

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)

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

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.