year 3 (Jacobs Track)</td>
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<table>
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<tr>
<th>Module Components</th>
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<tbody>
<tr>
<td>Number</td>
</tr>
<tr>
<td>JTBQ-002</td>
</tr>
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<table>
<thead>
<tr>
<th>Module Coordinator</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prof. Dr. Michael Bau and Dr. Doris Mosbach</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Program Affiliation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Big Questions Area: All undergraduate study programs except IEM</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>Mandatory Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mandatory elective for students of all undergraduate study programs, except IEM</td>
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</table>

<table>
<thead>
<tr>
<th>Entry Requirements</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pre-requisites</td>
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<table>
<thead>
<tr>
<th>Frequency</th>
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<tbody>
<tr>
<td>Annually (part I: Fall; part II: Spring)</td>
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<table>
<thead>
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<th>Forms of Learning and Teaching</th>
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<tbody>
<tr>
<td>Lectures (17.5 hours)</td>
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<tr>
<td>Project work (90 hours)</td>
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<tr>
<td>Private study (17.5 hours)</td>
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<table>
<thead>
<tr>
<th>Duration</th>
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</thead>
<tbody>
<tr>
<td>2 semesters</td>
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<table>
<thead>
<tr>
<th>Workload</th>
</tr>
</thead>
<tbody>
<tr>
<td>125 hours</td>
</tr>
</tbody>
</table>

**Recommendations for Preparation**

Critically following media coverage on the module's topics in question.
**Content and Educational Aims**

All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizons with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

Water is the basic prerequisite for life on our planet, but it has become a scarce resource and a valuable commodity. Water is of fundamental importance to the world’s economy and global food supply, in addition to being a driving force behind geopolitical conflict. In this module, the profound impact of water on all aspects of human life will be addressed from very different perspectives: from the natural and environmental sciences and engineering, and from the social and cultural sciences.

Following topical lectures in the Fall semester, students will work on projects on the occasion of the World Water Day (March 22) in small teams comprised of students from various disciplines and with different cultural backgrounds. This teamwork will be accompanied by related tutorials.

**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- advance a knowledge-based opinion on the complex module topics: on the physio-chemical properties of water, its origin and history, on the importance of water as a resource, on physical and economic freshwater scarcity, on the risks of water pollution and the challenges faced by waste water treatment, on the concept of virtual water, on the bottled water industry, and on the cultural values and meanings of water;
- formulate coherent written and oral contributions (e.g., to panel discussions) on the topic;
- perform well-organized teamwork;
- present a self-designed project in a university-wide context.

**Indicative Literature**


**Usability and Relationship to other Modules**

- This module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

<table>
<thead>
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<th>Assessment Component 1: Written examination</th>
<th>Duration: 60 min</th>
<th>Weight: 50%</th>
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<tbody>
<tr>
<td>Assessment Component 2: Team project</td>
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<td>Weight: 50%</td>
</tr>
</tbody>
</table>

Scope: All intended learning outcomes of the module

Completion: This module is passed with an assessment-component weighted average grade of 45% or higher.
### Module Name
Ethics in Science and Technology

<table>
<thead>
<tr>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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</thead>
<tbody>
<tr>
<td>JTBQ-BQ-003</td>
<td>Year 3 (Jacobs Track)</td>
<td>5</td>
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### Module Components

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<th>Number</th>
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<th>Type</th>
<th>CP</th>
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<tbody>
<tr>
<td>JTBQ-003</td>
<td>Ethics in Science and Technology</td>
<td>Lecture</td>
<td>5</td>
</tr>
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</table>

### Module Coordinator

**Prof. Dr. Alexander Lerchl**

**Program Affiliation**
- Big Questions Area: All undergraduate study programs, except IEM

### Mandatory Status
- Mandatory for CBT
- Mandatory elective for students of all undergraduate study programs, except IEM

### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>• The ability and openness to engage in interdisciplinary issues of global relevance</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Media literacy, critical thinking, and a proficient handling of data sources</td>
</tr>
</tbody>
</table>

### Frequency
- Each semester (Fall & Spring)

### Forms of Learning and Teaching
- Lectures (35 hours)
- Private study (90 hours)

### Duration
- 1 semester

### Workload
- 125 hours

### Recommendations for Preparation
- Critically following media coverage of the scientific topics in question.

### Content and Educational Aims

All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizons with applied problem solving that extends beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

Ethics is an often neglected, yet essential part of science and technology. Our decisions about right and wrong influence the way in which our inventions and developments change the world. A wide array of examples will be presented and discussed, e.g., the foundation of ethics, individual vs. population ethics, artificial life, stem cells, animal rights, abortion, pre-implantation diagnostics, legal and illegal drugs, the pharmaceutical industry, gene modification, clinical trials and research with test persons, weapons of mass destruction, data fabrication, and scientific fraud.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- summarize and explain ethical principles;
- critically look at scientific results that seem too good to be true;
- apply the ethical concepts to virtually all areas of science and technology;
- discover the responsibilities of society and of the individual for ethical standards;
- understand and judge the ethical dilemmas in many areas of the daily life;
- discuss the ethics of gene modification at the level of cells and organisms;
- reflect on and evaluate clinical trials in relation to the Helsinki Declaration;
- distinguish and evaluate the ethical guidelines for studies with test persons.

**Indicative Literature**

Not specified.

**Usability and Relationship to other Modules**

- Mandatory for CBT
- This module is a mandatory elective module in the Big Questions area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Written examination  
Duration: 120 min  
Weight: 100%

Scope: All intended learning outcomes of the module.
Global Health – Historical context and future challenges

**Module Name**
Global Health – Historical context and future challenges

**Module Code**
JTBQ-BQ-004

**Level (type)**
Year 3 (Jacobs Track)

**CP**
5

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**Module Components**

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</thead>
<tbody>
<tr>
<td>JTBQ-004</td>
<td>Global Health – Historical context and future challenges</td>
<td>Lecture</td>
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</table>

**Module Coordinator**
Dr. Andreas M. Lisewski

**Program Affiliation**
- Big Questions Area: All undergraduate study programs, except IEM

**Mandatory Status**
Mandatory elective for students of all undergraduate study programs, except IEM

---

**Entry Requirements**

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>• The ability and openness to engage in interdisciplinary issues of global relevance</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Media literacy, critical thinking, and a proficient handling of data sources</td>
</tr>
</tbody>
</table>

**Frequency**
Annually (Fall)

**Forms of Learning and Teaching**
- Lectures (35 hours)
- Private study (90 hours)

**Duration**
1 semester

**Workload**
125 hours

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**Recommendations for Preparation**

Critically following media coverage on the module’s topics in question.

---

**Content and Educational Aims**

All “Big Questions” (BQ) modules deal with the economic, technological, societal and environmental contexts of the global issues and challenges of the coming decades. The BQ modules intend to raise awareness of those challenges and broaden the students’ horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules are relevant for every university graduate in order to become an informed and responsible citizen in a global society.

The module gives a historical, societal, technical, and medicinal overview over the past, present and future milestones and challenges of global health. Main topics include health systems, public health, health/disease monitoring and response, past and recent breakthroughs in medicine and healthcare, as well as recent health-related developments in technology and economy. Special focus is put on children, maternal and adolescent health, as their health is critical to the well-being of next generations. Further topics cover epidemiology and demographics, such as the connection between a society’s economic development level and its population health status, demographic and epidemiologic transitions, measures of health status and disease burden, and health-related global development goals. An overall guiding aspect is human health in our increasingly interconnected civilization that is however reaching its global limits on key resources and that is therefore becoming more prone to disruptions. Discussed in this context are today’s urgent global health issues, such as newly emergent and re-emergent infectious diseases, biosafety and complex humanitarian crises caused by unforeseen epidemics and pandemics.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- identify the historical context and today's function of global health institutions, surveillance and response systems;
- evaluate and compare global indicators of disease burden, especially by using online databases and repositories
- break down global development goals directly related to global health
- discuss and differentiate present and future challenges of public and global health responses to novel disease outbreaks in a global society network context

**Indicative Literature**


**Usability and Relationship to other Modules**

- The module is a mandatory elective module of the Big Questions area, that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules)
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute such knowledge and competences to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Written examination  
Duration: 120 min.  
Scope: All intended learning outcomes of the module  
Weight: 100%

Module achievement: Oral presentation of selected literature and media topics on global health (topics are given but can also be suggested by students for approval).

The module achievement ensures sufficient knowledge about key global health concepts, challenges and current topics
## Module Name
Global Existential Risks

### Module Code
JTBQ-BQ-005

### Level (type)
Year 3 (Jacobs Track)

### CP
5

## Module Components

<table>
<thead>
<tr>
<th>Number</th>
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<tbody>
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<td>JTBQ-005</td>
<td>Global Existential Risks</td>
<td>Lecture</td>
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</table>

### Module Coordinator
Dr. Andreas M. Lisewski

### Program Affiliation
- Big Questions Area: All undergraduate study programs except IEM

### Mandatory Status
Mandatory elective for students of all undergraduate study programs except IEM

## Entry Requirements

### Pre-requisites
- None

### Co-requisites
- None

### Knowledge, Abilities, or Skills
- The ability and openness to engage in interdisciplinary issues of global relevance
- Media literacy, critical thinking, and a proficient handling of data sources

### Frequency
Annually (Spring)

### Forms of Learning and Teaching
- Lectures (35 hours)
- Tutorial of the lecture (10 hours)
- Private study (80 hours)

### Duration
1 semester

### Workload
125 hours

## Recommendations for Preparation
Critically following media coverage on the module’s topics in question.

## Content and Educational Aims

All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students' horizons with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

The more we develop science and technology, the more we also learn about catastrophic and, in the worst case, even existential global dangers that put the entire human civilization at risk of collapse. These doomsday scenarios therefore directly challenge humanity's journey through time as an overall continuous and sustainable process that progressively leads to a more complex but still largely stable human society. The module presents the main known varieties of existential risks, including, for example, astrophysical, planetary, biological, and technological events or critical transitions that have the capacity to severely damage or even eradicate earth-based human civilization as we know it. Furthermore, this module offers a description of the characteristic features of these risks in comparison to more conventional risks, such as natural disasters, and a classification of global existential risks based on parameters such as range, intensity, probability of occurrence, and imminence. Finally, this module reviews several hypothetical monitoring and early warning systems as well as analysis methods that could potentially be used in strategies, if not to eliminate, then at least to better understand and ideally to minimize
imminent global existential risks. This interdisciplinary module will allow students to look across relevant and diverse subject fields, thus enabling them to initiate and to contribute substantially to discussions about these special risks.

**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- identify and explain the known spectrum of global existential risks, including physical, biological, and technological risks
- differentiate and classify these risks according to their characteristics in range (scope), intensity (severity), probability of occurrence, and imminence
- distinguish and identify main directions and potential biases in media coverage of global existential risks
- prepare, present, explain and discuss today’s key topics in global existential risks from both academic literature and from public media

**Indicative Literature**


**Usability and Relationship to other Modules**

- This module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Written examination

Scope: All intended learning outcomes of the module

Duration: 120 min.

Weight: 100%

Module achievement: Oral presentation of selected literature and media topics on our civilization’s existential risks (topics are given but can also be suggested by students for approval)

The module achievement ensures sufficient knowledge about key risks and challenges for humanity’s survival.
Future: From Predictions and Visions to Preparations and Actions

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
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<tbody>
<tr>
<td>Future: From Predictions and Visions to Preparations and Actions</td>
<td>JTBQ-BQ-006</td>
<td>Year 3 (Jacobs Track)</td>
<td>2.5</td>
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**Module Components**

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<th>CP</th>
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<tbody>
<tr>
<td>JTBQ-006</td>
<td>Future: From Predictions and Visions to Preparations and Actions</td>
<td>Lecture</td>
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</table>

**Module Coordinator**

Prof. Dr. Joachim Vogt

**Program Affiliation**

- Big Questions Area: All undergraduate study programs, except IEM

**Mandatory Status**

Mandatory elective for students of all undergraduate study programs, except IEM

**Entry Requirements**

<table>
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<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
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<td>☒ None</td>
<td>• The ability and openness to engage in interdisciplinary issues of global relevance</td>
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<td></td>
<td></td>
<td>• Media literacy, critical thinking, and a proficient handling of data sources</td>
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</table>

**Frequency**

Annually (Spring)

**Forms of Learning and Teaching**

- Lecture (17.5 hours)
- Private study (45 hours)

**Duration**

1 semester

**Workload**

62.5 hours

**Recommendations for Preparation**

Critically following media coverage of the module’s topics in question.

**Content and Educational Aims**

All "Big Questions" (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizons with applied problem solving that extend beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

This module addresses selected topics related to the future as a general concept in science, technology, culture, literature, ecology, and economy, and it consists of three parts. The first part (Future Continuous) discusses forecasting methodologies rooted in the idea that key past and present processes are understood and continue to operate such that future developments can be predicted. General concepts covered in this context include determinism, uncertainty, evolution, and risk. Mathematical aspects of forecasting are also discussed. The second part (Future Perfect) deals with human visions of the future as reflected in the arts and literature, ranging from ideas of utopian societies and technological optimism to dystopian visions in science fiction. The third part (Future Now) concentrates on important current developments—such as trends in technology, scientific breakthroughs, the evolution of the Earth system, and climate change—and concludes with opportunities and challenges for present and future generations.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, student should be able to

- use their factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- distinguish and qualify important approaches to forecasting and prediction;
- summarize the history of utopias, dystopias, and the ideas presented in classical science fiction;
- characterize current developments in technology, ecology, society, and their implications for the future.

**Indicative Literature**


United Nations University. https://unu.edu


**Usability and Relationship to other Modules**

- This module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

- Assessment Type: Written examination
- Duration: 60 min
- Weight: 100%

Scope: All intended learning outcomes of the module
Climate Change

**Module Components**

<table>
<thead>
<tr>
<th>Number</th>
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</thead>
<tbody>
<tr>
<td>JTBQ-007</td>
<td>Climate Change</td>
<td>Lecture</td>
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**Module Coordinator**

Prof. Dr. Laurenz Thomsen and Prof. Dr. Vikram Unnithan

**Program Affiliation**

- Big Questions Area: All undergraduate study programs, except IEM

**Mandatory Status**

Mandatory elective for students of all undergraduate study programs, except IEM

**Entry Requirements**

- **Pre-requisites**: ☒ None
- **Co-requisites**: ☒ None
- **Knowledge, Abilities, or Skills**
  - The ability and openness to engage in interdisciplinary issues of global relevance
  - Media literacy, critical thinking, and a proficient handling of data sources

**Frequency**

Annually (Spring)

**Forms of Learning and Teaching**

- Lecture (17.5 hours)
- Private study (45 hours)

**Duration**

1 semester

**Workload**

62.5 hours

**Recommendations for Preparation**

Critically following media coverage of the module’s topics in question.

**Content and Educational Aims**

All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

This module will give a brief introduction into the development of the atmosphere throughout Earth's history from the beginning of the geological record up to modern times, and will focus on geological, cosmogenic, and anthropogenic changes. Several major events in the evolution of the Earth that had a major impact on climate will be discussed, such as the evolution of an oxic atmosphere and ocean, the onset of early life, snowball Earth, and modern glaciation cycles. In the second part, the module will focus on the human impact on present climate change and global warming. Causes and consequences, including case studies and methods for studying climate change, will be presented and possibilities for climate mitigation (geo-engineering) and adapting our society to climate change (such as coastal protection and adoption of agricultural practices to more arid and hot conditions) will be discussed.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students should be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- advance a knowledge-based opinion on the complex module topics, including: impact of climate change on the natural environment over geological timescales and since the industrial revolution, and the policy framework in which environmental decisions are made internationally;
- work effectively in a team environment and undertake data interpretation;
- discuss approaches to minimize habitat destruction.

**Indicative Literature**

The course is based on a self-contained, detailed set of online lecture notes.


**Usability and Relationship to other Modules**

- This module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Written examination  
Scope: All intended learning outcomes of the module  
Duration: 60 min.  
Weight: 100%
## Module Name
Extreme Natural Hazards, Disaster Risks, and Societal Impact

## Module Code
JTBQ-BQ-008

## Level (type)
Year 3 (Jacobs Track)

## CP
2.5

### Module Components

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<th>Type</th>
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<td>Extreme Natural Hazards: Disaster Risks, and Societal Impact</td>
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### Module Coordinator
Prof. Dr. Laurenz Thomsen

### Program Affiliation
- **Big Questions Area**: All undergraduate study programs, except IEM

### Mandatory Status
Mandatory elective for students of all undergraduate study programs, except IEM

### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>☒ None</td>
<td>☒ None</td>
<td>• The ability and openness to engage in interdisciplinary issues of global relevance</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Media literacy, critical thinking, and a proficient handling of data sources</td>
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</tbody>
</table>

### Frequency
Annually (Fall)

### Forms of Learning and Teaching
- Lecture (17.5 hours)
- Private study (45 hours)

### Duration
1 semester

### Workload
62.5 hours

### Recommendations for Preparation
Critically following media coverage of the module’s topics in question.

### Content and Educational Aims
All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizons with applied problem solving beyond the borders of their own disciplines.

Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

Extreme natural events increasingly dominate global headlines, and understanding their causes, risks, and impacts, as well as the costs of their mitigation, is essential to managing hazard risk and saving lives. This module presents a unique, interdisciplinary approach to disaster risk research, combining natural science and social science methodologies. It presents the risks of global hazards and natural disasters such as volcanoes, earthquakes, landslides, hurricanes, precipitation floods, and space weather, and provides real-world hazard and disaster case studies from Latin America, the Caribbean, Africa, the Middle East, Asia, and the Pacific.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module. By the end of this module, student should be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- advance a knowledge-based opinion on the complex module topics, including how natural processes affect and interact with our civilization, especially those that create hazards and disasters;
- distinguish the methods scientists use to predict and assess the risk of natural disasters;
- discuss the social implications and policy framework in which decisions are made to manage natural disasters;
- work effectively in a team environment.

**Indicative Literature**

The course is based on a self-contained, detailed set of online lecture notes.


**Usability and Relationship to other Modules**

- The module is a mandatory elective module of the Big Questions area, that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules)
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute such knowledge and competences to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Written examination

Scope: All intended learning outcomes of the module

Duration: 60 min.

Weight: 100%
Module Name
International Development Policy

Module Code
JTBQ-BQ-009

Level (type)
Year 3 (Jacobs Track)

CP
2.5

Module Components

<table>
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<th>Type</th>
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<td>JTBQ-009</td>
<td>International Development Policy</td>
<td>Lecture</td>
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</table>

Module Coordinator
Prof. Dr. Claas Knoop

Program Affiliation
- Big Questions Area: All undergraduate study programs, except IEM

Mandatory Status
Mandatory elective for students of all undergraduate study programs, except IEM

Entry Requirements

Pre-requisites Co-requisites Knowledge, Abilities, or Skills
☒ None ☒ None
- The ability and openness to engage in interdisciplinary issues of global relevance
- Media literacy, critical thinking, and a proficient handling of data sources

Frequency
Annually (Fall)

Forms of Learning and Teaching
- Lecture (17.5 hours)
- Presentations
- Private study (45 hours)

Duration
1 semester

Workload
62.5 hours

Recommendations for Preparation
Critically following media coverage of the module’s topics in question.

Content and Educational Aims

All “Big Questions” (BQ) modules deal with the economic, technological, societal, and environmental contexts of the global issues and challenges of the coming decades. BQ modules intend to raise awareness of those challenges and broaden students’ horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become informed and responsible citizens in a global society.

We live in a world where still a large number of people still live in absolute poverty without access to basic needs and services, such as food, sanitation, health care, security, and proper education. This module provides an introduction to the basic elements of international development policy, with a focus on the relevant EU policies in this field and on the Sustainable Development Goals/SDGs of the United Nations. The students will not only learn about the tools applied in modern development policies, but also about the critical aspects of monitoring and evaluating the results of development policy. Module-related oral presentations and debates will enhance the students’ learning experience.
**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, the student should be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- breakdown the complexity of modern development policy;
- identify, explain, and evaluate the tools applied in development policy;
- formulate well-justified criticism of development policy;
- summarize and present a module-related topic in an appropriate verbal and visual form.

**Indicative Literature**


**Usability and Relationship to other Modules**

- This module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Presentation                      Duration: 10 minutes per student
Scope: All intended learning outcomes of the module   Weight: 100%
# Sustainable Value Creation with Biotechnology. From Science to Business

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
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<tbody>
<tr>
<td>Sustainable Value Creation with Biotechnology. From Science to Business</td>
<td>JTBQ-BQ-011</td>
<td>Year 3 (Jacobs Track)</td>
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<th>Number</th>
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<tr>
<td>JTBQ-011</td>
<td>Sustainable Value Creation with Biotechnology. From Science to Business</td>
<td>Lecture / Tutorial</td>
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<table>
<thead>
<tr>
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<td>Mandatory elective for students of all undergraduate study except IEM</td>
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<th>Forms of Learning and Teaching</th>
<th>Duration</th>
<th>Workload</th>
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<td>☒ None</td>
<td>Co-requisites</td>
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<td>Annually (Spring)</td>
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<tr>
<td>☒ None</td>
<td></td>
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<td></td>
<td></td>
<td>• Media literacy, critical thinking and a proficient handling of data sources</td>
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<tr>
<td></td>
<td></td>
<td>• Lecture and Tutorial (17.5 hours)</td>
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<td></td>
<td></td>
<td>• Private study (45 hours)</td>
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<th>Recommendations for Preparation</th>
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<td><a href="https://link.springer.com/article/10.1057/jcb.2008.27">https://link.springer.com/article/10.1057/jcb.2008.27</a></td>
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</table>
**Content and Educational Aims**

All “Big Questions” (BQ) modules deal with the economic, technological, societal and environmental contexts of the global issues and challenges of the coming decades. The BQ modules intend to raise awareness of those challenges and broaden the students’ horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules support students in their development to become an informed and responsible citizen in a global society.

This module has a particular focus on the role that Biotechnology and Biorefining is expected to play in social, economic and environmental contexts.

To deliver such a vision the module will prepare students to extract value from Biotechnology and associated activities. This will be done in the form of business cases that will be systematically developed by students alongside the development of the module. In this way, students will develop entrepreneurial skills while understanding basic business-related activities that are not always present in a technical curriculum. Case development will also provide students with the possibility of understanding the social, economic, environmental impact that Biotechnology and Biorefining can deliver in a Bio-Based Economy. The knowledge and skills gained through this module are in direct and indirect support of the UN 2030 Agenda for Sustainable Development: “Transforming our World”.

**Intended Learning Outcomes**

Students acquire transferable and key skills in this module. By the end of this module, the students should be able to

- design and develop a Business Case based on the tools provided by modern Biotechnology;
- explain the interplay between Science, Technology and Economics / Finance;
- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- work effectively in a team environment and undertake data interpretation and analysis;
- discuss approaches to value creation in the context of Biotechnology and Sustainable Development;
- explain the ethical implications of technological advance and implementation;
- demonstrate presentation skills.

**Indicative Literature**


**Usability and Relationship to other Modules**

- The module is a mandatory elective module in the Big Questions area, which is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute their knowledge and competencies to class discussions and activities.

**Examination Type: Module Examination**

- **Assessment Component 1: Term Paper**
  - Length: 1,500 – 3,000 words
  - Weight: 75%
- **Assessment Component 2: Presentation**
  - Duration: 10-15 min.
Scope: Intended learning outcomes of the module (2-7)

Weight: 25%
### Module Name
Gender and Multiculturalism. Debates and Trends in Contemporary Societies

### Module Code
JTBQ-BQ-013

### Level (type)
Year 3 (Jacobs Track)

### CP
5

#### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>JTBQ-013</td>
<td>Gender and Multiculturalism: Debates and Trends in Contemporary Societies</td>
<td>Lecture</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Module Coordinator
Dr. Jessica Price

#### Program Affiliation
- Big Questions Area: All undergraduate study programs

#### Mandatory Status
Mandatory elective for students of all undergraduate study programs, except IEM

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
</tr>
</thead>
</table>
| ☒ None         | ☒ None        | • The ability and openness to engage in interdisciplinary issues of global relevance  
|                |               | • Media literacy, critical thinking and a proficient handling of data sources |

#### Frequency
Annually (Fall)

#### Forms of Learning and Teaching
- Lectures (17.5 hours)
- Project work (90 hours)
- Private study (17.5 hours)

#### Duration
1 semester

#### Workload
125 hours

#### Recommendations for Preparation
Critical following of the media coverage on the module's topics in question.

#### Content and Educational Aims
All “Big Questions” (BQ) modules deal with the economic, technological, societal and environmental contexts of the global issues and challenges of the coming decades. The BQ modules intend to raise awareness of those challenges and broaden the students' horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules are relevant for every university graduate in order to become an informed and responsible citizen in a global society.

The objective of this module is to introduce and familiarize students with the current debates, trends and analytical frameworks pertaining how gender is socially constructed in different cultural zones. Through lectures, group discussions and reflecting upon cultural cases, students will familiarize themselves with the current trends and the different sides of ongoing cultural and political debates that shape cultural practices, policies and discourses. The module will zoom-in on topics such as: cultural identity; the social construction of gender; gender fluidity and its backlash; gender and human rights; multiculturalism as a perceived threat in plural societies, among others. Students will be provided with opportunities for reflection and to ultimately develop informed opinions concerning topics that are continue to define some of the most contested cultural debates of contemporary societies. Furthermore, participants will engage their ideas in “hands on” projects aimed at moving...
the needle from mere reflection by conducting “action-research” that will inform the outcomes of their course projects.

**Intended Learning Outcomes**

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- use their disciplinary factual and methodological knowledge to reflect on interdisciplinary questions by comparing approaches from various disciplines;
- summarize and evaluate the current cultural, political and legal debates concerning the social construction of gender in contemporary societies;
- reflect and develop informed opinions concerning the current debates and trends that are shaping ideas of whether multiculturalism ideals are realistic in pluralist western societies, or whether multiculturalism is a failed project;
- identify, explain and evaluate the role that societal forces, such as religion, socio-economic, political and migratory factors play in the construction of gendered structures in contemporary societies;
- develop a well-informed perspective concerning the interplay of science and culture in the debates around gender fluidity;
- deconstruct and reflect on the intersectionality between populist/nationalist discourses and gender discrimination;
- reflect and propose societal strategies and initiatives that attempt to answer the big questions presented in this module regarding gendered and cross-culturally-based inequalities;
- complete a self-designed project, collect and distill information from an “action-research” perspective; summarizing the process in a suitable reporting format;
- consider the application of an algorithm for group formation (not mandatory);
- overcome general teamwork problems in order to perform well-organized project work.

**Indicative Literature**

Biological Limits of Gender Construction Author(s): J. Richard Udry


**Usability and Relationship to other Modules**

- The module is a mandatory elective module of the Big Questions area, that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules)
- Students are encouraged to relate the content of their previous modules to the topics of this module and contribute such knowledge and competences to class discussions and activities.

**Examination Type: Module Examination**

Assessment Type: Team Project

Weight: 100%

Scope: All intended learning outcomes of the module
The Challenge of Sustainable Energy

Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>JTBQ-BQ-014</td>
<td>The Challenge of Sustainable Energy</td>
<td>2.5</td>
</tr>
</tbody>
</table>

Module Coordinator

Prof. Dr. Karen Smith Stegen

Program Affiliation

- Big Questions Area: All undergraduate study programs

Mandatory Status

Mandatory elective for students of all undergraduate study programs, except IEM

Entry Requirements

Pre-requisites: ☒ None
Co-requisites: ☒ None

Knowledge, Abilities, or Skills

- Ability to read texts from a variety of disciplines

Frequency

Annually (Spring)

Forms of Learning and Teaching

- Lectures and Group Exercises

Duration

1 semester

Workload

62.5 hours

Recommendations for Preparation

Reflect on their own behavior and habits with regard to sustainability.

Content and Educational Aims

All “Big Questions” (BQ) modules deal with the economic, technological, societal and environmental contexts of the global issues and challenges of the coming decades. The BQ modules intend to raise awareness of those challenges and broaden the students' horizon with applied problem solving beyond the borders of their own disciplines. Knowledge and skills offered in the interdisciplinary BQ modules are relevant for every university graduate in order to become an informed and responsible citizen in a global society.

How can wide-scale social, economic and political change be achieved? This module examines this question in the context of encouraging “sustainability”. To address global warming and environmental degradation, humans must adopt more sustainable lifestyles. Arguably, the most important change is the transition from conventional fuels to renewable sources of energy, particularly at the local, country and regional levels. The main challenge to achieving an “energy transition” stems from human behavior and not from a lack of technology or scientific expertise. This module thus examines energy transitions from the perspective of the social sciences, including political science, sociology, psychology, economics and management. To understand the drivers of and obstacles to technology transitions, students will learn the “Multi-Level Perspective”. Some of the key questions explored in this module include: What is meant by sustainability? Are renewable energies “sustainable”? How can a transition to renewable energies be encouraged? What are the main social, economic, and political challenges? How can these (potentially) be overcome? The aim of the course is to provide students with the tools for reflecting on energy transitions from multiple perspectives.

Intended Learning Outcomes

Students acquire transferable and key skills in this module.

By the end of this module, students will be able to

- articulate the history of the sustainability movement and the major debates;
• identify different types of renewable energies;
• explain the multi-level perspective (MLP), which models technology innovations and transitions;
• summarize the obstacles to energy transitions;
• compare a variety of policy mechanisms for encouraging renewable energies.

**Usability and Relationship to other Modules**

• The module is a mandatory elective module of the Big Questions area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).
• For students interested in sustainability issues, this module complements a variety of modules from different programs, such as “International Resource Politics” (IRPH/SMP), “Environmental Science” (EES), “General Earth and Environmental Sciences” (EES), and “Renewable Energies” (Physics).

**Examination Type: Module Examination**

Assessment Type: Written Examination

Duration: 60 min
Weight: 100%

Scope: All intended learning outcomes of the module
## 7.27.2.12 State, Religion and Secularism

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>State, Religion and Secularism</td>
<td>JTBQ-BQ-015</td>
<td>Year 3 (Jacobs Track)</td>
<td>2.5</td>
</tr>
</tbody>
</table>

### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>JTBQ-015</td>
<td>State, religion and secularism</td>
<td>2.5</td>
</tr>
</tbody>
</table>

### Module Coordinator
- Prof. Dr. Manfred O. Hinz

### Program Affiliation
- Big Questions Area: All undergraduate study programs

### Mandatory Status
- Mandatory elective for students of all undergraduate study programs, except IEM

### Entry Requirements
- Pre-requisites: None
- Co-requisites: None

### Knowledge, Abilities, or Skills
- Ability to read texts from a variety of disciplines

### Frequency
- Annually (Spring)

### Forms of Learning and Teaching
- Lectures and Group Exercises

### Duration
- 1 semester

### Workload
- 62.5 Hours

### Recommendations for Preparation
- Reflect on the situation and role in respective home-country

### Content and Educational Aims
The relationship between state and religion has been a matter of concern in most if not all societies. Is religion above the state, or is it to the state to determine the place of religion? What does secularism mean? To what extent will religion accept secularism? Where does the idea of secularism come from? The course State, religion, secularism will search for answers to questions of this nature. After introducing to the topic and looking at some legal attempts to regulate the relationship between state and religion, the focus will be, on the one hand, on Christianity and secularism, and on Islam and secularism, on the other. Depending on the interest of participants, other religions and their relationships to states of relevance can be added.

### Intended Learning Outcomes
By the end of this course, students should be able
- To understand the basic problems that have led to different models to regulate the relationship between the state and religion;
- To reflect critically the situation of state and religion in selected countries;
- To assess the values behind the concept of democracy and human rights;
- To use the acquired knowledge to strengthen the capacity towards respect for others and tolerance.

### Usability and Relationship to other Modules
- The module is a mandatory elective module of the Big Questions area that is part of the Jacobs Track (Methods and Skills modules; Community Impact Project module; Language modules; Big Questions modules).

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For students interested in State, Religion and secularism, this module complements modules from other programmes, such as IRPH and SMP.

**Examination Type: Module Examination**

<table>
<thead>
<tr>
<th>Assessment Type: Term paper</th>
<th>Length: 1.500 – 3.000 words</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Weight: 100%</td>
</tr>
</tbody>
</table>

**Scope:** All intended learning outcomes of the module.
### 7.27.3 Community Impact Project

<table>
<thead>
<tr>
<th>Module Name</th>
<th>Module Code</th>
<th>Level (type)</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Community Impact Project</td>
<td>JTCI-950</td>
<td>Year 3 (Jacobs Track)</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Module Components

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Type</th>
<th>CP</th>
</tr>
</thead>
<tbody>
<tr>
<td>JTCI-950</td>
<td>Community Impact Project</td>
<td>Project</td>
<td>5</td>
</tr>
</tbody>
</table>

#### Module Coordinator

- **CIP Faculty Coordinator**

#### Program Affiliation

- All undergraduate study programs except IEM

#### Mandatory Status

- Mandatory for all undergraduate study programs except IEM

#### Entry Requirements

<table>
<thead>
<tr>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Knowledge, Abilities, or Skills</th>
<th>Frequency</th>
<th>Forms of Learning and Teaching</th>
</tr>
</thead>
</table>
| ☒ at least 15 CP from CORE modules in the major | ☒ None | • Basic knowledge of the main concepts and methodological instruments of the respective disciplines | Annually (Fall) | • Introductory, accompanying, and final events: 10 hours  
• Self-organized teamwork and/or practical work in the community: 115 hours |

#### Frequency

- 1 semester

#### Workload

- 125 hours

#### Recommendations for Preparation

Develop or join a community impact project before the 5th semester based on the introductory events during the 4th semester by using the database of projects, communicating with fellow students and faculty, and finding potential companies, organizations, or communities to target.

#### Content and Educational Aims

CIPs are self-organized, major-related, and problem-centered applications of students' acquired knowledge and skills. These activities will ideally be connected to their majors so that they will challenge the students' sense of practical relevance and social responsibility within the field of their studies. Projects will tackle real issues in their direct and/or broader social environment. These projects ideally connect the campus community to other communities, companies, or organizations in a mutually beneficial way. Students are encouraged to create their own projects and find partners (e.g., companies, schools, NGOs), but will get help from the CIP faculty coordinator team and faculty mentors to do so. They can join and collaborate in interdisciplinary groups that attack a given issue from different disciplinary perspectives. Student activities are self-organized but can draw on the support and guidance of both faculty and the CIP faculty coordinator team.

#### Intended Learning Outcomes

The Community Impact Project is designed to convey the required personal and social competencies for enabling students to finish their studies at Jacobs as socially conscious and responsible graduates (part of the Jacobs mission) and to convey social and personal abilities to the students, including a practical awareness of the societal context and relevance of their academic discipline.

By the end of this project, students should be able to...
- understand the real-life issues of communities, organizations, and industries and relate them to concepts in their own discipline;
- enhance problem-solving skills and develop critical faculty, create solutions to problems, and communicate these solutions appropriately to their audience;
- apply media and communication skills in diverse and non-peer social contexts;
- develop an awareness of the societal relevance of their own scientific actions and a sense of social responsibility for their social surroundings;
- reflect on their own behavior critically in relation to social expectations and consequences;
- work in a team and deal with diversity, develop cooperation and conflict skills, and strengthen their empathy and tolerance for ambiguity.

**Indicative Literature**

Not specified

**Usability and Relationship to other Modules**

- Students who have accomplished their CIP (6th semester) are encouraged to support their fellow students during the development phase of the next year’s projects (4th semester).

**Examination Type: Module Examination**

Project, not numerically graded (pass/fail)
Scope: All intended learning outcomes of the module
7.27.4 Language Modules

The descriptions of the language modules are provided in a separate document, the “Language Module Handbook” that can be accessed from here: [https://www.jacobs-university.de/study/learning-languages](https://www.jacobs-university.de/study/learning-languages)
## 8.1 Intended Learning Outcomes Assessment-Matrix

<table>
<thead>
<tr>
<th>Program Learning Outcomes</th>
<th>A</th>
<th>E</th>
<th>P</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>Work professionally in the highly dynamic computer science field and enter graduate programs related to computer science.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Apply fundamental concepts of computer science while solving problems.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Think in an analytic way at multiple levels of abstraction.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Develop, analyze and implement algorithms using modern software engineering methods.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Understand the characteristics of a range of computing platforms and their advantages and limitations.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Choose from multiple programming paradigms, languages and algorithms in order to solve a given problem in an adequate way.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Describe the fundamental theory of computation and computability.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Apply the necessary mathematical methods.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Recognize the context in which computer systems operate, including interactions with people and the physical world.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Describe the state of published knowledge in their field or a specialization within it.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Analyze and model real life scenarios in organizations and industries using contemporary techniques of computer science, also taking methods and insights of other disciplines into account.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Communicate solutions of problems in computer science in both spoken and written form appropriately to specialists and non-specialists.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Draw scientifically founded conclusions that consider social, professional, scientific and ethical aspects.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Work effectively in a diverse team and to take responsibility in teams.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Take responsibility for their own learning, personal and professional development and role in society, reflecting on their practice and evaluating critical feedback.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
<tr>
<td>Adhere to and defend ethical, scientific and professional standards.</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
</tr>
</tbody>
</table>

### Assessment Type

| Oral examination | x | x | x | x |
| Written examination | x | x | x | x |
| Project | x | x | x | x |
| Term paper, essay | x | x | x | x |
| (Lab) Report | x | x | x | x |
| Poster presentation | x | x | x | x |
| Presentation | x | x | x | x |
| Thesis | x | x | x | x |
| Various | x | x | x | x |

*Competencies: A-scientific/academic proficiency; E-competence for qualified employment; P-development of personality; S-competence for engagement in society.*

*Figure 4: Intended Learning Outcomes Assessment-Matrix*