fhs   **Fachhochschule Salzburg** University of Applied Sciences

Diploma Supplement Annex

The Austrian Higher Education System

Post-secondary Education in Austria

The Austrian post-secondary **university sector** („Hochschulsektor") consists of

○ Public universities (Universitäten), maintained by the state;

○ Private universities (Privatuniversitäten), operated by private organisations with state accreditation;

○ Maintainers of university of applied sciences degree programmes (Fachhochschul-Studiengänge) incorporated upon the basis of private or public law and subsidised by the state, with state accreditation (some of which are entitled to use the designation Fachhochschule);

○ University colleges of education (Pädagogische Hochschulen) maintained by the state or operated by private organisations with state accreditation;

○ The Institute of Science and Technology Austria;

○ Universities of philosophy and theology (Philosophisch-Theologische Hochschulen), operated by the Roman Catholic Church.

The **non-university post-secondary sector** (außeruniversitärer postsekundärer Sektor) consists of

○ Military academies (Militärische Akademien);

○ Vienna School of International Studies (Diplomatische Akademie);

○ Certain training institutions for psychotherapists (Psychotherapeutische Ausbildungseinrichtungen);

○ Conservatories (Konservatorien).

The following text addresses exclusively the university sector.

Overall Structure of University Education

There are currently two different systems of degree programmes in Austria: a **newer system**, based on the European Higher Education Area (Bologna process), and a **former one**, dating from before the European Higher Education Area.

The **new system** is based on the distinction between undergraduate and graduate studies. Upon completion of an undergraduate programme (Bachelorstudium at universities and university colleges of education or, respectively, Fachhochschul-Bachelorstudiengang at universities of applied sciences, comprising 180 to 240 ECTS credits), a bachelor's degree (designation: „Bachelor of/in …") is awarded. Upon completion of a graduate programme (Masterstudium at universities and university colleges of education or, respectively, Fachhochschul-Masterstudiengang at universities of applied sciences, comprising 60 to 120 ECTS credits), a master's degree (designation: „Master of/in … ") is awarded. In the fields of engineering, the designation of the master's degree can also be „Diplom-Ingenieur/in".

Under the auspices of the **older system** of diploma degree programmes (Diplomstudien), the first degree awarded is the diploma degree (Diplomgrad). An Austrian higher secondary school leaving certificate or its equivalent is the general qualification necessary for enrolling in a diploma programme; conclusion of a diploma programme entitles degree holders to enrol in doctoral programmes. A diploma degree (Diplomgrad) is awarded by Austrian universities after a course of study consisting of 240 to 360 ECTS credits. Full degree titles are gender specific designations: Magister for men; Magistra for women. Degree titles also include a general description of the field of study in which they were obtained, e.g. Magister philosophiae. In the fields of engineering, the degree titles are Diplom-Ingenieur/in. Degrees awarded in medicine and dentistry are exceptions to the above. The first degrees awarded after the completion of these degree programmes consisting of 360 ECTS credits are Doctor medicinae universae and Doctor medicinae dentalis, respectively. Graduates of university of applied sciences programmes that consist of 240 to 300 ECTS credits are awarded, analogous to university studies, a university of applied science diploma degree (Fachhochschul-Diplomgrad) contingent upon discipline: either a Diplom-Ingenieur/in (FH) for fields of engineering or Magister/Magistra (FH) in other fields of study.

Some study programmes for teachers' qualifications are offered jointly between universities and university colleges of education.

Recipients of these diploma degrees from the old system or a master's degrees from the new system (including the ones awarded in both cases by the universities of applied sciences) are entitled to enrol in doctoral programmes (Doktoratsstudium) at universities. A doctoral degree with the designtion either „Doktor/in" or „Doctor of Philosophy" (PhD) is awarded upon completion of a doctoral programme with a minimum duration of three years.

In addition to the degree programmes (ordentliche Studien) described above, non-consecutive certificate programmes (außerordentliche Studien) are offered, for example in the form of university programmes for further education (Universitätslehrgänge) or individual units/modules in scientific subjects, both at universities; certificate university of applied sciences programmes for further education (Lehrgänge zur Weiterbildung) or individual units/modules in scientific subjects at universities of applied sciences; and certificate university college programmes for further education (Hochschullehrgänge) at university colleges of education.

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Urstein Süd 1
5412 Puch / Salzburg

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Bachelor Programme (Bachelorstudium)

Admission to a bachelor programme is granted upon the basis of the Austrian higher secondary school leaving certificate (Reifezeugnis), its foreign equivalent, or the successful completion of a special university entrance qualification examination (Studienberechtigungsprüfung). Students of compulsory lower schools who have completed additional schooling in the form of apprenticeships as skilled workers may take a vocationally based examination acknowledged as equivalent to the higher secondary school leaving certificate (Berufsreifeprüfung). Admission to bachelor programmes in the arts is based on aptitude ascertained by admission examinations. Admission to university of applied sciences bachelor programmes is also possible on the basis of previous vocational or technical experience and qualifications of the applicants. In some university bachelor programmes, in most university of applied sciences bachelor programmes and in bachelor programmes at university colleges of education, admission is based on a selective admission process. Areas/modules of study (Fächer/Module) are specified in curricula. As a rule, the completion of two substantial bachelor papers or projects (Bachelorarbeiten) are required for awarding the degree. University of applied sciences bachelor programmes, bachelor programmes at university college and some bachelor programmes at universities include an internship or practical training. The programme can conclude with a bachelor examination (Bachelorprüfung).

Master Programme (Masterstudium)

Admission to a master programme is granted on the basis of the successful completion of a subject-relevant bachelor programme or an equivalent post-secondary qualification. In some master programmes admission is based on a selective admission process. Areas/modules of study (Fächer/Module) are specified in curricula. A core requirement is the completion of a master thesis (Masterarbeit). This degree programme concludes with a master examination (Masterprüfung). The approval of the master thesis (Masterarbeit) is a prerequisite for admission to this examination.

Diploma Programme (Diplomstudium = old system)

Admission to a diploma programme is granted upon the basis of the Austrian higher secondary school leaving certificate (Reifezeugnis), its foreign equivalent, or the successful completion of a special university entrance qualification examination (Studienberechtigungsprüfung). Students of compulsory lower schools who have completed additional schooling in the form of apprenticeships as skilled workers also may take a vocationally based examination acknowledged as equivalent to the higher secondary school leaving certificate (Berufsreifeprüfung). Admission to diploma programmes in the arts is based on aptitude ascertained by admission examinations. Admission to university of applied sciences diploma programmes may also take place upon the basis of previous vocational or technical experience and qualifications of applicants. In some fields of study (e.g. Human Medicine and Dentistry, and university of applied sciences diploma programmes) admission is based on a selective admission process. A degree programme may be divided into stages (Studienabschnitte). The length of each stage of the degree programme as well as the areas of study (Fächer) and content required are articulated in curricula that distinguish between required subjects (Pflichtfächer) and electives (Wahlfächer). Each stage concludes with a diploma examination (Diplomprüfung). University of applied sciences diploma programmes and some diploma programmes at universities include an internship or practical training. The approval of a diploma thesis (Diplomarbeit) is a prerequisite for admission to the concluding diploma examination.

Doctoral Programme (Doktoratsstudium)

Admission to a doctoral programme at a university is granted on the basis of the successful completion of a subject-relevant diploma or master programme. Contents and requirements of study are specified in curricula with the focus on the doctoral thesis (Dissertation) as the result of independent research. This degree programme concludes with the approval of the dissertation and with a comprehensive doctoral examination (Rigorosum) or a defensio.
At universities of applied sciences and at university colleges of education no doctoral programmes are offered.

Evaluation of performance and grading system
*Austrian grading scale

According to the modalities for examinations outlined in the curricula, achievement may be assessed by oral and written exams or project related work. In principle oral examinations are open to the public.

AGS*	Definition
1	**EXCELLENT** (SEHR GUT) Outstanding performance
2	**GOOD** (GUT) Generally good, but with some errors
3	**SATISFACTORY** (BEFRIEDIGEND) Generally sound work with a number of substantial errors
4	**SUFFICIENT** (GENÜGEND) Performance meets the minimum criteria
	SUCCESSFULLY COMPLETED (MIT ERFOLG TEILGENOMMEN) Positive performance, where a strict differentiation is not adequate
5	**INSUFFICIENT < 50 %** (NICHT GENÜGEND) Substantial improvement necessary; requirement of further work
	NOT COMPLETED (OHNE ERFOLG TEILGENOMMEN) Negative performance, where a strict differentiation is not adequate

Grades for comprehensive examinations, i.e. covering materials from various subjects

POSITIVE	**PASS WITH DISTINCTION** (MIT AUSZEICHNUNG BESTANDEN) **PASS WITH MERIT** (MIT GUTEM ERFOLG BESTANDEN) **PASS** (BESTANDEN)
NEGATIVE	**INSUFFICIENT** (NICHT BESTANDEN)

Module Descriptions

The following modules have been completed during this study and/or have been recognized due to prior learning.
Recognized modules from a previous study on direct entry into a higher semester are not listed here.

Modules (Module description, module class, module explanation)	**ECTS**
Bachelor Thesis 1	**5**
Bachelor Thesis 1 and Accompanying Course SE (4. Course Semester)	5

Students possess the basic knowledge and ability to create their own research design for bachelor thesis 1 and produce the work in line with the rules of the scientific community.

Bachelor Thesis 2	**10**
Bachelor Thesis 2 and Accompanying Course SE (6. Course Semester)	10

Students can write a practice-oriented bachelor thesis which is produced in the form of theoretically reflected project work. They possess the in-depth knowledge and ability to create their own research design for bachelor thesis 2 and produce the work in line with the rules of the scientific community.

Business and Law	**5**
Business Basics IL (6. Course Semester)	2
Guest Lecture Emerging Technologies VO (6. Course Semester)	1
Main Elements of Media and IT Law IL (6. Course Semester)	2

Students have knowledge and skills in founding a company, managing a company as well as entrepreneurial thinking and acting as a worker within a company organisation.
They have basic knowledge in the fields of European and constitutional law, the Austrian Media Act, employment law and ICT law as well as copyright and advertising law, and are able to apply this knowledge to their projects.

Communication	**5**
English Language Skills UB (1. Course Semester)	3
Personal Reflection Process 1 RC (1. Course Semester)	0.5
Writing Workshop UB (1. Course Semester)	1.5

Students can describe and explain aspects of media and technology in English in both written and oral form, as well as understand, summarise and discuss relevant Internet texts and trade articles. They are able to participate in discussions on games, web and multimedia in person and online, arguing and expressing their standpoints orally or in articles.
Students can prepare various types of text to be more easily understandable, better to read, more interesting and more concise.
Students can identify and question their own thought, experience and behavioural patterns using meta-communication models and techniques.

Creativity and Media 1	**5**
3D Modelling & Animation IL (1. Course Semester)	2.5
Concept Development IL (1. Course Semester)	2.5

Students have an overview of innovation processes, creativity techniques and their application. They learn to work successfully and know concepts in the area connecting technology, creativity and society. They have mastered the basic principles of 3D modelling and animation with professional tools e.g. Autodesk Maya.

Modules (Module description, module class, module explanation)	ECTS
Creativity and Media 2	**5**
Basic Principles of Media Design IL (2. Course Semester)	1.5
Concept Creation IL (2. Course Semester)	1.5
Media, Technology and Society SE (2. Course Semester)	2

Students know the structured approach to producing an innovative concept. They are able to use research and analysis methods to present their concepts in a larger context and discuss them. Prototype studies (proof-of-concept) can be independently carried out.
They know the fundamental aesthetic principles of visual communication, the perception and psychology-related basis for processing information as well as the quality criteria for assessing visual design.
Students gain an insight into media theory and can critically reflect on common media concepts. Using case studies, they can examine theoretical concepts for their practice plausibility and compare them with current developments in the media-centric society. This leads to a critical assessment of potential and hazards of current technical and societal developments.

Elective 1 - Game Development & Mixed Reality 1	**5**
Game Development 1 IL (3. Course Semester)	5

Students have basic knowledge of using software tools and algorithms in game development. They have mastered the establishment of a basic game engine (asset system, collision system, input system, rendering system) and can implement this in a modular way in C++. They know the basic programming concepts of game AI and simple physical issues, and are able to implement these.
Students can conceive simple games, creating the required software architecture for this and implementing and testing them. They are able to systematically analyse, find and remedy errors and use version control systems (SVN, GIT) in their development process.

Elective 1 - Game Development & Mixed Reality 2	**5**
Advanced Computer Graphics IL (3. Course Semester)	3
Mixed Reality 1 IL (3. Course Semester)	2

Students have in-depth knowledge of mathematical and algorithmic theories for generating realistic 3D scenes with one of the latest graphic programming interfaces. They are familiar with basic image processing algorithms and tools for creating augmented reality. They have knowledge of dealing with and programming 3D cameras, tracking technologies and feature detection algorithms.
Students can implement and test simple location-dependent games using GPS and mixed reality technologies. They can conceive and implement concepts and interactive installations in public spaces.

Elective 1 - Game Development & Mixed Reality 3	**5**
Game Development 2 IL (4. Course Semester)	5

Students know the basic concepts of a modern game engine and are able to extend the functions of these. They know the areas of use of artificial intelligence in computer games as well as methods, algorithms and tools for multiplayer online games. The students are familiar with concepts in game engine design and their implementation.

Elective 1 - Game Development & Mixed Reality 4	**5**
Game Production Environments IL (4. Course Semester)	2.5
Mixed Reality 2 IL (4. Course Semester)	2
Multimedia Project 3 Kickoff - Game Development & Mixed Reality IL (4. Course Semester)	0.5

Students are familiar with advanced tracking algorithms, image editing and recognition methods as well as basic methods and algorithms for data classification. They know creativity techniques and methods for generating ideas as well as developing them into prototypes in the area of mixed reality and games. They know how to use various open source and commercial tools in practice in the game industry.

Elective 1 - Game Development & Mixed Reality 5	**5**
Business of Game IL (6. Course Semester)	1
Selected Chapters of Game Development & Mixed Reality IL (6. Course Semester)	4

Students are familiar with business models of game companies, major players within the industry and their known public strategies.
They know advanced concepts from the current field of game or mixed reality development and can use these in a practical way. (Topic is selected every year).

Elective 2 - Game Studies & Game Design 1	**2.5**
Game Studies & Game Design 1 IL (3. Course Semester)	2.5

Students have basic knowledge and skills in the theory and practice of game design, from conceptual design to implementation. They have basic knowledge and skills in identifying and designing mechanisms, sets of rules and design structures within interactive forms of entertainment.

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5412 Puch / Salzburg

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Modules (Module description, module class, module explanation)	**ECTS**
Elective 2 - Game Studies & Game Design 2	**2.5**
Game Studies & Game Design 2 IL (4. Course Semester)	2.5

Students have in-depth knowledge and skills in the theory and practice of game design, from conceptual design to implementation. They have advanced skills in identifying and designing mechanisms, sets of rules and design structures within interactive forms of entertainment.
They have in-depth knowledge of testing as well as quality and function control of games and differentiated basic skills in analysing existing games with regard to their features relating to technology, natural science, media theory, art theory, culture theory, economics, society and education.

Internship	**25**
Internship PT (5. Course Semester)	24
Internship: Accompanying Course IT (5. Course Semester)	1

Students know the organisation and workflows of a company. They know which concepts, theories and methods are used by companies and can compare these critically with the concepts, theories and methods learnt in their degree programme. They can carry out industry-specific projects in various roles within a company.

Mathematics 1	**5**
Applied Mathematics 1 IL (1. Course Semester)	5

Students understand and interpret mathematical notations, and apply them. They know the argumentations and reasoning behind mathematics. They have detailed knowledge in the field of linear algebra.

Mathematics 2	**5**
Applied Mathematics 2 IL (2. Course Semester)	5

Students have in-depth knowledge of linear algebra. They understand the concept of limit values and are able to solve problems using calculations relating to sequences and series. They have mastered differential and integral calculus in detail and can apply the learnt methods to practical tasks.

Multimedia 1	**5**
Introduction to Computer Networks IL (1. Course Semester)	2.5
Introduction to Multimedia VO (1. Course Semester)	2.5

Students have a broad understanding of the concept of modern multimedia. They know simply methods of presenting, saving and processing digital media (e.g. text, image, graphics, animation, audio and video) with the help of a computer.
Students know the way that relevant protocols on the Internet work and are familiar with their layer structure. They know the areas in which various network technologies are used and can set up LANs and configure the connected hosts. They can search for and localise simple errors in networks.

Multimedia 2	**5**
Introduction to Computer Graphics IL (2. Course Semester)	2.5
Multimedia Project 1 (MMP1) PT (2. Course Semester)	2.5

Students know basic processes and concepts of 2D and 3D computer graphics. They apply mathematical concepts for presenting and transforming geometric objects.
They are able to implement simple 2D and 3D scenes using an up-to-date graphic programming interface.
They are able to carry out a simple self-selected programming project themselves and improve their own source code after a code review.

Multimedia Project 2 (MMP2a)	**2.5**
Group-Oriented Reflection Process 1 RC (3. Course Semester)	0.5
Multimedia Project 2 (MMP2a) PT (3. Course Semester)	2

Students can carry out projects with specific multimedia topics in specialist teams and use general project management methods in practice as part of this.
They expand their knowledge of teamwork and the effect of group dynamics. They can perceive and question preconceived thoughts and respective behavioural patterns in connection with groups and teams, and constructively shape their use in the context of the degree programme (projects/group work).

Modules (Module description, module class, module explanation)	ECTS
Multimedia Project 2 (MMP2b)	**2.5**
Group-Oriented Reflection Process 2 RC (4. Course Semester)	0.5
Multimedia Project 2 (MMP2b) PT (4. Course Semester)	2

Students can carry out projects with specific multimedia topics in specialist or extended teams (e.g. with the partial integration of designers) and use general project management methods and tools in a practical way as part of this.
They can recognise and solve social communication and structural problems in teams based on concrete learning experiences in the multimedia projects.

Multimedia Project 3 (MMP3)	**10**
Group-Oriented Reflection Process 3 RC (6. Course Semester)	0.5
Multimedia Project 3 (MMP3) PT (6. Course Semester)	9.5

Students are able to successfully carry out innovative projects featuring wide-ranging multimedia topics in interdisciplinary teams and present these projects successfully to a specialist audience and to the general public.
They have fundamental knowledge of communication, meta-communication and problems in interdisciplinary communication situations. They can perceive, assess and reorientate their behaviour in interdisciplinary teams.

Multimedia Systems 1	**5**
Applied Statistics IL (3. Course Semester)	2.5
Multimedia Processing IL (3. Course Semester)	2.5

Students know the basic principles of probability and statistics. They know the advantages and disadvantages of statistic key figures and are able to apply these for practical tasks in the field of multimedia. Students know statistical distributions relevant for practice and are able to carry out hypothesis tests.
Students know important principles and techniques of algorithmic image processing and can apply them in-dependently in their applications. They know the most important image and video formats and can select them in line with a specific application profile.

Multimedia Systems 2	**5**
Cryptography and Media Security IL (4. Course Semester)	2.5
Digital Media Systems IL (4. Course Semester)	2.5

Students are familiar with the latest cryptographic processes and can use these in their own applications in a targeted way. They know alternative methods of securing media content (digital watermarking).
They know various aspects of the latest multimedia systems and are able to assess technical requirements and sequence their implementation in order of importance. In design, they are able to take framework conditions into account, particularly with regards to security, private sphere and data protection, and implement the corresponding technical solutions.

Practical Computer Science 1	**5**
Basic Principles of Human-Computer Interaction IL (3. Course Semester)	2.5
Software Design Pattern IL (3. Course Semester)	2.5

Students are familiar with design patterns for software and are able to implement these in complex programming language. They know architecture patterns (e.g. model view controller) and can describe the structure and behaviour of software systems using UML.
Students are familiar with concepts, basic elements and working methods from disciplines relevant to human-computer interaction (HCI) and have a basic understanding for HCI-relevant properties of people, computers and their interaction. They can apply the user-centred design process and methods for analysis, design and evaluation phases based on concrete tasks.

Practical Computer Science 2	**5**
Concurrent & Distributed Systems IL (4. Course Semester)	2.5
HCI-Studio IL (4. Course Semester)	2.5

Students are aware of up-to-date topics in software development relevant for their career e.g. programming systems with multiple processors and distributed systems, as well as the relevant theoretical and algorithmic solutions.
They are able to analyse, design, develop prototypes, evaluate, assess and document an interface as part of a user-centred design process, taking into account the latest methods and approaches.

Modules (Module description, module class, module explanation)	**ECTS**
Programming 1	**5**
Introduction to Programming IL (1. Course Semester)	5

Students know data types, and control structures of an object-oriented programming language. They know how models are made in an abstracted and object-oriented way in a programming language. They can apply solutions to simple practical tasks in an object-oriented programming language.

Programming 2	**5**
Algorithms & Data Structures IL (2. Course Semester)	5

Students know elementary data structures and algorithms. They are able to estimate time and memory requirements of various implementations both practically and theoretically and therefore select the optimal solution for a pre-defined problem.

Project Preparation	**5**
Bachelor Thesis 2: Topic Selection and Exposé SE (5. Course Semester)	2.5
Multimedia Project 3: Preparation PT (5. Course Semester)	2.5

Students can write a practice-oriented bachelor thesis which is produced in the form of theoretically reflected project work. They possess the in-depth knowledge and ability to create their own research design for bachelor thesis 2 and produce the work in line with the rules of the scientific community.
They can develop and refine ideas for web, game and other multimedia projects, evolve this further into a concept, put together an interdisciplinary team, use suitable project management methods as well as present the concept and planning to a specialist audience.

Web Programming 1	**5**
Introduction to Databases IL (1. Course Semester)	2.5
Web Programming 1 IL (1. Course Semester)	2.5

Students have an overview of the technologies and languages of the web. They create simple websites from scratch themselves and publish them on a web server. They know the Document Object Model and the basic terms of event-driven programming.
They know the relational database model and its implementation in a current database management system. They can derive an ER diagram from a text description of the problem area and implement it in SQL. They understand the concept of referential integrity and of transactions.

Web Programming 2	**5**
Web Programming 2 IL (2. Course Semester)	5

They can create web applications consisting of both a front end and back end, and launch these. They know the interface of programming language for databases, can avoid SQL injections, carry out efficient inquiries and use transactions. They know the REST principle, current security problems in web development and the strategies required to avoid these. They know HTTP, understand the connection between cookies and state, and are able to use AJAX. They can create a DTD, create and handle XML and JSON data.

Work Methods 1	**5**
Introduction to Presentation Techniques IL (2. Course Semester)	1.5
Introduction to Project Management IL (2. Course Semester)	1.5
Personal Reflection Process 2 RC (2. Course Semester)	0.5
Scientific Work IL (2. Course Semester)	1.5

Students are able to successfully apply basic project management tools in their projects. They are able to clarify the project task, structure and plan the project, manage the project execution and produce a project report. They are able to explain the difference between soft and hard factors in project management.
Students are familiar with the industry-specific academic conferences, publications, high-quality trade magazines, and are able to assess the quality of the sources. They are able to draft a formal, correct scientific seminar or bachelor thesis.
They are familiar with methods for planning, preparing and implementing presentations, taking into account the basic elements of verbal and non-verbal communication.
Students can identify and question their own thought, experience and behavioural patterns using meta-communication models and techniques.

Work Methods 2	**5**
Software Project Management IL (3. Course Semester)	2.5
Study & Presentationskills IL (3. Course Semester)	2.5

Students acquire in-depth knowledge of software creation and maintenance by combining isolated knowledge and abilities from the relevant previous courses in a practice-oriented overall project from the technical software problem right through to the solution.
Students can read, write, critically discuss and summarise specialist English texts and hold presentations in working English.

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

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Transcript of Records winter semester 2014/15

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 1

Study organization and semester

Course code	Course title	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB13DEIL	3D Modelling & Animation	IL	2	20.01.2015	2.5	Excellent (1)
MMTB1MATIL	Applied Mathematics 1	IL	4	26.01.2015	5	Good (2)
MMTB1KOEIL	Concept Development	IL	3	29.01.2015	2.5	Excellent (1)
MMTB1ELSUE	English Language Skills	UB	2	20.01.2015	3	Good (2)
MMTB1ECNIL	Introduction to Computer Networks	IL	2	16.01.2015	2.5	Good (2)
MMTB1EDBIL	Introduction to Databases	IL	2	30.01.2015	2.5	Good (2)
MMTB1EMMVO	Introduction to Multimedia	VO	2	19.01.2015	2.5	Good (2)
MMTB1EPRIL	Introduction to Programming	IL	4	15.10.2014	5	RPL
MMTB1PEPRC	Personal Reflection Process 1	RC	1	29.01.2015	0.5	P
MMTB1WPRIL	Web Programming 1	IL	2	20.01.2015	2.5	Excellent (1)
MMTB1SWSUE	Writing Workshop	UB	1	22.01.2015	1.5	Good (2)

Sum total of successfully completed ECTS credits	**30**

The semester was **successfully completed.**

The **grade average weighted according to ECTS-credits** for **1. WS 2014** equals **1.69** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

fhs Fachhochschule **Salzburg** University of Applied Sciences

Transcript of Records summer semester 2015

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 2

Study organization and semester

Course code	Course title	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB2ALDIL	Algorithms & Data Structures	IL	4	26.06.2015	5	Excellent (1)
MMTB2MATIL	Applied Mathematics 2	IL	4	24.06.2015	5	Good (2)
MMTB2GMGIL	Basic Principles of Media Design	IL	1	17.06.2015	1.5	Excellent (1)
MMTB2KOEIL	Concept Creation	IL	1	08.06.2015	1.5	Good (2)
MMTB2ECGIL	Introduction to Computer Graphics	IL	2	26.06.2015	2.5	Good (2)
MMTB2EPTIL	Introduction to Presentation Techniques	IL	1	01.06.2015	1.5	Excellent (1)
MMTB2EPMIL	Introduction to Project Management	IL	1	19.05.2015	1.5	Good (2)
MMTB2MTGSE	Media, Technology and Society	SE	2	23.06.2015	2	Good (2)
MMTB2MMPPT	Multimedia Project 1 (MMP1)	PT	1	01.06.2015	2.5	Excellent (1)
MMTB2PEPRC	Personal Reflection Process 2	RC	1	25.06.2015	0.5	P
MMTB2WIAIL	Scientific Work	IL	1	21.05.2015	1.5	Excellent (1)
MMTB2WPRIL	Web Programming 2	IL	4	02.06.2015	5	Good (2)
Sum total of successfully completed ECTS credits					**30**	

The semester was **successfully completed.**

The **grade average weighted according to ECTS-credits** for **2. SS 2015** equals **1.59** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

fhs **Fachhochschule Salzburg** University of Applied Sciences

Transcript of Records winter semester 2015/16

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 3

Study organization and semester

Course code	Course title	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB3VCGIL	Advanced Computer Graphics	IL	2	22.01.2016	3	Good (2)
MMTB3ANSIL	Applied Statistics	IL	2	28.01.2016	2.5	Satisfactory (3)
MMTB3HCIIL	Basic Principles of Human-Computer Interaction	IL	2	15.01.2016	2.5	Excellent (1)
MMTB3GDEIL	Game Development 1	IL	4	05.02.2016	5	Good (2)
MMTB3GSDIL	Game Studies & Game Design 1	IL	2	25.01.2016	2.5	Good (2)
MMTB3TEARC	Group-Oriented Reflection Process 1	RC	1	28.01.2016	0.5	P
MMTB3MIRIL	Mixed Reality 1	IL	2	27.01.2016	2	Satisfactory (3)
MMTB3MMPIL	Multimedia Processing	IL	2	11.12.2015	2.5	Satisfactory (3)
MMTB3MMPPT	Multimedia Project 2 (MMP2a)	PT	1	29.01.2016	2	Excellent (1)
MMTB3SDPIL	Software Design Pattern	IL	2	12.01.2016	2.5	Excellent (1)
MMTB3SPMIL	Software Project Management	IL	2	04.12.2015	2.5	Excellent (1)
MMTB3SPSIL	Study & Presentationskills	IL	2	03.12.2015	2.5	Excellent (1)
	Sum total of successfully completed ECTS credits				**30**	

Course code	Elective course title	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB3WS15GS	In-depth Game Studies & Game Design 1	IL	1	25.01.2016	0.5	Good (2)
	Sum total of successfully completed extra-curricular ECTS credits				**0.5**	

The semester was **successfully completed.**

The **grade average weighted according to ECTS-credits** for **3. WS 2015** equals **1.83** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

fhs **Fachhochschule Salzburg** University of Applied Sciences

Transcript of Records summer semester 2016

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 4

Study organization and semester

Course code	**Course title**	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB4CDSIL	Concurrent & Distributed Systems	IL	2	02.06.2016	2.5	Good (2)
MMTB4KMSIL	Cryptography and Media Security	IL	2	18.05.2016	2.5	Excellent (1)
MMTB4DMSIL	Digital Media Systems	IL	2	27.05.2016	2.5	Excellent (1)
MMTB4GDEIL	Game Development 2	IL	4	20.06.2016	5	Excellent (1)
MMTB4GPEIL	Game Production Environments	IL	2	01.06.2016	2.5	Good (2)
MMTB4GSDIL	Game Studies & Game Design 2	IL	2	13.06.2016	2.5	Good (2)
MMTB4TEARC	Group-Oriented Reflection Process 2	RC	1	23.06.2016	0.5	P
MMTB4HCIIL	HCI-Studio	IL	2	24.06.2016	2.5	Excellent (1)
MMTB4MIRIL	Mixed Reality 2	IL	1.5	22.06.2016	2	Good (2)
MMTB4MMPPT	Multimedia Project 2 (MMP2b)	PT	1	08.06.2016	2	Excellent (1)
MMTB4MMGIL	Multimedia Project 3 Kickoff - Game Development & Mixed Reality	IL	0.5	23.06.2016	0.5	Excellent (1)

Course code	**Bachelor thesis**	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB4BA1SE	Bachelor Thesis 1 and Accompanying Course	SE	1	30.06.2016	5	Excellent (1)
	Sum total of successfully completed ECTS credits				**30**	

Course code	**Elective course title**	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB4SS16GS	In-depth Game Studies & Game Design 2	IL	1	13.06.2016	0.5	Good (2)
	Sum total of successfully completed extra-curricular ECTS credits				**0.5**	

The semester was **successfully completed.**

The **grade average weighted according to ECTS-credits** for **4. SS 2016** equals **1.32** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

fhs **Fachhochschule Salzburg** University of Applied Sciences

Transcript of Records winter semester 2016/17

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 5

Study organization and semester

Course code	Course title	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB5BA2SE	Bachelor Thesis 2: Topic Selection and Exposé	SE	1	30.01.2017	2.5	Excellent (1)
MMTB5BPRIT	Internship: Accompanying Course	IT	1	11.01.2017	1	Excellent (1)
MMTB5MMPPT	Multimedia Project 3: Preparation	PT	1	30.01.2017	2.5	P

Course code	Practical training	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB5BPRPT	Internship	PT	0	11.01.2017	24	P

Sum total of successfully completed ECTS credits	**30**

The semester was **successfully completed**.

The **grade average weighted according to ECTS-credits** for **5. WS 2016** equals **1.00** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder

Fachhochschule Salzburg GmbH
Urstein Süd 1
5412 Puch / Salzburg

fhs **Fachhochschule Salzburg** University of Applied Sciences

Transcript of Records summer semester 2017

Wieland, Jaqueline	19.11.1994	1410601025	MultiMediaTechnology
Last name, First name	Date of birth	Student identification number	Degree programme

Bachelor degree programme (full time), Semester 6

Study organization and semester

Course code	**Course title**	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB6UGLIL	Business Basics	IL	2	31.05.2017	2	Good (2)
MMTB6BOGIL	Business of Game	IL	1	05.04.2017	1	Good (2)
MMTB6TEARC	Group-Oriented Reflection Process 3	RC	0.5	02.06.2017	0.5	P
MMTB6GETVO	Guest Lecture Emerging Technologies	VO	1	02.06.2017	1	P
MMTB6MITIL	Main Elements of Media and IT Law	IL	2	05.04.2017	2	Good (2)
MMTB6MMPPT	Multimedia Project 3 (MMP3)	PT	2	08.06.2017	9.5	Excellent (1)
MMTB6AKGIL	Selected Chapters of Game Development & Mixed Reality	IL	3	23.05.2017	4	Good (2)

Course code	**Bachelor thesis**	Type	SWS	Exam date	ECTS Credits	Local grade
MMTB6BA2SE	Bachelor Thesis 2 and Accompanying Course	SE	0.5	23.05.2017	10	Good (2)

Sum total of successfully completed ECTS credits	**30**

The semester was **successfully completed.**

The **grade average weighted according to ECTS-credits** for **6. SS 2017** equals **1.67** (excluding recognized or extracurricular courses).

Puch bei Hallein, 23.06.2017

Place and date of Issue

Head of Degree Programme, FH-Prof. DI Dr. Hilmar Linder