

Westphalian University of Applied Sciences

Department of Computer Science and Communication

Overview of English Lectures for Incoming Exchange Students (Draft)

- All courses are during the Summer-term (April-July)
- All courses will be given in English
- All Master courses are available to both, incoming Bachelor and Master students. However, we recommend that only those Bachelor students to apply for Master courses who might have previous knowledge of the individual topics.

Title	ECTS	Lecturer	Content	Level
Developing Multi-Media applications	6	Prof. Heinecke	In this lecture, students learn to develop multimedia applications, based on HTML 5, CSS and JavaScript. Different animation techniques will be discussed as well as interaction design techniques for multimedia applications.	Bachelor
Web Design	6	Prof. Becker	In this lecture, students will learn to work on a web design project with focus on project management and design competencies. Concepts and techniques for image editing will be taught and students will be able to apply those in a practical project.	Bachelor
Seminar Media Informatics	6	Prof. Gerken	In this seminar, students will work individually on a current topic of research in the context of Media Informatics, such as Human-Computer Interaction, Virtual Reality, Computer Graphics, Design Methodologies, etc. They will have to research and understand the topic, present it in the audience and write a seminar paper.	Bachelor
Internet Security	6	Prof. Dietrich	Specific course contents are not yet finalized. It will be in the context of internet security.	Bachelor
Usability & UX Evaluation Methods	6	Prof. Gerken	In this lecture, students will learn about different evaluations methods to assess the Usability and User Experience of software systems. They will apply this knowledge in a practical project.	Bachelor

Software Development Project (Group project)	12	Multiple Professors	This project gives students the possibility to work on a larger software development project in a group. Thereby, next to applying the software development skills learned in other lectures, students will learn how to work together in a group and how to manage a project on a practical level. Each semester, a variety of topics is available and students can apply to their favorite topics.	Bachelor/ Master
Gamification	6	Prof. Lux	This lecture aims at applying the concept of Gamification to teaching. The students will learn about generic gamification concepts and teaching and didactic principles as well Serious Games. Examples from practice will help to understand the possibilities and challenges of this emerging field.	Master
Interface Design	6	Prof. Becker	Specific course contents are not yet finalized. It will be in the context of Interface Design.	Master
Usability & Interaction Design	6	Prof. Gerken	In this lecture, students will learn how to design interactive systems, starting with understanding the needs and requirements of users, how to actually involve them in the development process, how to create interaction design models and sketches as well as interaction design principles. The theoretical knowledge will be applied in a practical project.	Master
Advanced Internet Security	6	Prof. Dietrich	Specific course contents are not yet finalized. It will be in the context of internet security.	Master
Developing Intelligent Systems	6	Prof. Conen	This course is about designing and developing intelligent systems. Students will have the chance to participate at an international contest and present their results.	Master
German as a Foreign Language (different levels)	5	Language Center	Our language center provides courses to master the German language. Entry – level courses will be available as well as courses for students with German language skills (B1 level).	Bachelor/ Master