Course of Study Computational Science and Engineering (Study Cohort w20)

					Legend:				
mple course plan A Master Computational $\mathfrak s$	Science and Eng	gineering (IIWMS)			Core Qualification Compulsory	Specialisation Comput		Focus Compulsory	Thesis Compulsory
ecialisation I. Computer Science, Specialisa	tion II. Engineer	ring Science, Specialisation III. Ma	thematics,		Core Qualification Elective Compulsor	ry Specialisation Elective	Compulsory	Focus Elective Compulsory	Interdisciplinary complement
ecialisation IV. Subject Specific Focus	Form Hrs/wk	Semester 2	Form Hrs/wk	Semester 3		Form Hrs/wk	Semester 4		Form Hr
Software Verification		Algorithmic Game Theory		Research Project			Master The	esis	
Software Verification	VL 2	Algorithmic game theory	VL 2	Research Project IIW		PK 8			
Software Verification	GÜ 2	Algorithmic game theory	HÜ 2						
Mathematical Image Processing		Information Theory and Coding							
Mathematical Image Processing Mathematical Image Processing	VL 3 GÜ 1	Information Theory and Coding Information Theory and Coding	VL 3 HÜ 2						
				Distributed Algorithms					
				Distributed Algorithms		VL 2			
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<u> </u>				Control Systems Theory and Control Systems Theory and Des		VL 2			
<u> </u>				Control Systems Theory and Des		GÜ 2			
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				Mathematics of Neural Netwo	orks				
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Business & Management (from catalogue) - 6LP	> CLD						-		
Non-technical Courses for Master (from catalogue									
Technical Complementary Course II for Computa									
Technical Complementary Course I for Computat	tional Science and E	ngineering - 12LP							

The choice of courses from the catalogue is flexible (depends on the semestral work load), provided the necessary number of required credits is reached.