Lehrform (teaching format) / SWS (hours per week): 4K

Kreditpunkte (credit points): 6

Turnus (frequency): occasionally

Inhaltliche Voraussetzungen (content-related prior knowledge/skills): NONE

Sprache (language): English

Lehrende (teaching staff): AG Künstliche Intelligenz (Prof. Michael Beetz, PhD)

<table>
<thead>
<tr>
<th>Studiengang (degree program)</th>
<th>Module</th>
<th>Semester</th>
</tr>
</thead>
<tbody>
<tr>
<td>Informatik (Master)</td>
<td>IMVP, IMVP-AI</td>
<td>ab 1.Sem.</td>
</tr>
<tr>
<td>AI and Intelligent Systems (Master)</td>
<td>AI-M-CER</td>
<td>from 2nd sem.</td>
</tr>
<tr>
<td>Informatik (Bachelor)</td>
<td>(nur Freie Wahl)</td>
<td></td>
</tr>
</tbody>
</table>

Lernergebnisse / Learning Outcome:

- Apply basic concepts in Unreal Engine (UE)
- Understand and apply concepts of physics simulation and animation in Unreal Engine
- Apply methods of robot simulation
- Develop VR simulation in UE

Inhalte / Contents:

- Basic concepts in Unreal Engine 4
- Physics simulation and animation in UE
- Robot simulation
- VR development in UE

Hinweise (remarks): The table lists only the primary / most specific modules to which this course is assigned.