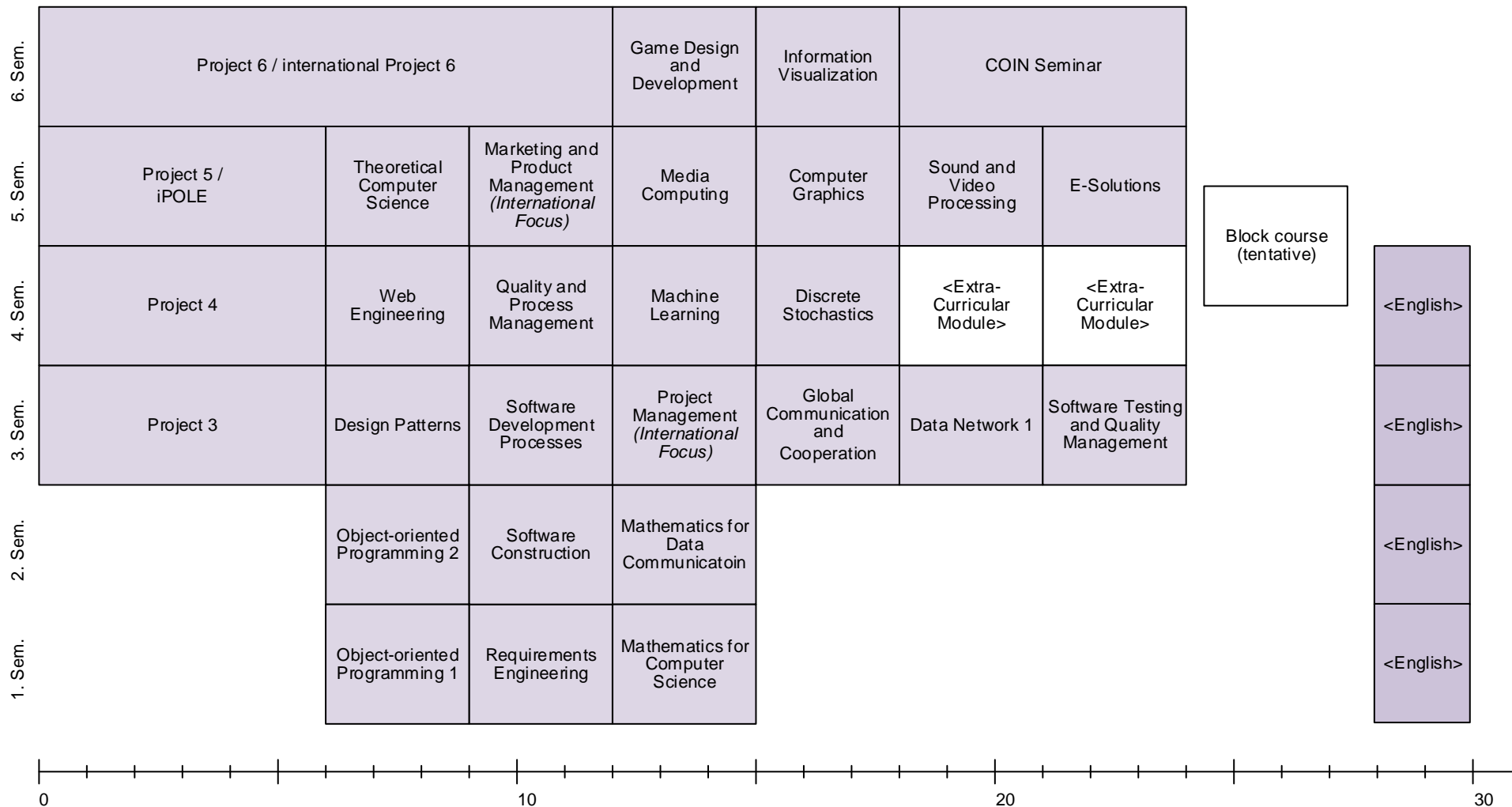
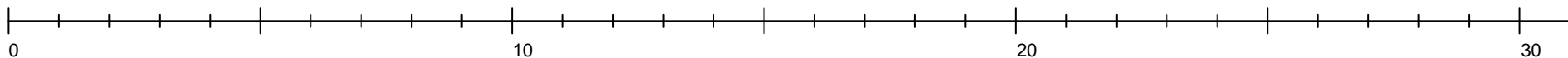


Computer Science International Track



Generalist with International Track

6. Sem.	Project 6 / international Project 6			Game Design and Development	Information Visualization	<Informatik Vertiefungen>	<Informatik Vertiefungen>	<Informatik Vertiefungen>	<GSW>	<GSW>
5. Sem.	Project 5 / international Project 5 / iPOLE	Theoretical Computer Science	Marketing and Product Management (International Version)	Media Computing	Computer Graphics	Sound and Video Processing	E-Solutions	<Informatik Vertiefungen>	<Betriebswirtschaft>	<GSW>
4. Sem.	Project 4	Web Engineering	Quality and Process Management	Discrete Stochastics	Datenetze 2	<Extra-Curricular Module>	Mathematik für Graphik und Bildverarbeitung	<ICT Systeme> z.B: IT System Management	<Betriebswirtschaft>	<English>
3. Sem.	Project 3	Design Patterns	Software Development Processes	Software Testing and Quality Management	Data Network 1	Compilerbau	Algorithmen und Datenstrukturen 2	Einführung in Datenbanksysteme	<Betriebswirtschaft>	<English>
2. Sem.	Projekt 2	Object-oriented Programming 2	Software Construction	Mathematics for Data Communicatoin	Usability und User Interface Design	Algorithmen und Datenstrukturen 1	Betriebssysteme	Einführung in die Analysis	<Schreibpraxis>	<English>
1. Sem.	Projekt 1	Object-oriented Programming 1	Requirements Engineering	Mathematics for Computer Science	Lineare Algebra und Geometrie	System-Administration	Computer Hardware und Programmierung	Functional Programming	<Argumentation und Rethorik>	<English>



iCompetence with International Track

6. Sem.	Project 6 / international Project 6			Information Visualization	COIN Seminar		Machine Learning	Personal und Führung	Workshop 6	<GSW>
5. Sem.	Project 5 / iPOLE	Software Testing und Quality Management	Design Patterns	Media Computing	Marketing and Product Management (International Focus)	Theoretical Computer Science	E-Solutions	Advanced Experience Design	Social Network Analysis	
4. Sem.	Project 4	Web Engineering	Quality and Process Management	Discrete Stochastics	<Extra-Curricular Module>	Kommunikation in verteilten Anwendungen	Algorithmen und Datenstrukturen 2	Workshop 4	<GSW>	<English>
3. Sem.	Project 3	Software Construction	Software Development Processes	Project Management (International Version)	Global Communication and Cooperation	Datenbanken	Algorithmen und Datenstrukturen 1	Betriebswirtschaftslehre	Workshop 3	<English>
2. Sem.	Projekt 2	Object-oriented Programming 2	Mathematics for Data Communicatoin	Computer-labor	User Interface und Interaction Design	Lineare Algebra und Geometrie	Einführung in die Analysis	Workshop 2	<Schreibpraxis>	<English>
1. Sem.	Projekt 1	Object-oriented Programming 1	Requirements Engineering	Mathematics for Computer Science	Einführung in die Programmierung	Software Engineering Grundlagen	Designtheorie und -prozesse	<Argumentation und Rethorik>	<GSW>	<English>

