Schematischer Studienverlauf / Schematic course of study

Vollzeit / Full-time

Studienbeginn im Wintersemester / Start of studies in winter semester

Modulkennung / Module code	Modulname / Module name	SWS / CHs	ECTS	Kategorie / category	ECTS Empfehlung / recommended ECTS
Wintersemester: 1. Fachsemester/ Winter semester: 1st semester					
MEI-M-SE	Software Engineering and Project Management	4+2	12	Pflicht Compulsory	12 ECTS Pflicht / Compulsory
MEI-M-AUE	Advanced Usability Engineering	2 + 2	12	Wahlpflicht Elective Compulsory	18 ECTS Wahlpflicht / Elective Compulsory
MEI-M-DH	Digital Humanities	2 + 2	12	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht Elective Compulsory	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht Elective Compulsory	
HCAI-M06	Explainable AI for Human-Computer-Interaction	2+2	6	Wahlpflicht Elective Compulsory	
Sommersemester: 2. Fachsemester / Summer semester: 2nd semester					
MEI-M-PRO	Engineering Interactive Systems	4	12	Pflicht Compulsory	12 ECTS Pflicht / Compulsory
MEI-M-GAME	Game Engineering	2 + 2	12	Wahlpflicht	18 ECTS Wahlpflicht / Elective Compulsory
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht	
INF-M-HCC-AHCI	Advanced Topics in HCI	2 + 2	6	Wahlpflicht	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht	
HCAI-M07	Generative AI for Human-Computer-Interaction	2+2	6	Wahlpflicht	
Wintersemester: 3. Fachsemester / Winter semester: 3rd semester					
INF-M-HCC-RSRCH	Research Project in Human-Centred Computing	4	18	Pflicht Compulsory	18 ECTS Pflicht / Compulsory
MEI-M-AUE	Advanced Usability Engineering	2 + 2	12	Wahlpflicht Elective Compulsory	12 ECTS Wahlpflicht / Elective Compulsory
MEI-M-DH	Digital Humanities	2 + 2	12	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-CLUB	Current Developments in Human-Computer Interaction (Journal Club)	2	6	Wahlpflicht Elective Compulsory	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht Elective Compulsory	
Sommersemester: 4. Fachsemester / Summer semester: 4th semester					
MEI-M-THESIS	Master's Thesis	2	30	Pflicht Compulsory	30 ECTS Master's Thesis

Studienbeginn im Sommersemester / Start of studies in summer semester

Modulkennung / Module code	Modulname / Module name	SWS / CHs	ECTS	Kategorie / category	ECTS Empfehlung / recommended ECTS
Sommersemester: 1. Fachsemester / Summer semester: 1st semester					
MEI-M-PRO	Engineering Interactive Systems	4	12	Pflicht Compulsory	12 ECTS Pflicht / Compulsory
MEI-M-GAME	Game Engineering	2 + 2	12	Wahlpflicht Elective Compulsory	18 ECTS Wahlpflicht / Elective Compulsory
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-AHCI	Advanced Topics in HCI	2 + 2	6	Wahlpflicht Elective Compulsory	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht Elective Compulsory	
HCAI-M07	Generative AI for Human-Computer-Interaction	2+2	6	Wahlpflicht Elective Compulsory	
Wintersemester: 2. Fachsemester / Winter semester: 2nd semester					
MEI-M-SE	Software Engineering and Project Management	4+2	12	Pflicht Compulsory	12 ECTS Pflicht / Compulsory
MEI-M-AUE	Advanced Usability Engineering	2 + 2	12	Wahlpflicht Elective Compulsory	18 ECTS Wahlpflicht / Elective Compulsory
MEI-M-DH	Digital Humanities	2 + 2	12	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-CLUB	Current Developments in Human-Computer Interaction (Journal Club)	2	6	Wahlpflicht Elective Compulsory	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht Elective Compulsory	
HCAI-M06	Explainable AI for Human-Computer-Interaction	2+2	6	Wahlpflicht Elective Compulsory	
Sommersemester: 3. Fachsemester / Summer semester: 3rd semester					
INF-M-HCC-RSRCH	Research Project in Human-Centred Computing	4	18	Pflicht Compulsory	18 ECTS Pflicht / Compulsory
MEI-M-GAME	Game Engineering	2 + 2	12	Wahlpflicht Elective Compulsory	12 ECTS Wahlpflicht / Elective Compulsory
INF-M-HCC-INT1	Interaction Technologies I	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-INT2	Interaction Technologies II	2 + 2	6	Wahlpflicht Elective Compulsory	
INF-M-HCC-AHCI	Advanced Topics in HCI	2 + 2	6	Wahlpflicht Elective Compulsory	
MEI-M-FREE	Free Elective		6-18	Wahlpflicht Elective Compulsory	
Wintersemester: 4. Fachsemester / Winter seemster: 4th semester					
MEI-M-THESIS	Master's Thesis	2	30	Pflicht Compulsory	30 ECTS Master's Thesis