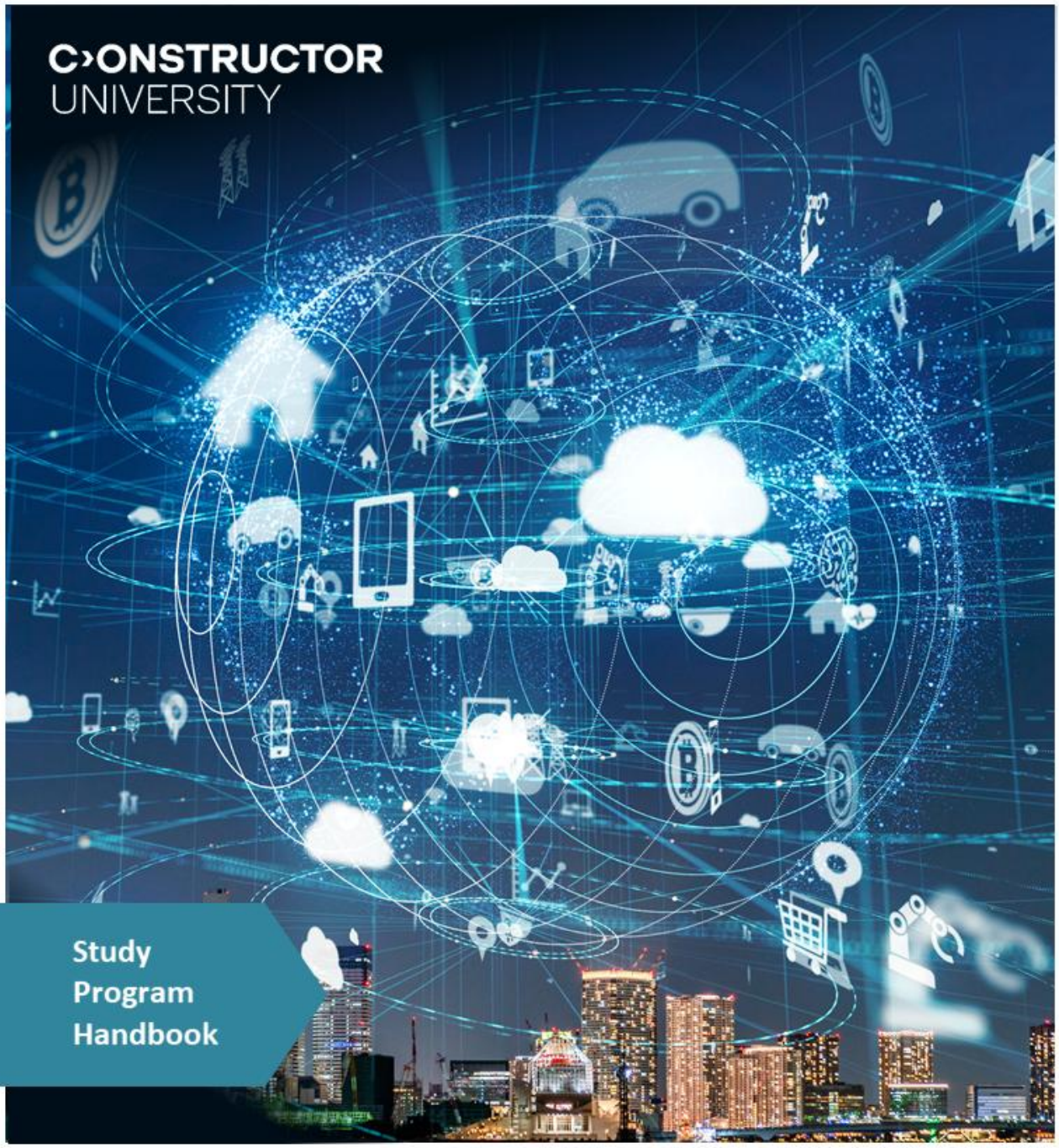

Computer Science and Software Engineering

Master of Science

Subject-specific Examination Regulations for Computer Science and Software Engineering (CSSE)

The subject-specific examination regulations for CSSE are defined by this program handbook and are valid only in combination with the General Examination Regulations for Master degree programs ("General Master Policies").

Upon graduation students in this program will receive a Master of Science (MSc) degree with a scope of 120 ECTS credit points (CP) (for specifics see chapter 3 of this handbook).

Valid for all students starting their studies in Fall 2024

Version	**Valid as of**	**Decision**	Details
Fall 2023- V1.2		Nov 25, 2025	Editorial update: The module code for Quantum Informatics has been corrected from MCSSE-BA-01 to MCSSE-BT-01
Fall 2023- V1.1			Nonsubstantial minor change (CSSE-2025-11): Thesis defense time increased
Fall 2024 - V1	Sep 01, 2024	Aug 03, 2023	Editorial change of all study schemes by Program Support and Development
		May 26, 2022	Originally approved by the Academic Senate

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1 Program Overview

1.1 Concept

Computer science is one of the most impactful and lively research disciplines as Digitalization is the backbone of industry and society as well as academia. There is enormous progress that is driven especially by artificial intelligence including machine learning and cyber-physical systems, but there are also new challenges, e.g., dealing with malicious uses and threads, i.e., the need for cybersecurity. Software, hence, software engineering, and more generally digital companies play a key role in this domain. Leading companies have a crucial need for a new breed of digital experts. The complexity of software and of digitization in general demands a new generation of experts with crosscutting technical management and leadership skills. At the same time, disruption is often driven by small start-ups that require not only technical skills in developing software, but the management and entrepreneurial skills to make their mark.

The Master of Science in Computer Science and Software Engineering at Constructor University is a consecutive master program that complements a broad spectrum of research-oriented technological education with essential management and leadership skills to educate the future technology leaders in research and industry. To prepare students for this role of technology leaders in research and industry, it offers a solid training in Software Engineering regarding development and management, as well as technical core courses in three subject areas that are presently at the utmost importance

- Software Engineering,
- Cybersecurity, and
- Artificial Intelligence.

These offers mirror the research activities at Constructor University and the involved faculty. Thereby, excellent teaching competence is guaranteed and hands-on experiences from the forefront of the state of the art in research and industry are provided. In addition, breakthrough applications such as Quantum Informatics will be covered.

As a consecutive Master program, the MSc in Computer Science and Software Engineering is targeted at strong graduates of undergraduate programs related to the computer science disciplines. Core knowledge in the field is a mandatory requirement to enter the MSc CSSE program. Upon graduating, students will have obtained a portfolio of skills in highly relevant areas of computer science, namely Software Engineering, Artificial Intelligence, and Cybersecurity. Students will develop their creative and constructive abilities to produce, develop, and evaluate solutions for technical challenges. They will acquire knowledge about the state of the art in a selected subject area and they learn the skills necessary to approach, develop, and document small independent projects dealing with the latest state of the art in research, (industrial) applications and even start-ups.

To strengthen the educational concept, the program will make use of flipped classroom teaching that will enable, wherever applicable, a student-centric and hands-on experience. Team-based work on software projects and beyond further profits from agile development concepts. Together with a state-of-the-art equipment in soft- and hardware, it allows seamless collaboration among students and instructors and naturally adapts to conditions that may derive from pandemic emergencies.

Overall, by completing the master study, students will acquire the core expertise of digital leaders, with a solid technological backbone developed along three complementary areas, with additional core management and leadership skills that characterize the educational journey. They will acquire the essential soft skills for an active digital technology leadership in the contemporary global and multiethnic society, thanks to the international environment that characterizes Constructor University Overall, this education will enable them to enter research via Ph.D. programs and to succeed in the job market in high profile roles.

1.2 Qualification Aims

1.2.1 Educational Aims

Digitalization is the backbone of industry and society. Software and digital companies play a key role. Leading companies have a crucial need for a new breed of digital experts. The complexity of software and of digitization demands a new generation of experts with deep technological knowledge but also crosscutting technical management and leadership skills.

The Computer Science and Software Engineering program aims to provide an in-depth understanding of the essential aspects of designing, maintaining and analyzing digital systems. Students will acquire the skills necessary to apply methods and tools to successfully and responsibly engineer software. The program seeks to expand the participant's competencies and capabilities in the subject areas Software Engineering, Cybersecurity and Artificial Intelligence, which play a dominant role in industries and research. To leverage technology excellence, one out of these areas is selected by each student as main specialization. The curriculum further complements this Computer Science and Software Engineering education by teaching modern cross-disciplinary leadership and management competencies to tomorrow's digital leaders.

Students are introduced to practical and research-oriented work through practical educational offers in a Capstone project, an elective research project, the thesis, which are supported by frequent individual feedback sessions and personal guidance. This facilitates and quickens the students' career development and helps them to become valuable assets in industries and research within a short period of time.

Constructor University programs are offered in a highly intercultural environment. Students acquire intercultural competence as part of their education through everyday group work, class participation, and extracurricular activities. In this way, students gain practical intercultural competencies and build their confidence in an English-speaking work and study environment. Presenting a strong, confident appearance and communicating effectively in various cultural contexts are among the core abilities of internationally successful executives in any business area.

To summarize, graduates of Computer Science and Software Engineering will have obtained the following competences and skills:

- Subject-matter competence in a Computer Science specialization

  Graduates have an in-depth knowledge of one of the fields of software engineering, cybersecurity, or artificial intelligence. In doing so, they are not only able to define and interpret the doctrine of the field, but have also developed a detailed and critical understanding at the cutting edge of knowledge in the field.

- Computer Science and Software Engineering Competency

In general, graduates have a broadened and deepened knowledge in their formal, algorithmic, and applied competencies in Computer Science. This enables them to develop independent ideas as digital experts. Responding to the massive demand in industry and following the increasing interest in research software, graduates have also acquired broader knowledge in software engineering, enabling them to solve practical and scientific problems in the field.

- Learning, transfer and research skills

Graduates are able to learn new methodologies by means of theoretically underpinned approaches, lifelong and trend independent. This enables them to apply problem solutions in new and unfamiliar situations. They integrate learned skills in complex and multidisciplinary contexts, as it is more and more necessary in industry and research. In particular, graduates are able to design research questions, select appropriate methods, and document and interpret research results.

- Management and Leadership Skills

Recognizing the ever-increasing need for management and leadership skills in business, industry and research, graduates have a broad and integrated knowledge and understanding of the fundamentals of management and leadership. Their knowledge corresponds to the standard literature in the field. In particular, they are able to solve related problems in the field of computer science and software engineering with professional plausibility.

- Teamwork and communication skills

Graduates are proficient in the specialized exchange of ideas in a group setting with the goal of collaborative development of a digital software or hardware system. This is reinforced by effective and reflective practice of communication and collaboration on both academic and non-academic topics.

- Personal and Professional Competence

Graduates will be able to develop a professional profile both in and out of academia and make, justify and reflect on decisions based on theoretical and professional knowledge. They can critically examine their own behavior and assess social consequences. In doing so, they act appropriately to the situation, also in an international environment, and further develop their professional actions.

1.2.2 Intended Learning Outcomes

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

1. critically assess and creatively apply technological possibilities and innovations in the fields of computer science and software engineering;
2. critically assess and apply software engineering methodologies considering real life situations, organizations and industries;
3. use, adapt und improve modern artificial intelligence techniques related to data, planning and applications;
4. design, implement and exploit methods in cryptography and security related fields;
5. apply cross-disciplinary management methodologies to solve academic and professional problems;
6. critically assess and integrate a consistent tool set of leadership abilities into a professional work environment;
7. plan, conduct and document small research projects in the context of computer science and software engineering;
8. independently research, document and present a scientific topic with appropriate language skills;
9. use scientific methods as appropriate in the field of Computer Science and Software Engineering such as defining research questions, justifying methods, collecting, assessing and interpreting relevant information, and drawing scientifically-founded conclusions that consider social, scientific and ethical insights;
10. develop and advance solutions to problems and arguments in their subject area and defend these in discussions with specialists and non-specialists;
11. engage ethically with academic, professional and wider communities and to actively contribute to a sustainable future, reflecting and respecting different views;
12. take responsibility for their own learning, personal and professional development and role in society, evaluating critical feedback and self-analysis;
13. apply their knowledge and understanding to a professional context;
14. take on responsibility in a diverse team;
15. adhere to and defend ethical, scientific and professional standards.

1.3 Target Audience

The program is designed for students of different geographical and cultural backgrounds. The program addresses graduates of computer science and closely related undergraduate programs who would like to focus or deepen their knowledge in the field of Computer Science and Software Engineering. Candidates who are dedicated to and interested in gaining theoretical and application-oriented knowledge in the fields of Software Engineering, Cybersecurity and Artificial Intelligence are particularly addressed by the program.

Prior to admission, applicants have already completed their first degree in Computer Science or a closely related subject.

The program prepares students for key roles in the IT industry and for entering research in the subject fields. Part of this is the additional educational offer in the program that exposes students to management and leadership courses. This also prepares them to develop their own start-up. The

program's educational approach supports exchange and discussion within the student community. Hence, the willingness to interact, to appreciate different teaching and learning formats, to accept challenges, and to develop professionally during study are important requirements for successful participation in the program.

1.4 Career Options

Computers are ubiquitous and essential for the functioning of our civilization. At the same time, their continuously growing complexity poses substantial challenges on all levels, from technology to society at large.

Computer Science researchers contribute new insights into concepts and their realization in a wide spectrum of disciplines. IT practitioners work in literally all areas of industry, business, government, finance, energy, education, healthcare, aerospace, and many more. This work can be a core IT task, such as being an administrator responsible for some system, or applied work done in collaboration with domain experts. IT experts maintain databases and networks, set up web-based information services, deal with Big Data, increase cyber security, program robots, devise artificial intelligence models, ensure software quality, and provide consultancy, to name but a few.

Finally, Computer Science and Software Engineering graduates are desperately needed all over the planet. So, graduates will not have to extensively search for a job, but the employers will seek for the graduates, allowing them to select from a rich choice of highly paid offers.

Constructor University's Career Services Center (CSC) and Alumni Office will help students in their career development. The Career Service Center (CSC) helps students in their career development. It 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 identify and follow up on rewarding careers after graduating from Constructor University. For further information, please contact the Career Service Center (CSC) (https://constructor.university/student-life/career-services). Furthermore, the Alumni Office helps students establish a long-lasting and global network which is useful when exploring job options in academia, industry, and elsewhere. In addition, the broad industry network of the Constructor Group provides excellent access to leading technology enterprises.

1.5 Admission Requirements

The Computer Science and Software Engineering graduate program requires students to have completed an undergraduate program in computer science, software engineering, information technology or another discipline with at least 60 ECTS of computer science-related topics (such as mathematics, programming, design, software architecture). Students not fulfilling the main admission criterion of at least 60 ECTS of computer-science related topics can still be conditionally admitted based on a case-by-case basis decision. Part of the condition for admission can be the requirement to take further relevant courses out of the computer science related undergraduate programs at Constructor University. Regularly, these will be courses from the CHOICE or CORE area from these programs or mathematics courses from the Constructor track. Applicants need to prove a strong interest in the contents of the study program in a motivation letter.

Social commitment as well as extracurricular and voluntary activities during undergraduate studies, e.g. university service, clubs, varsity, social work, etc. will be considered. Work experience is not a prerequisite.

Additionally, participants should possess elevated analytical, problem solving and verbal communication skills which must be substantiated in recommendation letters.

Study at Constructor University takes place in a highly intercultural environment. It is therefore necessary to be willing to join such a multicultural-international community and work together with students and faculty across various fields of interest at Constructor University.

Admission to Constructor University is selective and based on a candidate's university achievements, recommendations and self-presentation. Students admitted to Constructor 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:

- Letter of motivation
- Curriculum vitae (CV)
- Official or certified copies of university transcripts
- Bachelor's degree certificate or equivalent
- Language proficiency test results (minimum score of 90 (TOEFL), 6.5 (IELTS) or 110 (Duolingo)).
- Copy of Passport
- Letter of recommendation (optional).

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

For more detailed information about the admission visit:
Application Information | Constructor University

1.6 More information and contacts

For more information on the study program please contact the Study Program Coordinator:

Prof. Dr. Jürgen Schönwälder

Professor of Applied Mathematics, Data Science and Computing

Email: jschoenwaelder@constructor.university

or visit our program website: https://constructor.university/programs/graduate-education/computer-science-software-engineering

For more information on Student Services please visit:

https://constructor.university/student-life/student-services

2 The Curriculum

2.1 The Curriculum at a Glance

The curriculum of the Computer Science and Software Engineering master program is divided into four semesters and takes two years to complete. Each semester is composed of a mixture of core technical content, project/seminar work, management & leadership education and academic skills work, leading to a master's thesis that can cover academic research, industrial applications or developments towards a start-up.

The modules are grouped into several domains, as outlined in the Schematic Study Plan (see Figure 1).

In order to graduate, students take out of these modules a total of 120 ECTS with

- Technical CORE Modules: 45 ECTS,
- Management Modules: 15 ECTS,
- Leadership / Academic Skills Modules: 15 ECTS,
- Capstone Project: 15 ECTS,
- Master Thesis module: 30 ECTS.

If of interest, students can replace 5 ECTS of Technical CORE Modules by a Research Project module.

Detailed module descriptions in their latest version are available in the catalogue on CampusNet.

2.2 Schematic Study Scheme

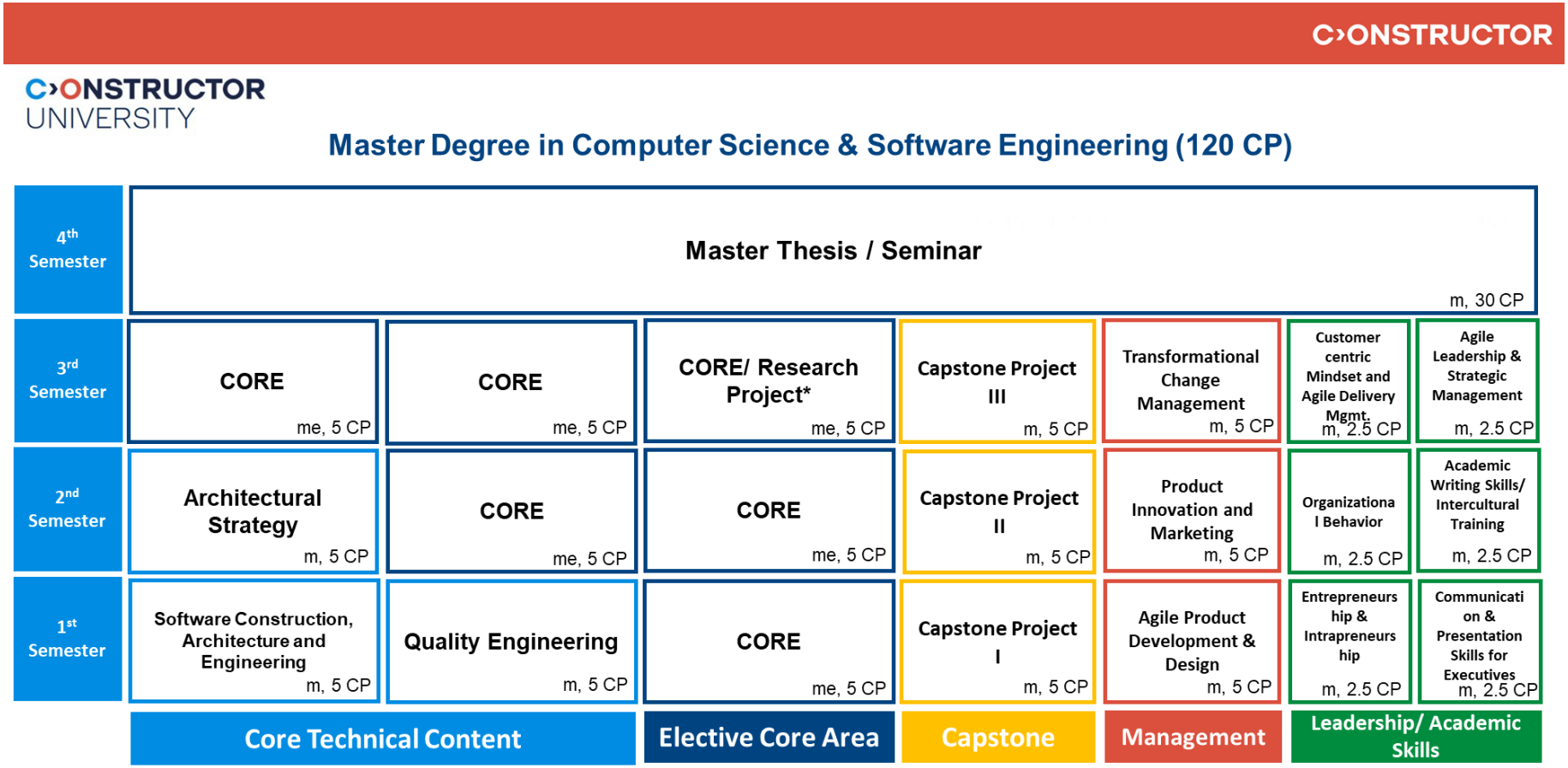

Figure 1: Schematic Study Plan for Computer Science & Software Engineering

2.3 Study and Examination Plan

MSc Degree in Computer Science and Software Engineering
Matriculation Fall 2024

Module Code	Program-Specific Modules	Type	Assessment	Period[1]	Status[2]	Semester	CP
Semester 1							**25**
	CORE modules						**15**
MCSSE-SE-01	**Module: Software Construction, Architecture and Engineering**				**m**	**1**	**5**
MCSSE-SE-01-A	Software Construction, Architecture and Engineering	Lecture	Portfolio Assessment	During semester			2.5
MCSSE-SE-01-B	Software Construction, Architecture and Engineering Tutorial	Tutorial	Written examination	Examination period			2.5
MCSSE-SE-02	**Module: Quality Engineering**				**m**	**1**	**5**
MCSSE-SE-02	Quality Engineering	Lecture	Portfolio Assessment	During semester			
	Further CORE modules				**me**	**1**	**5**
	- students choose 1 module from those listed below						
	Capstone Project						**5**
MCSSE-CAP-01	**Module: Capstone Project 1**				**m**	**1**	**5**
MCSSE-CAP-01	Capstone Project 1	Project	Project Assessment	During semester			
	Management Modules						**5**
MCSSE-MGT-01	**Module: Agile Product Development & Design**				**m**	**1**	**5**
MCSSE-MGT-01	Agile Product Development & Design	Lecture	Presentation	Examination period			
	Leadership / Academic Skills Modules						**5**
MCSSE-LAS-01	**Module: Entrepreneurship & Intrapreneurship**				**m**	**1**	**2.5**
MCSSE-LAS-01	Entrepreneurship & Intrapreneurship	Lecture	Presentations	During semester			
MDE-CAR-01	**Module: Communication & Presentation Skills for Executives**				**m**	**1**	**2.5**
MDE-CAR-01	Communication & Presentation Skills for Executives	Seminar	Oral Presentation	During semester			
Semester 2							**30**
	CORE modules						**15**
MCSSE-SE-03	**Module: Architectural Strategy**				**m**	**2**	**5**
MCSSE-SE-03	Architectural Strategy	Lecture/Tutorial	Portfolio Assessment	Examination period			
	Further CORE modules				**me**	**2**	**10**
	- students choose 2 modules from those listed below						
	Capstone Project						**5**
MCSSE-CAP-02	**Module: Capstone Project 2**				**m**	**2**	**5**
MCSSE-CAP-02	Capstone Project 2	Project	Project Assessment	During semester			
	Management Modules						**5**
MCSSE-MGT-02	**Module: Product Innovation & Marketing**				**m**	**2**	**5**
MCSSE-MGT-02	Product Innovation & Marketing	Lecture	Presentation	During semester			
	Leadership / Academic Skills Modules						**5**
MCSSE-LAS-02	**Module: Organizational Behavior**				**m**	**2**	**2,5**
MCSSE-LAS-02	Organizational Behavior	Lecture	Presentations	During semester			
MDE-CAR-02	**Module: Academic Writing Skills / Intercultural Training**				**m**	**2**	**2.5**
MDE-CAR-02	Academic Writing Skills / Intercultural Training	Seminar	Term Paper	Examination period			
Semester 3							**30**
	CORE modules						**15**
	Further CORE modules				**me**	**3**	**15**
	- students choose 3 modules from those listed below. One CORE module can be replaced by the Research Project module.						
	Capstone Project						**5**
MCSSE-CAP-03	**Module: Capstone Project 3**				**m**	**3**	**15**
MCSSE-CAP-03	Capstone Project 3	Project	Project Assessment	During semester			
	Management Modules						**5**
MCSSE-MGT-03	**Module: Transformational Change Management**				**m**	**3**	**5**
MCSSE-MGT-03	Transformational Change Management	Lecture	Presentation	During semester			
	Leadership / Academic Skills Modules				**m**		**5**
MCSSE-LAS-03	**Module: Agile Leadership and Strategic Management**				**m**	**3**	**2,5**
MCSSE-LAS-03	Agile Leadership and Strategic Management	Lecture	Presentations	During semester			
MCSSE-LAS-04	**Module: Customer-centric Mindset and Agile Delivery Management**				**m**	**3**	**2,5**
MCSSE-LAS-04	Customer-centric Mindset and Agile Delivery Management	Lecture	Presentations	During semester			
Semester 4							**30**
	Master Thesis						**30**
MCSSE-THE-01	**Module: Master Thesis MSc CSSE**				**m**	**4**	**30**
MCSSE-THE-01	Master Thesis	Thesis					
Total CP							**120**

[1] Each lecture period lasts 14 semester weeks and is followed by reading and examination days. Written examinations are centrally scheduled during weeks 15 and 16. For all other assessment types, the timeframes indicated in the above table stipulate the period during which module work has to be handed in or presented. Specific information on dates of topic announcement as well as submission deadlines is communicated in the syllabus which is made available to the students at the beginning of each semester. Academic dates are published in the university-wide Academic Calendar (https://constructor.university/student-life/academic-calendar/academic-calendar-2023).

[2] m = mandatory, me = mandatory elective

Further CORE modules							
Software Engineering							
MCSSE-SE-04	**Further Core Module: Advances in Software Engineering**				**me**	**3**	**5**
MCSSE-SE-04-A	Advances in Software Engineering	Lecture	Written examination	During semester			2.5
MCSSE-SE-04-B	Advances in Software Engineering - Lab	Lab	Project Assessment	During semester			2.5
MDE-CS-02	**Further Core Module: Parallel and Distributed Computing**				**me**	**1 or 3**	**5**
MDE-CS-02	Parallel and Distributed Computing	Lecture	Written examination	Examination Period			
MDE-CS-04	**Further Core Module: Advanced Databases**				**me**	**2**	**5**
MDE-CS-04-A	Advanced Databases	Lecture	Written examination	Examination Period			2.5
MDE-CS-04-B	Advanced Databases Lab	Lab	Laboratory Report	During semester			2.5
Cybersecurity Each student must choose at least 5 ECTS from this area. In order to specialize at least 20 ECTS must be chosen including all main content modules.							
MCSSE-CYB-01	**Main content: Cryptography**				**me**	**1**	**5**
MCSSE-CYB-01	Cryptography	Lecture	Written examination	Examination Period			
MCSSE-CYB-02	**Main content: System Security**				**me**	**2**	**5**
MCSSE-CYB-02	System Security	Lecture	Written examination	Examination Period			
MCSSE-CYB-03	**Main content: Network Security**				**me**	**3**	**5**
MCSSE-CYB-03	Network Security	Lecture	Written examination	Examination Period			
MDSSB-SOCB-01	**Further Core Module: Cybercriminology**				**me**	**3**	**5**
MDSSB-SOCB-01	Cybercriminology	Seminar	Term Paper	Examination Period			
Artificial Intelligence Each student must choose at least 5 ECTS from this area. In order to specialize at least 20 ECTS must be chosen including all main content modules							
MCSSE-AI-01	**Main content: Deep Learning**				**me**	**1 or 3**	**5**
MCSSE-AI-01	Deep Learning	Lecture	Written examination	Examination Period			
MCSSE-AI-02	**Main content: Intelligent Autonomous Systems**				**me**	**1 or 3**	**5**
MCSSE-AI-02	Intelligent Autonomous Systems	Lecture	Written examination	Examination Period			
MCSSE-AI-03	**Main content: Symbolic Artificial Intelligence**				**me**	**2**	**5**
MCSSE-AI-03	Symbolic Artificial Intelligence	Lecture	Written examination	Examination Period			
MDSSB-MET-02	**Further Core Module: Text Analysis and Natural Language Processing**				**me**	**2**	**5**
MDSSB-MET-02	Text Analysis and Natural Language Processing	Seminar/Lab	Project Report	Examination Period			
MDE-CO-02	**Further Core Module: Data Analytics**				**me**	**1**	**5**
MCDE-CO-02	Data Analytics	Lecture	Project Report	Examination Period			
MDE-CO-04	**Further Core Module: Machine Learning**				**me**	**2**	**5**
MDE-CO-04	Machine Learning	Lecture	Written examination	Examination Period			
Breakthrough modules							
MCSSE-BT-01	**Quantum Informatics**				**me**	**tbc**	**5**
MCSSE-BT-01-A	Quantum Informatics	Lecture	Written examination	Examination Period			2.5
MCSSE-BT-01-B	Quantum Informatics - Lab	Lab	Portfolio Assessment	During the semester			2.5
	Research Project						**5**
MCSSE-RP-01	**Module: Research Project**				**me**	**3**	**5**
MCSSE-RP-01	Research Project	Project	Project Report	Examination period			

2.4 Technical CORE Modules

The main subject areas of the CORE modules are:

- Software Engineering,
- Cybersecurity, and
- Artificial Intelligence.

Additionally, there is an area with offerings that are assumed to become breakthrough disciplines in the field.

All students take 15 ECTS of lecture modules from the Software Engineering subject area which reflects the orientation of the study program**.** It is also mandatory to take at least one *main content* module (5 ECTS) from Cybersecurity and Artificial Intelligence each.

Students select one of the three specialization areas in which they have to take all in all 20 ECTS in lecture modules out of main and suggested cross-subject content (further outlined below) and broaden their Computer Science and Software Engineering knowledge with further free electives in Technical CORE Modules across all subject areas and suggested content.

Students not fulfilling the main admission criterion of at least 60 ECTS of computer-science related topics can still be conditionally admitted based on a case-by-case basis decision. Part of the condition for admission can be the requirement to take further relevant courses out of the computer science related undergraduate programs at Constructor University. Regularly, these will be courses from the CHOICE or CORE area from these programs or mathematics courses from the Constructor track.

2.4.1 Software Engineering Modules

The software engineering area exposes a broad range of methodological and systematic approaches for developing software and related applications in a professional environment. All three main content modules are mandatory. At least one further core module can be taken to make this area the specialization of a student.

To pursue a CSSE master, the following Software Engineering Core modules (15 CP) need to be taken as mandatory modules (m):

- CORE Module: Software Construction, Architecture and Engineering (m, 5 CP)
- CORE Module: Quality Engineering (m, 5 CP)
- CORE Module: Architectural Strategy (m, 5 CP)

Students choose another mandatory main content module (5 CP) from the specialization areas Cybersecurity and Artificial Intelligence.

Students following the Software Engineering Track need to select 5 CP from the mandatory elective (me) modules:

- CORE Module: Advances in Software Engineering (me, 5 CP)
- CORE Module: Parallel and Distributed Computing (me, 5 CP)
- CORE Module: Advanced Databases (me, 5 CP)

2.4.2 Cybersecurity Modules

In the Cybersecurity specialization, Cryptography is the entry module into the field. This content is complemented by extended modules on security methods, tools and technologies both on system and on network level.

Students following the Cybersecurity Track need to select 15 CP from the mandatory elective (me) modules:

- CORE Module: Cryptography (me, 5 CP)
- CORE Module: System Security (me, 5 CP)
- CORE Module: Network Security (me, 5 CP)
- CORE Module: Cybercriminology (me, 5 CP)

2.4.3 Artificial Intelligence Modules

The Artificial Intelligence specialization covers a spectrum of the field ranging from methods in machine learning over (symbolic) artificial intelligence techniques up to applications in cyberphysical systems. Students specializing in this area that have not been exposed to the field, so far, are suggested to take at least the courses on Data Analytics, Machine Learning, and Deep Learning. Students that have been exposed to the field before can immediately start into the main content modules via Deep Learning, Symbolic Artificial Intelligence and Intelligent Autonomous Systems.

Students following the Artificial Intelligence Track need to select 15 CP from the mandatory elective (me) modules:

- CORE Module: Deep Learning (me, 5 CP)
- CORE Module: Intelligent Autonomous Systems (me, 5 CP)
- CORE Module
- : Symbolic Artificial Intelligence (me, 5 CP)
- CORE Module: Text Analysis and Natural Language Processing (me, 5 CP)
- CORE Module: Data Analytics (me, 5 CP)
- CORE Module: Machine Learning (me, 5 CP)

2.4.4 Breakthrough Area Modules

Digital Leadership requires a long-term perspective. In this elective area, students are exposed to potential future breakthrough applications in the field. This area is expanded as more such applications are identified.

As part of the Core Technical content, this module can also be selected as a mandatory elective module.

- CORE Module: Quantum Informatics (me, 5 CP)

2.5 Management Modules

To equip students with market-relevant management skills they take modules in the fields of product development, marketing and change management. All modules are mandatory for the program.

To pursue a CSSE master, the following Management modules (15 CP) need to be taken as mandatory modules (m):

- Management Module: Agile Product Development & Design (m, 5 CP)
- Management Module: Product Innovation & Marketing (m, 5 CP)
- Management Module: Transformational Change Management (m, 5 CP)

2.6 Leadership / Academic Skills Modules

Success in industry and research is further strengthened with a set of Leadership and Academic Skills Modules. All modules below have to be taken in order to graduate.

To pursue a CSSE master, the following Leadership/ Academic Skills modules (15 CP) need to be taken as mandatory modules (m):

- Leadership / Academic Skills Module: Entrepreneurship & Intrapreneurship (m, 2.5 CP)
- Leadership / Academic Skills Module: Communication & Presentation Skills for Executives (m, 2.5 CP)
- Leadership / Academic Skills Module: Organizational Behavior (m, 2.5 CP)
- Leadership / Academic Skills Module: Academic Writing Skills / Intercultural Training (m, 2.5 CP)
- Leadership / Academic Skills Module: Agile Leadership and Strategic Management (m, 2.5 CP)
- Leadership / Academic Skills Module: Customer-centric Mindset and Agile Delivery Management (m, 2.5 CP)

2.7 Project, Capstone Project & Master Thesis

To explore the full development process of a software application with relation to the areas of specialization of the program, all students take the three modules of the Capstone Project. It is highly recommended to take the three modules in their numerical order, to gain full experience of the project. Students with a strong drive towards academic research can replace in their third semester one Technical CORE Module by the Research Project, which is carried out in one of the research areas of the Faculty.

The master studies are concluded by a 6-month Master Thesis (30 CP), which extends over the fourth and final semester.

To pursue a CSSE master, the following Capstone modules (15 CP) need to be taken as mandatory modules (m):

- Capstone Module: Capstone Project I (m, 5 CP)
- Capstone Module: Capstone Project II (m, 5 CP)
- Capstone Module: Capstone Project III (m, 5 CP)

If of interest, students can replace 5 ECTS of Technical CORE Modules by a Research Project module (me, 5 CP).

Detailed module descriptions in their latest version are available in the catalogue on CampusNet

3 Computer Science and Software Engineering Graduate Program Regulations

3.1. Scope of these Regulations

The regulations in this handbook are valid for all students who entered the Computer Science and Software Engineering graduate program at Constructor University in Fall 2024. In case of conflict between the regulations in this handbook and the general Policies for Master Studies, the latter apply (see https://constructor.university/student-life/student-services/university-policies/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, Constructor University reserves therefore the right to change or modify the regulations of the program handbook according to relevant policies and processes also after its publication at any time and in its sole discretion.

3.2. Degree

Upon successful completion of the study program, students are awarded a Master of Science (MSc) degree in Computer Science and Software Engineering.

3.3. Graduation Requirements

In order to graduate, students need to obtain 120 credit points. In addition, the following graduation requirements apply:

- Students need to complete all mandatory components of the program as indicated in chapter 2 of this handbook.

3.4 Other Program-specific Policies & Practices

Close contact and cooperation between program representatives and students is crucial. Therefore, regular meetings are held to continuously evaluate the program, its modules and workshops, supervision, and opportunities. In doing so, the study program chair and involved faculty gain important insights into students' experiences, demands, and overall impressions of the program. On the module component level, students are asked to perform module component evaluations to ensure that the modules are high-quality and that lecturers can make any necessary changes.

The study program chair makes intensive use of this feedback as well as feedback from industry partners to improve the learning environment, the program's offering, and its progress. The current program was shaped through input from previous experiences and discussions with several stakeholders, including students and industry practitioners.

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). Constructor University reserves therefore the right to modify the regulations of the program handbook.

4 Module Descriptions

4.1 Core Modules

4.1.1 Software Engineering Modules

4.1.1.1 Software Construction, Software Architecture and Software Engineering

<table>
<tr><td colspan="2">Module Name
Software Construction, Architecture and Engineering</td><td>Module Code
MCSSE-SE-01</td><td>Level (type)
Year 1</td><td>CP
5</td></tr>
<tr><td colspan="5">Module Components</td></tr>
<tr><td>Number</td><td colspan="2">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-SE-01-A</td><td colspan="2">Software Construction, Architecture and Engineering</td><td>Lecture</td><td>2.5</td></tr>
<tr><td>MCSSE-SE-01-B</td><td colspan="2">Software Construction, Architecture and Engineering Tutorial</td><td>Tutorial</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Bertrand Meyer</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ none</td><td>Co-requisites

☒ none</td><td>Knowledge, Abilities, or Skills
• Some programming experience</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td>Forms of Learning and Teaching

• Lectures (35 hours)
• Tutorial (35 hours)
• Private study (55 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation</td></tr>
<tr><td colspan="5">Content and Educational Aims
Software engineering is the body of concepts and techniques that make it possible to construct industrial software systems of high quality. The size, complexity and ambition of systems being developed today requires a systematic approach based on best practices learned over the past decades. Object technology, in particular object-oriented programming, has established itself as the approach of choice for building systems of high quality (correct, robust, extendible and reusable).

The course is based on object technology and covers three components. The “Construction” part goes over fundamentals of object-oriented programming, including multiple inheritance, polymorphism and dynamic binding. The “Architecture” part covers techniques for structuring large-scale programs, including design patterns. The “engineering” part is an introduction to non-programming, non-design parts of software production, including agile methods and requirements engineering. While the course emphasizes concepts applicable to programming and design in any programming language, the notation used in most practical exercises is Eiffel.

Students successfully completing this course will have acquired a mastery of modern techniques of software construction and an ability to deal with challenging software problems.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes
Upon completion of this module, students will be able to
1. Use object-oriented techniques to produce high-quality programs.
2. Take advantage of mechanisms of inheritance, genericity and information hiding.
3. Take advantage of Design by Contract techniques to guarantee the reliability of their programs.
4. Apply fundamental design patterns (Observer, Visitor and others).
5. Apply basic techniques of modern software engineering.
6. Apply basic agile development techniques.</td></tr>
</table>

Indicative Literature

Pfleeger, S. and Atlee, J.M. (2010). Software Engineering: Theory and Practice (4th Edition)
Ghezzi, C., Jazayeri, M. and Mandrioli, D (2003). Fundamentals of software engineering (2th Edition), ISBN 978-0-13-305699-0
Meyer, B (2009) Touch of Class: Learning to Program Well Using Objects and Contracts

Usability and Relationship to other Modules

More advanced software engineering techniques are covered in Advances in Software Engineering (MCSSE-SE-04-A), to which the present course is a prerequisite.

Examination Type: Module Component Examination

Module component Assessment 1: Written Examination	Duration: 120 min Weight: 50 %
Module component Assessment 2: Portfolio Assessment (Weekly quizzes and programming assignments)	Weight: 50 %

Scope: All 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%.

4.1.1.2 Quality Engineering

<table>
<tr><td colspan="3">Module Name
Quality Engineering</td><td>Module Code
MCSSE-SE-02</td><td>Level (type)
Year 1</td><td>CP
5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-SE-02 | Quality Engineering | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Mauro Pezzé</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering</td><td colspan="2">Mandatory Status

Mandatory for CSSE and mandatory elective for AST</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites: ☒ none
Co-requisites: ☒ none
Knowledge, Abilities, or Skills:
• Programming skills in an imperative language at CS bachelor level
• Algorithms and data structure at CS bachelor level
• Basic skills in software testing: structural testing, Junit
• Basic knowledge of software engineering and IDEs at CS bachelor level
• Discrete math at CS bachelor level</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

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

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation</td></tr>
<tr><td colspan="6">Content and Educational Aims

Software quality is an essential part of the software development and cannot be guaranteed a-priori, but most be verified both during and after the development. This course introduces the main testing and analysis techniques that can be used to identify failures and verify the quality of software systems. The course introduces the general testing and analysis principles and the basic techniques, shows how to apply them to solve relevant quality problems, illustrates complementarities and differences among the different techniques, and presents the organization of a coherent quality process. The course provides the elements needed to understand principles, techniques and process that comprise the basic background of test designer, quality manager and project manager. At the end of the course, the students will be able to define and implement quality plans for complex software systems. The student will have the basic knowledge of a project and a quality manager.

Students will know in the first session which assignments will be part of the portfolio examination.</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. manage a software quality process.
2. select and implement a suitable set of testing and analysis activities to certify the quality of software systems.
3. understand the core principles of software testing and program analysis.
4. master the basic techniques underlying software testing and program analysis.
5. choose the suitable approaches to address the different testing and analysis programs.
6. design and monitor a suitable quality process.

Indicative Literature

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment: Portfolio Assessment (Individual Assignments, Group Assignments) Weight: 100 %

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.1.3 Architectural Strategy

<table>
<tr><td colspan="2">Module Name
Architectural Strategy</td><td>Module Code
MCSSE-SE-03</td><td>Level (type)
Year 1</td><td>CP
5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP
MCSSE-SE-03 | Architectural Strategy | Lecture / Tutorial | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites: ☒ none
Co-requisites: ☒ none
Knowledge, Abilities, or Skills: •</td><td>Frequency

Annually (Spring)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Tutorial (35 hours)
• Private study (55 hours)</td></tr>
<tr><td colspan="2"></td><td>Duration</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation</td></tr>
<tr><td colspan="5">Content and Educational Aims

The course “Architectural Strategy” focuses on Software Architectures, the key element for systematically developing large and complex software systems. During the course, we study how to design, recover, analyze, and document Software Architectures and understand how the main design decisions comprising them influence the quality attributes of the resulting systems.

Students will know in the first session which assignments will be part of the portfolio examination.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes

Upon completion of this module, students will be able to
1. understand methods for designing large software systems
2. design complex and large software systems using components and connectors
3. use UML as modeling language to represent the main concepts of software systems
4. document their main design decisions and motivate them in terms of quality attributes</td></tr>
<tr><td colspan="5">Indicative Literature

R.N. Taylor, N. Medvidovic, E.M. Dashofy, Software Architecture: Foundations, Theory, and Practice, Wiley, January (2009)

Len Bass, Paul Clements, Rick Kazman: Software Architecture in Practice. Addison Wesley 2013

C. Pautasso, Software Architecture, 2020 (Visual Lecture Notes)</td></tr>
<tr><td colspan="5">Usability and Relationship to other Modules</td></tr>
<tr><td colspan="5">Examination Type: Module Examination

Assessment: Portfolio Assessment Weight: 100 %</td></tr>
</table>

(Individual Assignments, Group Assignments)

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.1.4 Advances in Software Engineering

<table>
<tr><td colspan="3">Module Name
Advances in Software Engineering</td><td>Module Code
MCSSE-SE-04</td><td>Level (type)
Year 2</td><td>CP
5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-SE-04-A</td><td colspan="3">Advances in Software Engineering</td><td>Lecture</td><td>2.5</td></tr>
<tr><td>MCSSE-SE-04-B</td><td colspan="3">Advances in Software Engineering – Lab</td><td>Lab</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Bertrand Meyer</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites

☒ Software Construction, Architecture and Engineering</td><td>Frequency

Annually (Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (17.5 hours)
• Lab (17.5 hours)
• Private Study (90 hours)</td></tr>
<tr><td colspan="3">

Co-requisites

☒ None</td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="3">

Knowledge, Abilities, or Skills

• Familiarity with basics of software engineering and software architecture
• Programming experience</td><td></td><td colspan="2"></td></tr>
<tr><td colspan="6">Recommendations for Preparation</td></tr>
<tr><td colspan="6">Content and Educational Aims

The course covers topics of modern software engineering beyond the basic concepts covered in the first-semester SCAE course (Software Construction, Architecture and Engineering). After taking it, the students will master important techniques for high-quality software development and management, particularly in three areas: requirements engineering; formal methods and software verification; project management and agile methods.

The second one of these areas, foral specification and verification, occupies about half of the course and covers various verification techniques such as axiomatic (Floyd-Hoare-Dijkstra) semantics, model checking, abstract interpretation and symbolic execution. Students should be aware that this part of the course relies on mathematical techniques (mostly, elementary logic) and that the project will require performing a formal verification (computer-supported mathematical proof) of a simple program.

While the course emphasizes non-programming aspects and is applicable to software development using any programming language, exercises that need a specification, design or programming notation generally use Eiffel. The lectures and exercises on axiomatic semantics rely on the AutoProof software verification system under development at the Chair of Software Engineering at Constructor Institute.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. Apply techniques of formal software verification, particularly axiomatic semantics, to proving program correctness.
2. Use a program-proving framework.
3. Perform effective requirements.
4. Apply requirements techniques such as use cases and object-oriented requirements.
5. Use agile development techniques to manage a project.
6. Make the difference between productive and harmful agile ideas.
7. Combine agile methods with process models such as CMMI.</td></tr>
</table>

Indicative Literature

Bertrand Meyer, Handbook of Requirements Engineering and Business Analysis, Springer, 2022
Flemming Nielson, Hanne Riis Nielson, Chris Hankin: Principles of Program Analysis, Springer, most recent edition
Bertrand Meyer, Agile! The Good, the Hype and the Ugly, Springer. 2014
Patrick Cousot, Abstract Interpretation, MIT Press, 2021
Rustan Leino, Program Proofs, MIT Press, 2023
Course notes by the instructor

Usability and Relationship to other Modules

Software Construction, Architecture and Engineering (MCSSE-SE-01) is a prerequisite. Exceptions are subject to approval by the instructor.

Examination Type: Module Component Examinations

Module Component 1: Lecture
Assessment Type: Written examination Duration/length: 90 min
Weight: 50%
Scope: All intended learning outcomes of this module.

Module Component 2: Lab
Assessment Type: Project Assessment
Weight: 50 %
Scope: All intended learning outcomes of this module.

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

4.1.1.5 Parallel and Distributed Computing

<table>
<tr><td colspan="3">Module Name

Parallel and Distributed Computing</td><td>Module Code

MDE-CS-02</td><td>Level (type)

Year 2</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MDE-CS-02 | Parallel and Distributed Computing | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Stefan Kettemann</td><td colspan="3">Program Affiliation

▪ MSc Data Engineering (DE)</td><td colspan="2">Mandatory Status

Mandatory elective for DE, CSSE, CS (BSc) and RIS (BSc)</td></tr>
<tr><td>Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

▪ Basic knowledge in C/C++
▪ Mandatory proficiency in Python</td><td>Frequency

Annually

(Fall)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

▪ Lecture (35 hours)
▪ Private study (90 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">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.</td></tr>
<tr><td colspan="6">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 data analysis (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.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

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

1. understand theory and fundamentals of parallelization models (shared-/distributed memory, SIMD, SIMT)
2. explain and apply parallel programming methodologies (OpenMP / MPI)
3. describe and analyze performance and scalability (weak vs. strong scaling, ...)
4. Understand basic principles of distributed and cloud computing
5. use distributed processing frameworks (Spark / Hadoop MapReduce / Dask) for scalable distributed calculations
6. develop scalable machine learning and data processing on Big Data</td></tr>
<tr><td colspan="6">Indicative Literature

Zaccone, Python Parallel Programming Cookbook, O'Reilly.</td></tr>
</table>

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

Examination Type: Module Examination

Assessment Type: Written Examination — Duration: 120 minutes
Weight: 100%

Scope: All intended learning outcomes of this module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.1.6 Advanced Databases

<table>
<tr><td colspan="2">Module Name

Advanced Databases</td><td>Module Code

MDE-CS-04</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components</td></tr>
<tr><td>Number</td><td colspan="2">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MDE-CS-04-A</td><td colspan="2">Advanced Databases</td><td>Lecture</td><td>2.5</td></tr>
<tr><td>MDE-CS-04-B</td><td colspan="2">Advanced Databases Lab</td><td>Lab</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Peter Baumann</td><td colspan="2">Program Affiliation

▪ MSc Data Engineering (DE)</td><td colspan="2">Mandatory Status

Mandatory Elective for CSSE and DE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

• Mandatory knowledge of SQL
• working knowledge of fundamental data structures, such as trees
• working knowledge of computer architectures
• good command of at least one programming language, as several languages will be used in the lab</td><td>Frequency

Annually (Spring)

Duration

1 semester</td><td>Forms of Learning and Teaching

▪ Lecture (40 hours)
▪ Lab (40 hours)
▪ Private study (45 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation</td></tr>
<tr><td colspan="5">Content and Educational Aims

This course deepens knowledge and skills in managing and serving Big Data with emphasis on flexibility and scalability. As a result of this course, students will know the state of the art in data management for particularly large and complex data, including in cloud-based data setups. Based on the Data Engineering Core lecture Data Management the course starts with a reinspection of classical SQL, preparing an overview of SQL query processing. Based on this understanding opportunities of optimization and parallelization are discussed. Subsequently, novel developments in Big Data services are discussed. NoSQL approaches with their new data models are inspected, such as documents, graphs and arrays. This is contrasted with NewSQL and their novel techniques for competitive performance. Dedicated architectures are discussed, such as MapReduce. This leads to general scalability considerations, with an emphasis on large-scale parallel and distributed processing. Throughout the course practical considerations play an important role, including practitioner hints on database modeling, tuning, and security. Practical guided hands-on exercises complement this.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes</td></tr>
</table>

Upon completion of this module, students will be able to

1. summarize the state of the art in data management for particularly large and complex data
2. establish criteria for selecting adequate scalable data management technology based on various criteria
3. establish a state-of-the-art database schema for a given application scenario
4. tune a relational database for best performance on some given query workload
5. adequately consider security aspects in databases
6. develop applications using Web and database technology

Indicative Literature

McLellan (2013): Big Data: An Overview
https://www.zdnet.com/article/big-data-an-overview/

S. Akter & S. Fosso Wamba, Big data analytics in e-commerce: A systematic review and agenda for future research, 2016. Electronic Markets, 26 173-194.
Z. Lv, H. Song, P. Basanta-Val, A. Steed and M. Jo. "Next-Generation Big Data Analytics: State of the Art, Challenges, and Future Research Topics," in IEEE Transactions on Industrial Informatics, vol. 13, no. 4, pp. 1891-1899, Aug. 2017.

Usability and Relationship to other Modules

Examination Type: Module Component Examinations

Module Component 1: Lecture

Assessment Type: Written Exam Duration: 120 min
Weight: 67%

Scope: Intended learning outcomes (1,2,3,4,5).

Module Component 2: Lab

Assessment Type: Laboratory Report
Weight: 33%

Scope: Intended learning outcomes (3,4,5,6).

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

4.1.2 Cybersecurity Modules

4.1.2.1 Cryptography

<table>
<tr><td colspan="3">Module Name

Cryptography</td><td>Module Code

MCSSE-CYB-01</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-CYB-01 | Cryptography | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites
☒ none

Co-requisite
☒ none

Knowledge, Abilities, or Skills</td><td>Frequency

Annually

(Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)</td></tr>
<tr><td colspan="3"></td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Students are expected to have a solid mathematical foundation. Students should review basic concepts of number theory, probability theory, and complexity theory as preparation for this module.</td></tr>
<tr><td colspan="6">Content and Educational Aims

Information security requires techniques to protect information and to secure communication. Cryptography studies the design of cryptographic algorithms that can ensure the confidentiality, the integrity, and the authenticity of data and messages exchanged in a secure communication protocol. This module focuses on the mathematical and algorithmic foundations of cryptography, and it covers the application of basic primitives to solve common information security challenges. Students familiar with the foundations of cryptographic algorithms will be able to judge the applicability and limitations of different cryptographic algorithms.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand the mathematical problems on which cryptographic algorithms are built
2. describe pseudo random number generators and pseudo random functions
3. evaluate the strengths, weaknesses, and the applicability of cryptographic algorithms
4. select from a set of symmetric block cipher, message integrity, and authenticated encryption algorithms
5. contrast different asymmetric ciphers (finite field based, elliptic curve based, lattice based, hash based)
6. explain the notion of quantum resistant cryptographic algorithms
7. analyze the properties of cryptographic protocols such as key exchange mechanisms
8. apply techniques to analyze cryptographic protocols and their implementations</td></tr>
</table>

9. explain homomorphic encryption schemes and differential privacy

Indicative Literature

- Bruce Schneier: Applied Cryptography, 20th Anniversary Edition, Wiley, 2015
- Wm.Arthur Conklin, Gregory White: Principles of Computer Security, 5th Edition, McGraw-Hill, 2018
- Simon Singh: The Code Book: Science of Secrecy from Ancient Egypt to Quantum Cryptography, Anchor Books, 2000
- Dan Boneh, Victor Shoup: A Graduate Course in Applied Cryptography, version 0.5, online, 2020

Usability and Relationship to other Modules

- The module serves as the foundational module in the cyber security specialization in CSSE. Other modules related to cyber security build on this module.
- This module belongs to the Software Engineering Track in the MSc AST

Examination Type: Module Examination

Assessment: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.2.2 System Security

<table>
<tr><td colspan="3">Module Name

System Security</td><td>Module Code

MCSSE-CYB-02</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-CYB-02 | System Security | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites

☒ Cryptography

Co-requisites

☒ none

Knowledge, Abilities, or Skills</td><td>Frequency

Annually

(Spring)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Students are expected to be familiar with how programs are executed at the system and machine level. Students should have a good understanding of computer architecture and operating systems at the level of typical undergraduate modules covering these topics. Students who have not taken an undergraduate course on computer architecture or operating systems yet may consider taking a remedial course or an online course to obtain a fundamental understanding how computer systems function.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This module focuses on system level security aspects of computing systems. The module starts with investigating attacks on the microarchitecture of computing systems, such as attacks to gain information from side channels targeting caches. It then introduces trusted execution environments that use hardware isolation mechanisms to provide protected storage for keys and to bootstrap the integrity of bootloaders and the loaded operating systems. Students learn about the different levels of isolation that can be achieved using various types of hypervisors or sandboxing mechanisms. Techniques that can be used to protect a system against misbehaving code and malware are introduced. Students will gain knowledge how protected data storage components can be provided at the system level and how systems can offer support for collections of (distributed) authentication mechanisms. Finally, the module will discusses how authorization mechanisms are realized in the different system software components and how they can be used to define effective security policies.</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. describe microarchitectural attacks and computer components and suitable counter measures
2. illustrate trusted execution environments and how they can be used to bootstrap security
3. compare the isolation achieved by hypervisors and operating system mechanisms
4. assess application layer isolation and sandboxing mechanisms
5. explain how systems can identify misbehaving code and protection themselves against malware
6. outline how protected data storage can be implemented
7. recommend authentication methods suitable for different kinds of applications
8. compose authorization mechanisms to define effective security policies

Indicative Literature

- William Stallings, Lawrie Brown: Computer Security: Principles and Practice, 4th edition, Pearson, 2018
- Swarup Bhunia: Hardware Security: A Hands-on Learning Approach, Morgan Kaufmann, 2018

Usability and Relationship to other Modules

- The module serves as a mandatory elective module in the cyber security specialization. Parts of the module require an understanding of cryptographic algorithms.
- This module belongs to the Software Engineering Track in the MSc AST

Examination Type: Module Examination

Assessment: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.2.3 Network Security

<table>
<tr><td colspan="3">Module Name

Network Security</td><td>Module Code

MCSSE-CYB-03</td><td>Level (type)

Year 2</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-CYB-03</td><td colspan="3">Network Security</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for AST and CSSE</td></tr>
<tr><td colspan="3" rowspan="2">Entry Requirements

Pre-requisites

☒ Cryptography

Co-requisites

☒ none

Knowledge, Abilities, or Skills</td><td>Frequency

Annually

(Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)</td></tr>
<tr><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Students are expected to have a general understanding of computer networks, as provided by typical undergraduate modules on computer networks. Students who have not taken an undergraduate course on computer networks yet may consider taking a remedial course or an online course to obtain a fundamental understanding how computer networks function.</td></tr>
<tr><td colspan="6">Content and Educational Aims

Computer networks such as the Internet connect millions of computing systems, enable a fast exchange of information, and provide the technological basis on which large parts of the modern online economy are built. Computer networks, however, also expose an infrastructure that can be used by criminals or nation states to attack computing systems, to control the flow of messages, or to distribute malicious programs to potentially large numbers of targeted systems. This module educates students about how computer networks can be used to obtain information about remote systems, to manipulate the flow of data traffic, to disrupt access to remote services, or to control malicious software using botnets and distributed command and control channels. The module also covers technologies that help to protect the integrity of computer networks and that provide generic security services that can be used by applications requiring secure communication.</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. describe techniques to obtain information about networked computing systems
2. contrast mechanisms in the different network protocol layers for traffic manipulation and redirection
3. explain how distributed denial of service attacks are executed and how botnets are constructed
4. evaluate security mechanisms such as firewalls and anomaly / intrusion detection systems
5. analyze generic security protocols such as IPsec, TLS, SSH and how they have evolved
6. compare protocols aiming to secure the network infrastructure (name resolution, routing)
7. evaluate the security properties of modern software-defined network architectures
8. design scalable solutions for protecting communication in distributed applications

Indicative Literature

- William Stallings: Cryptography and Network Security: Principles and Practice, 7th edition, Pearsons, 2018
- Chris McNab, Network Security Assessment, O'Reilly, 2017
- James Forshaw: Attacking Network Protocols, A Hacker's Guide to Capture, Analysis, and Exploitation, no starch press, 2017

Usability and Relationship to other Modules

- The module serves as a mandatory elective module in the cyber security specialization. It builds on the cryptography module, which provides the necessary knowledge of cryptographic primitives that are used to protect data exchanged over computer networks and to authenticate communicating peers.
- This module belongs to the Software Engineering Track in the MSc AST

Examination Type: Module Examination

Assessment: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.2.4 Cybercriminology

<table>
<tr><td colspan="2">Module Name

Cybercriminology</td><td>Module Code

MDSSB-SOCB-01</td><td>Level (type)

Year 1 or 2 (ELECTIVE)</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP
MDSSB-SOCB-01 | Cybercriminology | Seminar | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Hilke Brockmann</td><td colspan="2">Program Affiliation

• MSc Data Science for Society and Business (DSSB)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE and DSSB</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites: ☒ None
Co-requisites: ☒ None
Knowledge, Abilities, or Skills: • Python or R</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Seminar (35 hours)
• Teamwork and Self-study (90 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation

Watch the ted-talk: https://www.youtube.com/watch?v=c_2Ja-OTmGc</td></tr>
<tr><td colspan="5">Content and Educational Aims

New technologies also provide new spaces and tools for deviant behavior. Cybercriminology addresses crimes committed on or facilitated by the Internet. These encompass crimes against computers—from hacking and malware attacks to cyberwarfare, crimes against intellectual, virtual, and analog properties, crimes against persons like cyberbullying and cyberstalking, and crimes involving illicit content from hate speech, to adult and child pornography.

In this module, we will learn about these cybercriminal offenses and their prevalence, along with discussing prominent court cases. We get insights into the socio-demographic and psychological profiles of cybercrime offenders and victims. We interrogate national and international cybercrime jurisdiction, policing structures, and policing techniques. At the end of the module, students will be able to engage with cybercrime experts to design and undertake policing cybercrime studies, and draft political and technical solutions to fight cybercrimes.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes

By the end of this module, students will be able to
1. know and understand the core concepts of cybercriminology, policing structures and techniques, and national as well as international cybercrime jurisdiction
2. demonstrate the ability to critically, autonomously, and creatively identify and formulate cybercrime related problems
3. demonstrate methodological knowledge in studying and critically analyzing cybercrime research questions
4. find best solutions to secure private persons, business organizations, and entire societies from cybercrime offenses
5. demonstrate insights into the possibilities and limitations of cybercrime research and their role in the society
6. formulate policy recommendations to secure firms, organizations, and private persons from cybercrimes</td></tr>
</table>

Indicative Literature

Jaishankar (Ed) (2011) Cyber Criminology. Exploring Internet Crimes and Criminal Behavior. Coba Raton: Taylor & Francis. Maimon, Louderback (2019) Cyber-Dependent Crimes: An Interdisciplinary Review. Annual Review of Criminology 2, 191-216.

Usability and Relationship to other Modules

This module can be used to identify cybercrimes and address cybersecurity problems, criminal behavior, and societal and organizational responses. It connects to core and methods modules, can be important for the discovery modules, and has a direct link to “Ethics and the Information Revolution” and “IT Law.”

Examination Type: Module Examination

Assessment Type: Term Paper Length: 3000 – 4000 words
Weight: 100%

Scope: All intended learning outcomes of the module.
Completion: to pass this module, the examination has to be passed with at least 45%.

4.1.3 Artificial Intelligence Modules

4.1.3.1 Deep Learning

<table>
<tr><td colspan="2">Module Name

Deep Learning</td><td>Module Code

MCSSE-AI-01</td><td>Level (type)

Year 1 / 2</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP</td></tr>
<tr><td>MCSSE-AI-01</td><td colspan="2">Deep Learning</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="2">Program Affiliation

• MSc Computer Science & Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for AST, CSSE and SDT</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ none

Co-requisites

☒ none

Knowledge, Abilities, or Skills

• Strong knowledge and abilities in mathematics (linear algebra, calculus).</td><td>Frequency

Annually (Fall)

Duration

1 Semester</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation

This module is recommended for students that have been exposed to core knowledge in machine learning / statistical learning on undergraduate level. Students without this background knowledge can still join since required core knowledge is re-introduced. Preparation via auxiliary literature or online courses will facilitate the start into the course.</td></tr>
</table>

Content and Educational Aims

In machine learning we aim at extracting meaningful representations, patterns and regularities from high-dimensional data. In recent years, researchers from various disciplines have developed “deep” hierarchical models, i.e. models that consist of multiple layers of nonlinear processing. An important property of these models is that they can “learn” by reusing and combining intermediate concepts, so that these models can be used successfully in a variety of domains, including information retrieval, natural language processing, and visual object detection. After a brief introduction into core knowledge related to training, model evaluation and multilayer perceptrons, this module focuses on the exposing students to deep learning techniques including convolutional and recurrent neural networks, autoencoders, generative adversarial networks and reinforcement learning. The central aim is hence to enable students to critically assess and apply modern methods in machine learning.

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand core techniques to train neural networks
2. select from modern neural network architectures the most appropriate method (e.g. convolutional and recurrent neural networks) based on given input data
3. contrast different recent unsupervised learning methods including autoencoders and generative adversarial networks
4. describe techniques in reinforcement learning.

Indicative Literature

- Ian Goodfellow, Yoshua Bengio, Aaron Courville: Deep Learning, MIT Press, 2016.
- Aurélien Géron: Hands-On Machine Learning with Scikit-Learn, Keras & TensorFlow, 2nd Edition, O’Reilly, 2019.
- Christopher M. Bishop: Pattern Recognition and Machine Learning, Springer, 2006.
- Charu C. Aggarwal: Neural Networks and Deep Learning – A Textbook, Springer, 2018.

Usability and Relationship to other Modules

- While the graduate level modules “Data Analytics” and “Machine Learning” provide an applied introduction to the field and are therefore recommended for students with a focus on Software Engineering or Cybersecurity, this module complements the undergraduate module “Machine Learning” or can be used independently as a strong introduction to the field of Deep Learning.

Examination Type: Module Examination

Assessment: Written Examination — Duration: 120 min, Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination must be passed with at least 45%.

4.1.3.2 Intelligent Autonomous Systems

<table>
<tr><td colspan="2">Module Name

Intelligent Autonomous Systems</td><td>Module Code

MCSSE-AI-02</td><td>Level (type)

Year 1 / 2</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP
MCSSE-AI-02 | Intelligent Autonomous Systems | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Andreas Birk,
Prof. Dr. Francesco Maurelli</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ none

Co-requisites

☒ none

Knowledge, Abilities, or Skills</td><td>Frequency

Annually

(Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)</td></tr>
<tr><td colspan="2" rowspan="2"></td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation

Students are expected to be familiar with programming in C/C++. They should have a good mathematical foundation, especially with respect to Linear Algebra and the foundations of optimization.</td></tr>
<tr><td colspan="5">Content and Educational Aims

This module deals with the foundations of modern AI linking it to software development for applications in the real world. To this end, it provides an overview on intelligent autonomous systems (IAS), i.e., processes and machinery that can execute complex tasks in complex environments without permanent human supervision. Examples include driver assistance up to fully autonomous cars, intelligent mobile robots, or warehouse automation. The module includes hands-on elements to familiarize students with the programming and software architecture aspects for developing IAS using state-of-the-art tools, frameworks, and libraries. The module accordingly starts with an introduction to according software frameworks and packages. It then introduces fundamental concepts from different building blocks of IAS, namely (a) machine perception, e.g., object detection and recognition, (b) world modelling, e.g., Simultaneous Localization and Mapping (SLAM) and map semantics, (c) navigation, e.g., obstacle avoidance and path planning, and (d) manipulation, e.g., motion planning and grasping. Finally, the students learn to perform system integration, i.e., to combine software components of the different fundamental building blocks in an application-oriented scenario of modern AI.</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. describe use-cases of AI in a system-oriented way
2. use IAS software tools, frameworks, and libraries
3. assess which AI software components are needed to conduct a given complex task in an intelligent autonomous way by a machine
4. explain the fundamental concepts and algorithms of core building blocks, namely machine perception, world modelling, navigation, and manipulation
5. recommend software architectures for system-oriented AI applications
6. integrate IAS software components in an application scenario

Indicative Literature

- Steven L. Brunton, J. Nathan Kutz: Data-Driven Science and Engineering, Cambridge University Press, 2019
- Robin R. Murphy: Introduction to AI Robotics, Bradford Books, 2019

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.3.3 Symbolic Artificial Intelligence

<table>
<tr><td colspan="2">Module Name

Symbolic Artificial Intelligence</td><td>Module Code

MCSSE-AI-03</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components</td></tr>
<tr><td>Number</td><td colspan="2">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-AI-03</td><td colspan="2">Symbolic Artificial Intelligence</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Andreas Birk, Prof. Dr. Francesco Maurelli</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ none

Co-requisites

Knowledge, Abilities, or Skills

☒ none</td><td>Frequency

Annually

(Spring)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Private study (70 hours)
• Exam preparation (20 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation</td></tr>
<tr><td colspan="5">Content and Educational Aims

This module deals with what is often called classical AI, i.e., especially formal methods based on symbolic representations. The module starts with an introduction to the history of AI research and the role of formal methods and symbolic representations. In doing so, its relation to other areas of AI, especially modern also known as nouvelle AI or Intelligent Autonomous Systems as well as Machine Learning including Artificial Neural Networks or sub-symbolic AI is explained. The presentation of specific methods starts with a discussion of problem-solving as search. It is followed by an introduction to knowledge representation, reasoning, and planning using classical Boolean and first order logic. The concepts and methods of Fuzzy Logic to deal with uncertain knowledge are then presented. Afterwards, probabilistic representations and reasoning methods are introduced. This is followed by a discussion of Multi-Agent-Systems (MAS) and related methods for, e.g., cooperation and coordination. Finally, it is shown how classical methods and representations are also increasingly used on a conceptual level within other AI areas, e.g., in form of explainable AI (exAI) to make the application-specific inner-workings and decision-making processes of (deep) neural networks more comprehensible for users to enable higher reliability and generality. Throughout the module, hands-on elements are used to make the students familiar with existing software approaches and libraries of classical AI plus their integration in general AI systems including hybrid approaches and the related software architectures.</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. describe the different areas of AI and their conceptual relations to each other
2. explain the use of search algorithms for problem-solving
3. use logic for representation, reasoning, and planning
4. implement and integrate fuzzy logic representation and reasoning
5. use probabilistic knowledge representation, reasoning, and planning
6. explain core concepts and methods of Multi-Agent-Systems
7. assess which classical AI concepts and methods are useful and applicable components for a given application-oriented system
8. integrate classical AI software components into hybrid AI systems

Indicative Literature

- Peter Norvig, Stuart Russell: Artificial Intelligence, A Modern Approach, Pearson, 2021

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment: Written examination

Duration: 120 min
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.3.4 Text Analysis and Natural Language Processing

<table>
<tr><td colspan="3">Module Name

Text Analysis and Natural Language Processing</td><td>Module Code

MDSSB-MET-02</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MDSSB-MET-02 | Text Analysis and Natural Language Processing | Seminar/Lab | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Hilke Brockmann/ Dr. Jan Lorenz / Prof. Dr. Adalbert F.X. Wilhelm</td><td colspan="3">Program Affiliation

• MSc Data Science for Society and Business (DSSB)</td><td colspan="2">Mandatory Status

Mandatory for DSSB

Mandatory elective in CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites: ☒ None
Co-requisites: ☒ None
Knowledge, Abilities, or Skills: ☒ Programming skills in R or Python at an intermediate level</td><td>Frequency

Annually (Spring)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Seminar (17.5 hours)
• Lab sessions (17.5 hours)
• Private Study (90 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

None.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This module will teach the fundamentals of text mining, natural language processing, and automated content analysis using R. Students will learn the entire text analysis pipeline, from basic web scraping techniques for collecting text data from social media, over text representations and ontologies, to text mining algorithms and efficient representation of analysis results. Students will be exposed to theoretical and methodological foundations of text mining, such as word frequencies, ontologies, bag-of-word, as well as the application of machine learning algorithms for text and sentiment analysis. The module will introduce exemplary studies on text and sentiment analysis and provide an opportunity for hands-on programming to realize different analyses. The module covers a spectrum of text mining methods, from basic lexicographic measures to more complex statistical learning algorithms such as sentiment analysis and topic modeling.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

By the end of this module, students will be able to
1. explain the concept of “text as data”
2. use basic methods for information extraction and text data retrieval
3. process and prepare text data for statistical modeling and automated content analysis
4. perform different text analyses using text mining packages in R
5. interpret diverse text analytical measures
6. undertake a knowledgeable automated content analysis with text data</td></tr>
<tr><td colspan="6">Indicative Literature</td></tr>
</table>

Silge, Robinson (2017) Text Mining with R: A Tidy Approach. Sebastopol, CA: O'Reilly

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Project Report Length: 3000 words
Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.3.5 Data Analytics

<table>
<tr><td colspan="2">Module Name

Data Analytics</td><td>Module Code

MDE-CO-02</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP</td></tr>
<tr><td>MDE-CO-02</td><td colspan="2">Data Analytics</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Adalbert F.X. Wilhelm</td><td colspan="2">Program Affiliation

• MSc Data Engineering (DE)</td><td colspan="2">Mandatory Status

Mandatory for AST and DE
Mandatory elective for CSSE and DSSB</td></tr>
<tr><td colspan="2" rowspan="2">Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

☒ None</td><td>Frequency

Annually

(Fall)</td><td>Forms of Learning and Teaching

• Lecture (17.5 hours)
• Tutorials (17.5 hours)
• Private study (90 hours)</td></tr>
<tr><td>Duration

1 semester</td><td>Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation
Read the Syllabus.
Take the free online course: Introduction to Data Science at https://cognitiveclass.ai/courses/data-science-101/</td></tr>
<tr><td colspan="5">Content and Educational Aims

This module introduces concepts and methods of data analytics. The objective of the module is to present methods for gaining insight from data and drawing conclusions for analytical reasoning and decision-making. The module comprises a broad spectrum of methods for modelling and understanding complex datasets. Comprising both descriptive and predictive analytics, the standard portfolio of supervised and unsupervised learning techniques is introduced. Automatic analysis components, such as data transformation, aggregation, classification, clustering, and outlier detection, will be treated as an integral part of the analytics process.
As a central part of this module, students are introduced to the major concepts of statistical learning such as cross-validation, feature selection, and model evaluation. The course takes an applied approach and combines the theoretical foundation of data analytics with a practical exposure to the data analysis process.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes

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

1. explain advanced data analytics techniques in theory and application;
2. apply data analytics methods to real-life problems using appropriate tools;
3. evaluate and compare different data analytics algorithms and approaches;
4. apply statistical concepts to evaluate data analytics results.</td></tr>
<tr><td colspan="5">Indicative Literature

G. James, D.Witten, T. Hastie, Rob Tibshirani: Introduction to Statistical Learning with R by Springer, 2013 (ISLR)
A. Telea, Data Visualization: Principles and Practice, Wellesley, Mass.: AK Peters, 1st edition, 2008.(DV)
M. Ward, G. Grinstein, D. Keim, Interactive Data Visualization: Foundations, Techniques, and Applications. AK Peters, 1st edition, 2010. (IDV)</td></tr>
</table>

Usability and Relationship to other Modules

This module together with the module “Machine Learning” are favorable companion modules for students with a focus on Software Engineering or Cybersecurity that still want to gain knowledge in these relevant areas. “Deep Learning” targets a deeper understanding of the related field.

Examination Type: Module Examination

Assessment Type: Project Report Length: 20 pages

Weight: 100%

Scope: All intended learning outcomes of this module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.1.3.6 Machine Learning

<table>
<tr><td colspan="3">Module Name

Machine Learning</td><td>Module Code

MDE-CO-04</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP

MDE-CO-04 | Machine Learning | Lecture | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Stefan Kettemann</td><td colspan="3">Program Affiliation

• MSc Data Engineering (DE)</td><td colspan="2">Mandatory Status

Mandatory for DE

Mandatory elective for CSSE and DSSB</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

▪ Basic linear algebra, calculus and probability theory, as typically acquired in entry modules in BSc studies</td><td>Frequency

Annually

(Spring)

Duration

1 semester</td><td>Forms of Learning and Teaching

• Lectures (35 hours)
• Private Study, incl. exercises and exam preparation (90 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Read the syllabus.

Highly recommended: Mitchell, Tom M.: Machine Learning (McGraw-Hill, 1997) IRC: Q325.5.M58 1997. This standard, classical textbook gives a very accessible overview of ML.</td></tr>
<tr><td colspan="6">Content and Educational Aims

Machine learning (ML) is a module that 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. Another example is a spoken language model: the input data are speech recordings, from which ML methods build a model of spoken English -- useful, for instance, in automated speech recognition systems. There are many formalisms in which such models can be cast, and an equally large diversity of learning algorithms. At the same time, there is a relatively small number of fundamental challenges that are common to all of these formalisms and algorithms.

The module introduces such fundamental concepts and illustrates them with a choice of elementary model formalisms (linear classifiers and regressors, radial basis function networks, clustering, neural networks). Furthermore, the module also (re)introduces required mathematical material from probability theory and linear algebra. The main educational aims are twofold: to make students fully aware of the two main hurdles for obtaining good models from data: (i) the "curse of</td></tr>
</table>

dimensionality" and (ii) the bias-variance dilemma and to provide standard tools to cope with these difficulties, namely (i') dimension reduction by feature extraction, for example via PCA or clustering, and (ii') cross-validation and regularization.

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. design, implement and exploit elementary supervised ML methods for classification and regression with expert care given to dimension reduction preprocessing and regularization;
2. understand and practically use PCA and linear regression;
3. understand the core ideas behind feedforward neural networks and the backpropagation algorithm, as the basis for accessing "deep learning" methods.

Indicative Literature

T. M. Mitchel, Machine Learning, McGraw-Hill, 1997, IRC: Q325.5.M58.

Usability and Relationship to other Modules

This module together with the module “Data Analytics” are favorable companion modules for students with a focus on Software Engineering or Cybersecurity that still want to gain knowledge in these relevant areas. “Deep Learning” targets a deeper understanding of the related field.

Examination Type: Module Examination

Assessment Type: Written Exam

Duration: 120 minutes
Weight: 100%

Scope: All intended learning outcomes of this module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.2 Breakthrough Area Modules

4.2.1 Quantum Informatics

<table>
<tr><td colspan="3">Module Name
Quantum Informatics</td><td>Module Code
MCSSE-BT-01</td><td>Level (type)
Year 1/2</td><td>CP
5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-BT-01-A | Quantum Informatics | Lecture | 2.5
MCSSE-BT-01-B | Quantum Informatics Lab | Lab | 2.5</td></tr>
<tr><td colspan="2">Module Coordinator
Prof. Dr.
Wolfgang Tittel</td><td colspan="2">Program Affiliation

• MSc Computer Science & Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE and DE
Mandatory elective for MMDA and PHDS</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites: ☒ none
Co-requisites: ☒ none
Knowledge, Abilities, or Skills: Basic linear algebra, complex numbers</td><td>Frequency

Annually</td><td colspan="2">Forms of Learning and Teaching
• Lectures (17.5 hours)
• Lab/precepts (17.5 hours)
• Private study incl. exercises, projects, and exam preparation (90 hours)</td></tr>
<tr><td colspan="3"></td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation
- Introductory texts on quantum mechanics, quantum information and quantum computing; review of vectors and matrices
- Extensive lecture notes and other material used during the lecture and the exercise sessions will be provided during the course</td></tr>
<tr><td colspan="6">Content and Educational Aims
The course introduces central topics in quantum communication and quantum computing such as:
- Quantum bits and their representation using state vectors and density matrices
- Quantum measurements, quantum gates and quantum circuit diagrams
- The no-cloning theorem and optical quantum cloning machines
- Entanglement, its roles as a fundamental property of nature and as a resource for quantum technology and the Bell inequality
- Quantum key distribution and the impact of eavesdropping
- Quantum teleportation, entanglement swapping and quantum repeaters
- Entanglement distillation and quantum error correction
- Simple quantum computing algorithms (Deutsch–Jozsa, Shor)</td></tr>
</table>

Intended Learning Outcomes

Upon completion of this module, students will be able to:

- understand the underlying concepts of quantum communication and computation;
- know how to read and present related research papers and textbook material;
- solve simple problems based on quantum mechanical aspects such as superposition and entanglement.

Indicative Literature

Michael A. Nielsen, Isaac L. Chuang: Quantum Computation and Quantum Information (10th Anniversary Edition), Cambridge University Press, 2010

Usability and Relationship to other Modules

Examination Type: Module Component Examinations

Module Component 1: Final Exam
Assessment Type: Written examination Duration/length: 120 min
Weight: 50%
Scope: all ILOs (focus on theory).

Module Component 2: Lab Assessment
Assessment Type: Portfolio
Weight: 50%

- Quizzes (10x), counting 50% towards the final grade
- in-class presentation of research papers or parts of a textbook, counting 50% towards the final grade

Scope: all ILOs (focus on practical application).

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

4.3 Management Modules

4.3.1 Agile Product Development & Design

<table>
<tr><td colspan="3">Module Name

Agile Product Development & Design</td><td>Module Code

MCSSE-MGT-01</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-MGT-01</td><td colspan="3">Agile Product Development & Design</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites
• none

Co-requisites
☒ None

Knowledge, Abilities, or Skills</td><td>Frequency

Annually (Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lecture (80 hours)
• Private study (45 hours)</td></tr>
<tr><td colspan="3"></td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

N.A.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This course is focused on key aspects of agile product and service development and design process.
State-of-the-art user centered design methods will be at the core of the course.

The overall goal of this module is to help managers without a business degree to learn, understand and practice agile customer- and data-driven innovation processes in the information age. This module helps students to understand today's real-life challenges in a complex world, with wicked problems and with multiple stakeholder interests, where unpredictable is common, and where managers need to focus on achieving goals rather than repetitive tasks.

Students learn to develop and present innovative user-centered and theory-oriented solutions for real-world challenges in an IT-driven world.

This course is strongly based on the agile paradigm of user-centeredness, user-centered design and the ideas of the Service Dominant Logic. Service-dominant (S-D) logic is a meta-theoretical framework for explaining value co-creation, through exchange, among configurations of actors.

Major challenges and concerns will be reflected:

• the role of the customer and data in a transformed business world
• new theories, concepts, and approaches (such as service dominant logic, customer integration, gamification,</td></tr>
</table>

new service models)
- new methods and management techniques in (service) innovation (Design Thinking)
- new methods in handling business processes: (agile) business process management - BPM
- ethics and security issues.

The module will enable students to collaborate across disciplines with experts from various areas.

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. develop practical knowledge and management skills, and mind sets to master the challenges from an agile business environment
2. understand (routine) business processes in various context and how to adapt business processes to an agile business environment (agile Business Process Management)
3. summarize and classify the new data- and customer-driven technologies in a business context
4. understand the ideas of the "service dominant logic" as a business opportunity, such as user-centricity, value in use, value in interaction, business service ecosystems.
5. apply innovative creativity methods and processes for product and software development (Design Thinking)
6. adapt to a new working culture based on a user-centricity, empathy, and playful testing of new products and services.

Indicative Literature

Service Dominant Logic

Vargo, S.L., & Lusch, R. (2004). Evolving to a New Dominant Logic for Marketing. Journal of Marketing, Vol. 68(1), 1 – 17
Vargo SL, Akaka MA, Vaughan CM. (2017). Conceptualizing Value: A Service-ecosystem View. Journal of Creating Value. 3(2):117-124. https://doi.org/10.1177%2F2394964317732861
Lusch, R.F., Nambisan, S. (2015). Service Innovation: A Service-Dominant Logic Perspective. MIS Quarterly. Vol. 39 No.1 , pp. 155-175. https://doi.org/10.25300/MISQ/2015/39.1.07

Business Process Management and agile Management

Daniel Paschek, D., Frank Rennung, F., Trusculescu, A., Draghici,A. (2016). Corporate Development with Agile Business Process Modeling as a Key Success Factor, Procedia Computer Science, Vol 100, Pages 1168-1175, ISSN 1877-0509, https://doi.org/10.1016/j.procs.2016.09.273.

Design Thinking

Brenner, W., Uebernickel, F., Abrell, T. (2016). Design Thinking as Mindset, Process, and Toolbox, in: Brenner, W., Uebernickel, F. (Eds.), Design Thinking for Innovation. Springer International Publishing, pp. 3–21. https://doi.org/10.1007/978-3-319-26100-3_1
Brown, T. (2008). Design Thinking. Harvard Business Review. 86, 84–92. Available at: https://hbr.org/2008/06/design-thinking

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentation — Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.3.2 Product Innovation & Marketing

<table>
<tr><td colspan="2">Module Name

Product Innovation & Marketing</td><td>Module Code

MCSSE-MGT-02</td><td>Level (type)

Year 1</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP</td></tr>
<tr><td>MCSSE-MGT-02</td><td colspan="2">Product Innovation & Marketing</td><td>Lecture</td><td>5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites
• none

Co-requisites
☒ None

Knowledge, Abilities, or Skills</td><td>Frequency

Annually (Spring)</td><td colspan="2">Forms of Learning and Teaching

• Lecture (80 hours)
• Private study (45 hours)</td></tr>
<tr><td colspan="2"></td><td>Duration

1 semester</td><td colspan="2">Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation

N.A.</td></tr>
<tr><td colspan="5">Content and Educational Aims

This course focuses on key strategic aspects of the innovation and commercialization process. The course draws on insights from a variety of fields – in particular, product management, innovation, marketing, and strategic management – in order to (i) develop a holistic, state-of-the art understanding of this process, (ii) to nurture the underlying mindset that spans technology and market elements, and (iii) to provide students with concrete tools that help them in navigating the journey from product idea to market success. The course will take both the perspective of established companies as well as of new ventures.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand the innovation process, particularly in technology domains
2. understand the commercialization process, particularly in technology domains
3. analyze how value can be created and appropriated through innovation
4. understand and apply tools, methods and concepts to manage the commercialization process</td></tr>
<tr><td colspan="5">Indicative Literature

Gruber/Tal (2017). Where to Play: 3 Steps for Identifying your Most Valuable Market Opportunities, Financial Times/Pearson.
Mohr, J. et al. (2013). Marketing of high-technology products and innovations. Pearson Education.
Moore, G. A. (2014). Crossing the chasm. Harper Business.</td></tr>
</table>

Schilling, M.A. (2019). Strategic Management of Technological Innovation. McGraw-Hill.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentation Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.3.3 Transformational Change Management

Module Name	**Module Code**	**Level (type)**	**CP**
Transformational Change Management	MCSSE-MGT-03	Year 2	5

Module Components

Number	Name	Type	CP
MCSSE-MGT-03	Transformational Change Management	Lecture	5

Module Coordinator	**Program Affiliation**	**Mandatory Status**
Prof. Dr. Sohaib Hassan	• MSc Computer Science and Software Engineering (CSSE)	Mandatory for CSSE

Entry Requirements			**Frequency**	**Forms of Learning and Teaching**
Pre-requisites • none	Co-requisites ☒ None	Knowledge, Abilities, or Skills	Annually (Fall)	• Lecture (80 hours) • Private study (45 hours)
			Duration 1 semester	**Workload** 125 hours

Recommendations for Preparation

N.A.

Content and Educational Aims

Change is part of every successful manager's and organization's life. Thus, learning to lead change and/or be part of a successful change effort, is essential for anyone who hopes to rise from being an individual contributor. Some change efforts have no impact whatsoever; the organization is neither better nor worse afterwards. This is a waste of human capital (and probably financial capital as well). Some change efforts work for a while, but then gravity takes over and the organization returns to where it was beforehand; again, a waste. And there are other change projects that get us to a new level, and we stay there, which is not bad; a vast improvement on the previous two situations. But what we all want, and what this course will focus on, is to change an organization in some way, and put it on a continuous upward trajectory. That is transformation. To build this understanding, the courses deals with the following topics:

- Change management models
- Influencing styles and tactics
- Communicating well in a group
- Understanding your biases
- Seeing and understanding different leadership styles in company transformations
- Stakeholder management

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand, evaluate, and apply different leadership styles
2. understand and evaluate the change process in organizations
3. understand and apply communications and influencing
4. evaluate their role in a change situation
5. assess the stakeholders in any change context

6. Lead or be part of an organizational change effort

Indicative Literature

Daniel Goleman, HBR, 2002, Leadership that gets results.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentation Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4 Leadership / Academic Skills Modules

4.4.1 Entrepreneurship and Intrapreneurship

<table>
<tr><td colspan="3">Module Name

Entrepreneurship and Intrapreneurship</td><td>Module Code

MCSSE-LAS-01</td><td>Level (type)

Year 1</td><td>CP

2.5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-LAS-01</td><td colspan="3">Entrepreneurship and Intrapreneurship</td><td>Lecture</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Dr. PingPing Meckel</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites
• none

Co-requisites
☒ None

Knowledge, Abilities, or Skills</td><td>Frequency

Annually (Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lecture (17.5 hours)
• Private study (45 hours)</td></tr>
<tr><td colspan="3"></td><td>Duration

1 semester</td><td colspan="2">Workload

62.5 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

N.A.</td></tr>
<tr><td colspan="6">Content and Educational Aims

The module introduces students to the themes which are relevant to clearly develop corporate innovation and entrepreneurship as an activity. It introduces entrepreneurial thinking styles that are important to develop radical forms of innovation in companies. This is about a way of thinking, reasoning and acting that is opportunity obsessed and holistic in approach. It is first and foremost a process that has an intention to create, enhance, realize, and renew value, not just for owners, but for all participants and stakeholders in either a new or existing organization. Today, entrepreneurship has evolved beyond the classic start-up notion to include companies and organizations of all types, old and new; small and large; fast and slow growing; private, not-for-profit, and public.
This focus on “entrepreneurship as a process” has become a fundamental part for three main reasons. The first is the growing recognition of the critical importance of entrepreneurial activities in the economy and the society at large. As such, having an insight in the specific challenges and solutions that characterize entrepreneurship has broader implications for any 21st century graduate. The second reason is that many graduates eventually find themselves occupying a position as entrepreneur, or are associated with one as their financier, partner, supplier or customer. This requires an action-oriented approach and approaching the phenomenon from multiple angles. Finally, given the specific challenges entrepreneurs often face in terms of uncertainty and resource scarcity, solutions applied by expert entrepreneurs can be of value to any professional that finds him/herself in similar situations in organizations seeking growth, renewal or even survival.
The module focuses on the tasks and skills that entrepreneurs typically complete/use in their journey towards success. With this in mind, this module aims to provide students with insight into the approach entrepreneurs use to identify opportunities and build new ventures; the analytical skills that are needed to implement this approach; and the background knowledge and managerial skills that are needed for dealing with issues involved in starting, growing, and harnessing the value of new ventures. First and foremost, however, entrepreneurship is about action. Hence our approach is based on the primary objective of having students experience entrepreneurship.</td></tr>
</table>

The module assessment will consist of three presentations. Students will know in the first session which topics need to be covered in their presentations.

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. Understand the essence of entrepreneurship
2. Assess and develop a business case
3. Analyse and identify new venture opportunities in a more systematic way
4. Understand the importance of a business model for new venture creation
5. Evaluate the viability of a new venture idea
6. Understand how to finance a new venture
7. Create and present a business case for a new venture

Indicative Literature

Clarysse, B., Kiefer, S. The Smart Entrepreneur. Elliott & Thompson, 2011.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentations Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4.2 Communication & Presentation Skills for Executives

<table>
<tr><td colspan="3">Module Name

Communication & Presentation Skills for Executives</td><td>Module Code

MDE-CAR-01</td><td>Level (type)

Year 1</td><td>CP

2.5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MDE-CAR-01</td><td colspan="3">Communication & Presentation Skills for Executives</td><td>Seminar</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Stefan Kettemann</td><td colspan="3">Program Affiliation

• Master of Business Administration (MBA)</td><td colspan="2">Mandatory Status

Mandatory for DE, CSSE and DSSB, MBA-120, MBA-60</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

▪ Analysis, Basic Calculus, and Linear Algebra</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td>Forms of Learning and Teaching

▪ Seminar (17.5 hours)
▪ Private study (45 hours)

Workload

62.5 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Read the Syllabus</td></tr>
<tr><td colspan="6">Content and Educational Aims

An executive career in an international business environment requires excellent communication and presentation skills. Managers have to communicate effectively with a large variety of target audiences, often in different languages and with different cultural backgrounds. This is true for employees and/or direct reports, business partners as well as customers. The ability to present and communicate succinctly and confidently while being culturally aware and building rapport and trust with different audiences is crucial. In this interactive module, students are introduced to the basics of effective presentation and communication techniques. They learn how to present themselves, their business project, or academic work, with impact, tailoring both the content and their delivery style to different types of audiences.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of the module, students will be able to

1. act as effective communicators – in both group and individual situations;
2. understand interpersonal communication models and group dynamics in presentations;
3. understand the importance of building rapport and trust with audiences;
4. use presentation software (PowerPoint, Prezi) confidently and in a visually pleasant way;
5. learn how to structure presentations in a coherent manner and develop captivating narratives;
6. work with different presentation formats (Ignite, Pecha Kucha, Pitching etc.);
7. understand and apply the basics of logical reasoning in oratory (deductive/inductive);
8. develop oratory and rhetorical skills drawing on Aristotle’s teaching of logos, ethos and pathos;
9. understand and apply the basics of interpersonal communication (Johari Window, 4-Ears model etc.);
10. present themselves in different business situations;
11. collaborate effective in intercultural teams.</td></tr>
</table>

Indicative Literature

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Oral Presentation — Duration: 15 minutes
Weight: 100%

Scope: All intended learning outcomes of this module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4.3 Organizational Behavior

<table>
<tr><td colspan="3">Module Name
Organizational Behavior</td><td>Module Code
MCSSE-LAS-02</td><td>Level (type)
Year 1</td><td>CP
2.5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-LAS-02 | Organizational Behavior | Lecture | 2.5</td></tr>
<tr><td colspan="2">Module Coordinator

Prof. Dr. Christian Stamov Roßnagel</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites
• none

Co-requisites
☒ None

Knowledge, Abilities, or Skills</td><td>Frequency

Annually (Spring)</td><td colspan="2">Forms of Learning and Teaching

• Lecture (17.5 hours)
• Private study (45 hours)</td></tr>
<tr><td colspan="3"></td><td>Duration

1 semester</td><td colspan="2">Workload

62.5 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

N.A.</td></tr>
<tr><td colspan="6">Content and Educational Aims

Geared towards improving an organization’s effectiveness, organizational behavior (OB) focuses on the impact of people, groups, and organizational structures on work-related behavior within organizations. OB research findings help align personal and organizational needs in selecting, placing, and developing people in organizations. In the face of the current ‘3D’ megatrends of digitalization, diversity, and demographic change, companies’ demand for OB solutions is greater than ever. For a thorough understanding of the principles governing OB, you will build a generic model of the multilevel interactions between parameters on the individual, group, and organizational levels, and how those relate to individual and organizational productivity. From this comprehensive model, you will derive actionable guidelines for personnel selection, performance management, and leadership and apply them to addressing leadership and management challenges in selected business case examples. This module is intended to help you acquire the background to analyses and structure organizations in an evidence-based 21st -century manner.

The module assessment will consist of three presentations. Students will know in the first session which topics need to be covered in their presentations.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, you will be able to
1. explain basic principles of individuals’ and groups’ behaviours in organisations
2. apply established theories to assessing and predicting behaviour
3. describe core techniques of influencing and modifying behaviour
4. critically discuss selected approaches to effectively lead employees, teams, and groups</td></tr>
<tr><td colspan="6">Indicative Literature

King, D., & Lawley, S. (2019). Organizational Behaviour (3rd ed.). Oxford University Press.</td></tr>
<tr><td colspan="6">Usability and Relationship to other Modules</td></tr>
</table>

Examination Type: Module Examination

Assessment Type: Presentations Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4.4 Academic Writing Skills / Intercultural Training

<table>
<tr><td colspan="3">Module Name

Academic Writing Skills/Intercultural Training</td><td>Module Code

MDE-CAR-02</td><td>Level (type)

Year 1</td><td>CP

2.5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP

MDE-CAR-02 | Academic Writing Skills/Intercultural Training | Seminar | 2.5</td></tr>
<tr><td colspan="2">Module Coordinator

Prof. Dr. Stefan Kettemann</td><td colspan="2">Program Affiliation

• MSc Data Engineering (DE)</td><td colspan="2">Mandatory Status

Mandatory for DE, CSSE and DSSB</td></tr>
<tr><td colspan="3" rowspan="2">Entry Requirements

Pre-requisites
☒ None

Co-requisites
☒ None

Knowledge, Abilities, or Skills
☒ None</td><td>Frequency

Annually (Spring)</td><td colspan="2">Forms of Learning and Teaching

• Lectures (17.5 hours)
• Private Study (45 hours)</td></tr>
<tr><td>Duration

1 semester</td><td colspan="2">Workload

62.5 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Read the Syllabus.

Fraedrich, J. & Ferrell, O.C. (2014): Business Ethics: Ethical Decision Making & Cases. Cengage Learning.</td></tr>
<tr><td colspan="6">Content and Educational Aims

The academically rigorous nature of graduate studies requires students to master academic writing skills and techniques. In this introductory course, students in DE master's program will learn the foundations of academic writing at a graduate level, with special focus on writing academic essays, identifying organizational patterns of academic texts, and formulating arguments to produce cohesive and coherent academic papers. Through the process of drafting, continuous feedback and editing, students will improve their writing skills. This course will also help students develop their research skills by highlighting techniques of finding and evaluating sources, and utilizing citation and referencing styles. As graduate students, adhering to The Code of Academic Integrity is a requirement. Hence, this course will incorporate a session on scholarly and intellectual standards set by Constructor University. The second part of this course is a training seminar. It will give answers to frequently asked questions by students on the topics of working and living in Germany. Here the students will find information on employment and how to get access to the German labor market. The seminar also provides an overview of labor conditions in Germany, the multifaceted forms of employment, business cultures and useful tips and information for the job entry in a German company.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. structure their ideas to write clear summaries, coherent paragraphs and cohesive literature reviews;
2. write different segments of an academic paper employing writing styles that display advanced grammar and precise and concise language use;
3. successfully find and evaluate sources for research;
4. use citation and referencing styles applicable for their discipline;
5. Avoid unintentional plagiarism and adhere to the code of academic integrity.</td></tr>
</table>

6. understand labor conditions in Germany.
7. understand the typical business cultures in German companies.

Indicative Literature

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Term Paper (Report) Length: 10 pages

Weight: 100%

Scope: All intended learning outcomes of this module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4.5 Agile Leadership & Strategic Management

Module Name	**Module Code**	**Level (type)**	**CP**
Agile Leadership and Strategic Management	MCSSE-LAS-03	Year 2	2.5

Module Components

Number	Name	Type	CP
MCSSE-LAS-03	Agile Leadership and Strategic Management	Lecture	2.5

Module Coordinator	**Program Affiliation**	**Mandatory Status**
Prof. Dr. Jürgen Schönwälder	• MSc Computer Science and Software Engineering (CSSE)	Mandatory for AST and CSSE

Entry Requirements			**Frequency**	**Forms of Learning and Teaching**
Pre-requisites • none	Co-requisites ☒ None	Knowledge, Abilities, or Skills	Annually (Fall)	• Lecture (17.5 hours) • Private study (45 hours)
			Duration	**Workload**
			1 semester	62.5 hours

Recommendations for Preparation

N.A.

Content and Educational Aims

This module focuses on key strategic aspects of the leadership and strategy development processes, specifically strategic problems solving, alignment, engagement and copying with black swans and paradigm shifts. The module draws on insights from a variety of fields such as business strategy, problem solving, strategic communication, strategic planning, and strategic resilience. To build a holistic understanding, the module deals with the following topics:

- The strategic process: from analysis, definition, planning and evaluation
- Hypothesis driven problem solving
- Pyramid principle strategic communication
- Antifragile strategies

The module assessment will consist of three presentations. Students will know in the first session which topics need to be covered in their presentations.

Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand and analyse business strategies
2. understand and analyse strategic statements and levels of ambition
3. understand opportunities and threats on the external environment
4. evaluate sources of competitive advantage as well as strategic strengths and weaknesses

5. analyse core challenges of agile leadership and strategy development
6. develop and communicate strategic initiatives
7. apply this knowledge to real-world strategic planning processes

Indicative Literature

Sola, D. & Couturier, J, 2013, How To Think Strategically, FT Publishing International.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentations Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.4.6 Customer-Centric Mindset and Agile Delivery Management

<table>
<tr><td colspan="3">Module Name

Customer-centric Mindset and Agile Delivery Management</td><td>Module Code

MCSSE-LAS-04</td><td>Level (type)

Year 2</td><td>CP

2.5</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-LAS-04</td><td colspan="3">Customer-centric Mindset and Agile Delivery Management</td><td>Lecture</td><td>2.5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Sohaib Hassan</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for CSSE</td></tr>
<tr><td colspan="3" rowspan="2">Entry Requirements

Pre-requisites
• none

Co-requisites
☒ None

Knowledge, Abilities, or Skills</td><td>Frequency

Annually (Fall)</td><td colspan="2">Forms of Learning and Teaching

• Lecture (17.5hours)
• Private study (45 hours)</td></tr>
<tr><td>Duration

1 semester</td><td colspan="2">Workload

62.5 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

N.A.</td></tr>
<tr><td colspan="6">Content and Educational Aims

Successful firms are forced to walk a tightwire between meeting market needs and creating organizational efficiencies. Just how they do this requires, organization, insights, management understanding and determination. The modern manufacturing or service firm is simultaneously engaged in three core processes. 1) The design and development of products and services (BUILD), 2) The efficient and effective delivery of those products and services to the market (DELIVER), and 3) The process of gaining customers that wish to purchase those products and services or enter into transactions with the firm (CAPTURE). How it organizes and the processes it adopts are key to a firm´s ability to optimize these often divergent but highly interdependent activities.

While these three processes are often at odds with each other, this module will inform, challenge, and enlighten the participants on a) The best practices in each of these areas, b) The ways to improve their understanding and implementation of course concepts, and c) The trends that they will invariably deal with in the near future. In this module, students touch upon the design of innovative R&D, operations, and marketing strategies that provide firms with a strategic and sustainable competitive advantage that is capable of utilizing global resources and capturing markets. These strategies will constantly be viewed in a competitive, resource constrained, and capital efficient marketplace.

The module assessment will consist of three presentations. Students will know in the first session which topics need to be covered in their presentations.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to</td></tr>
</table>

1. analyze critically the task of going to market under contemporary conditions and to examine the major functions that comprise the marketing servicing task
2. evaluate various types of policies that can be employed in guiding market centric activities
3. develop an awareness of the major types of market problems faced by organizations, with emphasis on sound analytical approaches to effective problem-solving decisions
4. analyze different business models and understand how the marketing function can be employed to enhance them

Indicative Literature

Chernev, A., 2018, Strategic Marketing Management.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Type: Presentations Duration: 30 min
Weight: 100%

Scope: All intended learning outcomes.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.5 Research Project, Capstone Project & Master Thesis

4.5.1 Research Project

<table>
<tr><td colspan="2">Module Name

Research Project</td><td>Module Code

MCSSE-RP-01</td><td>Level (type)

Year 2</td><td>CP

5</td></tr>
<tr><td colspan="5">Module Components

Number | Name | Type | CP
MCSSE-RP-01 | Research Project | Project | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="2">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory elective for CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ none

Co-requisites

☒ none

Knowledge, Abilities, or Skills</td><td>Frequency

Annually

(Fall)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Research group meetings (21 hours)
• Independent project work (104 hours)

Workload

125 hours</td></tr>
<tr><td colspan="5">Recommendations for Preparation</td></tr>
<tr><td colspan="5">Content and Educational Aims

The competencies and knowledge earned in the first two semesters are deepened by developing a small research project. Students will be exposed to state-of-the-art research with the goal of reproducing results of recent research papers or extending ideas presented in recent research papers. Students will learn how to organize and execute a research project and how to present the results in the format of a typical research paper. Students are expected to participate in the meetings of the research group in which they are doing their research projects.</td></tr>
<tr><td colspan="5">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. understand state-of-the-art research papers in a chosen field of specialization
2. plan a research project to reproduce research results or to extend ideas of recent research results
3. explain research questions and choose suitable methodologies to address them
4. document a research project in the style of a typical scientific paper</td></tr>
<tr><td colspan="5">Indicative Literature

• Recent publications provided by the research project supervisors.</td></tr>
<tr><td colspan="5">Usability and Relationship to other Modules</td></tr>
<tr><td colspan="5">Examination Type: Module Examination

Assessment: Project report (5000 words) Weight: 100%

Scope: All intended learning outcomes of the module.
Completion: to pass this module, the examination has to be passed with at least 45%.</td></tr>
</table>

4.5.2 Capstone Project 1

<table>
<tr><td colspan="3">Module Name
Capstone Project 1</td><td>Module Code
MCSSE-CAP-01</td><td>Level (type)
Year 1</td><td>CP
5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-CAP-01 | Capstone Project 1 | Project | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Manuel Oriol</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites: ☒ None
Co-requisites: ☒ None
Knowledge, Abilities, or Skills:
• Programming skills in an imperative language at CS bachelor level
• Algorithms and data structure at CS bachelor level</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Tutorials (35 hours)
• Group-based and independent project work (55 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Train and advance programming, read about agile development, watch videos on ideation processes and read books on team and teamwork.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This series of Capstone modules gives the possibility of experiencing knowledge and expertise learned in the master by a posteriori analysis, transformational adaptation and coherent planning hands-on practice. The series spans over three modules during which students develop a complete product from scratch. The project starts with an ideation process, creation of clickable demos and initial requirements. It continues with the practical creation of a software architecture and development of the solution. It then finishes with application of artificial intelligence and cybersecurity. During the project, students are going through various steps during which they are encouraged to talk directly to potential real-world customers and users, thus gathering an understanding of what real users and customers for their project might want.

The project is organized in tribes (20-30 people) in charge of exactly one project. The tribes are then further split in agile teams working with the advice of the instructors and the assistants (impersonating the business owners and product owners). The teams can be geographically distributed and work with an up-to-date environment supported with open source IDEs and engineering tools. Few lectures indicate the best practices to follow and the interim goals. Periodic meetings with instructor and teaching assistants steer the process towards the overall goal.

This instance is the first semester of the Capstone project that focuses on ideation and requirements elicitation.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. create and propose mocks
2. perform requirements elicitation
3. prototype
4. approach customers and users
5. specify user stories
6. organize themselves through collaborative tools</td></tr>
</table>

7. understand team dynamics and resolve most interpersonal issues

Indicative Literature

Agile the good the hype and the ugly. Book by Bertrand Meyer

The Five Dysfunctions of a Team. Book by Patrick Lencioni

Group dynamics and Teams interventions. Book by Timothy M. Franz

Online resources on team dynamics:

- https://www.challengeapplications.com/stages-of-team-development
- https://agilescrumguide.com/blog/files/tag-5-stages-of-team-development.html

Usability and Relationship to other Modules

It is highly recommended to take the three Capstone Project modules in their numerical order to gain the full experience of the project.

Examination Type: Module Examination

Assessment: Project Assessment Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.5.3 Capstone Project 2

<table>
<tr><td colspan="3">Module Name
Capstone Project 2</td><td>Module Code
MCSSE-CAP-02</td><td>Level (type)
Year 1</td><td>CP
5</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-CAP-02 | Capstone Project 2 | Project | 5</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Manuel Oriol</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="3">Entry Requirements

Pre-requisites: ☒ None
Co-requisites: ☒ None
Knowledge, Abilities, or Skills:
• Programming skills in an imperative language at CS bachelor level
• Algorithms and data structure at CS bachelor level</td><td>Frequency

Annually (Spring)

Duration

1 semester</td><td colspan="2">Forms of Learning and Teaching

• Lectures (35 hours)
• Tutorials (35 hours)
• Group-based and independent project work (55 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Train and advance programming, read about agile development, watch videos on ideation processes and read books on team and teamwork.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This series of courses courses gives the possibility of experiencing knowledge and expertise learned in the master by aposteriori analysis, transformational adaptation and coherent planning hands-on practice. The course series spans over three courses during which students develop a complete product from scratch. The project starts with an ideation process, creation of clickable demos and initial requirements. It continues with the practical creation of a software architecture and development of the solution. It then finishes with application of artificial intelligence and cybersecurity. During the project students are going through various steps during which they are encouraged to talk directly to potential real-world customers and users, thus gathering an understanding of what real users and customers for their project might want.

The project is organized in tribes (20-30 people) in charge of exactly one project. The tribes are then further split in agile teams working with the advice of the instructors and the assistants (impersonating the business owners and product owners). The teams can be geographically distributed and work with an up-to-date environment supported with open source IDEs and engineering tools. Few lectures indicate the best practices to follow and the interim goals. Periodic meetings with instructor and teaching assistants steer the process towards the overall goal.

This instance is the second semester of the capstone project that focuses on architecture and base implementation.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. describe and defend a software architecture
2. code in groups
3. code as a large team
4. integrate independent works
5. use a source code versioning system
6. specify user stories</td></tr>
</table>

7. hold practical discussions with stakeholders
8. organize themselves through collaborative tools
9. understand team dynamics and resolve most interpersonal issues

Indicative Literature

Agile the good the hype and the ugly. Book by Bertrand Meyer

The Five Dysfunctions of a Team. Book by Patrick Lencioni

Group dynamics and Teams interventions. Book by Timothy M. Franz

Online resources on team dynamics:

- https://www.challengeapplications.com/stages-of-team-development
- https://agilescrumguide.com/blog/files/tag-5-stages-of-team-development.html

Usability and Relationship to other Modules

It is highly recommended to take the three Capstone Project modules in their numerical order to gain the full experience of the project.

Examination Type: Module Examination

Assessment: Project Assessment Weight: 100%

Scope: All intended learning outcomes of the module.

Completion: To pass this module, the examination has to be passed with at least 45%.

4.5.4 Capstone Project 3

<table>
<tr><td colspan="3">Module Name
Capstone Project 3</td><td>Module Code
MCSSE-CAP-03</td><td>Level (type)
Year 1 and 2</td><td>CP
15</td></tr>
<tr><td colspan="6">Module Components

Number | Name | Type | CP
MCSSE-CAP-03 | Capstone Project | Project | 15</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Manuel Oriol</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for AST and CSSE</td></tr>
<tr><td colspan="2">Entry Requirements

Pre-requisites

☒ None</td><td>Co-requisites

☒ None</td><td>Knowledge, Abilities, or Skills

• Programming skills in an imperative language at CS bachelor level
• Algorithms and data structure at CS bachelor level</td><td>Frequency

Annually (Fall)

Duration

1 semester</td><td>Forms of Learning and Teaching

• Lectures (35 hours)
• Tutorials (35 hours)
• Group-based and independent project work (55 hours)

Workload

125 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Train and advance programming, read about agile development, watch videos on ideation processes and read books on team and teamwork.</td></tr>
<tr><td colspan="6">Content and Educational Aims

This series of courses gives the possibility of experiencing knowledge and expertise learned in the master by aposteriori analysis, transformational adaptation and coherent planning hands-on practice. The course series spans over three courses during which students develop a complete product from scratch. The project starts with an ideation process, creation of clickable demos and initial requirements. It continues with the practical creation of a software architecture and development of the solution. It then finishes with application of artificial intelligence and cybersecurity. During the project students are going through various steps during which they are encouraged to talk directly to potential real-world customers and users, thus gathering an understanding of what real users and customers for their project might want.

The project is organized in tribes (20-30 people) in charge of exactly one project. The tribes are then further split in agile teams working with the advice of the instructors and the assistants (impersonating the business owners and product owners). The teams can be geographically distributed and work with an up-to-date environment supported with open source IDEs and engineering tools. Few lectures indicate the best practices to follow and the interim goals. Periodic meetings with instructor and teaching assistants steer the process towards the overall goal.

This instance is the third semester of the Capstone Project that focuses on integrating artificial intelligence, cybersecurity, and develops practices.</td></tr>
<tr><td colspan="6">Intended Learning Outcomes

Upon completion of this module, students will be able to

1. know practical cybersecurity
2. hold practical discussions with stakeholders
3. practice of machine learning
4. work with continuous improvements tools
5. organize themselves through collaborative tools</td></tr>
</table>

6. understand team dynamics and resolve most interpersonal issues

Indicative Literature

Agile the good the hype and the ugly. Book by Bertrand Meyer

The Five Dysfunctions of a Team. Book by Patrick Lencioni

Group dynamics and Teams interventions. Book by Timothy M. Franz

Online resources on team dynamics:

- https://www.challengeapplications.com/stages-of-team-development
- https://agilescrumguide.com/blog/files/tag-5-stages-of-team-development.html

Usability and Relationship to other Modules

It is highly recommended to take the three Capstone Project modules in their numerical order to gain the full experience of the project.

Examination Type: Module Examination

Assessment: Project Assessment Weight: 100%
Scope: All intended learning outcomes of the module.
Completion: To pass this module, the examination has to be passed with at least 45%.

4.5.5 Master Thesis

<table>
<tr><td colspan="3">Module Name

Master Thesis</td><td>Module Code

MCSSE-THE-01</td><td>Level (type)

Year 2</td><td>CP

30</td></tr>
<tr><td colspan="6">Module Components</td></tr>
<tr><td>Number</td><td colspan="3">Name</td><td>Type</td><td>CP</td></tr>
<tr><td>MCSSE-THE-01</td><td colspan="3">Master Thesis</td><td>N.A.</td><td>30</td></tr>
<tr><td>Module Coordinator

Prof. Dr. Jürgen Schönwälder</td><td colspan="3">Program Affiliation

• MSc Computer Science and Software Engineering (CSSE)</td><td colspan="2">Mandatory Status

Mandatory for CSSE</td></tr>
<tr><td colspan="3" rowspan="2">Entry Requirements

Pre-requisites

• None

Co-requisites

☒ None

Knowledge, Abilities, or Skills

• Proficiency in the area of the chosen thesis topic.</td><td>Frequency

Annually (Spring)</td><td colspan="2">Forms of Learning and Teaching

• Private Study (725 hours)
• Colloquium (25 hours)</td></tr>
<tr><td>Duration

1 semester</td><td colspan="2">Workload

750 hours</td></tr>
<tr><td colspan="6">Recommendations for Preparation

Read the Syllabus.</td></tr>
<tr><td colspan="6">Content and Educational Aims

The aim of this module is to train students to motivate, design, carry out and document a thesis project. The thesis topic is determined in mutual agreement with the module instructor. Among others, it may arise
• from research in the instructor's research area (research thesis),
• from a collaboration with a company (industry thesis), or
• from a student-driven product development idea for a start-up (start-up thesis)

In all cases, the instructor needs to agree to supervise the thesis.

The thesis work comprises the full cycle of a scientific project, starting from the identification of an open research question or focus of the work with a survey on the state of the art in research / industry / business, over the formulation of a concrete objective to the design, implementation and evaluation of an object of interest by scientific measures and with respect to the state of the art. All results are documented in the thesis report. document all of this in a thesis report. Depending on the type of thesis (research / industry / start-up), additional components, like a research / business plan, might be a necessary part of the thesis. Irrespective of the thesis type, it is a mandatory part of each thesis to develop a digital system as known from the various branches of Computer Science and Software Engineering.

All above outlined work should be done with as much self-guidance as can be reasonably expected. The instructor will likely give substantial guidance for the first steps, whereas the other aspects will be addressed with larger degrees of self-guidance. The project consists of the thesis report (target size: 30–60 pages), and an oral presentation at the end of the course.</td></tr>
</table>

Intended Learning Outcomes

Discipline-Specific Skills (subject area depending on individual project)

1. understanding, at a professional level, of a circumscribed segment of the project in its environment (research, industry, startup);
2. ability to apply specific and selected CSSE techniques, as required for the project, at a professional level;
3. apply general professional skills;
4. designing and carrying out the full cycle of a project by scientific means in a professional manner;
5. writing a thesis such that it could be submitted to a scientific publication venue, as a project report to a funding agency / industrial client, or as a proposal for start-up funding;
6. presentation of project results for specialists and non-specialists.

Indicative Literature

N.A.

Usability and Relationship to other Modules

Examination Type: Module Examination

Assessment Component 1: Thesis Length: 30 – 60 pages

Weight: 90%

Scope: All intended learning outcomes of this module.

Assessment Component 2: Oral Examination (Defense) Duration: 30 minutes

Weight: 10%

Scope: Mainly presentation of project results but the presentation touches all intended learning outcomes

Completion: This module is passed with an assessment-component weighted average grade of 45% or higher.

5 Appendix

5.1 Intended Learning Outcomes Assessment Matrix

Computer Science and Software Engineering (MSc.)					Software Construction, Architecture and Engineering	Quality Engineering	Architectural Strategy	Management: Agile Product Development &	Management: Product Innovation & Marketi	Management: Transformational Change Ma	Leadership: Entrepreneurship & Intrapreneu	Communication & Presentation Skills for Exe	Leadership: Organizational Behavior and Ind	Academic Writing Skills / Intercultural Trainir	Leadership: Agile Leadership and Strategic M	Leadership: Customer-centric Mindset and Agile Delivery Management	Capstone Project 1	Capstone Project 2	Capstone Project 3	Master Thesis
Semester					1	1	2	1	2	3	1	1	2	2	3	3	1	2	3	4
Mandatory/ optional					m	m	m	m	m	m	m	m	m	m	m	m	m	m	m	m
Credits					5	5	5	5	5	5	2.5	2.5	2.5	2.5	2.5	2.5	5	5	5	30
	Competencies*																			
Program Learning Outcomes	**A**	**E**	**P**	**S**																
Critically assess and creatively apply technological possibilities and innovations in the fields of computer science and software engineering;	x	x	x		x	x	x	x	x	x	x					x	x	x	x	x
Critically assess and apply software engineering methodologies considering real life situations, organizations and industries;	x	x			x	x	x	x	x	x	x					x	x	x	x	x
Use, adapt und improve modern artificial intelligence techniques related to data, planning and applications;	x	x						x	x	x	x					x	x	x	x	x
Design, implement and exploit methods in cryptography and security related fields;	x	x							x	x							x	x	x	x
Apply cross-disciplinary management methodologies to solve academic and professional problems;	x	x	x					x	x	x			x		x	x	x	x	x	x
Critically assess and integrate a consistent tool set of leadership abilities into a professional work environment;	x	x	x					x		x	x	x	x	x	x	x	x	x	x	x
Plan, conduct and document small research projects in the context of computer science and software engineering;	x	x	x					x	x	x	x	x	x	x		x	x	x	x	x
Independently research, document and present a scientific topic with appropriate language skills;	x	x	x	x								x	x	x	x	x	x	x	x	x
Use scientific methods as appropriate in the field of Computer Science and Software Engineering such as defining research questions, justifying methods, collecting, assessing and interpreting relevant information, and drawing scientifically-founded conclusions that consider social, scientific and ethical insights;	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Develop and advance solutions to problems and arguments in their subject area and defend these in discussions with specialists and non-specialists;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Engage ethically with academic, professional and wider communities and to actively contribute to a sustainable future, reflecting and respecting different views;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Take responsibility for their own learning, personal and professional development and role in society, evaluating critical feedback and self-analysis;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Apply their knowledge and understanding to a professional context;	x	x	x					x	x	x	x		x		x	x	x	x	x	x
Take on responsibility in a diverse team;		x	x	x				x	x	x	x	x	x	x	x	x	x	x	x	x
Adhere to and defend ethical, scientific and professional standards.		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Assessment Type																				
Written examination					x															
Term paper														x						
Essay																				
Project report																				
Poster presentation																				
Laboratory Report																				
Program code																				
Oral examination																				x
Presentation								x	x	x	x	x	x		x	x				
Practical Assessments																				
Project Assessments																	x	x	x	
Portfolio Assessments					x	x	x													
Master Thesis																				x
Module achievements																				

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

Computer Science and Software Engineering (MSc.)					Advances in Software Engineering	Parallel and Distributed Computing	Advanced Databases	Cryptography	System Security	Network Security	Cybercriminology	Deep Learning	Intelligent Autonomous Systems	Artificial Intelligence	Text Analysis and Natural Language Processing	Data Analytics	Machine Learning	Quantum Informatics	Research Project
Semester					3	1/3	2	1	2	3	1/3	1/3	1/3	2	2	1	2	tba	3
Mandatory/ optional					me	me	me	me	me	me	me	me	me	me	me	me	me	me	me
Credits					5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
	Competencies*																		
Program Learning Outcomes	**A**	**E**	**P**	**S**															
Critically assess and creatively apply technological possibilities and innovations in the fields of computer science and software engineering;	x	x	x		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Critically assess and apply software engineering methodologies considering real life situations, organizations and industries;	x	x			x														x
Use, adapt und improve modern artificial intelligence techniques related to data, planning and applications;	x	x				x	x					x	x	x	x	x	x		x
Design, implement and exploit methods in cryptography and security related fields;	x	x						x	x	x	x							x	x
Apply cross-disciplinary management methodologies to solve academic and professional problems;	x	x	x																x
Critically assess and integrate a consistent tool set of leadership abilities into a professional work environment;	x	x	x																x
Plan, conduct and document small research projects in the context of computer science and software engineering;	x	x	x																x
Independently research, document and present a scientific topic with appropriate language skills;	x	x	x	x															x
Use scientific methods as appropriate in the field of Computer Science and Software Engineering such as defining research questions, justifying methods, collecting, assessing and interpreting relevant information, and drawing scientifically-founded conclusions that consider social, scientific and ethical insights;	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Develop and advance solutions to problems and arguments in their subject area and defend these in discussions with specialists and non-specialists;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Engage ethically with academic, professional and wider communities and to actively contribute to a sustainable future, reflecting and respecting different views;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Take responsibility for their own learning, personal and professional development and role in society, evaluating critical feedback and self-analysis;		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Apply their knowledge and understanding to a professional context;	x	x	x																x
Take on responsibility in a diverse team;		x	x	x															x
Adhere to and defend ethical, scientific and professional standards.		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
Assessment Type																			
Written examination					x	x	x	x	x	x		x	x	x			x	x	
Term paper											x								
Essay																			
Project report															x	x			x
Poster presentation																			
Laboratory Report							x												
Program code																			
Oral examination																			
Presentation																			
Practical Assessments																			
Project Assessments					x														
Portfolio Assessments																		x	
Master Thesis																			
Module achievements																			

Figure 3: Intended Learning Outcomes Assessment-Matrix

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